



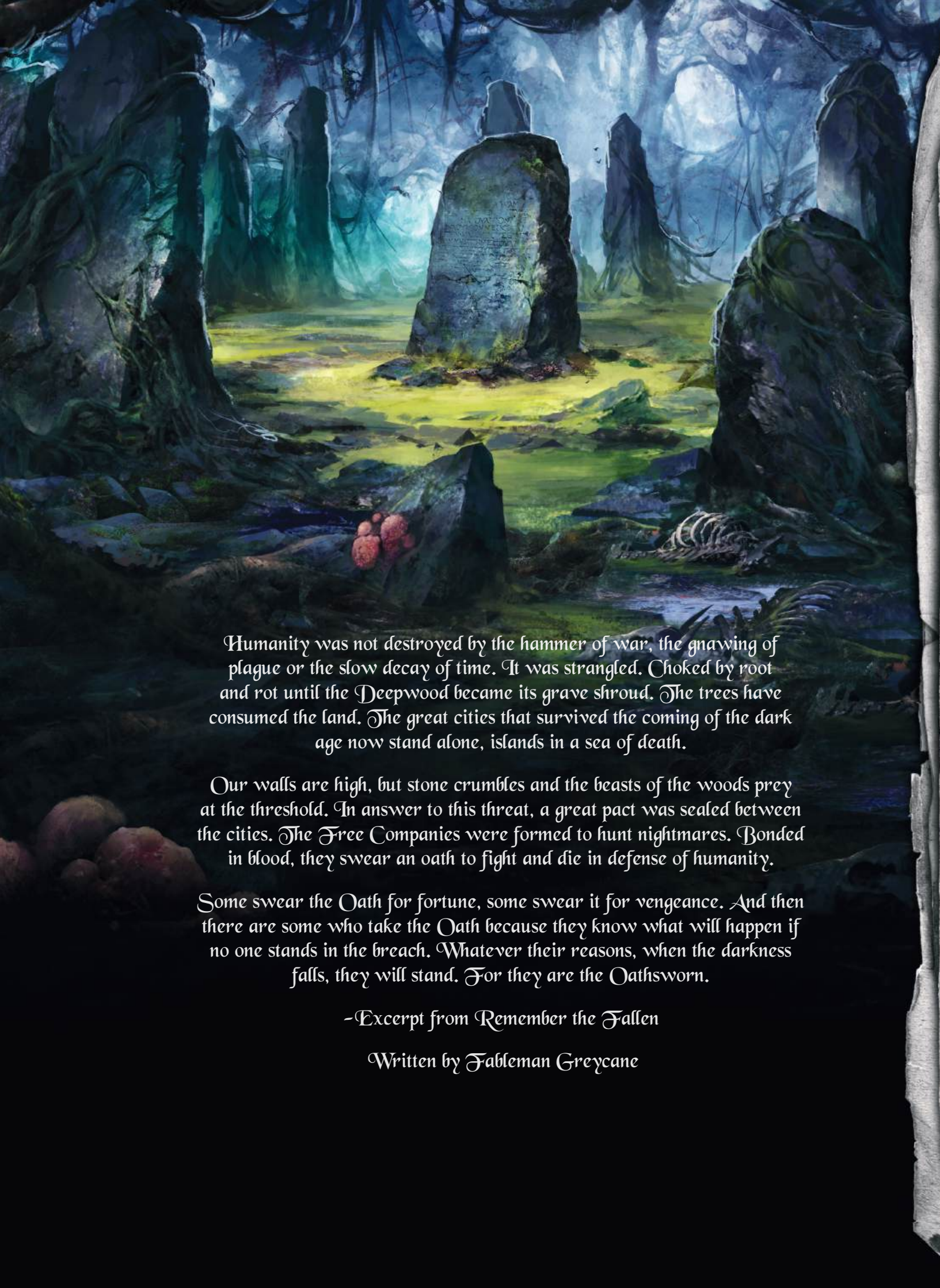
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OATHSWORN

INTO THE DEEPWOOD

STORY RULE BOOK



Humanity was not destroyed by the hammer of war, the gnawing of plague or the slow decay of time. It was strangled. Choked by root and rot until the Deepwood became its grave shroud. The trees have consumed the land. The great cities that survived the coming of the dark age now stand alone, islands in a sea of death.

Our walls are high, but stone crumbles and the beasts of the woods prey at the threshold. In answer to this threat, a great pact was sealed between the cities. The Free Companies were formed to hunt nightmares. Bonded in blood, they swear an oath to fight and die in defense of humanity.

Some swear the Oath for fortune, some swear it for vengeance. And then there are some who take the Oath because they know what will happen if no one stands in the breach. Whatever their reasons, when the darkness falls, they will stand. For they are the Oathsworn.

-Excerpt from *Remember the Fallen*

Written by Fableman Greycane

STORY RULE BOOK

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Game Overview

Oathsworn: Into the Deepwood is a cooperative game of epic dark fantasy for 1-4 players. It weaves the tale of your Free Company exploring a land consumed by the Deepwood. In the game, you will be part of a fully interactive story that sees you hunting monsters in the shadows of the trees, unlocking mystery boxes and solving puzzles.

An Oathsworn campaign is divided into chapters, with each chapter made up of two parts:

The Story: The first part of a chapter tells the narrative of your Oathsworn's journey. It uses the Story Book and City Maps and will take approximately 30-60 minutes to play. Rules for the story can be found in this rule book.

The Encounter: The second part of a chapter is where the Oathsworn must do battle with whatever they have been hunting, or whatever was hunting them. It uses the main Game Board and Miniatures, and takes approximately 90-120 minutes to play. Rules for the encounter can be found in the Encounter Rule Book.

You can play a complete chapter during one play session: the Story, followed by the Encounter. However, you could choose to play the Story in one session, and then continue with the Encounter in another session. Your progress is saved between sessions using Save Bags.

Rule Book vs Component Rules

Any text on a game component takes precedence over anything in this rulebook.

Archiving

When you are instructed to archive a component, put it back in the box in its initial storage position. This will help keep components organized and easy to find if you need them again later.

Cards or Dice?

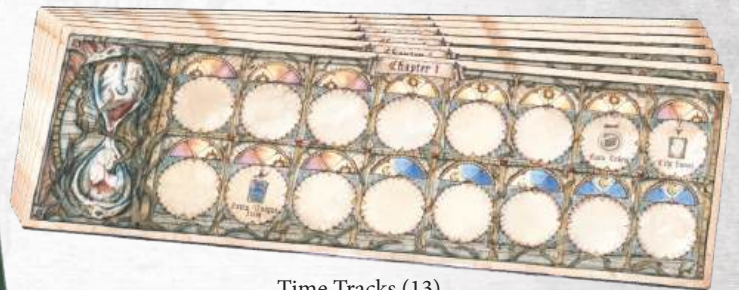
Included in the game is a set of Might Dice that can, at any time, be used instead of drawing cards from the Might Decks. It is up to each player to decide whether they want to use cards or dice, and they are not tied to that choice for the whole game. You can even combine the use of cards and dice at the same time, but you must decide on the combination to use before you draw any cards or roll any dice.

For simplicity, all rules are written from the perspective that cards are being used. This does not prevent the use of dice in these instances and, in all cases, the words 'draw' and 'cards' can be replaced with 'roll' and 'dice'.

Note: It is suggested you use cards rather than dice for resolving enemy damage. This will create a tighter and more consistent experience.

First Play Session

If you have three hours or less for your first play session, it is recommended that you play only the story part of Chapter 1. If you do so you do not need to read the Encounter Rule Book.



City Maps (inside Mystery Envelopes) (8)



Special Rules Board (22)



Encounter Boards (19)



Stage Cards (284)



Enemy Might Cards (72*)

*each divided into 4 sets of 18 cards (white, yellow, red, black)

Might Cubes (44)
(16 Yellow, 16 Red, 12 Black)

Status Effect Tokens (32)

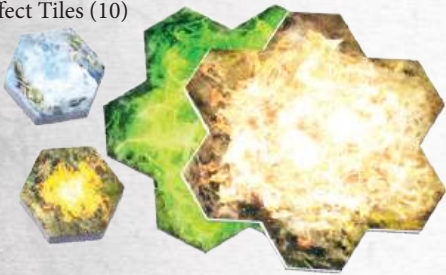


Tracker Tokens (56)



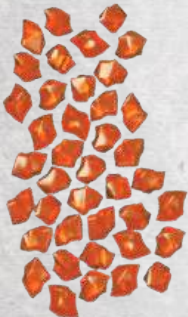
Combat Tokens (125)

Effect Tiles (10)



7 Hex Area of Effect Template (4)

Game Board (1)

Animus
(44)

* The Standee Version comes with an additional 12 Civilian Standees and 22 plastic stands.



Free Company Sheet Pad



Character Sheet Pad



Encounter Book



Dice (49*)

*28 Might dice: 10 White dice (D6), 6 Yellow dice (D6), 6 Red dice (D6), 6 Black dice (D6), 15 Red Hit Point dice (D6), 2 Direction dice (D6), and 4 Tracking dice (D12)



Oathsworn Might Cards (72*)

*each divided into 4 sets of 18 cards (white, yellow, red, black)

Mystery Envelope

2

Do Not Open Until Told!

Mystery Envelopes (31 in the Standee Version, 11 in the Miniatures version)

Obstacles (5 trees, 4 walls, 2 buildings)

Mystery Boxes (21)
(Only included in the
Mystery Chest)

GAME SETUP

Forming a Free Company

When you first start playing a campaign of Oathsworn, you need to create a group of **four** player-controlled Oathsworn characters. This group will be referenced throughout the Rule Book as the Free Company. A Free Company is always made up of four Oathsworn characters regardless of the number of players there are. Each Oathsworn may be either a full character or a companion version of that character, that is simpler to play. The complexity of playing each type of full character is noted on the back of their Player Board.

For example: In a game with two players, both players could play two full characters each and there would be no companions, or each player could play two companions with no full characters. Or one or both players could play a mixture of full characters and companions.



The Difference Between Full Characters and Companions

Full characters give you control of all the primary elements of an Oathsworn character, allowing you to fully customize them and make use of all the mechanisms within the game. A companion is just as powerful as a full character, but only has two abilities each, giving them much simpler and quicker turns than a full character.

Both full characters and companions count as Oathsworn and are equally involved in both the Story and the Encounters.

Setting Up the Game

Whether you are playing the Story part, Instant Action Mode or the Encounter part of the game, you will always setup your characters as described on page 7. In addition, you will also need to follow the specific rules for the game part or mode you are playing. These rules can be found in the following pages: Story setup (page 8). Instant Action Mode setup (page 9). Encounter setup (page 6 and 7 of the Encounter Rule Book).

Full Character Setup

There are twelve Oathsworn included in the game. The complexity rating for each character is shown by a number of stars below (1 being the simplest and 5 being the most complex).

CHARACTER

COMPLEXITY



A'Dendri Ranger

A refugee from the Wychwood, she is a hunter and tracker who grows arrows from her own body. ★



Scar Tribe Exile

A feral survivor of a tribal feud who has fought for his life as long as he can remember. ★



Priest

A grizzled veteran who practices his oppressed faith in the shadows of the Deepwood. ★★



Ursus Warbear

A nomad on the great hunt seeking worthy foes and tales of adventure to be carved onto her armor. ★★★



Warden

A bastion of discipline, he protects the world from the malefice of witches by the power of his mantle armor and strength of arms. ★★★



Penitent

A defender of the faith paying penance for past deeds, he becomes more enraged the closer his enemies come to victory. ★★★



Cur

Raised on the hard streets of Verum where cunning brings coin, he knows how to conceal a weapon and where to stick it if things get dicey. ★★★



Thracian Blade

A master of wetwork who honed his skills in the pits of Thrace before applying them to the denizens of the Deepwood. ★★★



Avi Harbinger

Gifted with foresight, a word from the Harbinger can save a life or perfectly time a blow, so long as he reads the fates correctly of course. ★★★



Witch

Hated and feared for what she can do, she would be dead or worse were her gifts not so useful for fighting the beasts of the Deepwood. ★★★★★



Huntress

Keeper of two great falcons, who join her in battle. She stalks her prey with both bow and blade. ★★★★★



A'Dendri Grove Maiden

One of the ancient bio-architects responsible for the protection of the A'Dendri race. Only something truly awful could see her leave her grove. *Note: This character is unlocked during play.* ★★★★★

For each full character you choose to play, take the following and place them according to their instructions:

- 1 The character's Player Board, placed face up. Leave space for a card on all sides of the board.
- 2 A Hit Point (HP) die, placed in the HP slot of your Player Board. If beginning a new chapter, set your HP to its maximum (6 as standard). If playing the Encounter part, set your HP to the HP recorded on your Character Sheet.
- 3 A Character Sheet. If this is the start of your campaign, create a name for your character. Then record the Regen and Max Animus depicted on your Player Board by checking boxes on the relevant tracks on the Character Sheet.
- 4 A Tracker Token on the Regen slot of your Player Board, with a value equal to the Regen value on your Character Sheet. In addition, take an amount of Animus gems equal to your maximum Animus, as depicted on your Character Sheet. Place these gems on the reserve (left) side of the Animus track on the Player Board.
- 5 The Character's Model.
- 6 3 Iron, if this is the start of your campaign.



- 7 Item Cards, placed in your hand. If this is the start of your campaign, follow the Starting Item Cards rules box below.
- 8 Colored Cubes on your Might Track as depicted on your Item Cards (if any). If you ever run out of space on the Might Track stack the colored cubes on top of each other.
- 9 A Tracker Token on the Defense slot of your Player Board, with a value equal to the total of the Defense Values depicted on your Item Cards (see box below). If you do not have any Defense Values on your Item Cards, place a '1' value Tracker Token (your minimum Defense Value is 1).*

Starting Item Cards

Item Cards are separated by chapter. At the start of a campaign, take the Chapter 1 Common Item Cards from Card Organizer 1 (they have a '1' on the back) and equip your chosen character with the items listed below. Place the cards in your hand. Place the rest of the Chapter 1 Common Item Cards back in Card Organizer 1.

A'Dendri Ranger

Short Bow, Tattered Rawhide Wrappings

Scar Tribe Exile

Hatchet (2), Tattered Rawhide Wrappings

Priest

Great Maul, Pig Iron Coat

Ursus Warbear

Felling Axe, Pig Iron Coat

Warden

Short Sword, Pig Iron Coat, Buckler

Penitent

Cudgel, Pig Iron Coat, Buckler

Cur

Bone Knife (2), Tattered Rawhide Wrappings

Thracian Blade

Long Sword, Pig Iron Coat

Avi Harbinger

Gnarled Branch, Tattered Flax Garment

Witch

Gnarled Branch, Tattered Flax Garment

A'Dendri Grove Maiden

Tattered Flax Garment

Huntress

Short Bow, Long Sword, Tattered Rawhide Wrappings

Starting Might and Defense

For example: The Ranger starts with a Short Bow and Tattered Rawhide Wrappings. During setup, one yellow cube is placed on the Ranger's Might Track, and a Tracker Token of value 2 is placed on the Defense slot, to match what is depicted on her items.



Companion Setup

For each companion you choose to play, take the following and place them in front of you:

- 1 The character's Companion Card from their Save Bag.
- 2 A Hit Point (HP) die, placed in the HP slot. If beginning a new chapter, set your HP to its maximum (6 as standard). If playing the Encounter part, set your HP to the number of HP recorded on your Character Sheet.
- 3 For each companion, take 2 Animus Gems from the box and place them on the reserve (left) side of the Animus track on the Companion Card. Note: Companions can never increase their maximum Animus so they will always have 2 no matter what level they are.
- 4 Item Cards (as per Full Character Setup step 7).
- 5 Colored Cubes on your Might Track as depicted on your Item Cards (if any, see Starting Might and Defense box).
- 6 3 Iron, if this is the start of your campaign.
- 7 The Character's Model.
- 8 A Character Sheet (as per Full Character Setup step 3).
- 9 A Tracker Token on the Defense slot of your Companion Card, with a value equal to the total of the Defense Values depicted on your Item Cards **plus 2** (represented by the two shields depicted on the Defense slot). If you do not have any Defense Values on your Item Cards, place a '3' value Tracker Token (the minimum Defense Value of a Companion is 3).*

*Defense is increased by an additional 1 if playing on Pilgrim difficulty, 2 if you are playing on Journeyman difficulty. For all difficulty rules see page 9.

STORY SETUP

Component Setup

If you have not done so already, follow the steps for Full Character setup and Companion setup on page 7. Then take the following and place them according to their instructions:

- 1 Take the Token Tray from the box and place it near the playing area.
- 2 Take the Dice bag from the box and place all the dice near the playing area.
- 3 Take Card Organizer 1 from the box and place it near the playing area.
- 4 Take the Player and Encounter Might Deck Organizers and place them near the playing area. The lids can hold discarded cards and can be placed overlapping the organizers to save table space.
- 5 Take the Might Cubes from the box and place them near the playing area.
- 6 Take the Iron Currency Tokens from the box and place them near the playing area.
- 7 Remove the contents of the Free Company Bag and place them nearby (see box below).
- 8 Take the Special Rules Board which has the same number as your current chapter and place it face down at the side of the playing area. Do not look at its face down side until told to do so.
- 9 Place the Time Tokens and Location Tokens (numbered 1-30) number side up nearby.
- 10 Prepare the City Event Deck and Deepwood Event Deck (see box below).
- 11 The Game Map, Time Track and Path Card are not placed during setup. You will be told when to set these up during the story.

Free Company Bag

This bag contains a number of things that belong to the Free Company itself, such as Ally Cards and any Item Cards owned by the Free Company, but not currently equipped by a character.

At the start of each play session, take all of the Ally Cards from the Free Company Bag and place them face up nearby.

Take the Backpack Card and all Item Cards from the Free Company Bag and place them in a pile nearby, with the Backpack Card on top.

Give 2 Player Aid Cards to each player.

At the start of Chapter 1, the Free Company Bag should contain the following:

- A sheet from the Free Company pad.
- Backpack Card (containing no Item Cards).
- 4 Men-at-Arms Ally Cards.
- 8 Player Aid Cards.



Event Decks

When you first start a campaign, take the City Event Cards 1-6 from Card Organizer 1, shuffle them, and place them number side up nearby as the current City Event Deck. Place the rest of the City Event Cards back in the organizer. Do the same with the Deepwood Event Cards 1-6 to create the Deepwood Event Deck.

For later chapters, the current Event Decks are stored in the Free Company Bag; just take them out and put them on the table. The rest of the Event Cards are kept in the Card Organizer.



Instant Action Mode

Instant Action Mode allows you to play the game without playing the full Story part, concentrating instead on playing the Encounters at the end of each chapter. Each Instant Action Chapter has a short story breakdown, some checks, rewards to process and a chance to trade with the Banksmith and Apothecary before you head into the Encounter. You will still need to read the Story rules in this book, though you can skip the Locations and Time Track rules.

When you wish to play the Instant Action mode, perform Character Setup (on page 6-7) and Story Setup steps 1-8 (on page 8). After that, open the Encounter Book and go to the Instant Action mode page for your current chapter and follow the instructions on that page. See the 'How To Use This Book' section in the Encounter Book for more information.

Difficulty Levels

You may vary the difficulty of the game by gaining additional defense (to make the game easier) or by reducing the hit points the Oathsworn and Allies have (to make the game harder). Higher difficulty settings also give bonus Unique Items each Encounter and allow you to ignore some ticks that would be placed on the Knockout Track on the Free Company Sheet. Difficulty can be changed before each Chapter. If you choose to play a Journeyman/Pilgrim Company mark the change in defense by change your defense Tracker Token.

Choose wisely which type of company you are:



Journeyman Company: Oathsworn and Allies have 2 additional defense.

(I'm here for the story and that story doesn't involve me getting eaten by monsters)



Pilgrim Company: Oathsworn and Allies have 1 additional defense.

(I'm here for the ride. It has its ups and down, but that's part of the fun)



Free Company (Standard Difficulty): Oathsworn and Allies have a maximum of 6 hit points and no additional defense.

(I'm here for death and the Deepwood)



Grim Company: Oathsworn and Allies have a maximum of 5 hit points, but gain 1 extra Unique or Common Item every Encounter.

(I'm here to test my limits and my sanity. Death is a foregone conclusion, but how many?)



Dread Company: Oathsworn and Allies have a maximum of 4 hit points, but gain 2 extra Unique or Common Items every Encounter.

(Sanity was never an option; you need to be mad to make sense of what's coming from the Deepwood. Abandon hope all ye who enter here!)

Hardcore Variant

Another option to make the game have more permanent consequences for your Free Company is Hardcore mode. In this variant, instead of an Oathsworn being knocked unconscious when they reach 0 hit points, they are killed. Place a mark on the Knockout track of the Free Company Sheet as usual, but also record the Character Class that has died on the Hardcore track. In addition, any Oathsworn that ends an Encounter with 1 or 2 Hit Points remaining also gains an Injury Card from the top of the Injury Deck, this must be kept until you are told to archive it.

Oathsworn who have been killed may not be played again in this campaign. Archive the character and all of their items, but keep their Iron. You will have to create a new character to replace them in the remaining chapters - see Quick Leveling on page 26 of the Encounter Rule Book.

If you choose to **replay an Encounter** instead of **moving on**, the Oathsworn are not killed and may be saved by replaying with a better result. The KO marks from the first Encounter are still recorded on the Knockout track.

If you ever have fewer than 4 available Oathsworn remaining, then your journey is over; you have failed to complete the campaign.

MAP NAVIGATION

Story Overview

To navigate the Story part of the game, you can choose to use either the Companion App or the Story Books. Open the relevant Story Book or launch the Companion App and go to your current chapter (Go to Chapter 1 if this is your first game). Then, read the Story and let your adventure unfold, deciding where to go and what to do as a group unless you are told that a particular character makes the choice.

At some point you will be instructed to place one of the City Maps and the "Free Company Marker"; use one of your Oathsworn Character Models for this purpose.

During the Story you will be given specific instructions. These are all listed in the next section. At the end of the Story part you will be instructed to progress to the Encounter part. The Encounter rules can be found in the Encounter Rule Book.

End of Play Session

Once the Story part is finished you may immediately progress to the Encounter or save the game and finish the play session. When you save the game in this way you will then move on to the Encounter part in your next session. See Saving the Game on page 15.

Locations

Maps have numbered locations on them onto which Location Tokens will be placed, to indicate that the location is available to be visited. The current location of the Free Company is indicated by the position of the Free Company Marker.

During the Story, you will be told to 'place Location Tokens'. When this happens, take the indicated Location Token and place it number side up on the corresponding numbered space on the City Map.

At various points in the Story you will be asked to 'Choose a location to go to...'. When this happens, look at the City Map, and choose a location that has a Location Token on it. **You cannot visit a location that does not have a Location Token on it.**

When you move to a new location, move the Free Company Marker there, remove the Location Token, and place it on the next available space of the Time Track. If the space on the Time Track depicts any immediate effects, resolve them **before** reading the location entry (see Time Track on page 11).

Sometimes, you will be told to 'Place Location Token X and go there'. In this case, place the indicated Location Token as normal and then move your Free Company

Marker there as though you had chosen to go there, following the above rules.

If you are using the Story Book, flip the Location Token over, and turn to the indicated entry in the Story Book depending upon whether you have taken Path A or Path B.

If you are using the Companion App, simply click on the location's name and you will be taken to the correct entry.

Path Cards

You will be instructed to take a certain Path while progressing through the Story. If you are already on a Path and are instructed to take a Path Card, flip the card to the correct side.



Story Book

Companion App



Time Track

Moving to a new location takes one unit of time, no matter the distance on the map. This is represented by moving the Location Token from the map to the Time Track.



There are also situations during the Story where you will be instructed to add Time Tokens directly to the Time Track.

When Location Tokens and Time Tokens are placed on the Time Track, first fill the top row, from left to right, then the bottom row, from left to right.

Some spaces show effects which are resolved in one of three different situations:



End of Story Effects

These effects are resolved at the end of the Story part of the chapter (before the Encounter). If the space is empty, the effect is triggered. These often give the Oathsworn extra Combat Tokens.



Immediate Effects

These effects are resolved immediately when a token is placed on that space. They can either be an instruction to draw an Event Card (see right), or a story trigger that will tell you to go to a certain entry in the Story Book. If using the app, all story triggers will be automatically triggered within the app. However, you will still need to perform event card triggers yourself.



End of Encounter Effects

These effects are resolved after the Encounter is over, if the space is empty. If the effect is gaining an Extra Unique Item, mark the 'Unique Item' box for your chapter on the Free Company Sheet. You will gain an extra unique during the epilogue of the Chapter.

Because the End of Story and End of Encounter effects are resolved if the space does **not** have a token on it, the more efficient you are at performing your task, the more rewards you will receive at the end of the Story / Encounter.



Example Track Effects

The effects for Chapter 1 are:



All characters gain a Battleflow Combat Token.



Draw and resolve a City Event Card.



Draw a Unique Item Card to add to the rewards gained in the epilogue.

Event Cards

There are two types of Event Cards in the game: City Events and Deepwood Events. Many events are dangerous, but some can be beneficial. During the game, you will sometimes be told to draw a card from one of those decks. After drawing the top card, follow the instructions on it, and then archive it back to the Card Organizer.

Over the course of the campaign, new Event Cards will be added to the decks. You will be told when to do this and given a specific event number. This number can be found in the top right corner of the Event Card.

When you add a new Event Card to a deck, shuffle that deck afterwards.



THE FREE COMPANY

Gaining Clues

Clues affect the way the Story progresses and represent the Free Company discovering important information that will help unravel a mystery. When you are instructed to gain a Clue, take the corresponding Clue Token and place it near the Time Track.

For example: The Story might say "If you have Clue 2, place Location 14."

Item Cards

Item Cards are equipment that is carried and used by the Free Company. They are divided into item decks denoted by the large number on the back, this number corresponds to the Chapter in which the items become available through Trading/Looting. (Note that common items can be looted from an Encounter one chapter earlier than they can be purchased. This is described in the Tally, Loot and Losses section on page 24 of the Encounter Rule Book.)

Each Oathsworn can equip (place in their hand of cards) at most one armor item, one gear item and up to two hands' worth of weapon and shield items (at most a single 2-handed weapon, or two 1-handed weapons, or one 1-handed weapon and one shield). Oathsworn are also restricted on the types of items they can equip, as indicated in the bottom left of their Player Board. If a particular item is restricted to a certain Oathsworn, then the class icon of the Oathsworn allowed to equip the item is also shown on the Item Card as a reminder. Gear cards can be used by any class, without restriction.



Any items not equipped by a character are placed in the Free Company backpack (under the Backpack Card, up to a **maximum of 12 Item Cards**). If you ever have more items than your backpack can carry, you must discard any excess items back to their chapter's Item Deck. The items that you discard can be chosen from the new items being gained or your old ones.

Item cards can be exchanged between players and/or the backpack at any point during the Story part of a chapter, but **not** during the Encounter.

Gaining Items

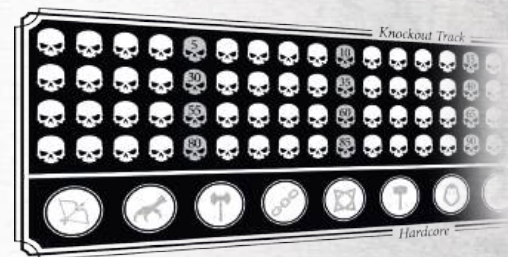
Sometimes you will be instructed to 'Gain' cards from one of the item decks. When this happens, blindly draw the stated amount of cards from the top of the current item deck



to keep. Those items may be immediately equipped by a character or placed in the backpack. **Whenever a character changes their equipped weapons and/or armor, make sure you adjust their Might Track and Defense Value accordingly.**

Running Out of Items

If ever a Free Company cannot fully equip 4 characters with 2 hands worth of items, 1 armor card and 1 gear card, the players may choose to 'petition the Raven Spire' to gain any amount of items from the current or any previous chapter's Common Item Decks. For each item taken, mark one box in the Knockout track of the Free Company Sheet. This track records your overall score for the campaign. The higher the track, the lower your overall score.



Gaining and Losing Iron

Iron is the currency in Oathsworn. When you are instructed to gain Iron, take it from the supply and distribute it among the Oathsworn however you wish. There is no limit to the amount of Iron each Oathsworn can carry and Iron can be exchanged between Oathsworn at any time. If you lose Iron, place the amount indicated (taken from any Oathsworn) back in the supply.

If you are instructed to lose more Iron than you have, you must also lose items from your backpack. Each item you lose reduces the amount of Iron you need to lose by an amount equal to half of the item's value (rounded up). An item's value is depicted in the middle of the Item Card's back. You must always lose whole items. You never lose equipped items, so if you are instructed to lose Iron, do not have enough, and do not have items in your backpack to meet the loss, you lose what you can, but keep all equipped items. Remember that you can exchange equipped items with items in the shared Free Company backpack or other Oathsworn at any time during the Story, including just before deciding which backpack items to lose.



For example: The Free Company is instructed to lose 4 Iron, but only has 3 Iron. They must therefore take some or all of the loss in Items from the backpack. They choose to lose a chapter 4 item (to reduce the Iron they need to lose by 2), then lose 2 Iron in coins, leaving them with 1 Iron.

Losing Hit Points

During the Story, you may be instructed to lose Hit Points. When this happens, rotate your HP die down to reflect the Hit Point loss.

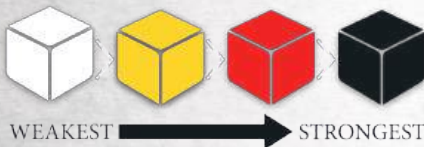
For example: You currently have 5 Hit Points. The Story says: "The ladder breaks and you fall to the street below. Lose 1 HP." You rotate your HP die so it now shows a 4.



Might Cards

Might Cards are used at various times in the game and are drawn at random from the Might Decks. Use the Oathsworn Might Decks if it is an Oathsworn or Ally making a check or an attack, and use the Enemy Might Deck for attacks from enemies.

The Might decks have four power levels denoted by their color white/yellow/red/black. These icons denote your Might and represent either one card or die of the relevant color (your choice).



After resolving the effect of your draw, place the used Might Cards in the corresponding discard pile. If a Might Deck is ever empty, shuffle its discards to form a new deck, then draw any remaining Might Cards you require. Discard piles are common knowledge and can be viewed at any time.

At any time during the Story part of the game (not the Encounter part) an Oathsworn may spend any one Combat Token to reset any number of Might Decks. To do this, reshuffle the discard piles for the Oathsworn Might decks back into the appropriate decks.

At the end of the story part, all decks are reshuffled before the encounter part.

Note: Might Dice can always be used instead of or in combination with Might Cards.



Combat Tokens

Combat Tokens may be gained at various points in the Story and the Encounter. When gained, they are placed on your Player Board (or Companion Card) and can be used, either during the Story or the Encounter. Once used, they are returned back to the supply. All unused Combat Tokens are discarded at the end of a chapter, after the epilogue. **They do not carry over into the next chapter.**

The full rules for these tokens can be found in Appendix I on page 16.



Permanent Tokens

During the game, you may also gain permanent tokens. Note this on your Character Sheet. These represent your characters gaining veterancy on their journey. At the start of each chapter, you gain a corresponding Combat Token for each permanent token you have marked on your Character sheet. These can be used during the chapter as usual. You only gain permanent tokens once per chapter and will not regain them between the story and the encounter parts. However, the ones you have left at the end of the story will be useable in the encounter.

If you gain a permanent token **before** the Encounter part of a chapter, you also immediately gain the corresponding Combat Token (so you can use it in that chapter too).



Allies

During the Story, you will sometimes have the opportunity to gain an Ally. These characters are not Oathsworn, but may join your Free Company for a time. When you gain an Ally, take the corresponding Ally Card from the Ally Deck and place it with the other Allies belonging to the Free Company.

There are two types of Allies: combat and non-combat. Both types of Ally may have an effect on the Story, but if an Ally is stated to be a non-combat Ally, they cannot be used during Encounters.



STORY ACTIONS

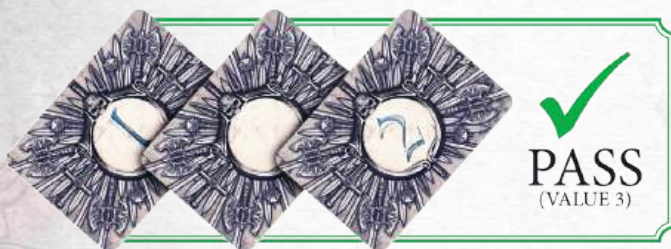
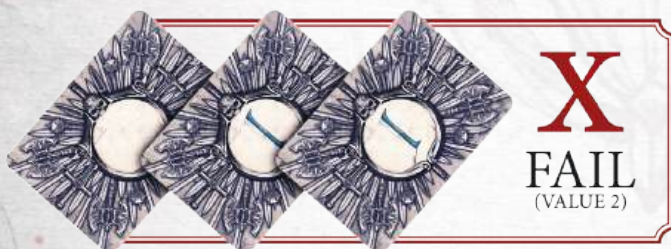
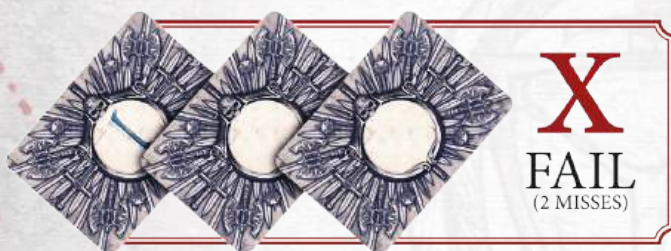
Checks

Sometimes during the Story or Encounter, the Free Company will be told to 'PERFORM A CHECK'. Each check will have a type, such as a Spot Check, a Survival Check, or a Basic Check. Every check is resolved in the same way, but there may be modifiers to the check according to your Oathsworn, Free Company traits or item bonuses.

Unless otherwise stated, **only one** check is made for the whole Free Company. However, sometimes a check states that 'EACH OATHSWORN' performs the check or a single Oathsworn may be required to take it.

To perform a check, decide on how many white cards to draw (up to a maximum of 10) from the white Oathsworn Might Deck. This decision is made as a group if the check is being made for the whole of the Free Company, or by the relevant player if the check is for a particular Oathsworn. Draw the cards and total their values. If the total drawn on the cards is equal to or higher than the difficulty of the check, and you didn't draw 2 or more blanks (after redraws), the check succeeds. If the total drawn on the cards is less than the difficulty of the check, or you draw 2 or more blanks (after redraws), the check fails.

For example: The Free Company is making a check with a difficulty of 3 and chooses to draw 3 white cards.

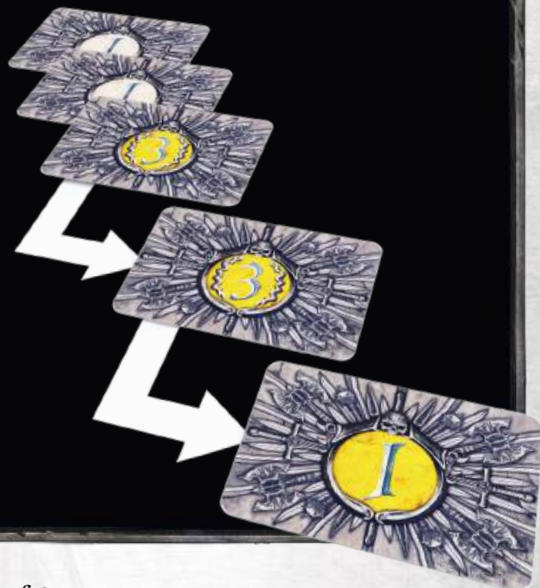


During any type of check, Redraw Tokens may be used. In addition, Empowered x3 Tokens may be used during any check called a 'Might Check'. See Appendix I on page 16 for full details on using these Combat Tokens. For each redraw you use during a check, discard one drawn card and draw a new card of the same type.



Criticals

Some cards have a 'Critical' symbol on them. For each card you draw with a Critical symbol, draw another card of the same color and add its value to your total. If you draw another Critical symbol with the extra card, repeat this process. Any blanks drawn when drawing extra cards from Criticals do not cause a check to fail.



Levels of Success

Some checks include the words 'for each success'. For these checks, it isn't just a case of success or failure. Instead, you gain a number of successes for each multiple of the difficulty check you draw.

For example: You are performing a Basic Check of difficulty 3. The text says "For each success, gain 1 HP." You get the following successes, based on your draw:

0-2: Check failed

3-5: One success

6-8: Two successes

9-11: Three successes

Etc.

Secret Decisions

At certain times during the Story you may be asked to make a Secret Decision. Without any discussion, each player takes a Hit Point die and sets it to the value matching their choice of outcome. Reveal all of the dice and resolve the Secret Decision according to the rule described at that point in the Story Book. If playing solo, you make the decision for the Free Company and do not need to hide your choice.

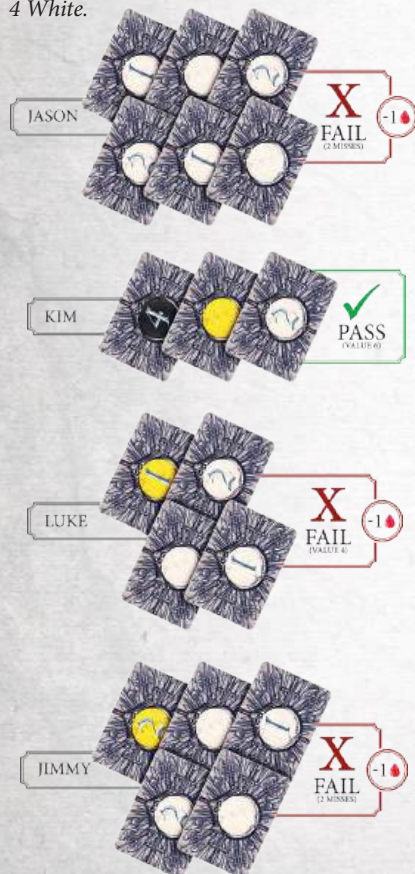
Round of Combat

Sometimes during the Story, the Free Company may get itself into a situation where a fight breaks out. This is resolved by performing a single round of combat which encapsulates the results of the entire skirmish. **Each** Oathsworn must draw a single attack against the enemy. Combat Tokens may be used (see Appendix I), but Special Abilities or Item Abilities may not.

To perform this attack, the player draws any number of their character's Might Cards as depicted on their Might Track and up to 10 white cards. If 2 or more blanks are drawn, the attack misses and causes no damage. Otherwise, the attack hits and the sum of all the numbers on the cards drawn is the damage dealt. If the damage dealt is equal to or more than the enemy's defense, the Oathsworn succeeds. If the damage is lower, the Oathsworn fails.

Oathsworn always defeat their enemies during a round of combat that takes place during the Story part of a chapter. However, each Oathsworn that fails loses 1 HP.

For Example: The Free Company is told to 'Perform a Round of Combat against Defense 5'. Jason has no Might from his weapons and chooses to draw 6 White. Kim, Luke and Jimmy all have two handed weapons that give them one yellow might. Kim also decides to use an Empowered x3 Token on her attempt to draw a black. Kim draws 1 Black, 1 Yellow and 1 White. Luke chooses to Draw 1 Yellow and 3 White. Lastly, Jimmy decides to draw 1 Yellow and 4 White.



Jimmy then uses 1 Reroll Token to redraw one of his blank cards. His new card is a 1, turning his failure into a success.

Banksmith and Apothecary

In every City, there are two special locations that you can visit for their services: the Banksmith and the Apothecary. There are two primary ways you can trade with them. Firstly, it is possible to place Banksmith and Apothecary Location Tokens during the course of the Story that will allow you to gain access to these services without any additional costs. Secondly, you can 'send a runner' to perform a trade for you. This will cost you some iron but also allows you to access their services at any point in the Story.

Sending a Runner

When you are playing a chapter with a City/Town/Village Map, you may 'START A TRADE' with a Banksmith or Apothecary at any point during the Story. You do not move the Free Company marker to these special locations, but instead pay a runner to go for you. Each time you 'send a runner', you lose an amount of iron equal to your current chapter. You may 'send a runner' to the same one more than once during the same Story, paying the cost each time.

The Apothecary

Here, you can buy curatives that can stop you from receiving serious injuries if your character goes unconscious. When you START A TRADE with a Apothecary, you may buy Curative Cards (Max 5 per chapter), each one costing an amount of Iron equal to the current chapter. Whenever Curatives are gained, they are placed in the Injury Deck and the Injury Deck is then shuffled.



The Banksmith

Here, the Free Company can buy and sell items. When you START A TRADE with a Banksmith, take all the cards from the Common Item Deck for the current chapter and place them face up in a row so that all players can see them. These Item Cards are available to buy at the Banksmith. Each costs an amount of Iron equal to the number on the bottom/back of the Item Card.



Additionally, any items the Free Company currently has (either equipped by a character or in the backpack) can be sold to the Banksmith. Each item can be sold for an amount of Iron equal to **half** the number on the bottom/back of the Item Card (rounded up). Archive all sold items.



For example, a 5 Iron Item can be sold at a Banksmith for 3 Iron.

After all buying and selling is complete, shuffle any remaining Banksmith Item Cards back into the Common Item Deck for the current chapter.

SAVING THE GAME

Each character comes with a Character Save Bag and the Free Company as a whole has a Free Company Save Bag. When you have finished a play session, place the following into the Save Bags:

Each Character Save Bag

1. A Character Sheet. If saving after the Story part of a chapter, record your current HP on it. If saving after the Encounter part of a chapter, do not record your HP. You return to your Maximum HP at the start of every Chapter.
2. Character Ability Cards. Separate unlocked and locked Ability Cards with a Character Card separator.
3. The Companion Card and all Archetype Cards. Separate unlocked and locked Archetype cards with a Character Card separator.
4. The character's Injury Cards, Item Cards and Iron Coins.

5. Combat Tokens (only if saving between the Story and the Encounter, otherwise archive your Combat Tokens)

Free Company Save Bag

1. Free Company Sheet. If saving between the Story and the Encounter, record in the relevant boxes whether you will gain an extra unique item from the Time Track, have revealed the Encounter Special Rules Board and whether you are ambushed.
2. The Backpack Card and all Item Cards not equipped by any character.
3. Ally Cards
4. City and Deepwood Event Decks

After saving the game, archive all remaining components.

Combat Tokens



Defense Token: During the Encounter. **After** damage is drawn against you, you may spend one or more Defense Tokens. Each one temporarily increases your Defense Value by 1 when calculating how many HP you lose.

For example: You are attacked by an enemy and are hit for 7 damage. You are wearing armor with a Defense Value of 2, so you would lose 3 HP. If, however, you spend 1 Defense Token, your Defense Value is temporarily increased to 3 and you only lose 2 HP.



+2 Animus Token: During the Encounter. **At any time**, you may spend one of these tokens to immediately regenerate 2 Animus, moving 2 Animus from your reserve area to your available area. Companions use these tokens differently (see page 9 of the Encounter Rule Book).



Redraw Token: During the Story or Encounter. **After** drawing Oathsworn Might Cards, you may spend any number of these tokens. For each Token spent, immediately redraw **one** card you have drawn, ignoring the previous result. You may draw extra Might Cards from Criticals before deciding whether to use this token. You may redraw a Might Card you have already redrawn. They may be used when performing a check (including a check made for the whole of the Free Company), or when attacking, either during the Story or the Encounter.



Empowered x3 Token: During the Story or Encounter. **Before** you draw Oathsworn Might Cards for an attack, you may spend one or more Empowered x3 Tokens. For each Token spent, you may upgrade your Oathsworn Might Cards three times to the next color (White > Yellow > Red > Black). You may either upgrade the same Might Card three times, one card twice and one once or three Might cards once each. You may not use this token when drawing extra Might Cards from Criticals.

They may also be used when performing a Round of Combat or Might Check during the story.

This token's effect cannot be split between more than one attack.



Battleflow Token: During the Encounter. **At any time**, you may spend one or more of these tokens. For each Token spent, Battleflow **all** cards on a **single cooldown position** as if an Ability Card had just been placed there. Companions and Allies use these tokens differently (see page 9 of the Encounter Rule Book).

Status Tokens

**Poison**

A character who has one or more Poison Tokens suffers the effects as described on the Special Rules Board.

**Bleed**

A character with one or more Bleed Tokens will lose 1 or more HP when the token is triggered. These tokens are triggered by Ability Cards for Oathsworn or Stage Cards for Encounters.

**Crippled**

A character with a Crippled Token cannot move until the end of the next Oathsworn Phase. This includes movement from any Ability Cards. You may still play the card, but abilities that require movement, such as Chain Attacks, cannot be performed. After the next Oathsworn Phase, the Crippled Token is removed. If a Crippled Token is gained during the Oathsworn Phase, the token is not removed until the end of the next full Oathsworn Phase.

**Lethality (Specific to the Cur)**

These tokens are gained through the Cur's abilities and spent to empower attacks. See the Cur's Player Board Special Ability for full rules.

FREQUENTLY ASKED QUESTIONS

17

Story Questions

Q: If I am told to gain X Iron, do I share that among the Free Company?

A: Yes the X represents the total reward, if you are told 'Each' or 'All' Oathsworn gains X Iron, then each Oathsworn gains that amount.

Q: Can you switch characters during the campaign?

A: Yes, this can be done easily through the Quick Leveling System in the Encounter Rule Book.

Component Questions

Q: When do you reset the Might Decks?

A: At the end of each Story or Encounter Part, When the cards run out, when the deck is forced to be reset by any 0 cooldown card, or when a companion spends a Combat Token specifically to do so.

Q: How do max animus and regen boxes on the Character Sheet work?

A: When you first make a character record their max regen and animus on the Character Sheet by marking off one box for each max animus and regen depicted on the Player Board.

When you gain more max animus and regen throughout the campaign you simply mark off more boxes rather than have to erase a number and rewrite it.

Q: Can you run multiple campaigns at the same time using the app?

A: Yes, your campaign progress is saved through the components not the app.

Hardcore Questions

Q: If an Oathsworn is killed during a story event, are all of the items and iron lost?

A: Their items are lost but their iron is not. Their items may not be given to others in the moments before their death.

Q: If playing Hardcore, do deaths in the Story part lockout a class on the Hardcore Track on the Free Company Sheet?

A: Yes



THANK YOU TO ALL 11,518 BACKERS

WITH A SPECIAL THANKS TO...

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#

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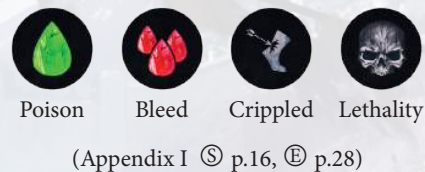
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