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Game: **LANDS OF EVERSHADE**
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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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LANDS OF EVERSHADE

GENERAL RULES

The game is divided into 2 parts. **Exploration** uses the **storybook** and **secret sheets**. **Combat** is played on secret sheets with grid-based tactical maps as turn-based encounters. All unused secret sheets should be placed under the **cover sheet** to prevent accidental spoilers.

If necessary, always round up. With the exception of universal markers, HP dials, and dice, when you should use a substitute if you run out, all components are limited. If you need such a component and all copies are being used, ignore the effect.

If multiple effects must be resolved at the same time, players choose the order of resolution.

SETUP

STEP 1: BEGIN AN ADVENTURE

Prepare a pool of D12s and a set of **divinum dice**: D4, D6, D8, D10, D12, and D20.

Place the **story tracker** in the center of the table with enough room for at least 1 sheet to the left and one to the right of it.

Choose an **adventure**. If you've completed no adventures, choose a starting adventure. If you've completed a starting adventure, choose an advanced adventure. If you've completed an advanced adventure, choose an expert adventure. All characters need to have the same number of completed adventures.

Take all cards and tokens from the chosen adventure's box and add them to the game box (ensure you've moved the components of previously played adventures back to their boxes).

Place all the sheets for the chosen adventure in a stack under the cover sheet.

If you have a party of saved characters, go to the storybook for the chosen adventure and follow the *Setting Off: Existing Party (Setup Step 4 of 4)* instructions (you may skip setup steps 2 and 3).

If you have no characters, go to Chapter 2 of the *Player's Handbook* and follow the *Create a Character (Setup step 2 of 4)* instructions to build your first character.

Adventurers join forces to form a **party**. **Party member** refers to all **characters** and **companions** in play. Party members may form 1 or several parties, depending on their location. Party members are in 1 party whenever:

- There is no physical representation of the party or the characters in play.
- They are represented by the **party model**.
- They are represented by separate **character models**, but share the same space on the current sheet of the adventure.

In combat, **characters** always occupy different spaces: they do not follow party rules, though they are still party members.

STEP 2: CREATE A CHARACTER

1. Take 1 empty **character board** and 1 **pouch**.
2. Fill the spaces of the **EXP** track with 12 **advancement tokens**, with the exception of the 3 gray bottom slots (0, 1, 2).
3. Place a teal marker in the lowest slot of the **EXP** track.
4. If you want to build your own character, go to *Player's Handbook Chapter 3: Races of Evershade* (p13) to begin.
5. If you want to start faster, go to *Chapter 8: Pre-generated Characters* (p125) and pick one of the ready-to-play heroes.

STEP 3: FINALIZING THE PARTY

1. Pick a **portrait token** to represent your character and place it in your character board.
2. Pick a **model** to represent your character and put a colored ring on the model that matches the color of your pouch. If you have any companions, pick models for them too.
3. If you have companions, take an HP dial for each of them, set it to their starting **HP**, and place it above their card.
4. Take 8 **effect tokens** in the same color as your pouch and add them to your Pouch.
5. Each player takes an **advancement card** of their profession and a set of 2 **help cards**.
6. If you want to create more characters for your party, go back to Chapter 2. If you want to add more pre-generated characters, go to Chapter 8. Otherwise, continue.
7. **Solo play**: If there's only 1 character in your final party, you must upgrade at least 1 humanoid companion to a **partner**.
 - If you don't have a companion, return to *Chapter 6* and pick one.
 - If you have at least 1 companion, choose one to become a partner. Find a partner card matching their highest **ATT** and attach it to the side of the companion's card so that it connects to their attributes.
8. Clean up any components left after character creation. Only the following should be left on the table: the entire party with their models, companions, and help cards; adventure components (optional); and the camp sheet with companion camp cards (optional).
9. Go to the storybook for the adventure you are playing and continue with the *Step 4: Setting Off: New Party* procedure.

SAVING THE GAME

The game provides a place to save after completing each act. If you wish to stop and save the game in any other place, you can take notes and photos of the current state of the game.

To save the game at the end of an act:

1. Note down which act of the adventure you have completed.
2. Save each character in a **character tray**: place all cards, hotbars and character boards in trays and cover them with lids to hold everything in place.
3. Return all other tokens and cards to the component trays.
4. Place the story tracker in the tray and cover it with a lid (the lid holds any story markers on the tracker in place).
5. Place all components, trays, and pouches in the box.

In the standard edition, there are no lids: use the provided save sheet to note down the current state of the game.

RESTORING THE GAME

To restore the game, follow the instructions in the *Resuming the Adventure* section at the start of the storybook. This includes:

1. Restoring all characters with all their tokens, items, action cards, **HP**, **EXP**, etc.
2. Restoring the story tracker with all marks and tokens.
3. Going to the appropriate entry, depending on the Act.

CHARACTERS

KEYWORDS

Each character has multiple **keywords** (bold italics), including their **profession** and **race**. **Keywords** can be found on tokens in the character and equipment spaces of your character board; faceup action and reaction cards currently on your hotbar; your companion card (*except in combat*); the space your model currently occupies; and the sheet you're currently playing.

ATTRIBUTES

Four **attributes** define the base number of dice used during rolls: **STRENGTH (STR)**, **AGILITY (AGI)**, **INTELLECT (INT)**, and **CHARISMA (STR)**. These range from 1 to 6, marked with tokens in the character board, and may be increased with advancements.

MOBILITY



Mobility (MOB) is a character's quickness and speed. In combat, it is how many spaces they may move in a single action.

HP


HP resets at each Camp phase and in some story moments. Characters may also regain HP with heal effects. Maximum HP is marked on the character board with the white **HP limiters**.


During exploration, after reaching 0 **HP**, a character gains the **injury** condition and 1 **FATE**, then rolls their **DIV** die and restores a number of **HP** equal to the result. In combat, when a character drops to 0 **HP**, they are **knocked out** or **eliminated**.




DIVINUM


Each character has a value of **divinum (DIV)**, which indicates how many and what type of dice they use when they roll for divinum. Divinum might be referenced with its name, **DIV** tag or the icons  for full value or  for half of the value.








FATE

Once **FATE**  is used, return it to the component pool. If there is not enough **FATE** in the component pool, you cannot gain more.

Fate can be spent in these ways (you may use these options multiple times, as long as you have enough ):

- During a roll, pay 1  to reroll any number of your dice (including **DIV** dice).
- Pay X  to refresh an action card (if the card allows for it; the cost and other details are on the card).
- During character activation, pay 3  to immediately gain 1 additional action.

There are 2 main ways to gain :

- You gain 1  whenever your character fails their roll (resolves ). Only the final outcome of the roll counts. If you fail, but then pay  or other resources to reroll and achieve a positive outcome, you don't gain .
- If a failure has no specific effects, the  outcome may not appear in the roll; but failing to achieve a positive outcome still counts as a failure and grants 1 .
- You gain 1  for each natural 1 on a D12 that remains at the end of the roll after all re-rolls and other die modifications. This does not include **DIV** dice.

CONDITIONS

There are 4 different conditions: **injury**, **trauma**, **sunbleached**, and **dimrot**. A character can never have both sun-bleached and dimrot conditions at once (if they gain one of them while having the other, flip the token to the other side). If a character gains a second sunbleached or dimrot, gain an injury instead.

If a character has 3 condition tokens and has to gain a fourth, they die.

EXPERIENCE AND ADVANCEMENTS

During an adventure, characters gain **experience points (EXP)**, tracked on the right side of the character board. Whenever the marker in the **EXP** track reaches the current topmost empty space, the character gains an **advancement**:

- Remove the bottom advancement token from the **EXP** track and place it in your pouch.
- Place the marker in the **EXP** track on the bottom slot (0). If necessary, continue gaining the remaining **EXP**.

During **camp**, the characters will have an opportunity to advance if they have any advancement tokens in their pouch.

HOTBAR

This additional board shows which **action cards** the character has prepared. Action cards come in 3 different types (**offensive**, **defensive** and **support**), and each card has to occupy a matching slot (1 card per slot).

Additional slots (marked with a red lock and number) are available after reaching a set number of advancements.

BRILL

BRILL is the game currency. When the party gains brill, it may be divided between the characters in any way, unless stated otherwise. When brill has to be spent, the party may divide the cost as they wish, unless stated otherwise.


BOONS & TERROR

BOONS

Boons come in 2 types: beige **basic boons** and green **greater boons**. If you gain a boon, gain a basic one of a chosen type unless stated otherwise. Boons are placed in the 4 **boons & terror** slots. If a character would receive boons beyond the number of slots, ignore the excess tokens.


If you cannot add a boon because some slots are taken by terror, instead of gaining this boon, discard a terror token.

To use a boon, declare it before taking an action that may benefit from the boon and discard the token.


Basic boons: +1 STR / +1 AGI / +1 INT / +1 CHA / +1 D4 DIV / -1  (roll difficulty)

Greater boons: +3 STR / +3 AGI / +3 INT / +3 CHA / +1 D12 DIV.


TERROR



TERROR  tokens are placed in the 4 **boons & terror** slots. If you receive terror tokens beyond the number of slots, ignore the excess tokens. If you cannot add a terror token because some slots are taken by boons, discard a chosen boon before you slot in a terror token.


When you gain a 4th terror token, roll D12, add 4 to the result for each **trauma** condition you have, and check the result:


1-2: Heal 2 . Lose 3 HP.



3-4: Heal 2 . Discard 2 brill.


5-6: Heal 3 . Move 1 action card to your pouch.



7-8: Heal 3 . Discard 2 .

9-12: Heal 4 . Gain a **trauma** condition.

13-14: Heal 3 . Lose 6 HP.

15-16: Heal 4 . Move 1 chosen equipped  item to your pouch.

17-18: Heal 4 . Move 2 action cards to your pouch.



19-20: Heal 4 . Gain a **trauma** condition. Discard all .

21-24: You die.






If you gained the **trauma** condition during combat, you are eliminated.

ITEMS

ITEMS

Characters will acquire **items**, most of which have their own keywords, and many of which grant a unique action card and/or a passive modifier to damage  or armor .

Each time you equip the basic **club/staff sling** double-sided item token, you may choose the side of the token to be active.

Store equipped items in the **equipment & inventory** section of the character board, where there are 3 spaces for **handheld items** , 1 for **headgear** , 1 for a **chestpiece** , 1 for **footwear** , and 4 for **small items** , plus a larger slot to keep **FATE** and **BRILL**.

During exploration, only the items in the equipment slots contribute their keywords to the character.

Some action cards also require specific items or keywords in your equipment; losing an item may make some action cards unusable. If an action card is used by an item that's no longer in your equipment or pouch, return it to the box.

When you gain a new item, you may immediately place it in your equipment; if you do, you may also place its action card in the appropriate slot of the hotbar light side up (if the slot is occupied, move the card present there to the pouch). Before receiving an item, you may check the effects of the assigned action card.

Characters do not lose items unless told to do so by a game effect.

Items are divided into tiers based on their rarity and into types that occupy different slots on the character board.

POUCH

This box is a character's personal storage. All items and action cards not currently in use, and advancement tokens, are placed in the pouch. Characters can reequip items and action cards from the pouch during camp.

All keywords on components in the pouch are not active and cannot be used; but if the story checks a requirement of an item, the requirement is still met if it is in the pouch.

THE STORYBOOK

Each **adventure** is divided into 3 **chapters**, each further divided into **acts** about 1-3 hours play in length.

The adventure is presented in a **storybook**. When navigating the storybook, the entries will instruct you what to do. If the party cannot agree on an option, the character with the **decision token** makes the final call.

☞ represents the number of characters present in the game.
☞ represents half of the character number (round up).

A **storybook** contains numbered entries for your current adventure. The 🗺️ icon on a map followed by a number indicates that storybook entry may be read in that space, usually be performing an action.

In the storybook, when you find a redirection with a requirement that you meet, you must follow this redirection immediately (even if only 1 person in the party has it) and disregard any other text below the redirection.

If there are multiple choices, you may read each choice before committing to one, but not any additional entries the choices may redirect to. If a choice has a requirement, at least 1 party member must match the requirement to make that choice. Unless specified, the choice belongs to the entire party.

If you can't come to an agreement after discussion, hold a vote. If the vote is tied, the owner of the decision token breaks the stalemate, then must pass the token to the next player clockwise.

Some entries have separate requirements you need to match to read them, and some of those may refer to single characters, who may read the paragraph following the restriction.

STORY TRACKER

The **story tracker** tracks the consequences of your choices. When an effect tells you to do so, place a marker in the slot with the appropriate letter. If the slot is already marked, ignore this effect.

☞ This icon checks if a slot is marked.

☞ This icon checks if a slot is not marked.

The bottom of the story tracker has a round space for a **time token**. Its current state is shown by the arrow on the left of the slot. If you have to progress the time token, rotate it clockwise. If a time token is reduced, rotate it anti-clockwise.

ROLLS

When the character that resolves a roll is not specified, the party must select 1 character to perform it.

1. The character takes D12 equal to their **ATTRIBUTE (ATT)** as specified by the roll. Apply roll modifiers if the character meets the given conditions.
2. Other characters in a party may be able to **support** the roll if they meet the conditions.
3. All characters roll their dice separately, (at the same time).
4. Characters may pay **FATE** to reroll their dice before accepting the result. Then count the total number of successes in the roll. Any die with a result **equal to or higher** than the difficulty (☞; ☞ refers to the **enemy difficulty** on the enemy card) counts as 1 success, and any naturally rolled 12 instead counts as 2 successes, regardless of the difficulty.
5. Find the outcome with the highest success value that matches the total number of successes you have. If your number was too low for any successful outcome, resolve the **failure** ☞ outcome instead. Outcomes may use different values instead of set numbers, for example ☞, the number of characters.
6. If ☞ is not listed, failing this roll has no effect.
7. At the end of the roll, any naturally rolled 1 grants 1 **FATE** for the character who rolled it. Resolve the outcome. If the roll was failed, the character who performed the roll gains 1 **FATE**.

In the case of an *each character performs a roll* instruction, each character has to roll separately and they cannot **support** one another.

ROLL MODIFIERS

When applying modifiers:

- The character performing the roll has to apply every modifier for which they meet any of the listed conditions.
- Apply each modifier once, even if the character meets more than one of its conditions. Even when you have several different keywords that enable 1 modifier, you do not apply this modifier several times.
- If the character meets the same condition multiple times, apply the modifier the same number of times. So having 2 instances of the same keyword allows you to apply that modifier twice.

Modifiers can never reduce the number of dice rolled below 1 or reduce the ☞ below 2.

DIVINUM IN ROLLS

A roll may use **divinum die** (it will have its own rules for its use). The character making the roll adds a **DIV** die indicated by the **DIVINUM** value on their board to the pool of D12 dice.

DIV dice do not count toward determining the number of successes or gaining fate. If a game effect allows you to add more **DIV** dice to the roll, the **DIV** results are added together.

SUPPORT

During **exploration**, if characters are in a party, and one of them is performing a roll, all other characters who meet the conditions of at least 1 modifier may **support** them:

- Each supporting character rolls only the dice they receive from modifiers.
- If a supporting character meets more than 1 modifier condition, they must still choose a single keyword to apply the modifier.
- Modifiers with conditions that are not related to keywords can only be applied by the character who performs the roll, and never by the supporting characters.
- Add any successes rolled to the performing character's roll.
- Any other effects related to the dice values rolled by the supporting characters, such as gaining fate, are resolved by the supporting character.

SECRET SHEETS

Secret sheets are specific to each adventure. Combat sheets are secret sheets with grid spaces, used to resolve combats. Keep secret sheets under the cover sheet when not in use.

Secret sheets may contain additional actions exclusive to the sheet.

Grid spaces on a sheet are square and only large enough to fit 1 standard character or enemy model; they are primarily used in combat.

Large spaces can be of any shape and have no limit to models or markers you can place in them.

Spaces are considered connected if they share a passable (regular or special) border. Diagonal squares in a square grid are not connected.

Regular borders (single thin line) separate space and can be freely moved through. **Impassable borders** (double line) cannot be crossed by models unless otherwise stated. If a rule requires a character or an enemy to be pushed past an impassable border, they receive **crashing damage**. **Special borders** have special rules, usually on the same sheet.

You may attack through regular and impassable borders with both melee and ranged attacks.

Dangerous spaces may be freely entered, but usually have some negative effect defined by the sheet or printed on the space itself. Enemies can enter dangerous spaces and suffer the same effects as characters, but they will not enter them if it would kill them.

The **trigger icon** ☞ indicates an instant effect happens when the party or a party member enters that space. In combat, the current movement of a party member ends on entering a space with . Continue resolving the current activation afterward.

CAMP SHEET & CAMP PHASE

The **camp sheet** is a special secret sheet with holders for camp cards. Camp cards can only be slotted in holders with corresponding letters.

Whenever the game asks you to resolve a **camp phase**, place the camp sheet in the available space of the story tracker, and follow the steps on the sheet:

1. **Performing advancements:** Characters with advancement tokens in their pouches may spend them to gain new cards and abilities from their advancement trees.
2. **Rest:** Each party member heals all **HP**. Each character refreshes all their action cards, ignoring all costs and restrictions.
3. **Reequip:** Characters may exchange items and companions. Then, they can equip items from their pouches and change action cards on their hotbar.
- 4&5. **Expand and upgrade camp:** The party may add new camp cards or improve the current ones (with entries marked as P found in the *Player's Handbook*).
6. The party may **recruit new companions**.
7. The party may **replace camp cards**. Place unused camp cards in the party inventory.
- 8&9. **Resolve camp actions:** Each character may resolve 1 action from any camp card. Place the character models on the cards to indicate what they are doing.
Only characters on the same camp card may support another one's rolls.
10. **Clean up:** Discard the camp sheet along with all models and markers on it.

Once the camp phase is complete, return to the same place that asked you to resolve the camp phase, and continue the game.

COMBAT

When you encounter a *start the combat* instruction in the storybook, resolve a **combat**. The setup is described in the entry.

ACTIVATIONS

Combat is played in **rounds**, each divided into **activations** of characters and enemies.

The initiative bag determines the order of activations. To find out who is activated next, draw a token from the initiative bag:

- **White token:** The party decides together which non-activated character to activate. Place the token on their character board and resolve their activation.
- **Black token:** Place the token on the first enemy card from the left without an activation token and resolve its activation.
- **Dual token:** Count the number of white and black activation tokens already drawn. If there are more black tokens, treat this token as white. If there are more white tokens (or there is a tie), treat it as a black token.

When either all enemies have a black token on their cards, or all characters have a white token on their boards, resolve all remaining activations:

- If any enemy cards have not been activated yet, activate them, going from left to right.
- If any characters have not been activated yet, activate them in an order chosen by the players.

Then, return all activation tokens from characters and enemies to the initiative bag and start the next round.

If there are no more tokens in the initiative bag to draw, resolve all remaining enemy activations from left to right and then all character activations in a chosen order.

VICTORY & DEFEAT

Combat continues until the objective on the sheet is achieved (resolve the **victory entry**) or the party is defeated.

Achieving victory instantly ends the combat, including the currently resolved action.

The party is defeated when all characters are knocked out or eliminated (each of the characters has 0 **HP**). If so, immediately resolve the **defeat entry** of the current sheet.

A partner in solo mode counts as a character for this purpose, but other companions do not.

KNOCKED OUT & ELIMINATION

If a character is **knocked out**, they can no longer participate in combat until they get **stabilized**. They gain 1 **fate** and 1 **injury condition**. Discard their model from the secret sheet along with all of their effect tokens, and other effect tokens affecting them. Place 1 effect token of that character in the space where their model was. Other characters may target this effect token with actions that **stabilize**. Other than that, this character is immune to any effects.

If a character is **eliminated**, reduce their **HP** to 0, but they do not gain an injury unless stated otherwise. They cannot be brought back during this combat and their effect token is not placed on the secret sheet (or it is discarded if it is already there).

If the knocked out or elimination happens during a character's action, that action is interrupted.

When a character is knocked out or eliminated, the model of any non-partner companion they control is removed from combat. A partner remains in combat, and can be activated on their own.

After the combat, the character who was knocked out or eliminated rolls their **DIV** and restores a number of **HP** equal to the result.

ENEMY ACTIVATION

Enemies are in 4 types: **bosses, elites, minions, and environment.**


Minions have multiple models that share 1 enemy card. When activated, they act one by one in alphabetical order (printed on the standee or the miniature base ring). **Environments** use an enemy card but usually have no activation deck. When you activate them, simply resolve the effect on their card.


Larger models that occupy more than 1 space are only hit once with area-of-effect attacks. No matter the model's size, it moves only 1 space at a time.

When new enemies are spawned on the secret sheet to join the combat, place them in specific spaces as instructed. If all possible spaces are occupied, place them in the closest, empty, non-dangerous space.

When an enemy activates, draw the topmost enemy activation card from its activation deck and resolve it from top to bottom. Each action may target a different party member. If an enemy action cannot be fulfilled, resolve as much of it as possible. If there is an additional effect on its enemy card, include it in the activation. Then, place the drawn enemy activation card faceup at the bottom of the activation deck.

Enemy actions target characters, spaces on the sheet, or other components. If targeting conditions are met by more than 1 target, players choose. Common targeting conditions are:

 The enemy targets the closest party member (regardless of cover).

 The enemy targets the closest party member with the highest number of targeting icons on action cards in their hotbar or on their companion card. Only the currently visible side contributes its icon.

Enemies may target multiple party members with 1 action: target a set number of party members starting with the ones who have the most targeting icons. An enemy can only target characters or objects that are in range of their action. If there is no valid target, the action is skipped.

ENEMY MOVEMENT

Enemies move a number of spaces given on the activation card. They cannot move through impassable borders, and do not move through dangerous spaces if entering them would kill them. They cannot move through spaces occupied by party members. They can move through spaces occupied by other enemies, but cannot end their movement in a space occupied by an enemy.

When an enemy moves toward something, they have to end their movement in a space closest to the target. When moving away, the enemy has to end their movement in a space farthest from the target. Enemies always take the shortest possible path to the target space.

ENEMY ATTACKS

All enemy actions with the **attack** keyword are attacks, and might also come with keywords that might be checked by other effects.

Each enemy attack specifies its own range and targets. Any effects that target party members can target both characters and companions. Any effects that target characters target only player characters. Characters may use their **defensive reactions** against enemy attacks. If not specified, enemies have unlimited range for their actions and attacks.

If an enemy actions have a diagram that defines the area of the action and the effects, these effects affect both characters and other enemies.

ENEMY HP AND DEFEATING ENEMIES

Minions always have 1 **HP** each, and **HP** for boss and elite enemies is tracked on their **HP** dials. To defeat an enemy, you must deal enough damage to reduce their **HP** to 0.

When this happens, remove the enemy's model from the secret sheet and flip their card. If the enemy has more than 1 model, flip its card only after you have removed the last one. When the enemy card is flipped, discarded or changed during combat, discard all components from it, except the activation token if they have already activated this round.

From now on, that enemy does not take part in combat and cannot be targeted by any effects. Enemies with their cards flipped may still resolve some effects. If the card states *do not activate this enemy* the card is fully skipped in the initiative order.

Enemies may heal above their starting **HP**. If the enemy **HP** exceeds 100, use the 100/200 **HP** token.

CHARACTER ACTIVATION


At the beginning of a character's activation, they refresh all their action cards (flip them from the dark side to the light side). Some cards may have additional conditions or costs to be refreshed.

Activated characters perform 2 actions (basic actions, action cards or sheet actions). Actions that do not count against this limit are **free** actions.

BASIC ACTIONS


Move: Move your model up to a number of spaces equal to your **MOB**. You can only move to connected spaces (not diagonally), and not across impassable borders or through spaces with enemy models. You may go through spaces with party members, but cannot end movement on an occupied space.

First aid: This action can be used on an effect token representing a knocked out character in range 1 by performing this roll:

Roll for **AGI** or **INT**  +1 die: *Medicine, Survival*.

 Stabilize.

STABILIZE

Effects in the game may allow you to stabilize a knocked out character. They roll their **DIV** to regain **HP**, place their model on the secret sheet in place of the effect token (discarding it), refresh all their action cards and gain 1 . If the space with the effect token is occupied, place the character model on the closest, empty, non-dangerous space.

ACTION CARDS

Action cards are divided into six types: **offensive actions, offensive reactions, defensive actions, defensive reactions, support actions, and support reactions.**

Action cards can only be used during combat, and must be stored in slots of a matching type on the hotbar to be used. When their light side is faceup they are available to use, and when their dark side is faceup they are unavailable. The dark side may contain passive effects following the action, refresh conditions and costs, or even another action that can be made.

After using an action card, flip it to its dark side (unless stated otherwise). They may be used as an **action** (the character usually has to spend 1 action, and is usually instructed to perform a roll) or as a **reaction** (the card may be used in any moment specified).

Offensive actions like attacks gain the keywords from the item that is required to use them.

Each character may use any number of reactions against a single effect. However, only 1 defensive reaction can be used against each attack.

TARGETING

Each action card specifies its possible targets, the number of targets, and the range. The diagram is a visual representation of what can be targeted. Targeting specifies the number of targets and range. Abbreviations include **CH** (character), **PM** (party member), **SELF** (the character using this action), **EN** (enemy, minion, elite, boss, and **ALL** (both party members and enemies).

REFRESHING ACTION CARDS

You refresh a card by flipping it from its dark side to the light side. Action cards refresh at the beginning of an activation, unless the red text says otherwise.

Some actions might be also be refreshed at any time by paying the **FATE** listed. Other cards might have different costs and moments to be refreshed, all written in blue.

SUPPORTING IN COMBAT

During combat, characters cannot **support** each other as they can during exploration. Instead, each time a party member performs a roll, other party members may use one of their reactions to support the roll. The reaction must allow you to do so, and range requirements must be fulfilled.

RANGE

Range is given as **R#** and is measured in spaces. All spaces up to the designated range number are within range. Spaces can be counted through impassable borders.

A **connected space** is any space that shares a passable border with your space. Diagonal squares in a square grid are not connected. There is no line of sight: all models see one another.

In line is an effect which originates from a character or enemy and may affect targets in any space in a line of connected spaces.

COVER

A model in cover gets **+2 armor against an attack**. If a model is in a space with an impassable border, this cover bonus applies against all damage dealt by anyone on the other side of that impassable border.

ITEMS IN COMBAT

Item actions appear only on some item tokens. **Items can be used only in combat.** However they can also provide access to keywords and passive effects during exploration.


Using an item action is free and is not included in the limit of 2 actions per activation. You may use item actions during your activation before or after taking an action or in a moment specified by the token (even outside of your activation). When you use an item action, discard the token from your inventory to your pouch (you can equip it again during the camp phase).

The effect of the item action is stated on the back of the item, and the front text is only a reminder.

When making an attack:

- If your chosen attack action requires a specific weapon or a weapon with a specific keyword, you have to use that weapon, adding its passive modifiers and keywords to the attack.
- If your chosen attack action has no specific requirements, you are free to use it with 1 chosen weapon, as long as the weapon and the action share a keyword.

Damage dealt with a weapon gains the keywords of that weapon.

Passive effects, shown inside the frame, can be used at any time without having to move the item token to the pouch. Armor from multiple sources, including items, adds together. Additional  may be gained from only 1 weapon at a time.

SHEET ACTIONS DURING COMBAT

Combat secret sheets may include additional tools and actions:



Printed action cards: Party members may use these actions as if they were on their hotbar. They are not flipped after use, but may be restricted to a single use per activation.

Additional action cards: Similar to standard action cards, but placed next to the secret sheet. Party members may use them as if they were on their hotbars. They are flipped after use.


Non-card sheet actions: Additional actions. Party members may spend one of their actions during activation to resolve them, in the same way as a basic action.

DAMAGE MODIFIERS

ARMOR

Both characters and enemies may have armor. Whenever damage  is dealt to a party member or enemy, reduce that amount by their armor  if there are multiple effects of armor for a single character or enemy, they add together.

Ignore armor effects allow the attacker to ignore the armor of the attacked model: temporarily reduce the armor value by the value. This may reduce the value down to 0.

Lose HP effects instruct characters or enemies to lose a set number of **HP** instead of dealing : this disregards armor.

DAMAGE, RESISTANCE, WEAKNESS

Some weapons and spells may deal different types of damage, and some enemies may have **resistance** or **weakness** to some of the damage types. Each time this enemy is dealt damage of this type, apply the corresponding modifier. Weaknesses and resistances are applied after armor.


Some enemies may have a **weakness/resistance** to either melee or ranged attacks, in which case this checks the kind of weapon was used during this attack. If the action card says *requires melee*, its damage is considered damage from a melee attack.

EFFECTS

PUSH, PULL AND CRASHING

Some effects allow you to manipulate the positioning of both party members and enemies, in the form of push and pull effects.

Push moves the target by the number of spaces away in a line from the source of the effect. **Pull** moves the target toward the source of the effect and it does not need to be resolved in a line as long as each space moved is closer.

When a model is pushed and there is no possible space for it to move away (due to other models or impassable borders), the model is dealt **crashing damage** equal to the remaining push value. That  is reduced by armor.

EFFECT TOKENS

Some action cards use effect tokens to mark ongoing effects. They can be placed on secret sheet spaces and on character portraits and enemy cards participating in combat. They do not block spaces they occupy.


If the effect says to place an effect token on a character, companion or enemy, place the token on the appropriate portrait or card.

Each character has 8 effect tokens in their color, with 2 different icons. Place 1 on the card that is the source of the effect and the other marking what is affected by it. A character may have up to 2 effects that use effect tokens in play at any one time. If they were to have a third, they may discard all effect tokens with one icon first to accommodate it.

Enemies may also use effect tokens (marked with a square).

CHARACTER DEATH

When a character dies:

1. If this player has the **decision token**, pass it clockwise.
2. All other characters gain 1 **TERROR** .
3. Put all the quest items in the pouch of the character with the decision token. Put all other items of the dead character in pouches of other characters, divided in any way players agree on.
4. Share the character's **BRILL** in any way the players agree on.
5. If the character has a companion, give the companion to any other character of their choice.

6. The rest of the party continues the game. From now on, only characters remaining in play are counted when effects check their number **■**.

7. The player without a character may create a new character following the *Re-joining an Adventure in Progress* instructions in Chapter 2 of the *Player's Handbook*. This new character will join the party during the next Camp phase.

If all characters die before the camp sheet resolves, the adventure is over: reset the game, create new characters, and start again.

COMPANIONS

The party may have up to 2 **companions** distributed among characters as they wish. Companions can be exchanged between players during the camp phase.

HP AND TERROR

The maximum **HP** of a companions is indicated on their card and tracked on an **HP** dial (if they have no maximum indicated, they can gain as many **HP** as the dial allows). Companions cannot gain conditions.

When a companion's **HP** reaches 0 during combat, discard their model. They won't participate in this combat anymore, but will be healed during the camp phase. When a companion's **HP** reaches 0 outside of combat, they cannot be used until healed.

Instead of gaining terror, companions lose **HP** according to the number indicated on their card. Instead of healing terror, companions gain 1 **HP** for each point of terror healed.

FATE, BOONS, AND ITEMS

Companions cannot use **FATE** or gain it from any sources. When they gain **FATE** from any source, they heal that many **HP** instead. Items gained by companions are instead gained by the character who has their card.

COMPANIONS IN EXPLORATION

Characters may use the attributes of their companions instead of their own. Characters use the keywords of their companions in addition to their own.

COMPANIONS IN COMBAT

During combat, you may activate a companion assigned to you before or after your own activation. An activated companion may perform 2 actions. Those include: any basic action, a specific action from their card, and sheet actions (if the actions leads to an entry, the companion's owner reads the entry; if it grants items, the owner receives them). After resolving the companion's action or reaction, flip their card to the other side.

A companion card refreshes to the light side at the beginning of the activation of the character who has their card.

LOSING A COMPANION

Companions cannot die during combat or exploration, but some choices while pursuing their story may lead to the companion leaving the party. The entry will instruct you what to do and how to recruit a new companion.

SUMMONS

When an effect allows a character to add a **summon** to the combat, take the summon card and spawn a corresponding model on the secret sheet. If the effect doesn't specify where to put the model, place it any closest, empty space on the grid.

Summons do not count toward the limit of 2 companions.

Summons may be activated in the same way as companions, right before or after the activation of the character who has their card.

The summon is discarded from combat if their **HP** is 0; the character (or enemy) who summoned them is knocked out or eliminated; or the combat ends. When you discard the summon, discard both its card and model.

PARTNERS (SOLO MODE)

If you are playing solo, one of your companions is your **partner**. Find a partner card matching their highest **ATT** and place it next to the companion card. Playing with a partner adds 1 to **■**.

A partner card modifies the companion attributes, gives them additional keywords, and changes the number of their targeting icons. It also gives the partner 2 special skills:

- **Support:** If the space next to the skill is not marked, they may support you with 1 die and mark the space. The space refreshes when the partner would normally refresh their action cards.
- **Reroll:** Once per roll, they may reroll any number of their dice.

A partner is more similar to a character than to a companion. It is considered a character during exploration, combat, and camp.

During exploration, partners can perform rolls on their own and may support character's rolls with their keywords as long as they are in a party.

During combat, a partner resolves their own activations (they have a slot for an activation token). At the beginning of partner activation, remove the marker from their skill slot (support) and refresh their card. Then resolve their activation by performing 2 actions. A partner may be knocked out and stabilized or eliminated.

During the camp phase, partners may use camp actions, with some restrictions in the form of non-partner actions.

A partner follows all other rules regarding companions.

Performing rolls

Companion: Cannot.

Partner: Can.

Supporting

Companion: Lends **ATT** and keywords to a character.

Partner: Can in exploration. During combat by using a skill.

Combat activation

Companion: Before or after character.

Partner: On their own.

Actions in camp

Companion: Cannot.

Partner: Can (excluding non-partner actions).

CHARACTER ADVANCEMENT

Each character has 3 separate **advancement trees**. The diagram on your character board is used to mark the advancements you have bought, while the full trees that show details of each advancement is on your advancement card.

The name of your **primary tree** is the same as your profession and unique to it. Your **A** and **B secondary trees** are listed on the back of your profession token and on your advancement help card, and they have some overlap between the professions.

GAINING AN ADVANCEMENT

Whenever the marker in your **EXP** track reaches the top empty space you gain an **advancement**. Take the advancement token right above the marker and put it in your pouch. Place the marker in the bottom slot of the **EXP** track.

During the next camp phase, the camp sheet will ask you to assign all advancement tokens in your pouch. Move the advancement token to a chosen slot in a primary or secondary advancement tree on your board that is the first (1) slot of the tree or is connected to a filled slot of the tree.

Some advancements only unlock after you've gathered enough other advancements across all trees.

Apply the specific rules of your chosen advancement.

INCREASING ATTRIBUTES, DIVINUM AND MOBILITY

When you increase any of your attributes, your **MOB**, or upgrade your **divinum**, replace its token with one matching your new value.

Mobility: Values increases as follows: 4 > 6 > 8 > 10.

Divinum: Values increase as follows: D4 > D6 > D8 > D10 > D12 > D12>D4 > D20 > D20 > D6.

Token maximum values are:

Attributes: Up to 6.

Mobility: Up to 10.

Divinum: Up to D20 + D6.

If you are ever asked to raise attributes, **MOB** or **divinum** beyond the maximum value, ignore that effect.

GAINING SKILLS

Some advancements provide you with new skills that increase the number of your useful keywords. Add any gained skills to the appropriate slot of your character board. If all slots are taken, you can choose to discard one of the skills to make room for the new one (or discard the newly gained token).

UPGRADING BASIC CARDS

Some advancements ask you to upgrade one of your basic cards (*Bash*, *Shoot*, *Endurance*, *Dodge*, *Command*, *Combat Insight*).

Find your current basic card on the list and return it to the box. Then replace it with the indicated card.

If you already have the best possible card, you can upgrade any other basic card instead.

Dodge cards:

Clumsy Dodge (B06) or *Dodge* (B04) > *Nimble Dodge* (B05).

Endurance cards:

Limited Endurance (B03) or *Endurance* (B01) > *Exceptional Endurance* (B02).

Command cards:

Pitiful Command (B12) or *Command* (B10) > *Inspiring Command* (B11).

Combat insight cards:

Minor Combat Insight (B09) or *Combat Insight* (B07) > *Crucial Combat Insight* (B08).

Bash & shoot cards:

Bash (B00) > *Mighty Bash* (B14) > *Shoot* (B15) > *Powerful Shot* (B16).

If the card you're upgrading to is specifically mentioned in the advancement, exchange the old card for the new card, even if it would cause you to skip one of the stages.

ACHIEVEMENT TOKENS

There are 4 slots at the bottom of the story tracker for achievement tokens that persist between adventures.

Global achievements represent your influence on the world, and contain the words *Savior* or *Doombringer*. You will never have more than 1 global achievement.

Faction achievements contain a name of an important lore faction you have become affiliated with. You will never have more than 1 faction affiliation.

Relation achievements represent colorful and interesting characters you've helped (or antagonized) in your travels. You should never have more than 2 relation achievements.

You should never have more than 4 achievement tokens active at the same time. If you gain more, discard some until you have no more than 1 global achievement, no more than 1 faction achievement, and no more than 2 other achievements.

OPTIONAL RULES

SIGNALIZED ACTIVATIONS

To make combat less random, you can reveal 1 enemy activation card for each enemy at the start of each round, instead of when that enemy activates. This change will make combats more predictable and take longer to play.

MEANINGFUL AND CRITICAL FAILURES

To increase the impact of failure outcomes in rolls, you can use any combination of these rules:

- Dice results of 1 only give **FATE** if you fail your entire roll.
- Each dice results of 1 subtracts 1 success from your roll. If this would cause the number of successes to decrease below 0, treat the outcome as 0 successes.

Remember that these rules, especially when used together, affect the Fate token economy and increase the difficulty of the game.

FRIENDLY FIRE

Players may decide to rule that all area-of-effects hit all models present in the affected area regardless of whether the model is a character, enemy, or companion.

Or, for the sake of immersion, players may decide each time if the effect should or should not hit other combatants.

COMPANIONS

To make the game more difficult, if your party has any companions, treat your character number **■** as 1 higher.

SETUP MODIFICATIONS

These procedures may modify *Step 2: Create a Character* during setup.

RE-JOINING AN ADVENTURE IN PROGRESS

1. Remove all tokens and markers from your dead character's board, with the exception of the divinum token. Your new character inherits the divinum of your fallen hero.
2. Use the board with the divinum token to create a new character, according to the standard rules, with these exceptions:
 - Do not modify the Divinum die regardless of your race, profession or path choices.
 - Do not gain any Brill.
3. After creating a fresh character, place **personal secret tokens** 1-8 in a bag. Draw a random token and place it in the personal secret space on your board, keyword side up. Read the introduction to this personal secret (*Chapter 10*). Skip this step if other characters are playing an expert adventure.
4. Remove from the board a number of advancement tokens equal to the number of full chapters the players have completed during the current adventure. If you are playing an advanced or expert adventure, add 4 or 7 tokens respectively.
5. Apply these advancements to your new character, according to the standard rules.
6. Join the remaining characters at the beginning of their next camp phase.

ADDING A NEW CHARACTER TO AN ADVENTURE IN PROGRESS

If you wish to add another character to a group of more experienced characters who have already started their adventures, follow these steps:

1. Create a fresh character according to the standard rules.
2. Follow steps 3-6 from the *Re-joining an Adventure in Progress* procedure.

LANDS OF EVERSHADE

COMBAT

1. DRAW A TOKEN FROM THE INITIATIVE BAG:

- **White token:** Activate 1 chosen non-activated character.
- **Black token:** Activate the first non-activate enemy card from the left in the enemy line.
- **Dual token:** If there are more enemies activated than characters, treat this as white. Otherwise, treat it as black.

2. RESOLVE ACTIVATION

Character: Refresh action cards, perform 2 actions and any number of free actions.

Enemy: Resolve an enemy activation card.

3. END THE ROUND

- Resolve the end of the round when all characters or all enemies have been activated.
- Activate the remaining enemies or characters.
- Return all activation tokens to the bag.

BASIC ACTIONS

Move: Move spaces up to your **MOB**.

First aid: Can be used on a knocked out character effect token in range 1. Roll for **AGI** or **INT** (6), +1 die: *Medicine, Survival*.

☑️ 1 Stabilize (KO'd character rolls **DIV** to regain **HP**, then places their model on the closest empty space to their effect token (discarding it), refreshes all action cards, and gains 1 (9).

KNOCKED OUT & ELIMINATION

If a character is **knocked out**, they gain **1 fate** and **1 injury condition** and cannot participate in combat until they get **stabilized**. Replace their model with an effect token. They are immune to all effects except being stabilized.

If a character is **eliminated**, reduce **HP** to 0, but they do not gain an injury unless stated otherwise. They cannot be brought back during this combat and they do not place an effect token (or it is discarded if it is already there).

When a character is knocked out or eliminated, the model of any non-partner companion they control is removed from combat. A partner remains in combat.

After the combat, the knocked out or eliminated character rolls **DIV** and restores **HP** equal to the result.

FATE

USING FATE

- Pay 1 (9) to **reroll any of your dice** (including **DIV** dice).
- Pay X (9) to **refresh an action card** (if the card allows for it; see the card for the cost and other details).
- During character activation, pay 3 (9) to **immediately gain 1 additional action**.

GAINING FATE

- Gain 1 (9) when you fail a roll.
- Gain 1 (9) for each natural 1 that remains at the end of the roll (not **DIV** dice) after all re-rolls and modifications.

HP

During exploration, after reaching 0 **HP**, a character gains the **injury** condition and **1 FATE**, then rolls their **DIV** die and restores a number of **HP** equal to the result.

In combat, when a character drops to 0 **HP**, they are **knocked out** or **eliminated**.

CONDITIONS

The conditions are **injury**, **trauma**, **sunbleached**, and **dimrot**. A character can never have the last two at once; if a character gains a second sunbleached or dimrot, gain an injury instead.

A character with 3 condition tokens that gains a fourth, dies.

TERROR

TERROR (9) tokens are placed in the 4 **boons & terror** slots. If you cannot add one because of **boons**, discard a chosen boon to make room. When you gain a 4th terror token, roll D12 (+4 per **trauma** condition you have):

1-2: Heal 2 (9). Lose 3 **HP**.

3-4: Heal 2 (9). Discard 2 **brill**.

5-6: Heal 3 (9). Move 1 action card to your pouch.

7-8: Heal 3 (9). Discard 2 (9).

9-12: Heal 4 (9). Gain a **trauma** condition.

13-14: Heal 3 (9). Lose 6 **HP**.

15-16: Heal 4 (9). Move 1 equipped (9) item to your pouch.

17-18: Heal 4 (9). Move 2 action cards to your pouch.

19-20: Heal 4 (9). Gain a **trauma** condition. Discard all (9).

21-24: You die.

You are eliminated if you gain the **trauma** condition in combat.

ROLLS

If not specified, the party selects 1 character to perform the roll.

1. Take D12 equal to the specified **ATT**. Apply roll modifiers if the character meets the conditions.
2. Other characters in a party may **support** the roll if they meet the conditions.
3. All characters roll their dice separately, at the same time.
4. Characters may pay **FATE** to reroll their dice. Then count the total successes. Any result **equal to or exceeding** the difficulty (9) counts as 1 success, and any naturally rolled 12 instead counts as 2 successes.
5. Find the outcome with the highest success value that matches your total successes. If you did not achieve any successful outcome, resolve the **failure** (X) outcome.
6. If (X) is not listed, failing the roll has no effect.
7. Any naturally rolled 1 grants 1 (9) for the character who rolled it. Resolve the outcome. If the roll was failed, the character who performed the roll gains 1 **FATE**.

In the case of *each character performs a roll*, each character has to roll separately and they cannot **support** one another.

Modifiers cannot reduce the dice below 1 or the (9) below 2.

SUPPORT

During **exploration**, all other characters who meet the conditions of at least 1 modifier may **support** the character performing a roll. Each rolls only the dice they receive from modifiers from 1 keyword. Add any successes to the performing character's roll.

Any other effects related to results rolled by the supporting character (such as gaining fate) are resolved by that character.

COMPANIONS

Characters may use the **attributes** of their companions instead of their own, and use their **keywords** in addition to their own.

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5-6: Heal 3 (9). Move 1 action card to your pouch.

7-8: Heal 3 (9). Discard 2 (9).

9-12: Heal 4 (9). Gain a **trauma** condition.

13-14: Heal 3 (9). Lose 6 **HP**.

15-16: Heal 4 (9). Move 1 equipped (9) item to your pouch.

17-18: Heal 4 (9). Move 2 action cards to your pouch.

19-20: Heal 4 (9). Gain a **trauma** condition. Discard all (9).

21-24: You die.

You are eliminated if you gain the **trauma** condition in combat.

ROLLS

If not specified, the party selects 1 character to perform the roll.

1. Take D12 equal to the specified **ATT**. Apply roll modifiers if the character meets the conditions.
2. Other characters in a party may **support** the roll if they meet the conditions.
3. All characters roll their dice separately, at the same time.
4. Characters may pay **FATE** to reroll their dice. Then count the total successes. Any result **equal to or exceeding** the difficulty (9) counts as 1 success, and any naturally rolled 12 instead counts as 2 successes.
5. Find the outcome with the highest success value that matches your total successes. If you did not achieve any successful outcome, resolve the **failure** (X) outcome.
6. If (X) is not listed, failing the roll has no effect.
7. Any naturally rolled 1 grants 1 (9) for the character who rolled it. Resolve the outcome. If the roll was failed, the character who performed the roll gains 1 **FATE**.

In the case of *each character performs a roll*, each character has to roll separately and they cannot **support** one another.

Modifiers cannot reduce the dice below 1 or the (9) below 2.

SUPPORT

During **exploration**, all other characters who meet the conditions of at least 1 modifier may **support** the character performing a roll. Each rolls only the dice they receive from modifiers from 1 keyword. Add any successes to the performing character's roll.

Any other effects related to results rolled by the supporting character (such as gaining fate) are resolved by that character.

COMPANIONS

Characters may use the **attributes** of their companions instead of their own, and use their **keywords** in addition to their own.

Companions cannot use **FATE** or gain it from any sources. When they gain **FATE** from any source, they heal that many **HP** instead.