

a solo game of survival and revenge

UNBROKEN



Introduction

To play Unbroken you will need these slides, cut up to appropriate card sizes, a six-sided die and 16-20 small tokens you will be placing on cards.

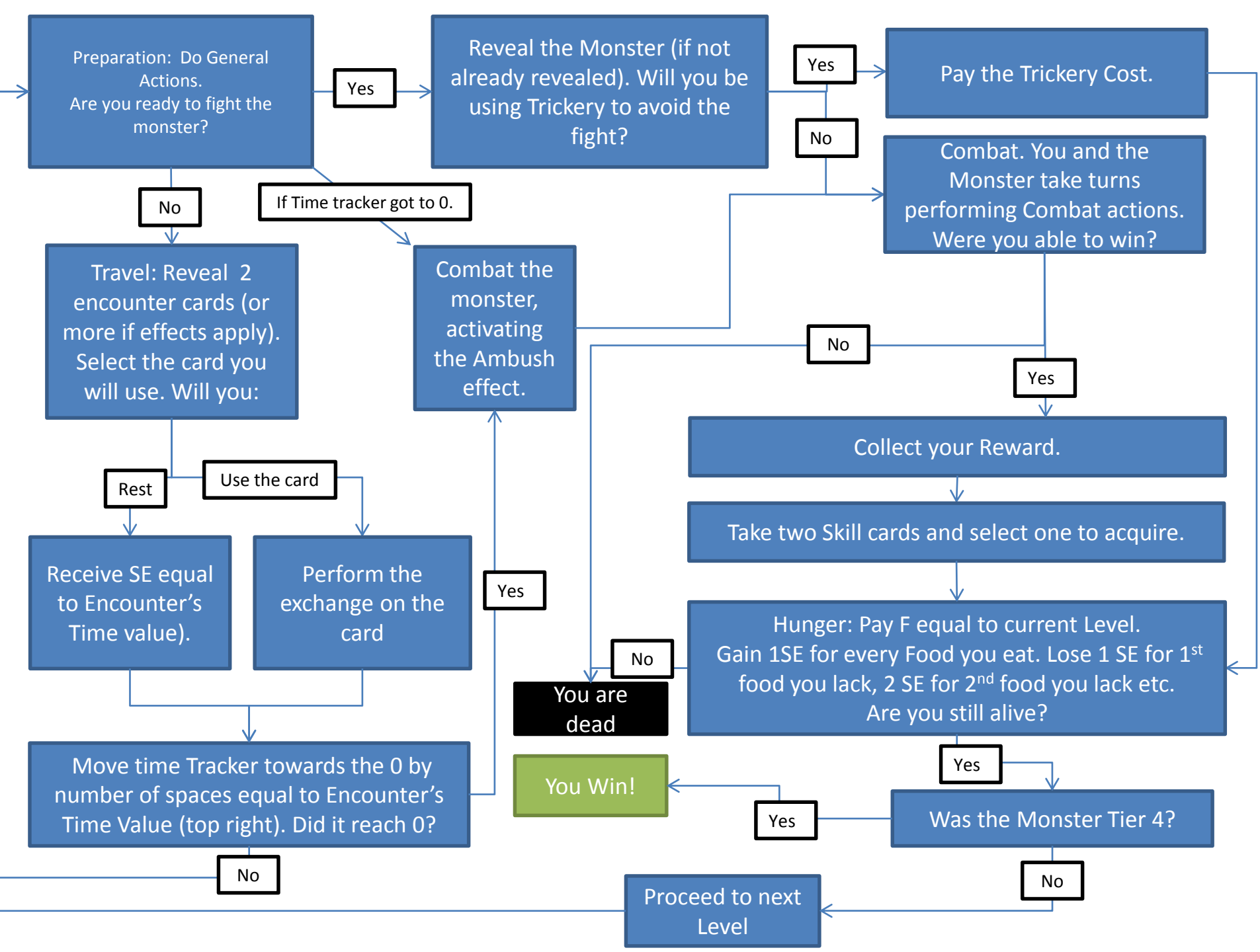
Starting with the current version of the game, all the art within (with the exception of the icons) has been created specifically for Unbroken.

Don't forget to log your results!

https://docs.google.com/forms/d/e/1FAIpQLSc86fiyeZAIk357kwKqSux7jQe_SFDDUO2GjpOKEU8UkY9w/viewform

Feel free to share your experiences with Unbroken on social media and board gaming websites.

We are happy to answer all your questions at altemga.games@gmail.com



Difficulty Levels

- **Easy** – Start with 13 SE, 1 Skill (selected from 2) and a random resource from ME, C, T, W, ME, F. Player attacks first during combat.
- **Medium** – Start with 13 SE. Player attacks first during combat.
- **Hard** – Start with 10 SE. Monsters attack first during combat.

Sneak


Flexible:

Reveal +1 Card when selecting a new skill.

Take a peek (Travel):

Reveal +1 Card during the Exploration step.

Dodge (Combat):



After a monster's Combat roll spend  to reduce the roll result by 1




I've seen worse (Combat)

Re-roll a monster's combat roll. Use either of the rolls.

Just a scratch (Combat):

Reduce a Wound effect you suffer by  to a minimum of 




Power Through (Combat):

When attacking with a weapon, spend  to increase attack power by 1





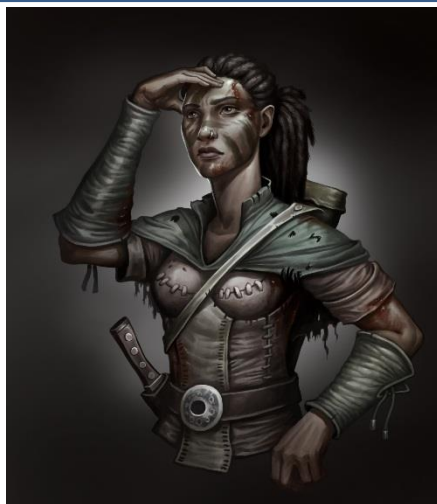
Suntress

Scavenge (Travel)

Spend:  
Gain: 




Subsist (Combat)

Once per level, reduce your  requirement by 1. If you do, lose .



Sage



Tome Knowledge

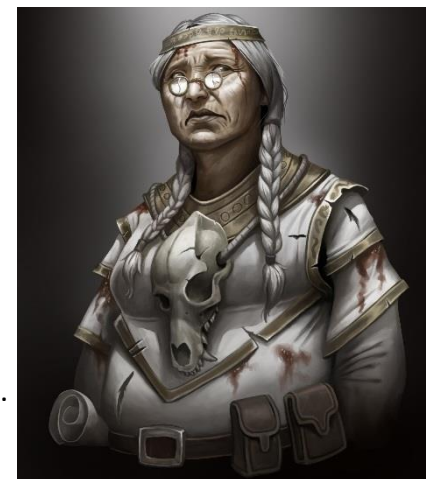
Spend:  
Gain: 

Memorize (Travel):

During an encounter, put 1 encounter card that you did not select on top of the encounter deck. Then commit to next encounter.

Dangerous Idea (Travel):

Roll a die. If your roll is higher than the current level – Gain . On a roll of 1 – Lose .



Effort Tracker

0

1

2


3

4

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7



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17

18

19

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21



0

1

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6

7



0

1

2

3


4

5

6

7

Resource Tracker



0

1

2


3

4

5

6

7



0

1

2


3

4

5

6

7



0

1

2


3

4

5

6

7



0

1

2


3

4

5

6

7



0

1

2

3

4

5

6

7

General Actions

Action	Spend	Gain
Focus		
Inspiration		
Plan		
Orienteer		2 extra cards in Travel
Scout	On Time Tracker	Reveal the Monster
Craft	On Weapon Card	Upgrade the Weapon

Time Tracker

29

28

27

26

25

24

23

22

21

20

IV

18

17

III

15

14

13

II

11

10

9

8

I

6


5

4

3

2

1




Scouting Costs:

Level I (7)




Level II (12)


Level III (16)


Level IV (19)


SKILL



Improvised armor

Spend  or  to ignore a Wound effect or Daze effect in Combat.

1

SKILL

Tinker


You may use  and  interchangeably.

2

SKILL

Vermin Master:


Combat Action:

Spend: 
Wound: 3

3

SKILL

Daring

At the beginning of each combat (unless ambushed), gain  equal to the current level.

4

SKILL

Impale

Spend  
Inflict 3 wounds

Or

Spend   
Inflict 5 wounds

5

SKILL

Poison mastery

Spend: 
Wound: 3

Spend: 
Wound: 5


Ignoring armor
If used by Sage this skill inflicts 1 less wound.

6

SKILL

Heroic Perseverance

Your *Inspiration*
General Action is now

Spend :   
Gain: 




Using this Action in Combat allows you to immediately take another Action.

7

SKILL

Grim Determination

Your *Focus* General
Action is now



Spend:  
Gain: 

Using this Action in Combat allows you to immediately take another Action.

8

SKILL
Inventive:

Your *Planning* General Action is now

Spend: 
Gain: 

Using this Action in Combat allows you to immediately take another Action.

9

SKILL
Spike Thrower

Combat Actions:

Spend:  
Inflict: 2 wounds

Spend:  
Inflict: 3 wounds

10

SKILL
Sacrifice



Combat Action:

Spend:  
Inflict 3 wounds

This skill bypasses armor.


11

SKILL
Stoic

Your  requirement is reduced by 1, but you no longer gain  when you eat food.

12

SKILL
Awareness



Spend  to ignore the monster's Ambush effect.

Ignore all Steal effects.

13

SKILL
Survivor




Ignore all Threaten and Confuse effects in combat.

When resting, you can spend  to gain 

14


SKILL
Patient

Play in Combat after an attack

Spend  and  to skip the monster's next combat action. (If the monster is level IV,  instead.)

15

SKILL
Weaponsmith

Reduce the cost of all Weapon Crafting actions by 

Ignore all Disarm effects.

16

SKILL


Perfect Memory

Once per level, you may take an encounter card of your choice from the discard pile, instead of drawing from the top of the deck, when exploring.

17

SKILL

Shadow

Ignore Time cost of Scouting. Gain  when Scouting.

Ignore all Warn effects in combat.

18

SKILL

Outdoorsman (Travel)

Spend:   


Gain :   

Or :   

19

SKILL


Cautious

At beginning of each Level you may immediately gain the Afraid Condition to gain  equal to current level.

20

SKILL

Resistant

Once per monster turn when a combat action would cause you to gain a Condition you may gain  and subtract 1 from the combat action roll.

21

SKILL


Berserk

You may increase a monster's combat action roll by 2. If you do power of your attacks is +1 on your next turn.

22


SKILL

Concentration

Spend: 

Gain :   

Or

Spend: 

Gain:    

23

SKILL

Wrecker

Once per turn if your attack breaks armor you may immediately make another attack.


Ignore all Defend effects in combat.

24

Giant Spider

(Level 1)

Ambush: Giant Spider attacks twice immediately

Trickery : 


Health: 

Special: Gain the **Poisoned** condition immediately

Combat action:

1 – Miss: No effect

2 – Wound: Lose 

3 – Wound: Lose 

4 – Daze: Reduce  to  (Lose  )

5 – Poison: Gain the **Crippled** Condition for next level

6 – Web: Lose  and Giant Spider attacks again

Reward :    



Gibberling

(Level 1)

Ambush: Gain the **Paranoid** condition for the next Level


Trickery : 


Special: Gain the **Panicked** condition for the next Level


Health: 

Combat action:

1 – Miss : No effect

2 – Wound: Lose 

3 – Warn : Lose 

4 – Wound : Lose 

5 – Steal: Lose  or  (Lose 



6 – Confuse: Do not gain a Skill as a reward for this Combat.


Reward :   



Feral Hyena

(Level 1)

Ambush: Lose  

Trickery : 

Health:    

Special: If you have any , Feral Hyena attacks once before combat begins and gains +1 to all Combat rolls.



Combat action:

1 – Miss: No effect

2 – Miss: No effect

3 – Miss: No effect

4 – Wound: Lose 

5 – Warn: Lose  

6 – Daze: Reduce  to   (lose  )

Reward :     



Kobold

(Level 1)

Ambush: Kobold ignores your first attack

Trickery :  / 


Health:   

Special: If you have any  or  Kobold attacks before Combat begins and gains +1 to Combat rolls.

Combat action:

1 – Miss: No effect

2 – Miss: No effect

3 – Wound: Lose 

4 – Steal: Lose  or  (lose  if unable)

5 – Trap: Gain the **Crippled** condition for the next level

6 – Defend: Kobold ignores your next attack

Reward :   



Shrieking Fungus

(Level 1)



Ambush: Shrieking Fungus gains +2 to all combat rolls.



Trickery : N/A

Health: ○○○

Combat action:

1 – Regenerate: Shrieking Fungus regains 1 health

2 – Warn: Lose  

3 – Warn: Lose  

4 – Wound: Lose 

5 - Spore: Gain the **Panicked** condition for the next level


6 – Spore: Gain the **Paranoid** condition for the next level


Reward :     



Were-rat

(Level 1)

Ambush: Lose 

Trickery : 

Special: Gain the **Afraid** condition for the next level

Health: 

Combat action:

1 – Wound : Lose 
2 – Wound: Lose 
3 – Wound : Lose 
4 – Wound : Lose 
5 – Steal: Lose  (Lose )
6 – Confuse: Lose  (Lose )

Reward :   



Abomination

(Level 2)

Ambush: Lose  + Downgrade Weapon


Trickery :  

Health:      

Combat action:

1 – Surge: Abomination loses 1 Health

2 – Surge: Abomination loses 1 Health, lose 

3 – Wound: Lose 

4 – Steal: Lose  (Lose )

5 – Rend: Gain the **Weakened** condition for the next level

6 – Curse: Gain the **Cursed** condition for the next level

Reward :     



Cave Bear

(Level 2)

Ambush: Lose   


Trickery :  

Health:     



Combat action:

Special: Cave Bear attacks after being defeated




1 – Miss: No effect

2 – Wound: Lose 

3 – Steal: Lose  (Lose  

4 – Wound: Lose  

5 – Warn: Lose   

6 – Wound: Lose   

Reward :     



Crazed Survivor

(Level 2)

Ambush: Gain the **Crippled** condition for the next level.


Trickery : Downgrade Weapon


Health: ○○○○


Special: If you have a Basic Weapon, downgrade it. Then, Crazed Survivor attacks once before combat begins, and gains +1 to all combat rolls.

Combat action:

1 – Miss: No effect





2 – Wound: Lose 

3 – Wound: Lose 

4 – Warn: Lose 

5 – Steal: Lose  (lose  

6 – Threaten: Gain the **Weakened** condition for the next level

Reward : Basic Weapon of choice,    



Goblin

(Level 2)


Ambush: Lose 2  /  (  for each lacking unit)


Trickery :    

Health:    



Combat action:

1 – Miss: No effect


2 – Wound: lose 

3 – Wound: lose 

4 – Disarm: Downgrade Weapon for 1 Round

5 – Warn: Lose  


6 – Defend: Goblin ignores your next attack

Reward :   





Gremlin

(Level 2)

Ambush: Lose 

Trickery :  


Health:  

Special: All Weapon Attacks cost + 
If you have any  at start of Combat, the Gremlin attacks before Combat and gains +1 to all Combat rolls.




Combat action:



1 – Miss: No effect

2 – Confuse: Reduce  to  (lose )

3 – Wound: Lose 

4 – Disarm: Downgrade weapon to Bare Hands for 2 rounds

5 – Daze: Reduce  to  (lose )


6 – Confuse: Lose  (lose )

Reward :   



Troglodyte

(Level 2)


Ambush: Lose . You may not attack for 2 rounds.

Trickery :  



Health:     

Combat action:

1 – Miss: No effect

2 – Wound: Lose 

3 – Stench: Lose , gain Cursed condition for 2 rounds

4 – Wound: Lose  

5 – Daze: Reduce  to   (lose  

6 – Threaten: Gain the **Afraid** condition for next level

Reward :     



Bugbear

(Level 3)

Ambush: Lose  

Trickery :   



Health:     

Special: Attacks of Power under 4 inflict 1 less wound

Combat action:

1 – Miss: No effect

2 - Wound: Lose 

3 – Wound: Lose  

4 – Daze: Gain the **Crippled** condition for next level

5 – Daze: Gain the **Amnesia** condition for next level

6 – Daze: Reduce  to  (lose   if unable)

Reward:     



Dark Elf

(Level 3)



Ambush: Gain **Weakened & Paranoid** conditions for next level




Trickery :   

Health:      

Combat action:

1 – Wound: Lose 

2 - Wound: Lose  

3 – Wound: Lose   

4 – Confuse: Gain the **Paranoid** Condition for next level

5 – Threaten: Gain the **Panicked** Condition for next level

6 – Confuse: Discard a random skill (Lose   if unable)

Reward:       



Gnoll

(Level 3)

Ambush: Gnoll attacks twice in every round of combat

Trickery :    (Or mix of any 4 of these)


Health:         


Special: Power of attacks 3+ is halved (round up)

Combat action:

1 - Miss: No effect

2 - Disarm: Downgrade weapon to Bare Hands for 1 round

3 - Warn: Lose 

4 - Wound: Lose 

5 - Threaten: Gain the **Afraid** condition


6 - Steal: Lose  /  /  /  (Lose   if unable)

Reward:      



Hobgoblin

(Level 3)


Ambush: Hobgoblin gains 
Your Skills may not be used this Combat


Trickery :  + Downgrade Weapon


Health:       

Combat action:

1 – Miss: No effect

2 - Wound: Lose 

3 - Wound: Lose 

4 - Warn: Lose 

5 –Defend: Ignore next wound

6 – Disarm: Downgrade weapon to Bare Hands for 2 rounds

Reward:    **Armoured Condition**




Minotaur

(Level 3)

Ambush:  


Trickery : N/A

Health: 


Special: If you have an Advanced Weapon, the Minotaur attacks once before combat begins and each time you suffer a Wound or Daze effect lose + 

Combat action:

1 – Wound: Lose 


2 - Wound: Lose 

3 – Threaten: Gain the **Afraid** condition for the next level

4 – Wound: Lose 

5 – Gore: Lose  and gain the **Crippled** condition for the next level


6 – Daze: Lose  (lose )

Reward:     



Orc Brute

(Level 3)

Ambush: Each time you suffer a Wound effect lose + 

Trickery :  

Health:       

Combat action:

1 – Wound: Lose 
2 – Wound: Lose  
3 – Wound: Lose   
4 – Wound: Lose    
5 – Daze: Reduce  to  (lose  )
6 – Wound: Lose  (lose   )














Reward:    , Axe Weapon (or   )




Basilisk


(Level 4)

Ambush: Paralyzed condition enters play with 3 tokens

Health:       
     

Special : At start of combat immediately gain the Paralyzed condition immediately. You may spend  instead of rolling for Paralysis. You cannot inflict more than 4 wounds in a single attack.


Combat action:

- 1 – Wound: Lose 
- 2 - Gaze: +1 Paralysis
- 3 – Gaze: +1 Paralysis
- 4 – Steal: Lose  (lose  
- 5 – Steal: Lose  (lose   
- 6 – Wound: Lose    and +1 Paralysis



Ogre



(Level 4)

Ambush: Lose 

Your food requirement is +1 for this level.


Health:   







Special: Combat Action Spend  to break 
A single attack cannot inflict more than 3 Wounds

Combat action:

1 – Miss: No effect

2 – Wound: Lose 

3 – Wound: Lose  

4 – Daze: Lose  (lose   if unable)



5 – Defend: Ogre ignores your next attack












6 – Destroy: Downgrade weapon (re-roll if Bare Hands)



Shaman

(Level 4)

Ambush: Lose 
Each General Actions cost + 


Health:      
    

Special: All Weapon Attacks cost + 

Combat action:

1 – Surge: Shaman loses  and gains +1 to all Combat rolls

2 - Miss: No effect

3 – Armor: Shaman gains 

4 – Confuse: Lose  (lose  )

5 – Daze: Lose  (lose  )

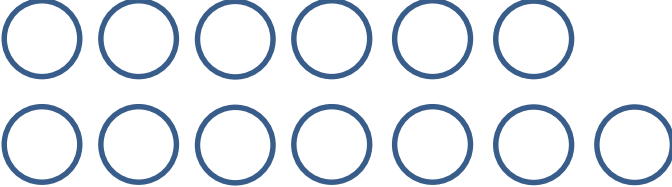
6 – Wrack: Lose    



Troll


(Level 4)

Ambush: Lose  (Troll attacks once for each food a player could not lose)


Health: 

Special: Troll regains 1 Health at the start of each of his turns.

Combat action:


1 – Wound: Lose 

2 – Wound: Lose 

3 – Wound: Lose 

4 – Disarm : Downgrade weapon to Bare Hands for 1 turns

5 – Daze: Reduce  to  (lose )

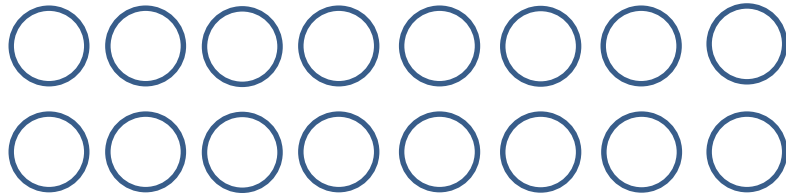
6 – Daze: Reduce  to  (lose )



(Level 4)

Ambush: -
























Health:

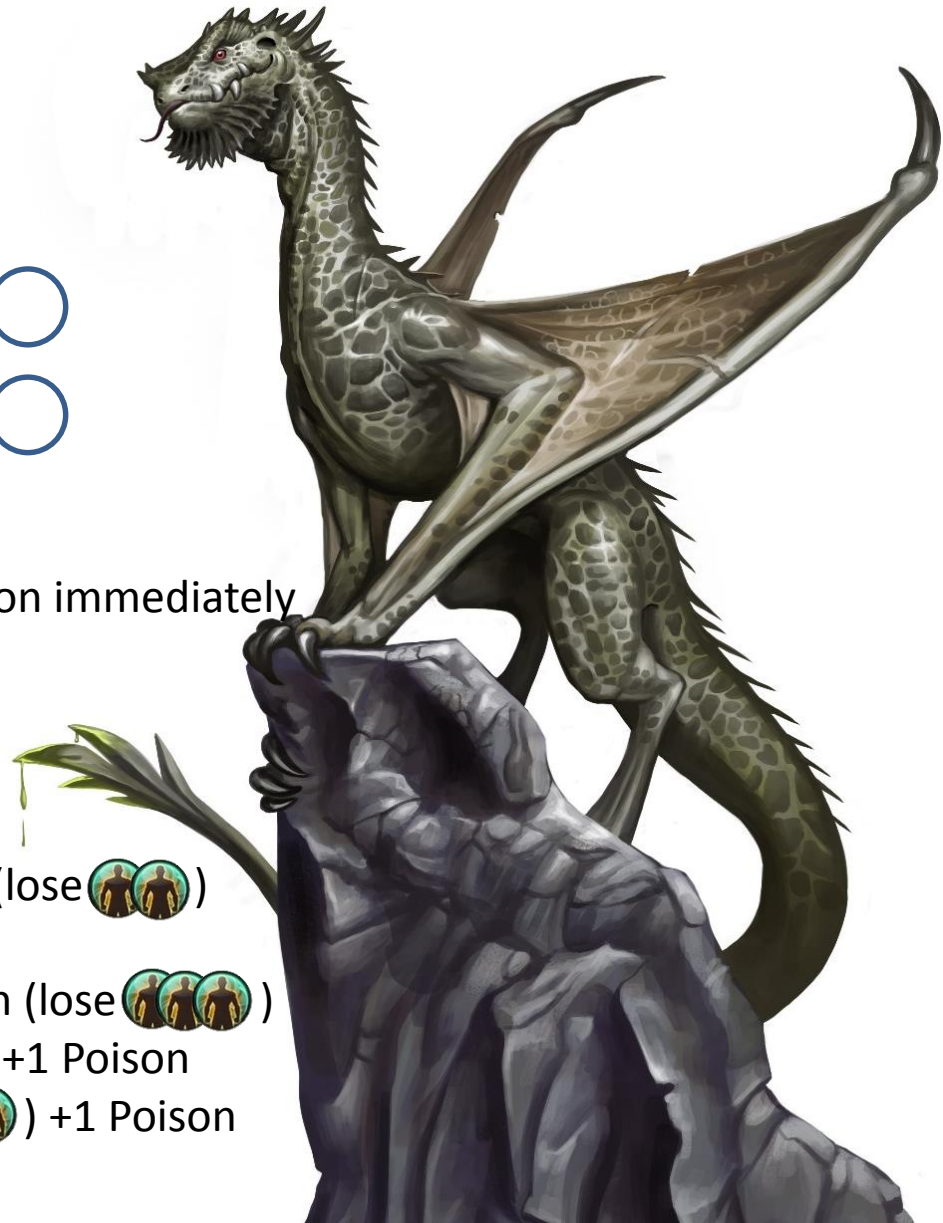


Special: Spend   to inflict 4 wounds

At the start of combat gain the **Poisoned** condition immediately

Combat action:













- 1 – Wound: Lose 
 2 – Steal: Lose  and Wyvern regains 1 health (lose  
 3 – Wound: Lose  
 4 – Steal: Lose   and Wyvern regains 2 health (lose  
 5 – Poison: Reduce  to    (lose  ) +1 Poison
 6 – Poison: Reduce  into    (lose   ) +1 Poison






Vampire

(Level 4)



Ambush: Lose   . Vampire ignores your first attack.

Health:      
     

Special : Attacks and actions inflict 1 less wound, and cannot defeat Vampire, unless you spend an additional  (Spike Thrower skill bypasses this ability.)

Combat Action: Spend  to gain 

Combat action:

1 – Wound : Lose  

2 - Confuse: Lose  gain   (lose   

3 – Steal: Lose  (lose   

4 – Wound: Lose   and Vampire regains 1 Health (lose  


5 – Wound: Lose  and Vampire regains 1 Health (lose  

6 – Daze: Immediately gain the **Weakened** condition



Bare Hands



 = 1

 = 3

Club





Knife



Club (Basic weapon)



 = 

 = 1

 = 3

Maul




Axe



Knife (Basic weapon)



 = 

 = 1

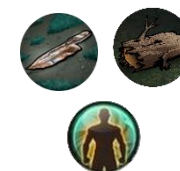
 = 3

 = 5

Sword

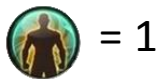
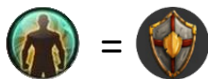


Spear



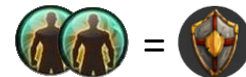
Sword

(Advanced weapon)



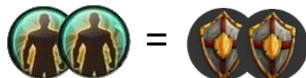
Spear

(Advanced weapon)



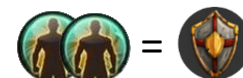
Maul

(Advanced weapon)



Axe


(Advanced weapon)



Slides 37-47 contain Encounter Cards. The numbers on the bottom right do not carry any in-game significance and can be ignored.

You see an abandoned hovel - examining it allows you to learn about creatures who lived there.

1

Spend: 

Gain: 

1

Eavesdropping on two orcs provides some insight but makes you rush onward as you think you are noticed.

1

Spend: Commit to next encounter

Gain: 

2

Catching a breath behind some rocks you concentrate on your plan of action

2

Spend:


Gain: 

3

Catching a breath behind some rocks you concentrate on your plan of action

2

Spend:

Gain: 

4

A group of goblinoid children is at play here. You could bribe them for information and play with them a bit.

1

Spend: 

Gain:   

5

An exiled starving half-orc is willing to part with all the secrets he knows for some food.

3



Spend: 

Gain:  

6

There is a steep ledge here. Climbing it could allow you a glimpse of what lies ahead

3

Spend:  

Gain:  

7

Tracks. You can learn a thing or two about these creatures if you spend some time here.

5


Spend:

Gain:  

8

Climbing down to examine a glimmer you are exhausted but find a shrine with some trinkets and scrolls with information.

1


Spend: 

Gain:   

9

You meet a frail elderly kobold. Understanding him is daunting but he is willing to tell you many secrets.

2


Spend: 

Gain:   

10

A greedy goblinoid is willing to trade some of your metal scraps for information and food

2


Spend: 

Gain:  

11

The markings on the wall are confusing but if you try hard enough you can get great insights into this place

2


Spend: 

Gain: 

12

Sick looking berries grow in the moss. You could spend some time to pick these.

1


Spend: 

Gain: 

13

Sick looking berries grow in the moss. You could spend some time to pick these.

1


Spend: 

Gain: 

14

Sick looking berries grow in the moss. You could spend some time to pick these.

1

Spend: 


Gain: 

15

A disgusting slimy creature crawls along the wall. Capturing it isn't a challenge, keeping it down is.

2

Spend:

Gain: 

16

A disgusting slimy creature crawls along the wall. Capturing it isn't a challenge, keeping it down is.

2

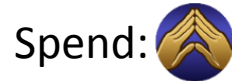
Spend:



17

A snake slithers by your foot. If you're smart enough you know how to eat it without poisoning yourself.

2



18

Slimy fish inhabit this pond. You could craft a harpoon to get one for a disgusting but necessary meal.

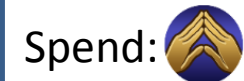
2



19

Hoarse beastlike voices warn you of a feast ahead. If you can distract the greenskins their meal is yours.

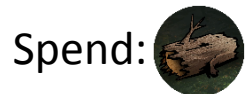
2



20

The gnolls' hunting trophies are here - if you make a fire you can make some of this meat edible for later..

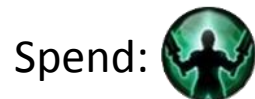
3



21

You are attacked by a boar. The struggle will take much effort but its meat will nourish you for a long time

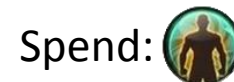
4



22

Some of these mushrooms are poisonous. You have to be careful which ones to pick to avoid illness.

4



23

Large juicy bats fly your way. Could you leap up and grab one to make for a grim meal?

1




24

Remains of one of your companions. Burying the poor soul will take effort but will inspire you to avenge her.

1


Spend: 

Gain: 

25

You need rest badly. If you spend the time and make a shelter you could really gather your strength.

2


Spend: 


Gain: 

26

Finding an isolated cave you can perform exercise - it is exhausting but prepares you for battles to come.

3

Spend: 


Gain: 

27

You stop to contemplate your life. How did it come to this? The reflection is long but empowering

4


Spend:

Gain: 

28

The place you are in reminds you of an old fable. Could you imagine yourself to be the hero?

2

Spend: 

Gain:  

29

You are ravenously hungry. A meal fills you with zeal and determination.

2


Spend: 

Gain:  

30

Metal scraps. Greenskins are deplorable craftsmen. You could make use of these.

1

Spend: 

Gain: 

31

Remains of an unfortunate adventurer. You could spend some time searching the body for metal to use.

2

Spend:

Gain: 

32

Remains of an unfortunate adventurer. You could spend some time searching the body for metal to use.

2

Spend:



33

An obnoxious imp is amusing itself at your behalf. You can shut him up (and get a gift) if you give him some food.

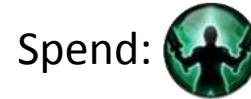
1



34

A bloodied idol made out of bent metal. If you put in the effort you can salvage some.

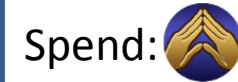
2



35

A bear trap. You are not so easily fooled. You could even take it apart if you are crafty enough.

2



36

Crude weaponry lies on the cavern floor. Do you rush to grab it before the owners spot you?

1

Spend: Commit to next encounter



37

A crafty young bugbear doesn't care who you are - if you got the coin you can have some of his metal scraps.

2



38

A rusted cage with a skeleton inside. It would take some time but you could pry away some of the bars to use later.

4



39

A chunk of metal is stuck in a stone here. If you've got it in you - a strong pull would set it free.

1



40

A strange apparition speaks to you out of a shallow pool. For a gift it would imbue you with strength.

0

Spend: 

Gain: 

41

A forsaken shrine offers an opportunity to gather your resolve

1

Spend: 

Gain: 

42

A forsaken shrine offers an opportunity to gather your resolve

1

Spend: 

Gain: 

43

A strange pattern on a cavern wall reminds you of a family member. Your resolve is strengthened.

2

Spend:

Gain: 

44

A strange pattern on a cavern wall reminds you of a family member. Your resolve is strengthened.

2

Spend:

Gain: 

45

Beyond the stone rubble is a great resting place. If you have some metal to use as a lever you can get to it.

1


Spend: 

Gain:  

46

A dark section of the catacombs tortures you but you gather your resolve to overcome this foul place.

2


Spend: 

Gain:  

47

Remains of a small fire. You could feed it to get some much needed warmth.

3

Spend: 

Gain:  

48

A realization that you just spent a long time dreaming of an ale by the fire gives you a rush of energy.

5

Spend:



49

Climbing up on this large rock would provide a great vantage point for what awaits you.

0



Gain: 3 extra cards for next Travel

50

Collapsed wooden structure offers concealment - you could use it to scout ahead a bit.

1

Spend:

Gain: 3 extra cards for next Travel

51

Collapsed wooden structure offers concealment - you could use it to scout ahead a bit.

1

Spend:

Gain: 3 extra cards for next Travel

52

Nothing of interest. You could stop to catch your breath

1

Spend:



53

Nothing of interest. You could stop to catch your breath

1

Spend:



54

Nothing of interest. You could stop to catch your breath

1

Spend:



55

A small cavern is unoccupied. You can rest a bit not fearing an ambush.

2

Spend:



56

A small cavern is unoccupied. You can rest a bit not fearing an ambush.

2

Spend:



57

A small cavern is unoccupied. You can rest a bit not fearing an ambush.

2

Spend:



58

A strange spirit lets you rest at its underground garden in exchange for a gift

0



59

Noone would see a fire in this crevasse. You can get some rest and plot your revenge.

1



60

You cannot go on any longer. Time to stop and catch your breath before you collapse.

3

Spend:



61

You cannot go on any longer. Time to stop and catch your breath before you collapse.

3

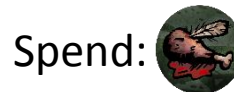
Spend:



62

The hunger is too much to bear. You disregard your careful rationing and feast on some of your scant supplies.

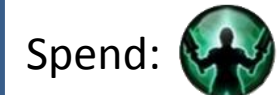
1



63

A bed of thick moss. Do you dare give your weary bones a break by relaxing here?

1



64

Chasing this strange underground bird was almost fun. Your spirits are lifted and your supplies filled.

1

Spend: 

Gain:    

65

A heavy chest stands in the corner. You could bash it open with a rock.

1

Spend: 

Gain: 

66

A disturbing shrine contains a gold idol in a cage. If you take the time to pry it open - the treasure is yours!

2


Spend:

Gain: 

67

This dark shrine with the offerings clearly visible, is heavily trapped. You'd need your wits to avoid injury.

2

Spend: 

Gain:  

68

A wooden leg lies forsaken. You prefer not to think what happened to its owner.

1

Spend:

Gain: 

69

Some discarded lumber. Perhaps you can put it to good use.

1

Spend:

Gain: 

70

Some discarded lumber. Perhaps you can put it to good use.

1



Spend:

Gain: 

71

You find a deformed tree. You could forage some of the wood for later use.

1


Spend:  

Gain:  

72

A crooked watchtower presents a chance to harvest wood if you want to apply the effort to ripping it apart.

2

Spend: 

Gain: 

73

The small storage shed is locked. If you bash the door hard enough you can collect both the food and wood debris for later.

2


Spend: 

Gain:   

74

You meet a peaceful goblin wood collector - in exchange for some metal he can point to a good place to rest.

1


Spend: 

Gain:  

75

Twisted wood forms what appears to be a greenskin statue. You will enjoy tearing it apart.

0


Spend: 

Gain: 

76

Creating a distraction, you can pilfer some wood from the inattentive hobgoblin guards here.

2


Spend: 

Gain: 

77

Creating a distraction, you can pilfer some wood from the inattentive hobgoblin guards here.

2

Spend: 

Gain: 

78

A blind kobold trader is happy to barter with you some of his wooden trinkets not realizing who you are.

2

Spend: 

Gain:  

79

If you have a bit to eat you will have enough energy to break apart this forsaken wagon for spare wood.

3

Spend: 

Gain:  

80

Most of these barrels are rotten but if you spend the time you can salvage some usable wood.

4

Spend: 

Gain: 

81

A disgusting slimy creature crawls along the wall. Capturing it isn't a challenge, keeping it down is.

2


Spend:

Gain: 

82

Sick looking berries grow in the moss. You could spend some time to pick these.

1

Spend: 

Gain: 

83

These tiny rodents are lightning-quick. If you chase after them you can stave off hunger for a bit.

0


Spend: 

Gain: 

84

The crumbling talking statue offers to impart its secrets on you if you solve its devious riddles.

3

Spend: 

Gain a new Skill (draw 2, keep 1)

85

An elderly orc exiled by his tribe is starving. He can teach you a thing or two in exchange for food.

3

Spend: 

Gain a new Skill (draw 2, keep 1)

86

This underwater lake radiates calming, inviting energy. Immersing yourself might offer relief from the horrors you faced, however temporary.

5

Spend:

Gain: Discard an active Condition.

87

An altar to a long-forgotten god. If you have a suitable offering – the deity can relieve you of some of your suffering.

2

Spend: 

Gain: Discard an active Condition.

88

CONDITION
Weakened

Each attack of 3+ power inflicts one less Wound.


(apply this effect after any modifications listed on a Monster Card)

CONDITION
Paranoid

Treat the next monster you fight as having +2 Health (use tracker below).




CONDITION
Cursed

Each General Action you take costs + 

CONDITION
Amnesia

Spend  each time you use a Skill.

CONDITION
Afraid

Gain 1 less  when you rest.


CONDITION
Armored

Ignore the next 2 Wound effects you would suffer. (Use tracker below.)



CONDITION
Crippled

Spend +  during each Encounter.

(Note this does not increase amount of  gained from Resting)

CONDITION
Panicked

Reveal 1 less Encounter card (to a minimum of 1) when Exploring.

CONDITION

Paralyzed

Place 1 token on this card when it enters play.


"Paralysis +X" effects place additional tokens on this card. Before taking your turn in combat, roll the die. If your result is less than or equal to the number of tokens on this card, skip your turn.

CONDITION

Poisoned

Place 1 token on this card when it enters play.

"Poison +X" effects place additional tokens on this card.

Before taking your turn in combat, lose  equal to the number of tokens on this card.