ENCOUNTER

The Sky Bridge

"It's a cakewalk." At least that's what I tell myself as I hang on for dear life, 1,000 arrow lengths up in the sky. Unfortunately, this ancient rope bridge connecting the two mountain ridges is more "ancient" than it is "bridge." There's an unknown party on my tail and a trading post waiting beyond the ridge ahead. Only seconds remain to make one of two ill-advised choices. I could turn and fight on this tangle of rotting rope and wood. The other option: high-tail it to the other side while dodging arrows from behind. If I make it, I can cut the ropes and send my pursuers on a one-way trip to the bottom of the canyon.

Base Set - Solo 001

ENCOUNTER

Just Out of Reach

I love rocky landscapes. Trouble is easy to spot, and it's a breeze to cover larger distances. Sparkling streams of freshwater are commonplace in the mountains of Daelore, one of the land's few mercies on ill-prepared travelers.

Up ahead, the narrow corridor I'm following suddenly opens into a sunbathed canyon with a peaceful creek flowing just beyond. Such a place would offer some much needed resources, but odds of an ambush are high. If I waltz out into the open, I might be picked off before I can taste that cool mountain water. I might be able to scale this wall and find a higher pathway around, but that will take time I'm not sure I have.

Base Set - Solo 002

ENCOUNTER

Between a Rock and a Hard Place

Hmmm, scaling down this rock cliff feels oddly different from the last shale I traversed. It exudes a strange warmth. Must just be the altitude. After all, I've been descending all morning. Thankfully, solid footing is not far away. I briefly pause on a ledge to survey the valley and relocate the raiders I've been tracking. A quick glance back at the rock behind me reveals the rock looking back at me! Giant pieces of earth break free from the cliff's surface, and suddenly, hollow burning eyes are staring into my soul.Towering above me is an angry monstrosity -- a golden golem!

Base Set - Solo 003

ENCOUNTER

A Dire Situation

My desire to sleep is clashing with my fear of being eaten by wolves. These torches only burn for so long. Must...stay...awake... "Ho-ooow!!" Jolted from my involuntary slumber, my sleeping gear becomes a tornado of chaos as I scramble from under my blanket. A few dying embers flicker weakly in the expiring fire, giving just enough light to see nothing at all. I look up to find some moonlight through the trees, but my view of the night sky is suddenly eclipsed by the evil glow of two huge yellow eyes. As I slowly stand, my stomach turns as I realize I'm still only half the beast's size at best. I desperately fumble through my belt for a weapon that's not there, and this dire wolf looks hungry!

Base Set - Solo 004

ENCOUNTER

Invited for Dinner

"Wakey wakey, little critter!" a deep voice bellows, as a putrid stench fills my nose and mouth. I cough and spit to gain my breath, but the air is thick with the smell of rotten fruit, or worse... Something pokes my side, and I start to swing. Swing? Why am I swinging? This question forces my eyes open. Everything is upside down and swaying uneasily. I look up and see nothing but green grass. Gaining my senses, I'm frighteningly aware that I am bound and hanging, legs lashed to a tree branch. Below me is a boiling pot. Beside it stand two troll mules, currently fighting over what to add to their stew -- Gearloc stew!

Base Set - Solo 005

ENCOUNTER

A Trap of My Own Making

Too big and too many. I could never overpower or outrun them. Either this works, or my journey ends before the sun sets. The plan? Be my own bait. What could possibly go wrong? The trap is set just as the golden sun is beginning to sink, which I pray helps obscure my hasty work of covering the freshly excavated pit. Now I just need to screech like a wounded griffin, stand in plain sight and hope they don't simply jump over the trap before tearing me limb from limb.

Base Set - Solo 006

ENCOUNTER

Risky Payoff

The Ebon, evil as they are, still show a strange cross-species loyalty. Trolls won't hesitate to call for help from an orc, a kobold, or even bog scum. A fight may look winnable, but it's often not worth the risk. Lucky for me, creatures of the Ebon almost always have a price. I wonder if the menacing figure ambling toward me can simply be bribed with something shiny in exchange for safe passage. Unfortunately, if he has friends hiding in those bushes, they might be waiting to take a whole lot more than a shiny object...

Base Set - Solo 007

ENCOUNTER

Not So Ordinary Water

At last! A stream of liquid trickles from a crack in the ravine wall. I've been running for what feels like hours with a nasty gash in my side, and the water instantly renews my strength. That was no ordinary merchant camp back there, and I paid for my stupidity before I could flee. Hmm...this spring is also not so ordinary. A strange, yet welcome, sensation is present as the water runs through my system. Instinct tells me to wash my wound directly, and instantly, the bleeding stops! Maybe I should set up camp and allow this water to do its work... but who else knows about this spring? Have I distanced myself enough from those swindling merchants?

Base Set - Solo 008

ENCOUNTER

What Goes Around...

How unusual. Up ahead, I can make out a group of raiders robbing a lone Mohlnor trader. Mohlnor always have amazing goods, usually belonging to others. The original owners of those goods are typically the ones who need rescuing. Seems the boot is on the other foot for a change. Helping a black market trader seems wrong, but I also despise raiders. I could let the dust settle before picking off any stragglers, maximizing my spoils. And yet, it would be nice to have the Mohlnor owing me for a change.

Base Set - Solo 009

Choice

Fight it now!

BQ: 5Pt golem.

Choice

Lead it to the raiders!

You take off down the shale like a dire wolf with its tail on fire. A quick glance back tells you the golem is in pursuit. Now to get close enough to those raiders and then hide...

BQ: Baddie Pts.

Search Active Stack for a 20Pt golem.

During battle setup, instead of your Gearloc, place and fight Baddies using the golem *(use golem's dice, skills and movment)*.

At the end of round 3, place your Gearloc on Battle Mat. All remaining Baddies *(including the golem)* now target you.

1

Choice

Brave the open air!

BQ: Baddie Pts.

Add 2 Baddie Pts to BQ.

Any Ranged Baddies start at the top of Ini Meter.

Choice

Ready the ropes and climb.

From your high vantage point, you see that there was, in fact, an ambush set for you in the clearing. Payback time.

BQ: Baddie Pts.

Add 2 Baddie Pts to BQ.

You have Surprise, and Baddies cannot move during the first round.

Choice

Line 'em up...and try not to throw up.

BQ: Baddie Pts.

Add 2 Baddie Pts to your total.

Battle is restricted to Lane 1 for both sides, and you fight one Baddie at a time.

Choice

Scramble across and cut the bridge.

BQ: Baddie Pts.

Reveal Baddies. For every Ranged Baddie, roll 2 Atk Dice and deal Dmg to your Gearloc.

Must survive for Encounter success.

1

Choice

Be the bait. *Be* the bait.

BQ: Two 5Pt Baddies.

As Baddies enter Battle Mat, roll a D6 for each.

1-2: Trap does nothing.

3-6: Baddie is stunned for first 2 rounds *(use Stun Effect Die)*.

Choice

Maybe I shouldn't be the bait.

You decide it's best to get *in* your own trap and fight around your spikes.

BQ: Two 5Pt Baddies.

You have Surprise.

Baddies take 1 True Dmg any time they move to a new position on the Battle Mat *(including initial position)*.

1

Choice

Pick your locks and escape!

Make a Lockpick Attempt on a 3F-2L lock.

You escape with loot...just not your own.

If successful, discard all your current Loot and draw 2 new Loot.

If you fail to pick both parts to the lock, remove 2 HP and take other Choice.

Choice

Trick the trolls.

"I'd taste better after being unbound and rolled in fire ants; it gives Gearloc meat a real KICK!"

Lose 3 HP from fire ant bites. You cannot recover your HP during Recovery Phase tonight.

1

Choice

I must find my weapon!

BQ: 1Pt and 5Pt wolf.

Cannot use Skill Dice the first 2 rounds of battle.

Choice

I must find my pack!

BQ: 1Pt and 5Pt wolf.

Can *only* use Skill Dice the first 2 rounds of battle.

1

Choice

Let them deal with the Mohlnor, then attack!

BQ: Baddie Pts.

Add a 5Pt Baddie to top of BQ.

All Baddies start with 2 fewer HP.

Choice

Defend him.

BQ: Baddie Pts.

Add a 5Pt Baddie to top of BQ.

Place 4 HP on a Gearloc Melee position on Battle Mat *(Trader)*. Trader is a friendly *(under your control)* Melee unit with 2 Move & 2 Atk, and takes its turn right after you. Trader must survive.

If successful, remove *Special Encounter - Mohlnor Traders* from this adventure.

1

Choice

Stay here for the day.

BQ: Baddie Pts.

Add a 5Pt Baddie to BQ.

Place 5 HP on your Prep Area to use as a Health Buff for this battle.

Choice

Bottle some water and keep moving.

You may keep this card as a Loot in your Loot Area. Place 2 HP on it to be used as a heal in or outside of battle.

1

Choice

Stand your ground and fight!

BQ: Baddie Pts.

At the end of rounds 3-5, roll a D6.

1-3: Add a 1Pt Baddie to bottom of BQ.

4-6: No Baddies join.

Choice

Maybe a peace offering is worth a shot.

If you have Loot to offer, choose 1 and place it on the Battle Mat.

Roll a D6.

1-3: Loot is taken, but Baddie is not satisfied. Make Encouter Choice again.

4-6: Loot is taken, and Baddie leaves. No battle today.

1

ENCOUNTER

An Issue of Lung Capacity

34...35...36... How long before I drown in this bog? My ill-advised taunting landed me here, cornered in this soggy cesspool with no one to blame but myself. Thankfully, I remembered that most Ebon have an unnatural aversion to water, if you can even call this water. Yet, there they sit at the water's edge with all manner of sharp and pointy objects. 42...43...44... The opposite bank is too far to swim to, and I abandoned my gear behind a boulder on this side. Maybe I can reach out and grab one of their spears...

Base Set - Solo 010

ENCOUNTER

Trust Your Gut

Rarely do I second-guess my gut, but today might be the day. An inevitable battle awaits me up ahead, but there are two distinctly different camps blocking the way. The first appears to be filled with swarms of underlings and new recruits. The second camp, though less populous, only contains burly and battle-tested foes. While I enjoy hacking and slashing my way through countless Ebon as much as the next Gearloc, at some point, I will run out of steam. My gut says to second-guess my gut, but my gut is also very hungry...and now my head hurts.

Base Set - Solo 011

ENCOUNTER

Unwanted Affection

The day began innocently enough. I encountered a rare Gearloc family living a quiet life at the foot of a hill. Their child had been kidnapped by raiders days ago. Given our scarce population, I immediately set out on a successful rescue mission. Now I'm back, and the parents are applying heavy pressure. "Our little one will be safer with you than with us!" "It looks like you could use a companion, anyway!" "You could use someone to help you scavenge food and water!" Truth be told, the raiders paid me to take this little Gearloc back. The gold coins they handed me came with a warning that this youngling was "unlucky."

Base Set - Solo 012

ENCOUNTER

The Dreaded Bog

Whoever said this bog would be a shortcut is smart in keeping quiet! It's been all day and half the night drudging through muck up to our throats, and party morale is fading fast. I'm halfway through convincing myself to speak up when a sudden "croak" from up ahead interrupts the thought. We avoided similar noises on the way in, but now it looks like we have no choice but to face whatever creatures call this bog home. It's either that or pass out from bog stench while looking for another exit from this accursed place.

Base Set - General 001

ENCOUNTER

Fire in the Sky

A breeze pushes through camp, leaving a hint of sulfur tickling our noses. With the next gust, it's quite obvious that something is on fire, and it seems to be us! "Rotten oggots!" someone exclaims, followed by a commotion of Gearlocs frantically patting out singed hairs and side-stepping falling branches fully ablaze. A spatter of fire is raining down upon us, and in a frenzy we run for what little cover we can find, knowing a dragon has us in its sights. Our options are limited as other unwanted guests are now pouring into the clearing. We need to do something fast, or we are toast!

Base Set - General 002

ENCOUNTER

Like Pigs to the Slaughter

All day it's felt like we've been corralled down a specific path. From impassable road blocks to strange "suggestions" offered by traveling merchants, there's no way it's all a coincidence. If anything else were to come up...and there it is! Another oddity! Since when have road signs been posted in uncharted forests? This one is hastily and crudely made with the paint still fresh. It reads:

LEFT fur Fun,
RIGHT fur Bad Things

Base Set - General 003

ENCOUNTER

Never Trust a Dancer in the Wood

Chains cut our wrists and ankles as the team of mercenaries leads us through a rocky pass. It's maddening how they got the drop on us. Of all the conceivable things you may encounter in the thick of the forest, a traveling company of lady dancers should not be one of them! "Dancers in the heart of the woods?" I'd questioned. "And sporting long beards as well?" Apparently, some of our party were less surprised by this prospect, and we proceeded to let our guard down. What's done is done. We'd best find a way out of these chains and make a break for it or else somehow subdue our captors before we are taken further off course.

Base Set - General 004

ENCOUNTER

A Kobold Konundrum

A loud shriek breaks our peaceful walk, and we immediately start running toward an escalating commotion coming from a nearby clearing. We are at once put on guard when our approach reveals a scaly kobold, who is the source, not the cause, of the screams. The kobold lies thrashing in the grass, bound by its hands and feet. As if on cue, the gang responsible presses in, eager to end the kobold's life.

Some in our party are already backing away – why meddle in this? But so many questions arise! Is the kobold a defector? A possible ally?

Base Set - General 005

ENCOUNTER

Something About This Stinks

Great, a fork in the road – something else for us to fight about. Regardless, our path now splinters. To the left, the air smells like death itself – a tell-tale sign of a poisonous swamp. To the right, the way remains quiet and appears peaceful – never a good sign in these lands. As usual, our decision is as uncertain as the road ahead.

Base Set - General 006

Choice

My skills are my companions...OK, that's lame...but really, no thanks.

The father is crushed and berates you for your decision. You feel bad.

Reduce your HP Stat Die by 1.

...because you got sick from feeling bad.

Choice

Unlucky, huh? Does that mean it's unlucky to say no?

You reluctantly agree, and you and your new "buddy" prepare to head out. That is, until your new best friend trips and drops your pack down the well...by accident, of course.

Choose 3 Skill Dice to Exhaust at the start of your next battle. Keep this card in view as a reminder until this effect has been fulfilled.

1

Choice

I'm a sucker for a good ol' hack & slash.

BQ: Baddie Pts - 1Pt Baddies only.

For the first 3 rounds of battle, any Baddies that are defeated are added to bottom of BQ.

Choice

I've got speed. Time for some kiting!

BQ: Two 5Pt Melee Baddies.

For this battle, after your attack you may move up to 3 Positions *(ignore Dex).*

1

Choice

66...67...68. Grab it!

BQ: Baddie Pts.

Reduce by 2 the Atk of the first Baddie to enter Lane 1 *(use Weaken 2 Effect Die to show this).*

Increase your Atk by 1 for this battle. No Skill Dice can be used the first 2 rounds.

Choice

Go for the gear!

BQ: Baddie Pts.

No Skill Dice can be used for the first round.

1

Choice

Fun, of course!

BQ: Baddie Pts.

During battle, for every Baddie with 5 or more HP that comes out onto Battle Mat, immediately add a 5Pt Baddie to bottom of BQ.

Choice

Let's call their bluff.

It turns out "Bad Things" is actually an unguarded Trove Loot Chest with a complex lock. You will have one chance before your stalkers realize the route you chose.

Draw the top Trove Loot card. Select 1 Gearloc to perform a Lockpick Attempt. If successful, that Gearloc gains and unlocks that Trove Loot card. If not, discard it *(will not affect battle success).*

BQ: Baddie Pts.

1

Choice

Dragon! We fight back!

BQ: Baddie Pts.

Party of 1-2: Add a 5Pt dragon Baddie to top of BQ.

Party of 3-4: Add a 20Pt dragon Baddie to top of BQ.

If a 20Pt dragon is eliminated, shuffle *Special Encounter - Hunting the Hunters* into your Encounter Deck if not already in.

Choice

Keep your heads down! Keep to the battle on the ground!

BQ: Baddie Pts.

During battle, fire rains down from above, burning all Gearlocs for 1 True Dmg at the start of every round.

1

Choice

Death to bog creatures!

BQ: Baddie Pts.

Party of 1-2: Add 3 Baddie Pts.
Party of 3-4: Add 6 Baddie Pts.

Create BQ using as many Bog-Type Baddies as possible *(from Active or Defeated Stacks).*

Choice

The stench is growing on me...no, literally *on* me!

BQ: Baddie Pts.

Each Gearloc must pass a Health Check for staying in the bog. Any Gearloc that fails the Check must start battle with a Poison 2 Effect Die.

Health Check: Roll a D6. If Current Health is greater than D6 result, you pass. If not, you fail the check (will not affect battle success).

1

Choice

Bring on the bog! We got Rad X?...no? Power armor?

BQ: Baddie Pts.

Each Gearloc's Dex is capped at 3 during battle. Roll a D6 at the start of each round. On a 1-3, all Gearlocs immediately take 1 True Dmg.

Choice

Veto the bog and vote for the "suspiciously quiet path."

BQ: Baddie Pts.

Each Gearloc may roll their Def Dice before battle begins (⌘ *cannot be used*). Ranged Baddies roll +1 Atk Die during battle.

1

Choice

Nice! One less kobold!

Your party backs away quietly.

Choice

Gearloc curiosity is a curse! Save that lizard!

BQ: Baddie Pts.

Party of 1-2: Add two 1Pt Baddies to top of BQ.

Party of 3-4: Add two 5Pt Baddies to top of BQ.

Gearlocs have Surprise.

1

Choice

Attempt an escape.

Press that in, then force the spring. But wait for my count ...1...2...now!

BQ: Baddie Pts.

Your party's ankle shackles are are locked: 3L-4T-5F-2T. Each Gearloc will perform a Lockpick Attempt. Locks opened by one Gearloc stay unlocked for the next. If your party opens enough Locks to equal your party size, gain Surprise for this battle. Otherwise, each member of your party take 2 Dmg and must select other Choice.

Choice

Beat 'em with our hands tied behind our backs!

BQ: Baddie Pts.

Party must ignore their Attack Stat Die value for this battle.

1

ENCOUNTER

Mud Never Killed No One, Did It?

I'm claustrophobic, and you all hate to get dirty; isn't this a fine mess. Sure, the hill on the road to the northeast is much faster, but look how narrow it is! We're bound to meet opposition and be sandwiched in! I'd much rather muck up my trousers and hit the inevitable mudbath to the west; I mean, look how open the road becomes. Plus, the lot of you could use a free facial to improve those ruddy complexions of yours! So what are we doing, then? Time's a wastin'!

Base Set - General 007

ENCOUNTER

Go Big or Go Home

So it's two groups of Baddies coming, is it? Well, we can't risk fighting them both, so which will it be? We may take a beating, but the first group is clearly more formidable and thus holds our best odds at gaining better spoils. And, if we're gonna take a beating, we best get something shiny for our trouble.

That said, I recall a verse in the Gearloc Book of Whimsy that refers to "the importance of stomping your foes into the ground," and we are definitely due for a definitive outcome in our favor.

Base Set - General 008

ENCOUNTER

Objects May Appear Farther...

"Is he looking back at me?" I worry, looking at an enemy scout 21 arrow lengths away through my trusty spectroglass. "Uh oh! I'd guess he is, given that he's getting ready to blow his bugle!"

Base Set - General 009

ENCOUNTER

A Stump in the Road

Hmm, what is a large, hollowed-out tree stump doing squarely in the middle of a otherwise barren path? If that wasn't odd enough, someone has piled up lovely gems and tempting items in its center. It's certainly grabbed our attention, but everything about it is wrong. The gear-triggered plate the items are resting on and the fine wires running from the stump deep into the woods confirms that thought.

And yet...with a little luck and quick hands...

Base Set - General 010

ENCOUNTER

Why Can't We All Just Get Along?

"Does that mean we can't be friends?" I joke as an arrow narrowly misses my left ear. The scrawny intruder just laughs as though he has no reason to be afraid of us. Judging by the wall of enemies that are rapidly amassing behind him, he may be right.

It's going to take a lot of brute force to get through this blockade...

Base Set - General 011

ENCOUNTER

Caverns or Cake?

"Gather 'round everyone!" After a few hours of scouting, it seems we have a couple choice options to consider and the cover of dusk in which to carry them out. We could risk the unknown in cramped quarters and explore the northern cave, which seems laden with impressive loot, or take a breather and possibly a nice meal off the group of napping raiders camped on the eastern ridge. "Anyone with an undisclosed fear of bats?"

Base Set - General 012

ENCOUNTER

Free Trade is Rarely Free

After going so long without a significant find, the approaching group of merchants are a welcome sight. They seem friendly enough and are quick to beckon us to trade. I guess we should have approached more warily, as we are caught completely off guard when surrounded by four hooded figures. "Maybe this is the way they greet everyone?" one of us suggests. "Or maybe we are dead," I reply. Either way, we need to act fast!

Base Set - General 013

ENCOUNTER

Something Shiny This Way Cometh

Being concealed in a small outcropping of trees allows our party to appreciate the wilderness scene at dusk, but our reprieve is cut short when someone notices the waving light of a lantern being carried by two figures headed toward the glow of a larger fire about 100 arrow lengths to the northwest. Unfortunately, Gearlocs are easily distracted by bright and shiny things, and we are soon on our feet once again...

Base Set - General 014

ENCOUNTER

Spread Too Thin

Raiders to the right of us...raiders to the left of us. Well, not us, but a poor merchant party following the distant river path at the bottom of the valley. "Let's go get 'em!" someone yells. But get whom? The raiders already at the end of the valley, about to overtake the merchants? Or the larger party forging a longer route dangerously close to us?

Base Set - General 015

Choice

Attempt to snipe!

BQ: Baddie Pts.

Select a Gearloc. That Gearloc must choose any number of their Atk Dice to attempt to take out the scout.

On 2+ Dmg: Subtract 2 Baddie Pts.
On 0-1 Dmg: A bugle sounds! Must select other Choice.

Atk Dice used in this attempt must be subtracted from this Gearloc's total Atk Stat for this battle.

Choice

Let him go.

The bugle sounds, and soon other shrill notes are heard in reply.

BQ: Baddie Pts.

At the start of round 2-5, add a 1Pt Baddie to bottom of BQ.

Choice

So it's the "punching bags are us" plan...seriously?

BQ: Baddie Pts.

Party of 1-2: Add a 5Pt Baddie to top of BQ.

Party of 3-4: Add two 5Pt Baddies to top of BQ.

Choice

I hope my Boots of Baddie Ownage still fit!

BQ: Baddie Pts.

Subtract 2 Baddie Pts.

Choice

Single file it is! Who's our line leader?

BQ: Baddie Pts.

Battle is restricted to Lane 1 for both sides. Units entering the Battle Mat will always take the Melee position *(if open)*, then Range. As units are defeated, remaining units will immediately move to the Melee position *(if open)*, before new units enter. No movement is allowed.

Choice

Let's exfoliate!

OK, so maybe I forgot that we Gearlocs are a tad smaller than most Ebon - a minor oversight!

BQ: Baddie Pts.

Each Gearloc has -1 Dex in battle. Furthermore, before you move, you must roll a D6. On a 1-3, you are stuck and cannot move this round.

Choice

Oooh, shiny! Let's do it!

BQ: Baddie Pts.

Party of 1-2: Add 6 Baddie Pts.
Party of 3-4: Add 12 Baddie Pts.

Choice

Never turn down cake!

BQ: Baddie Pts.

Party has Surprise for this battle.

Choice

Front line...Charge!

BQ: Baddie Pts.

Party must eliminate all Melee Baddies before targeting Ranged Baddies.

Choice

Let's keep our distance and wait for them to break!

BQ: Baddie Pts.

On round 1-2, Melee Gearlocs can only roll Def Dice *(no Atk or Skill Dice)*.

"Melee-Ranged" hybrid Gearlocs are treated as Melee Gearlocs for this battle.

Only Option

Grab and go!

BQ: Baddie Pts.

Choose a number from 1-6. Roll a D6.

If you roll above the number you chose, draw Loot equal to the number you chose.

If you tie or roll below the number you chose, add your chosen number to Baddie Pts total.

Choice

We can't save them from both! Set traps for the larger group!

BQ: Baddie Pts.

Party of 1-2: Add two 1Pt Baddies on top of BQ.

Party of 3-4: Add two 5Pt Baddies on top of BQ.

Every Baddie loses 2 HP as they enter Battle Mat.

Choice

Take 'em all! Sound the horn!

BQ: Baddie Pts.

Party of 1-2: Add two 1Pt and a 5Pt Baddie on top of BQ.

Party of 3-4: Add three 5Pt Baddies on top of BQ.

If successful, all Recovery Phase options may be chosen (rather than just 1).

Choice

Follow and ambush!

Draw two 5Pt Baddies, your party fights them now.

If you succeed, you must fight again! BQ: Baddie Pts *(and subtract 8 Pts from your total)*.

If you lose either battle, you earn no progress or rewards.

Choice

Hold! We attack them all at dusk!

BQ: Baddie Pts.

Roll a D6 twice. Total the results and add that number to your Baddie Pts total.

Your party has Surprise.

Choice

Bribe the Mohlnor!

Party must give up Loot equal to party size. The Mohlnor leave without a word.

Shuffle *Special Encounter - Mohlnor Traders* into your Encounter Deck if not already in.

Choice

Is this a test? Whirlwind!

Select 1 Gearloc. You have 5 rounds to defeat 4 cloaked figures. Place 4 stacks of HP (3 HP, 5 HP, 4 HP, 4 HP) on Baddie Melee positions.

These cloaked figures do not move or attack. The selected Gearloc treats this as a normal battle *(this will affect battle success)*.

I guess we passed, they are backing away!

ENCOUNTER

It's a Trap!

Something doesn't look right, and we instinctively stop in our tracks. Upon closer inspection, I see why: the leaves we are standing on don't match the color or shape of those above our heads. My warning comes too late, as someone is foolish enough to take another step.

"CLICK"

The threat sounds and everyone freezes...again. "No one move," a voice warns, "someone is standing on a trap, and it's ready to go off!" Clearly, "Captain Obvious" is in our party...

Base Set - General 016

ENCOUNTER

A Bold Challenge

Although the afternoon sun obscures his features, the giant shadow cast by the stranger ahead makes the hair on our backs stand to attention. Everyone feels it. The fact that he... it...stands squarely blocking our only advancement makes confrontation a painful certainty. However, it seems most of us may yet avoid the unwanted exercise this day, as the mountainous figure has his own plans. A challenge is made clear as his voice thunders across the gap between us, declaring, "Choose your champion, then die!"

Base Set - General 017

ENCOUNTER

The Mystery in the Mountain

This is intriguing. After many days, this is the first time we've found a mineshaft carved into a mountain. By the looks of it, the tunnels must travel deep within. "Perhaps it's a secret passage," someone chimes. "Or maybe it leads to a glorious treasure vault," another adds. Myself, I wouldn't be surprised if it's the entrance to a sadistic dragon's oven, and we're the main course. Regardless, the sentries posted at the entrance are a serious threat, but the rare and ornately engraved weapons they are holding are mesmerizing and very tempting. Is it worth the risk?

Base Set - General 018

ENCOUNTER

Sticks and Stones

I awake with a start. Searching for my weapon, I realize it's been taken during my slumber. Looking around our makeshift camp, it's clear the rest of our number have suffered the same thievery.

A nearby sound of twigs snapping rouses us to our nakedness and sets us all scrambling for sticks and stones with which to fight.

Base Set - General 019

ENCOUNTER

Finally, Open Sky!

"Ah, finally, sun and fresh air. I was beginning to forget what a horizon looked like," someone exclaims as we happily step foot outside the weight of the dense forest. The sun is at high noon, raising our own spirits a little higher than they've been in days – until, that is, the open air fills with the alarm of war cries.

Our first instinct says to run for cover, but that may warrant us an arrow in the back.

Base Set - General 020

ENCOUNTER

A Bed of Bones

"Over here," our scout calls, ending our pursuit of the owner of an odd set of tracks we've been following all day in hopes they'd lead us to something special. Well...they did. Unfortunately, they have led us to a cavern filled with heaps of torn armor and gnawed-on bones of what once were other all-too-eager suckers...I mean adventurers. What's more disturbing are the piercing eyes staring down at us through the dark – there's something very much alive in here with us...

Base Set - General 021

ENCOUNTER

A Prickly Encounter

It's always a good day when you encounter a goblin scout – one that's already rotting in the earth, that is. Same thing with a ferocious dire wolf. However, when you stumble upon a goblin corpse in the jaws of a dire wolf which is also dead, *that* could be a problem. "Oh bog bile," someone says, shaking their head. And no wonder: there are three daggers still stuck in the wolf's neck, and the pelt is still warm. Relieving the scout of his satchel gives us a clue as to why violence happened here, for it reveals a crude map that marks a nearby thorny thicket, a hidden way inside that's no longer so hidden, and the location of a golden chest. Clearly, we are not the first sojourners here.

Base Set - General 022

ENCOUNTER

Unsteady Ground

Nothing tops a tough day of hack'n'slash like a smoky campfire and a warm meal, or one of Patches' stims, or a bottle of Tantrum's home-made grog. It's just nice to be together, have all the limbs we've started with and still be pressing forward. It's a little strange, though, as it seems the longer we lie by the fire, the taller everything is becoming. Wait a minute! Where's our gear going? The earth is swallowing our pots and pans! Everything's disappearing before our eyes... QUICKSAND!

Base Set - General 023

ENCOUNTER

A Chance Encounter

You know you are travel weary when sounds of the wilderness zoo, sundry war cries or even companion babble eventually turn into indiscernible noise. So, you can imagine our surprise when, after a day of traveling with danger at every bend, we hear actual musical notes filling the air, calling us from a clearing just ahead. After checking ourselves for signs of delirium and finding ourselves sane, our party picks up the pace, the enticement of a hearty meal and friendly trade being too much to ignore. Thankfully, unlike a few previous bad experiences, the notes do not disappoint, as we find ourselves amongst a group of traders who offer us both friendship...and a challenge.

Base Set - General 024

Choice

Let's see how deep this rabbit hole goes...

BQ: Baddie Pts.

Add 5Pt Baddie for every Gearloc in your party to the bottom of BQ.

Choice

Stick to the sentries. It's already quite a battle.

BQ: Baddie Pts.

Add 6 Pts to BQ. Then add a 1Pt Baddie for every Gearloc in your party to bottom of BQ.

Choice

Let's scout and return.

Reveal 2 Baddies in your Active Stacks *(may move to bottom).*

Place this Encounter back on top of the Encounter Deck. No Encounter Rewards for this choice.

2

Choice

Hello, Goliath...

BQ: Baddie Pts.

Place Baddie from top of BQ in Lane 1. Select 1 Gearloc to face off against it for 3 rounds *(or until Baddie or Gearloc are defeated)* before remaining Baddies and Gearlocs join the battle.

Choice

Ignore his challenge! Let's take him!

BQ: Baddie Pts.

Party of 1-2: Add 4 Baddie Pts.
Party of 3-4: Add 8 Baddie Pts.

1

Choice

Find and disarm it already!

BQ: Baddie Pts.

Baddies have Surprise this battle. Choose a Gearloc to perform a Lockpick Attempt on the 4L - 3T explosive. On a fail, you must take the other Choice, and Baddies still have Surprise.

Choice

Eyes up! The trap is a trap!

BQ: Baddie Pts.

Roll a D6. The Gearloc with HP closest to die result loses 3 HP before the start of battle *(party chooses tie-breaker).*

1

Choice

Run in all directions!

BQ: Baddie Pts.

Add a 20Pt Baddie to top of BQ. Choose 1-6 Atk & Def Dice the entire party must Exhaust *(cannot be rolled)* this battle. Gearlocs must have at least this much Atk & Def.

Roll a D6 at the start of each round. If it is less than or equal to the number of party dice exhausted, place a Stun Effect Die on that 20Pt Baddie this round.

If victorious, shuffle *Special Encounter - Hunting the Hunters* into your Encounter Deck if not already in.

Choice

RUN AWAY!!!

BQ: Baddie Pts.

Each Gearloc takes 2 Dmg before the start of battle.

1

Choice

We fight here and now!

BQ: Baddie Pts.

Your party cannot use Def Dice in battle.

Choice

To the woods!

BQ: Baddie Pts.

Your party cannot roll anything other than Def Dice for the first 2 rounds of battle.

1

Choice

Sticks and stones will break your bones!

BQ: Baddie Pts.

Your party cannot use Skill Dice in battle. However, any ⌘ rolled counts as ⌘⌘ on your Backup Plan.

Choice

Split up! Find the thieves!

BQ: Baddie Pts.

Your party cannot use Skill Dice in battle, until the first Baddie to occupy Lane 1 is defeated.

1

Choice

Lockpick Challenge! You open it, you keep it!

Cycle through the Trove Loot Deck until you spot a chest that has a Lock with at least 5 difficulty. Each Gearloc gets to perform a Lockpick Attempt. Locks opened by one Gearloc stay open for the next. Party must unlock Trove Loot to successfully complete this Encounter.

Choice

Dangerous Darts...again.

Each Gearloc must compete in a Dangerous Darts Challenge.

At least 1 Gearloc must win for party to gain progress. Each winner also gains 1 Loot.

1

Choice

Tie these ropes to arrows! Find a tree and let 'em fly!

Perform a "modified" Dex check. Place a Def Die *(tree targets)* on each of the Baddie Range positions. Place an Atk Die *(arrows)* on each of the Gearloc Range positions. Choose 1 Gearloc to literally flick *(or slide)* each Atk Die to 'hit' each Def Die in its lane *(without knocking it off the mat)*. At least 3 tree targets must be successfully hit by arrows.

Choice

Mohlnor aid...the most costly kind. We accept.

We are free! But in exchange for their help we are being made to play Dangerous Darts...why do they like that game so much!?

Each Gearloc must compete in a Dangerous Darts Challenge.

At least 1 Gearloc must win for party to gain progress. Each winner also gains 1 Loot.

***Shuffle Special Encounter - Mohlnor Traders* into your Encounter Deck if not already in.**

Choice

It's a treasure map! This isn't even a decision!

BQ: Baddie Pts.

Add a 20Pt Baddie on top of BQ.

Choice

Set fire to the thicket! Attack all that comes out!

BQ: Baddie Pts.

Add a 20Pt Baddie to top of BQ. At the end of every round, all Baddies on the Battle Mat take 2 True Dmg from the fire.

Both Choices: If victorious, shuffle *Special Encounter - Hunting the Hunters* into your Encounter Deck if not already in.

2

ENCOUNTER

Our Ducks in a Row

The Barrens attract all types of reclusives, wackos, outlaws and illegal entrepreneurs. Coming across a rickety homestead, it's anyone's guess what you'll find. And if an opportunity should arise to gain an advantage in the coming battles, well, who's to say what passes as a noble or useful side quest? With said shack just ahead, it looks like we'll have a chance to find out what such an opportunity holds. From a distance, it seems like a harmless farm of sorts, but we Gearlocs know to never trust first impressions...especially this far north.

Base Set - General 025

ENCOUNTER

Blinded by the Light

"Let's duck in here," our scout says as we all dash for a cave that's well protected from the torrential downpour. As we wring out our drenched clothing, we realize the narrow entrance has opened into a large cavern. We are surrounded by dusty barrels of unknown origin. There is an opening in the ceiling that seems to have caught the only ray of sunlight in the middle of this storm. Suddenly, in the center of the barrels, a large chest with an ornate lock is revealed by the focused beams from above. The ornate lock reflects the light rays into our eyes, making it hard to look directly at it, but we also can't seem to look away...

Base Set - General 026

ENCOUNTER

Lights Out

"Everyone go dark," the command calls as torches are extinguished and we all huddle. "That's the group of marauders that stole our gear a few days back. This is our chance, but no fighting. See the lanterns surrounding their camp? That's our goal. Destroy them while they sleep, then grab our stuff and meet on the other side of the bush. If you can't manage to shoot out the light, hopefully one of us can pick up the slack. Now go... and good luck!"

Base Set - General 027

ENCOUNTER

Gearlocs Need Food Badly!

We're gettin' tired of eating whatever we can scrounge up in this forest. The "food" here seems hellbent on poisoning us. On good days we're able to catch and eat a small critter that tries to steal some warmth from our fire. In battle, we're only as strong as our last meal. We need to put something substantial in our stomachs soon before someone in this party eats something they shouldn't. We should take the afternoon and concentrate less on Baddies and more on our bellies.

Base Set - General 028

ENCOUNTER

Caution...Blasting Ahead!

We fought all day to reach the rocky cliff. It's a location of strategic advantage. We can look out over the valley and river areas. It's also a great place to find a small cave for the night. But of course, fate doesn't favor a Gearloc. Directly in our path is a huge boulder landslide. Night will come before we can make a way around, and behind us is a mess of orcs and wolves we'd rather not disturb again. It's a combustible situation...Or at least, it's going to be!

Base Set - General 029

ENCOUNTER

Lost and Found

"That settles it, we're lost!" How does a group of forest-born get lost in the woods? As luck would have it, we hear a kindly old woman sitting on a nearby rock call out, "Lost are we? Perhaps I can help." We huddle around the curious old lady as she offers us a trade. "Something of personal value in exchange for my mysterious compass. It will only show its holder the direction they most want to go."

Base Set - General 030

SPECIAL ENCOUNTER

Leaving Obendar

Only 12 hours 'til dawn and the send-off ceremony that will no doubt change the lives of every remaining Gearloc *(and likely every life in Daelore)*. Weapons and supplies are ready to go, but the night is young and adrenaline fills the veins. It's clear no sleep will be had tonight.

There's sure to be some shady peddlers in dark alleys ready to deal in loot. Then again, some last-minute training could pay a nice dividend by morning.

So, what to do...what to do..?

Base Set - Special 001

SPECIAL ENCOUNTER

Hardly Out the Gate

15 steps into the journey...15 steps! ...and already a Gearloc boot is struck through by an arrow. Luckily, no toes were killed. Teeth are clenched and a painful tug is made while looking around in embarrassment. Yeaow!!! Now, sufficiently ticked, it's time to return the favor to the ominous figures at the edge of the woods. A commotion breaks out atop the city wall, interrupting all thoughts. Guards have now spotted the brazen intruders and are notching their arrows. Their help is at the ready. Like it or not, this adventure is underway!

Base Set - Special 002

SPECIAL ENCOUNTER

Crossing the Sibron

The Sibron river, a glistening vein of trade running the length of Daelore, playfully beckons as it shimmers in the daylight up ahead. But with so few bridges in these parts, this crossing is an obvious spot for enemy scouts and traps. A journey of this importance leaves only two options. Tucking the ears and trying to blend in is risky but efficient. A boat at dusk carries less chance of discovery but requires business with the Mohlnor - a trading syndicate with their own set of...drawbacks.

Base Set - Special 003

Only Option

Take out the lanterns!

Each Gearloc rolls a D6 *(use Baddie Ini Dice)* to represent a lantern and its "distance" from the party. Each Gearloc chooses a lantern. Using their own Ini Dice, Gearlocs must roll a number greater than or equal to their lantern to extinguish it.

Each extinguished lantern gains the party 1 loot.

Encounter success is achieved no matter the outcome.

Choice

Let's try to open it!

Draw the top Trove Loot card. Select a Gearloc to perform a Lockpick Attempt. If they manage to solve all 3 locks, that Gearloc gains unlocked Trove Loot. If unsuccessful, discard the Loot.

Encounter success is achieved no matter the outcome.

Choice

Check those barrels!

Choose 1-4 barrels to destroy. Roll a D6 for each barrel's HP *(strength)*, and set on Battle Mat in order of strongest to weakest. Each Gearloc takes 1 turn to roll total Atk Dice to destroy barrels in the same order. Each Gearloc can only attack 1 barrel. Total barrels destroyed equals total Loot gained.

Encounter success is achieved no matter the outcome.

Only Option

Help a farmer in need! Kill those rats!

Not a very "epic" task, but no story is complete without a quest to clear out rats in a basement.

The number of rats you must face is your party size +1. Roll a D6 for each rat to decide its HP. Place HP stacks on Battle Mat in Melee positions 1-4, then Ranged.

Place Gearlocs in their starting positions. Party now has 1 round to deal as much Dmg to as many rats as it can. If your party defeats at least all but 1 rat, you succeed.

If you manage to kill *all* the rats, the farmer is very pleased and gives you a tattered map. Shuffle *Special Encounter - The Ebonite Doorway* into your Encounter Deck, if not already in.

Only Option

Sure, whats the worst that could happen?

For each Loot your party gives the woman, you can roll a D6 *(max of 4)*. Party of 1: Each Loot counts as 2.

Roll the dice. Total your dice.

0: -1

1-6:

7-12:

13-18:

19+:

Only Option

Let's get blasting!

For each Gearloc in your party, place 2 stacks of 3 HP to represent the rubble, on any Baddie position *(one stack per position)*.

Place Gearlocs in Range positions where they remain at a safe distance from the rubble. Each Gearloc has 2 Throwing Explosives.

Throwing Explosives: Target any position, and roll 2 Atk Dice. Result does that much Dmg to the target and half Dmg *(round down)* to all adjacent positions.

Party must clear all rubble *(HP)* using the explosives they have in order to succeed.

Only Option

We hunt critters!

Place Gearlocs on Battle Mat. Fill in all remaining positions with 1 HP "critters." Gearlocs and critters alternate turns *(critters start)*.

Critters: Roll a D6. Find matching Lane *(5 counts as Lane 1, 6 counts as Lane 2)*. If a critter is in that Lane, move its HP on top of an adjacent critter *(if none are adjacent, remove critter from mat)*. If Lane has no critters, remove smallest critter from mat.

Gearlocs: Chase and defeat critters using only Atk Dice *(and Dex)*. Critters can only be defeated in one attempt. If defeated, place the critter's HP on Gearloc Prep Area. If attempt failed, remove critter from mat. It escapes!

Continue until all critters are gone.

Any HP collected by Gearlocs stays on Prep Area as an HP Buff for your next battle.

Choice

Tuck your ears and walk like a commoner.

Roll a D6 for each Party Member. On any 1-2: Your party is spotted. Find the first Tyrant Encounter in your deck and place it on top. Shuffle remaining cards and keep them underneath.

Encounter success is achieved no matter the outcome.

Choice

Hire the Mohlnor.

The Mohlnor are surprisingly easy to work with. Not only do they drop us safely on the east bank of the river under the cover of darkness, they also offer a Trove Loot "gift." Maybe our success is good for business?

Shuffle *Special Encounter - Mohlnor Traders* into your Encounter Deck.

Choice

Hail the guards for help.

At the start of each round, arrows from the wall deal 1 True Dmg to each Baddie.

*Recommended for first time adventurers.

Choice

It's time to show Obendar what Gearlocs are made of.

With Obendar watching, you feel an extra shot of adrenaline as you prepare for an unassisted battle.

After either choice, if battle is lost, place this Encounter back on the top of your Encounter deck.

Choice

Squeeze in some last minute self-improvement.

Gain 2 Training Points.

Choice

Shake down a shady peddler!

Gain 1 Training Point. Each party member may draw 2 Loot and choose 1 to keep.

SPECIAL ENCOUNTER

Hunting the Hunters

It's becoming obvious this is no coincidence. Every time a formidable Baddie is taken down, there's always something bigger and more adept in hot pursuit. Seems that when you tangle with the baby, mom or dad always comes a-runnin'. It's taking its toll. At some point, it will make more sense to just face the whole family than to keep fleeing. That is a frightening prospect! They're all ridiculously huge!

Base Set - Special 004

SPECIAL ENCOUNTER

The Ebonite Doorway

It's actually real - the fabled Ebonite Doorway! Its existence is the subject of moonshine monologues and fireside tales. And yet, here it is! Time to see if the treasure is also real! The map says to press each stone from smallest to largest to open the door. Check! Now, each tunnel stone must be stepped on in the same way. Check! Finally, light the torches in that order....I feel like I should be wearing a hat and a whip!

Whoa! The glow of gold is blinding, but Gearlocs don't care about gold. Is there anything *useful* in here?

Base Set - Special 005

SPECIAL ENCOUNTER

Mohlnor Traders

The Mohlnor are a sticky bunch, always showing up at the most opportune time...for them. Despite requiring payment in full and up front when selling their services, they also show up at random to demand extra coin or loot for no good reason at all. Unfortunately, they have leverage, knowing the importance of keeping this adventure secret from the the Ebon. These silly games are tiring. Again they approach, demanding participation in contests clearly stacked in their favor!

Base Set - Special 006

NOM

Trolls, as a species, are not so smart. Nom, the Troll Chieftain of the Shalefist region, is no exception. However, no one has ever felt the need to point that out to Nom, due to obvious reasons like size differentials and Thunderclubs. It could also be because Nom loves to imprison those that anger him and then face-off against his prey in a caged battle one by one.

6

8



Game Length

TYRANT ENCOUNTER

The Problem With Thick Skin

And there he stands, the size of a Gearloc hut, right in the middle of the path. Nom, the Troll Chieftain, and his cronies are clearly unafraid of leaving the safety of their lair. They are thirsty for blood, and this battle feels premature. That's good for Nom, not so good for this side of the battle line. With what feels like zero time to prepare, there's got to be a way to delay this encounter! Perhaps fighting aggression with aggression would cause Nom to back off. If not, the crack of Nom's Thunderclub will resound throughout Daelore this day.

Base Set - Nom - 1 of 1

GENDRICKS

Ready to torch his own kind if it gives him an edge in battle, Gendricks is well known throughout the region as a ruthless and dangerous leader. His lair is said to contain mysterious pillars, controlled by his staff, but no creature has lived long enough to confirm this legend.

8

10



Game Length

TYRANT ENCOUNTER

The Hall and the Orb

The beauty is enough to take your breath away. This level of architecture and ornate decoration is beyond any Gearloc's wildest dreams. Marble pillars with ornate ivory accents support a roof of gold leaf. The obsidian floor makes Gearloc boots look even more worn than usual. Rising from the center of the room, a solid glass pedestal cradles a faintly pulsating orb. Deathly quiet, the hall exudes dread, beauty, and power all at once. The orb seems to be observing everything in the room, though it's not moving or making a sound. Destroying something so beautiful seems criminal, but it has all the makings of one of Gendricks' dangerous and powerful artifacts.

Base Set - Gendricks - 1 of 2

TYRANT ENCOUNTER

The Language of the Orb

The orb materializes out of nowhere, suspended in the air and emanating a black and ominous light. At first, it simply hovers above the mud that's been impeding any real progress for the day. Then, it speaks. Not audibly, and not in any language spoken in Daelore. The words it's speaking seem to float through the air without movement or sound, yet they're easily understood. Running away in this driving rain is going to be difficult, but meeting the orb's demands is going to come at a cost.

Base Set - Gendricks - 2 of 2

DUSTER

Only recently risen to power, Duster seems to have her own agenda when it comes to The Ebon. She's already amassed quite the following after quietly assassinating the previous ruler of Ebonhart and claiming his followers as her own to command. Constantly searching for something, Duster remains a mystery.

10

13



Game Length

Choice

Another challenge. This will waste valuable time!

Each Gearloc must compete in their own Dangerous Darts Challenge.

Win: Gearloc may draw 2 Loot.

Lose: Gearloc must discard 1 Loot *(if they have one)*.

Shuffle this Encounter back into your Encounter Deck.

Choice

No more games! This stops now!

Hmm...maybe too hasty? They look ticked!

BQ: Baddie Pts.

Each Gearloc takes Dmg equal to your party size at start of battle.

If battle is unsuccessful, shuffle this Encounter into your Encounter Deck.

Choice

"Mmh...I can smell the trove loot from here!"

Each Gearloc may draw one Trove Loot card. They keep the card or discard it and draw another, which must be kept.

Each Gearloc may immediately make a Lockpick Attempt.

Choice

"A war room!? Now we're talkin'!"

Atk and Def Stat Training Attempts here will always ignore all ⌘.

Choice

Duck and cover, grab what you can, and run!

Roll a D6.

On 1-3: Party takes 2 Dmg each.

On 4-6: Party discards 1 Loot.

Draw another Encounter for today and reshuffle this card into your Encounter Deck.

Choice

Enough is enough! We end this here and now!

BQ: Baddie Pts.

Add a 20Pt Baddie to bottom of BQ. When it enters Battle Mat, add 3 to its starting HP.

The Statue of Scales

BQ: Baddie Pts *(party of 1 ignores this)*.

Add a 1Pt kobold Baddie on top of BQ. Add Gendricks on top of BQ.

Tyrant Skills:

Hardy: Any turn Gendricks takes Dmg *(including True Dmg)*, total is reduced to 1.

Limit: Gendricks' target immediately removes a Stat Die from their Gearloc Mat for the remainder of this battle. If Health or Def Stat Dice are removed, adjust HP/Active Def to reflect new max.

Tyrant Die:

Activate Orb: Place this die and 4 HP on Baddie Lane (die roll #) Range position. If that position is occupied, attempt the next position in same Lane, etc. If all 4 positions in that Lane are filled, Orb is not activated. While Orb is on Battle Mat, for each ⌘ a Gearloc rolls, deal 1 Dmg to that Gearloc.

Charred Mander: Gendricks fireballs the weakest kobold Baddie for 1 Dmg. That kobold immediately moves adjacent to the closest opposing unit and deals 2 Dmg to it.

Choice

This thing doesn't seem so terrifying...

BQ: Baddie Pts.

Party of 1-2: Add two 1Pt Baddies to BQ.

Party of 2-4: Add two 5Pt Baddies to BQ.

Place Nom on top of BQ.

Nom instantly leaves the battle at the end of round 3, or if his HP reaches 6 or fewer. Other Baddies remain and complete the battle.

Choice

Back away slowly...OK, quickly!

Nom chases party throughout the day and night.

Each party member loses 2 HP and must skip Recovery Phase.

Reshuffle this Encounter back into your Encounter Deck.

Clubbin' with Nom

BQ: Baddie Pts *(party of 1 ignores this)*.

Add Nom to bottom of BQ.

Only 1 Gearloc on Battle Mat at a time! Gearlocs will decide who goes first, second, etc. Only when Gearloc is KO'd will the next Gearloc assume a starting position on Battle Mat and top spot on Ini Meter!

Tyrant Skills:

Thick Skin 3: Nom ignores the first 3 Dmg he would take each turn (does not ignore True or Effect Dice Dmg).

Recover 1: Nom gains 1 HP at start of his turn.

Tyrant Die:

Om Nom: All Def Dice are removed from target before applying Dmg.

Thunderclub: After Nom's attack, knock target to the farthest position away from its current position and deal 1 True Dmg.

The Final Conflict

BQ: Number of Baddies equal to party size.

Party of 1-2: Use 1Pt Baddies.

Party of 3-4: Use 5Pt Baddies.

Add Duster to top of BQ. Duster will take top spot on Ini Meter.

Tyrant Skills:

Shrouded: Duster can only be targeted by adjacent units.

Limit: Duster's target immediately removes a Stat Die from their Gearloc Mat for the remainder of this battle. If Health or Def Stat Dice are removed, adjust HP/Active Def to reflect new max.

Hide: Duster cannot be targeted until her next turn.

Tyrant Die:

Cloak & Dagger: If 2 or more Gearlocs are on the Battle Mat, temporarily remove the next Gearloc on the Ini Meter from Battle Mat and place Duster on their Battle Mat position. Removed Gearlocs rejoin the battle after a fellow Gearloc is KO'd. When rejoining battle, Gearlocs are placed on any Gearloc starting position and in the top spot(s) of the Ini Meter.

Duster's Dagger: Place a Bleed Effect Die on any target Duster does Dmg to this round.

Choice

There is no Plan B!

The Orb's subtle mind control affects your decision making.

BQ: Baddie Pts.

No Backup Plans may be used during battle.

Choice

Is there a Plan C?

BQ: Baddie Pts.

For each ⌘ a Gearloc rolls, the Orb does 1 Dmg to it.

Only Option

Take out that pillar!

BQ: Baddie Pts.

After Baddies enter Battle Mat, place 3 HP for each party member into one stack *(Orb)*, and place it in an open Baddie Range position. Orb does 1 Dmg to opposing unit(s) not adjacent to it at the end of each round.

Gearlocs must destroy Orb and Baddies to succeed.

On success, this card is also: Persistent. Any Orb created during the Tyrant Battle will start with 3 HP instead of 4 HP.

TYRANT ENCOUNTER

Shadow Pack

"Go back to Obendar and burn it down. You have no idea what you're trifling with." Duster materializes out of the shadows and casually leans against a zelfey tree that has clearly seen better days. The scar on her face glistens in the moonlight. How can a scar look fresh and decades old at the same time? The yellow, beady eyes of dire wolves are visibile between the tree trunks. "I don't want to kill you, but I will stop you at any cost." Without another word, she waltzes back into the shadows. She's gone. Her wolves are not.

Base Set - Duster - 1 of 3

TYRANT ENCOUNTER

In a Fog

The fog is suffocating. With no ability to see more than a few feet away, it's easy to imagine seeing Duster's face everywhere. That scar, that dagger. "The council can't be trusted, you know." The words are nothing but a whisper, but they are loud and clear. Fog. Suffocating. Zero vision. She's *right here*, but she's nowhere. Maybe the fog is playing tricks with sights and sounds? "They're cowards, or they'd come for me themselves. Like the first time." Mere seconds pass, and the fog lifts. Wandering into a wolf den is usually ill-advised.

Base Set - Duster - 2 of 3

TYRANT ENCOUNTER

Mercy of the Lost

In retrospect, following this blood trail for three hours may not have been the best idea. The lure of scavenging some loot off an unfortunate traveler was too much to resist with the stakes this high, but make no mistake, a *lot* of time has been wasted. Finally, however, the source of the blood has been found! She's doubled over in pain, wincing and breathing heavily. "Get away from me!" Duster wheezes. Tunic stained crimson from the bleeding, Duster clutches at what must be a serious wound to her left side. "I don't need you! I don't need anyone! You're nothing but pawns of the Council!"

Base Set - Duster - 3 of 3

MULMESH

Once human, now worgen, Mulmesh has an insatiable hunger for that which he once was. Knowing there is no going back, he lets that hunger fuel his fury toward any non-Ebon Daelorian who stands in his way of exacting vengeance.



Game Length

TYRANT ENCOUNTER

The Scent of a Gearloc

You don't have to be a ranger to sense when you're being followed. When your stomach instinctively clenches and the hair on your ears is at attention, there are probably eyes on you. What can be done? Well, nothing in this case. Too much time would be wasted trying to reveal this pursuer. And yet, after a few hours, paranoia starts to set in. It feels like there are more eyes watching with each passing moment. Shadowy figures slip in and out of the trees, always hidden, but there in the corner of the eye. What are they waiting for?

Base Set - Mulmesh - 1 of 1

DRELLEN PALEFACE

Ages ago, Drellen was banished from Obendar to the poison marshes for reasons no one can, *or is willing to*, recall. Instead of perishing, however, Drellen remains alive. Face twisted and scarred from extended time in the swamps, he is but skin and bones. Yet somehow, he thrives in the bog.



Game Length

TYRANT ENCOUNTER

In Pursuit of an Antidote

If you didn't know better, you'd think him a local hero in Obendar. The controversy surrounding Drellen Paleface's exile seemed like it was on every tongue – many opinions and rumors, but few facts. With the gift of gab and a few coins under the table, lesser known secrets began to emerge around town – secrets of careless experimentation. Of deadly concoctions and potions. In a dimly lit corner of an ale house, a local handed over a list of ingredients. She swore that acquiring these ingredients on our journey would be of service should Drellen be met face-to-face. It's time to put this list to use, and round up some... rather disgusting ingredients.

Base Set - Drellen - 1 of 1

MARROW

Marrow – a name that, when uttered in Daelore, is enough to chill anyone to the bone. This orc never loses a battle and is a master strategist. He also effortlessly swings an axe the size of a small (and angry) Gearloc. Marrow knows how to bide his time in battle and will not hesitate to use his many followers to guarantee a victory.



Game Length

TYRANT ENCOUNTER

Getting Out of Hand

From this vantage point high above the valley, two small groups of orcs are visible. They're approaching from both the northwest and northeast, building their camp directly in front of the only path through the mountains. Their numbers are growing, and the placement of their camp seems intentional. Did scouts tip them off, or was it those merchants who quickly passed us by a day ago? Either way, it appears they are ready to fight. This is not going to be easy.

Base Set - Marrow - 1 of 2

Choice

She's a Gearloc. We help our own.

Party must use Loot to heal Duster for a total of 2 HP for each party member.

As you finish the mending, you hear a twig snap behind you and spin around to see...nothing. Without turning back, you already know Duster is gone.

Choice

What if this was her plan all along? Is it a trap?

While pondering that thought, another comes to mind...where did she go!?

BQ: Baddie Pts.

Only Option

Anyone have some leftover bog meat?

BQ: Baddie Pts.

Create BQ using Beast-Type Baddies from Active or Defeated Stacks *(as many as possible, then use other types).*

During battle setup, Place Gearlocs in Gearloc Melee positions only. Then, bring out Baddies to Gearloc Range positions only *(after setup, go back to normal BQ position rules).*

Baddies have Surprise.

Choice

There's no running away!

BQ: Baddie Pts.

Party of 1-2: Add a 5Pt Beast-Type Baddie to top of BQ.

Party of 3-4: Add two 5Pt Beast-Type Baddies to top of BQ.

Choice

Any chance they're friendly?

You offer your hand to the largest wolf in order to let it sniff you: Roll a D6.

1-2: The wolf takes your hand, and leaves with it. Permanently reduce 1 Gearloc's Health Stat Die by 3 *(cannot go below starting health).*

3-6: The wolf is caught off-guard by your boldness and leads the pack away.

Encounter success is achieved no matter the outcome.

Battle of the Bog

Place Drellen in Lane 1. Draw Bog-Type Baddies and place in Lanes 2 & 3.

Party of 1-2: Two 1Pt Bog-Type Baddies.

Party of 3-4: Two 5Pt Bog-Type Baddies.

BQ: Baddie Pts *(party of 1 ignores this).*

Each moved position in this battle requires 2 Dex instead of 1.

Tyrant Skills:

Bog Ruler: If any Bog-Type Baddies are on Battle Mat, Drellen cannot lose HP. Poison has no effect on Drellen.

Tyrant Die:

Poison Enhancer: Set any existing Poison Effect Dice to 3 on Drellen's target(s).

Poison 2: Target(s) are Poisoned for 2. Place Effect Dice on target(s).

Only Option

Another stomach knot... this is becoming all too regular a feeling.

Search your Active Stacks for the first wolf, owlbear, or griffin and place it on the Tyrant card that will be added to the Tyrant Battle.

Party size of 1-2: Search for 1Pt Baddie

Party size of 3-4: Search for 5Pt Baddie

If correct Baddies are not found, search the Baddies you have already defeated.

Draw another Encounter for today and reshuffle this card into your Encounter Deck.

Midnight Warfare

BQ: Baddie Pts *(party of 1 ignores this).*

Add all Baddies on this card are placed on top of BQ. Add Mulmesh to bottom of BQ.

Tyrant Skills:

Frenzy 2: If all of Mulmesh's Atk Dice hit (no ⌘), roll the Atk Dice again and add total Dmg of both rolls.

Retreat: If Mulmesh starts his turn at 3 HP or fewer, he is removed from Battle Mat and goes to top of BQ. Mulmesh's HP is restored once he rejoins the battle.

Shrouded: Mulmesh can only be targeted by adjacent units.

Tyrant Die:

Silver Hide: Mulmesh cannot take Dmg from Atk Dice until his next turn.

Howl: All units friendly to Mulmesh immediately improve 1 spot on the Ini Meter *(cannot go higher than Mulmesh).*

Only Option

No matter what happens, this is going to hurt.

BQ: Baddie Pts.

Create BQ using as many Orc-Type Baddies as possible *(from Active or Defeated Stacks).*

For the first 3 rounds of battle, any orcs that are defeated are added back to bottom of BQ.

The Fiery War Axe

Place Marrow in Lane 3 Range position.

BQ: Baddie Pts *(party of 1 ignores this).*

Tyrant Skills:

Raiding: Marrow gains 1 Atk Die for each additional Orc-Type Baddie on Battle Mat.

Call Orc: If Marrow rolls a ⌘, add a 1Pt Orc-Type Baddie to top of BQ. If ⌘⌘ or more are rolled, instead add a 5Pt Orc-Type Baddie to top of BQ. *Recycle defeated orcs if none are available.*

Tyrant Die:

Skull Crack Axe: Marrow's attack does True Dmg this turn.

Blood Rage: Remove any Effects from Marrow. After Marrow attacks this turn, he moves 2 positions toward Lane 3 Range position and recovers 3 HP.

Choice

Let's harvest ourselves some ingredients!

BQ: Draw six 1Pt Baddies or three 5Pt Baddies instead of Baddie Pts this battle.

Reshuffle this Encounter into your Encounter Deck.

Ingredients Required

Fashion the Antidote!

Let's see what's on this list:
- **Eyes of a bog pole or frog**
- **Fat from a bog lurk**
- **Powder from a stone golem**
- **Mud from a clay golem**

Go through the defeated Baddies. If you have one of each from the list above, you have made the Antidote!

Persistent. All Gearlocs are immune to Drellen's Poison Enhancer in the Tyrant Battle.

TYRANT ENCOUNTER

Marrow's Civil War

Marrow is renowned throughout Daelore for his military tactics, but his reluctance to leave his stronghold apparently has caused the factions he commands to follow their own agendas and bolster their standing in the region. Massive armies are forming on either side of the pass, and they look to be facing off against each other! Waves of creatures from the bogs of Daelore are going toe to toe against what appears to be the elite of the kobold army. This battle is happening, and there is no way out of it. Time to pick a side, or this dissension in Marrow's ranks will be the end of this adventure!

Base Set - Marrow - 2 of 2

THE GOBLIN KING

Unpredictable in nature, The Goblin King has held tight control over the Warspire region through sheer terror. His followers are extremely loyal, and no one dares fall out of line for fear of getting a bomb in the back.



8

12

GAME LENGTH

TYRANT ENCOUNTER

Care Package

When you find boxes in the middle of the road in Daelore, always exercise caution. These three were made to look like they contain valuable supplies. Probably a trap. Instinct calls for scouting the perimeter before arriving back in front of the crates. Carefully opening the first two, it's surprising to actually find some items of value. The third box, however, has that unmistakable goblin odor seeping through the rough-hewn wood. The fact that goblins love dangerous pranks and that this could be one of them, is fully confirmed when the paint on the lid is revealed, reading:

REGARDZ FRUM THE GOBLIN KINGG

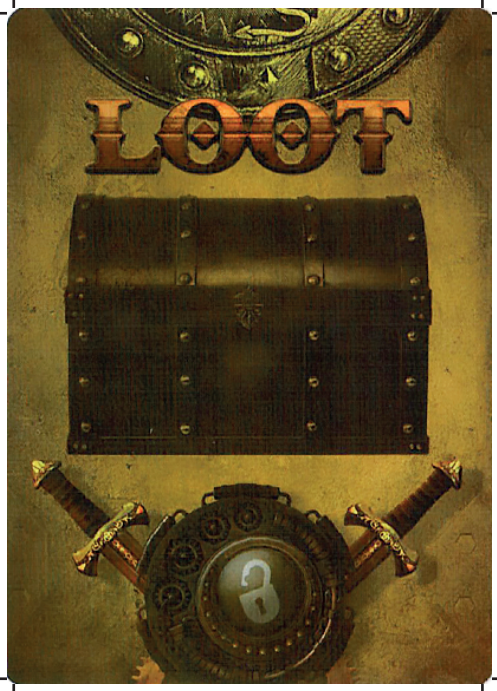
Base Set - The Goblin King - 1 of 2

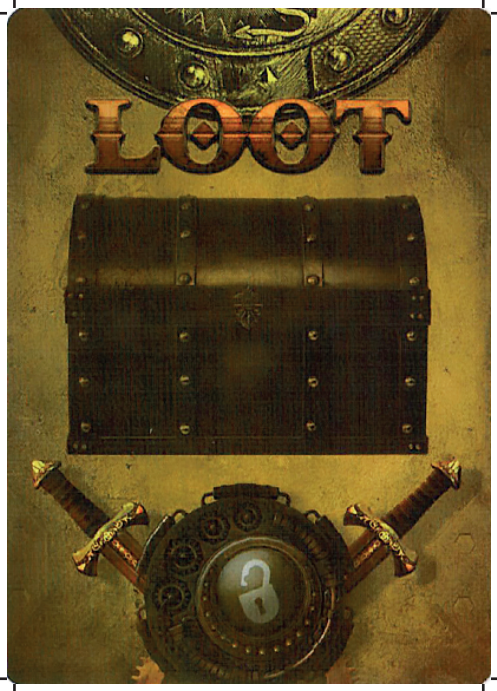
TYRANT ENCOUNTER

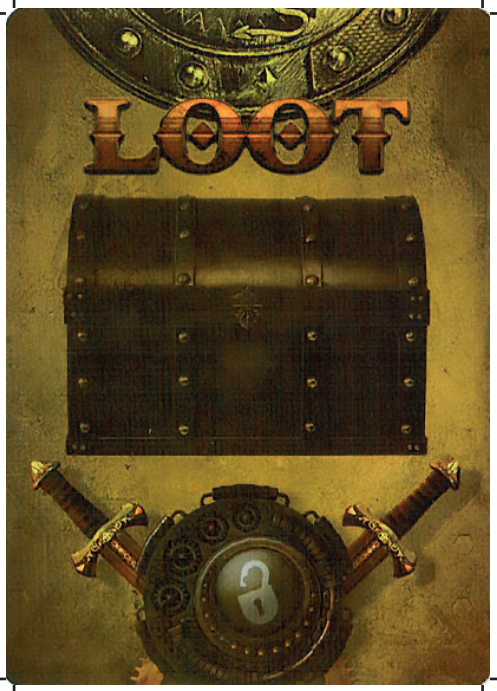
We Have a Goblin Problem

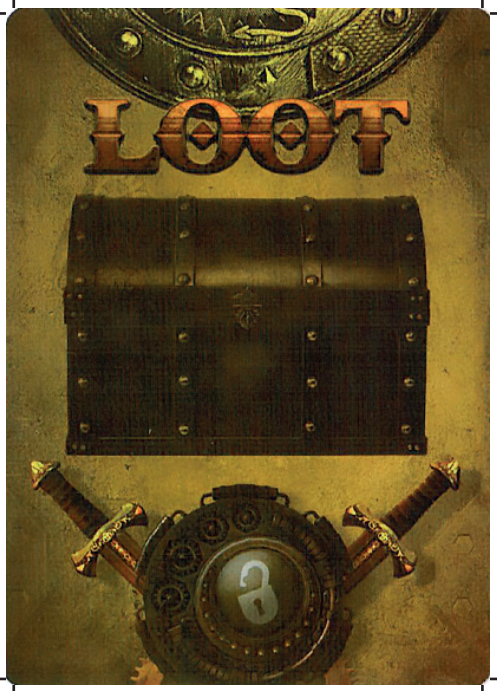
Goblins everywhere. These "locusts" of Daelore seem to be growing in number at an alarming rate. No matter how many are cut down, others show up to take their place. It seems impossible to make a dent in their numbers. Exhausted and behind schedule, every minute wasted on these pesky things gives The Goblin King time to gather and send out reinforcements. Clearly, a different approach must be found. This plague must be eradicated at the source. The unfortunate reality is that the most direct route means... ugh...even more goblins.

Base Set - The Goblin King - 2 of 2











Choice

I draw the line at smelly boxes with goblin heads on 'em. Ignore that box!

The decision is made to leave while ahead.

BQ: Baddie Pts.

Choice

Attempt to disarm!

Each party member must name a Lock type *(Lever, Trip, or Force)* and reach a 3 of that type by making a Lockpick Attempt. If successful, the box is disarmed, and the bomb inside can be used later to destroy The Goblin King's "throne" instantly at the start of battle *(place this card in a Gearloc's Loot Area)*.

If unsuccessful, party takes 2 Dmg before the start of battle.

BQ: Baddie Pts.

1

Game of Throne

Set up a "throne" on Lane 1 Range position using Lane 1 marker and 3 HP. Place The Goblin King *(and his HP)* on top of throne.

BQ: Baddie Pts *(party of 1 ignores this)*.

Throne will only take Dmg from adjacent opposing units and must be destroyed before The Goblin King may be targeted. The Goblin King cannot Dmg himself.

Tyrant Skills:

Kaboom: Blasts all Gearlocs to positions farthest from The Goblin King *(happens before applying Dmg)*.

Boom: Any Dmg dealt by The Goblin King is also done to unit(s) adjacent to his target for 1/2 Dmg *(round down)*.

Tyrant Die:

Call for Help: Add a Baddie to bottom of BQ: Party of 1-2: 1Pt Baddie. Party of 3-4: 5Pt Baddie.

Careless Bomb 3: Deal 3 Dmg to strongest Baddie and all adjacent units.

For today's battle, you will only fight one Baddie Type. If you succeed, the defeated type is removed from Active and Defeated Stacks for the duration of this adventure. Choose wisely.

Choice

Kobolds. Down with the bogs!

BQ: Baddie Pts.

Create BQ using only Bog-Type Baddies from Active or Defeated Stacks.

Choice

Bogs. Let's waste these lizards!

BQ: Baddie Pts.

Create BQ using only Scales-Type Baddies from Active or Defeated Stacks.

1

Red Minotaur

Single-use



Ignore 1 ✕ when making a Training Attempt.

No wings. Plenty of bull.

Troll Brew

Single-use



Outside of battle, permanently increase your Health Stat Die by 1. At the start of your next battle, reduce your current HP by 3.

140% Alcohol by volume

Only Option

Press on! The Goblin King will soon be within reach!

BQ: Baddie Pts

Party of 1-2: Add a 1Pt Goblin-Type Baddie to top of BQ.

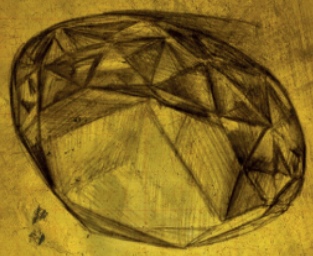
Party of 3-4: Add a 5Pt Goblin-Type Baddie to top of BQ.

Persistent. Apply the following effect to every future "BQ: Baddie Pts" battle you encounter:

Add the most recently defeated Goblin-Type Baddie to the BQ.

Tewaren Gem

Single-use



Merchants will offer you a **Trove Loot Chest** in exchange for this gem *(draw a Trove Loot during your Recovery Phase)*!

**This does not take the place of your Recovery Phase options.*

"The rarest of gems in Daelore. Ghillie's been gazing into it for hours...still hasn't blinked." - Boomer's Journal

Utility Parts

Single-use



On your turn, unexhaust any 1 die *(may include fellow Gearloc dice)*.

"It's strange...the Daelore countryside seems littered with abandoned Gearloc technology." - Picket's Journal

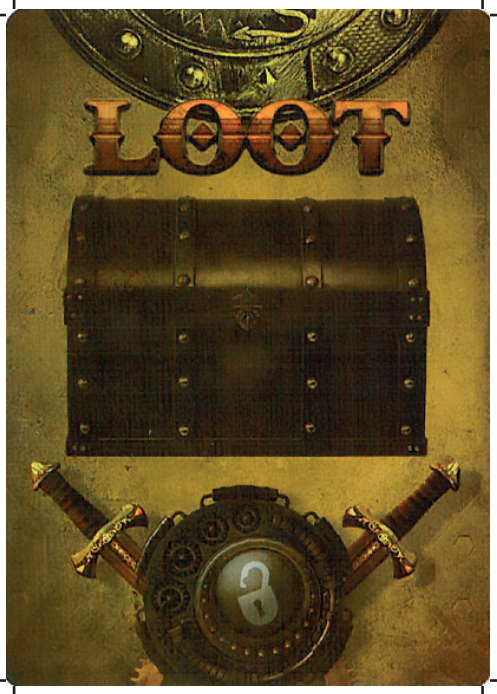
Utility Parts

Single-use

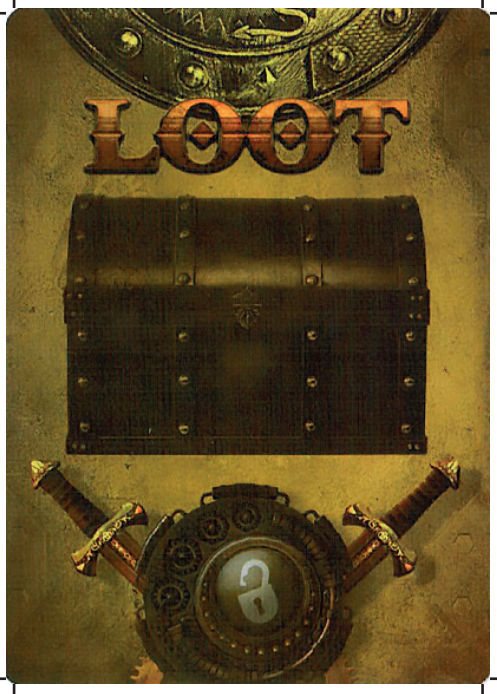
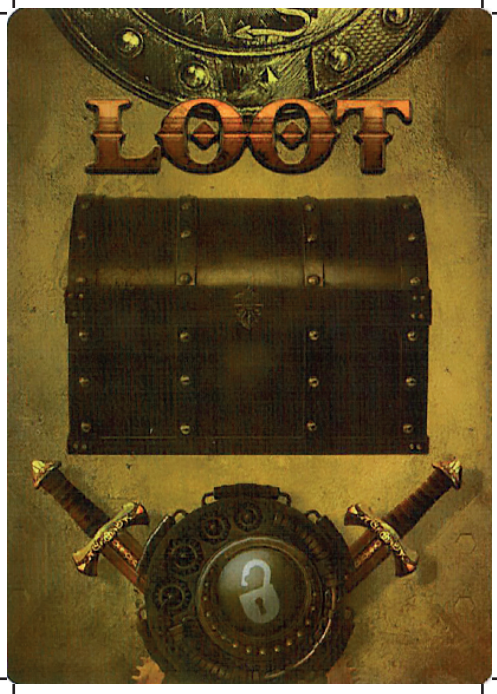
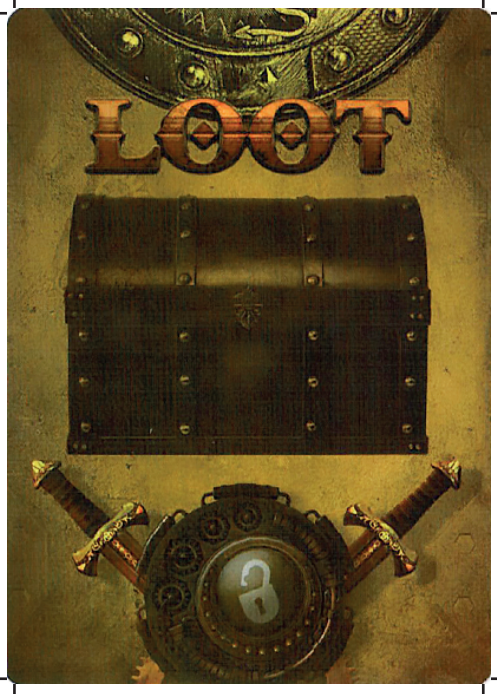
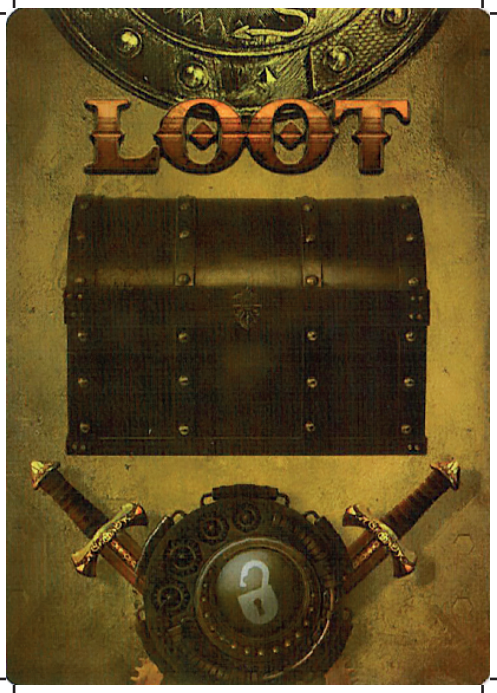
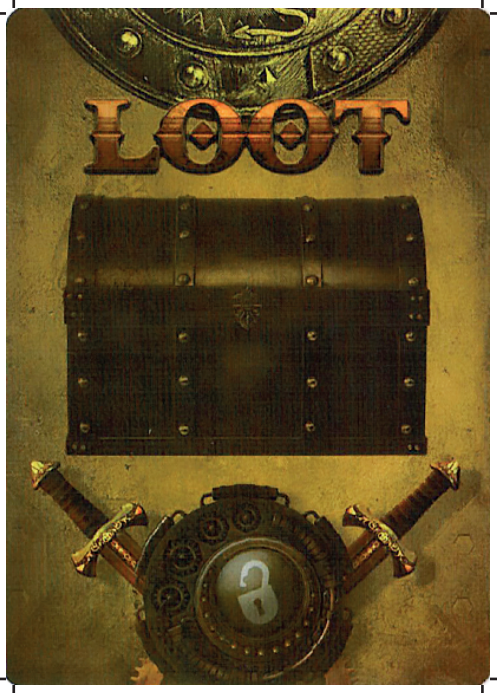


On your turn, unexhaust any 1 die *(may include fellow Gearloc dice)*.

"It's strange...the Daelore countryside seems littered with abandoned Gearloc technology." - Picket's Journal


LOOT

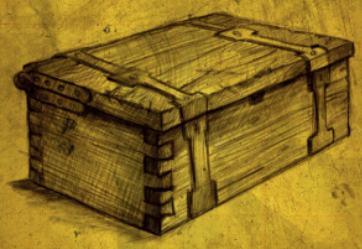
LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

Fortunate Discovery

Single-use

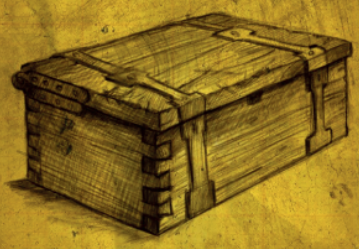


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

Fortunate Discovery

Single-use

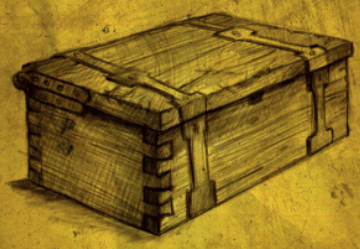


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

Fortunate Discovery

Single-use



Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

Mech-pick

Single-use



During your Lockpick Attempt, you may bypass a Lock of 4 or less without using Action Dice.

"Nugget, here's a mech-pick. It might come in handy if you, the master of unlocking, take it with you." - Officer Burton of Obendar

Zelfey Seeds

Single-use



Heal any Gearloc for 2 HP.

What's more rare than zelfey seeds? The legendary zelfey stick.

Zelfey Seeds

Single-use



Heal any Gearloc for 2 HP.

What's more rare than zelfey seeds? The legendary zelfey stick.

Infused Incense

Single-use



Roll 2 additional Atk Dice on your turn *(does not cost Dex)*.

"The foul odor was strong throughout the campsite. I could also faintly smell the incense."- Nugget's Journal

Gadget Arm 2

Two Uses

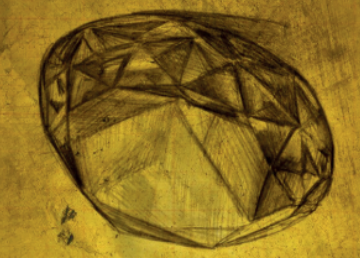


If a Training Attempt fails, you may make another attempt.

"Design requires the removal of your right arm. Terrible. The left arm would be much more sensible!" - Tink

Tewaren Gem

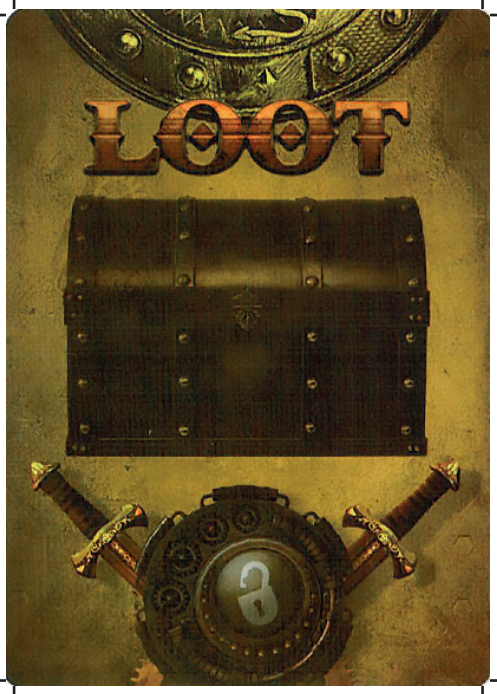
Single-use



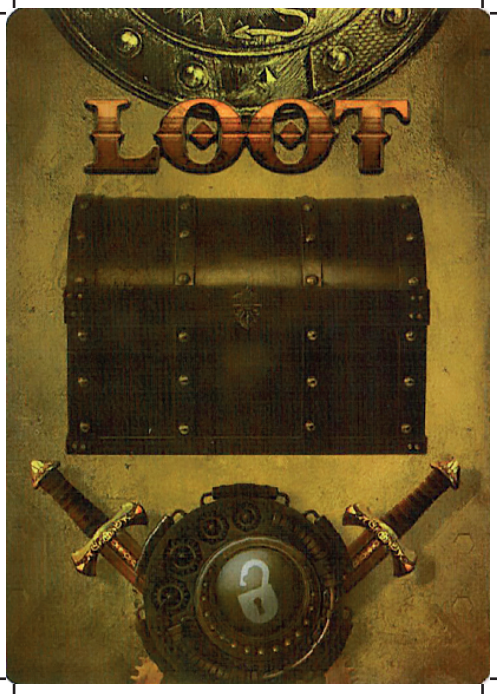
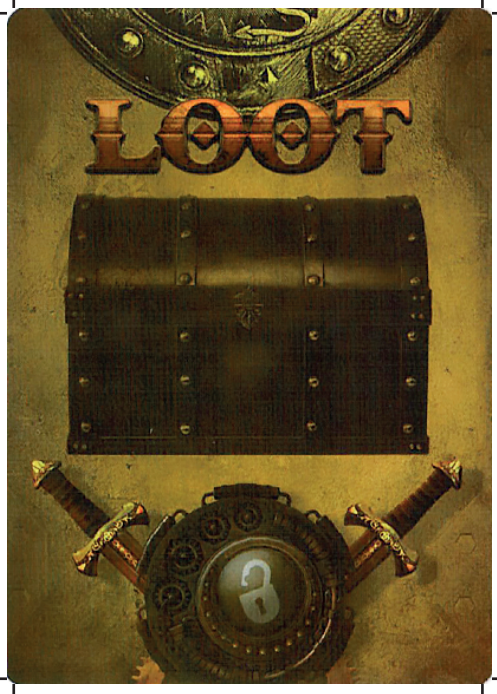
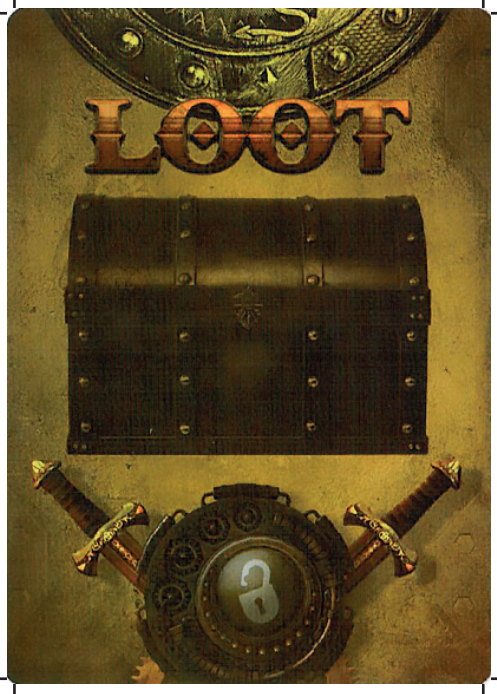
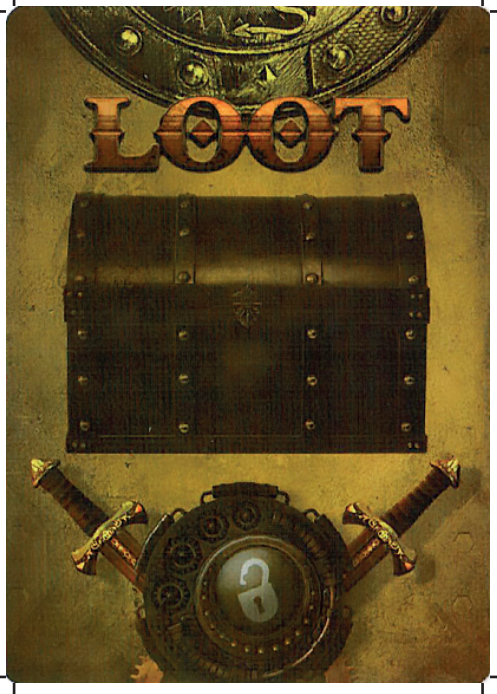
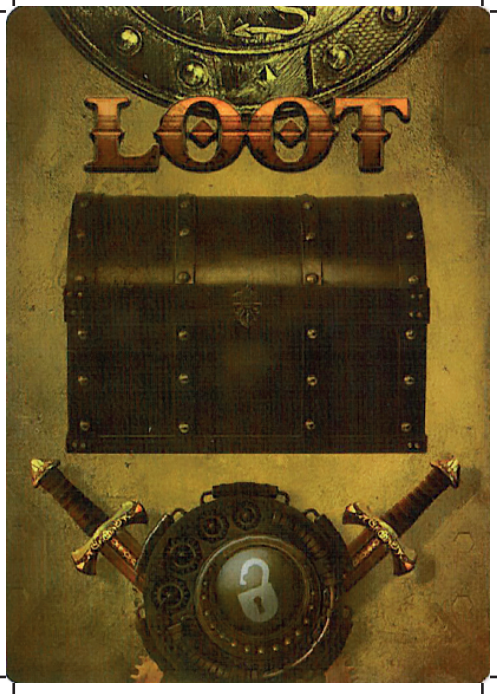
Merchants will offer you a **Trove Loot Chest** in exchange for this gem *(draw a Trove Loot during your Recovery Phase)*!

**This does not take the place of your Recovery Phase options.*

"The rarest of gems in Daelore. Ghillie's been gazing into it for hours...still hasn't blinked." - Boomer's Journal


LOOT

LOOT

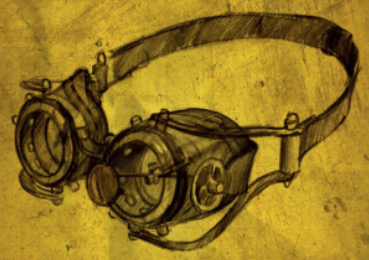
LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

Rusty Optics

Two Uses

2



At the end of a round, gain 3 Initiative spots.

"Bah! Antique model. Newer versions are resistant to oxidation." - Tink

Multi-tool

Three Uses

3



During anyone's Lockpick Attempt, add 1 to an Action Die result.

"Skulls emblazoned on Gearloc technology... very unsettling" - Tink

Flare Distraction

Single-use



Before battle, reduce your total Baddie Pts by 3.

"Hmm, it's almost big enough to tie Tantrum to it...haha...ha...Picket, bring be some string!" - Boomer

Zelfey Root

Single-use - Discard After Battle



Heal yourself for 1 HP at the start of each round during battle.

"A zelfey a day, keeps Patches away." - Picket

Reinforced Buckler

Permanent

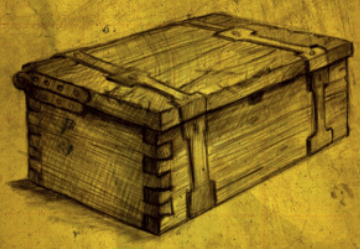


Add 1 Def Die to your roll each turn *(this is not restricted by Def Stat and does not cost Dex).* **Heavy.**

"Of course it makes you look tough! Your tombstone will read, 'Looked tough. Went down in a hurry.'" - Patches

Fortunate Discovery

Single-use

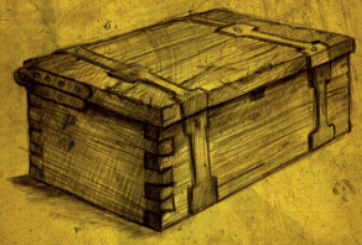


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

Fortunate Discovery

Single-use

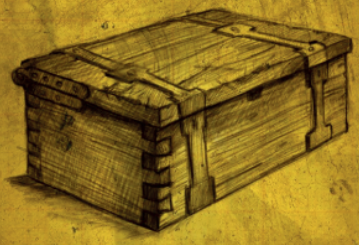


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

Fortunate Discovery

Single-use

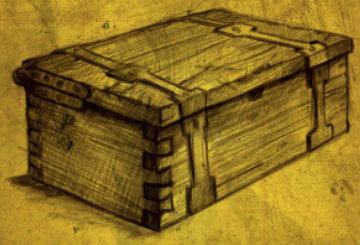


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches

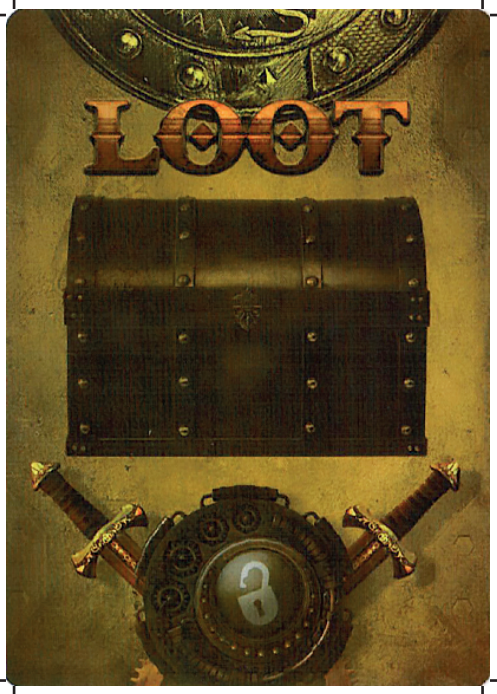
Fortunate Discovery

Single-use

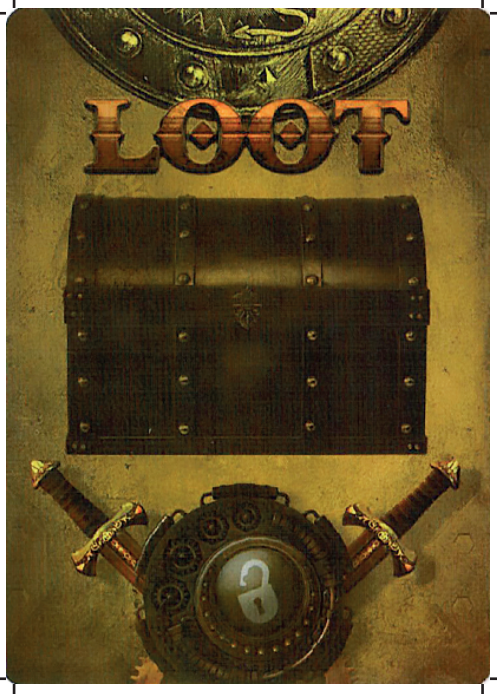
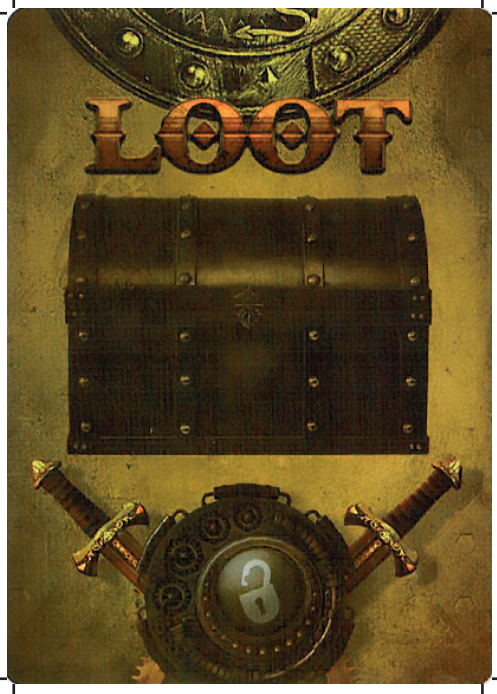
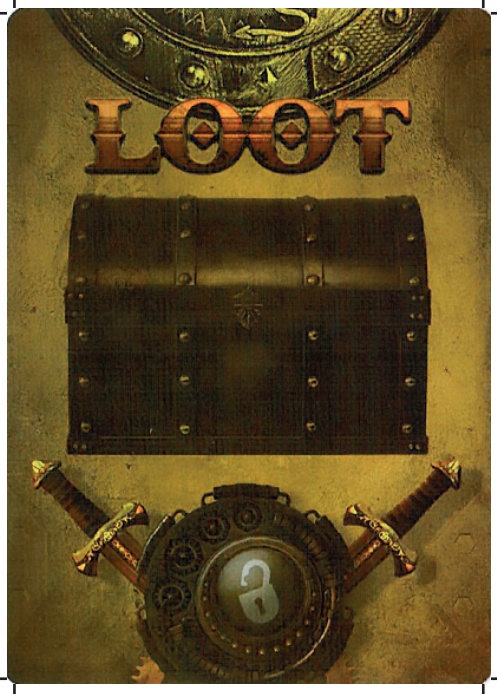
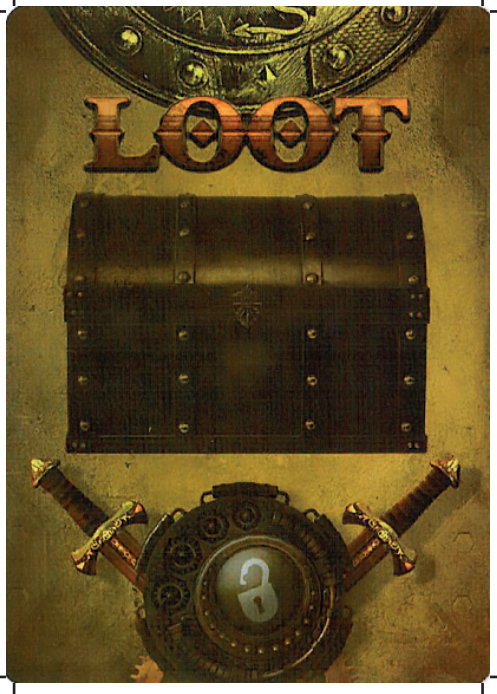
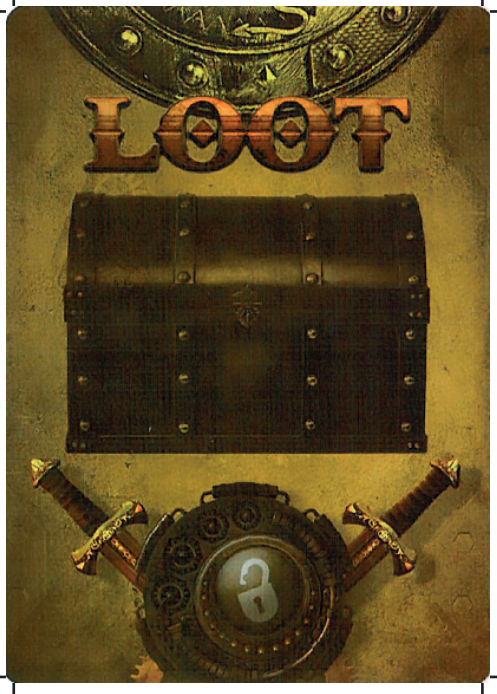


Select one of your Consumable Skill Dice and place it in its spot on your mat. It is now available for use.

"Shots on the house!" - Patches


LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

LOOT

Oggot Herbs

3 2 1

Three Uses



Heal yourself for 1 HP in battle.

A Gearloc healer's reputation often rests on their ability to grow high quality oggot.

Oggot Herbs

3 2 1

Three Uses



Heal yourself for 1 HP in battle.

A Gearloc healer's reputation often rests on their ability to grow high quality oggot.

Skinning Knife

3 2 1

Three Uses



Before drawing your next Encounter, place a defeated Baddie from your most recent battle onto this card. Any Baddies of that Type appearing in your next battle are **Surprised**.

"Tried to skin golem. Got clay pot."
- Adamo the Tyrannical Yeti

Fresh Bog Meat

Single-use

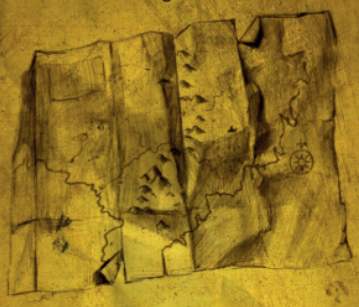


In battle, heal yourself for 5 HP, then add a Poison 2 Effect Die to your Gearloc.

"If not for the smell, texture and taste... this would be delicious!" - Nugget

Tattered Map

Single-use



At the start of a new day, draw an additional Encounter Card. Choose one and place the other at the bottom of your Encounter Deck.

"Deepwood flora grows quickly. Navigating by sight and intuition alone is ill-advised."
- Adventurer's Guide to Deepwood

Throwing Axe

2 1

Two Uses



During your turn, roll 1 Atk Die and deal its Dmg to any unit on Battle Mat *(does not cost Dex)*.

"I don't care if YOU found them - hand 'em over." - Tantrum

Spirits of Ebon

Single-use



Prevent the application of 1 Effect Die to your Gearloc.

"The medicinal effects are undeniable, but there's a sense of unease in camp every time the bottle's uncorked."
- Patches' Journal

Stone Hammer

Single-use



Add 4 to an Action Die result during your Lockpick Attempt.

Troll tools tend to favor blunt force over calculated precision.

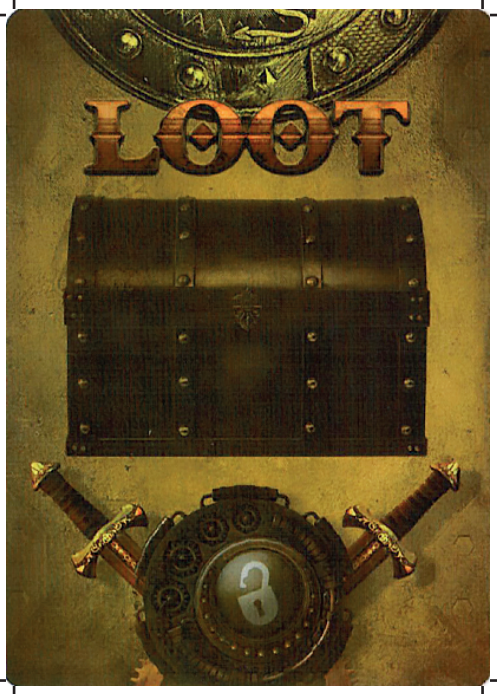
Sparring Weapon

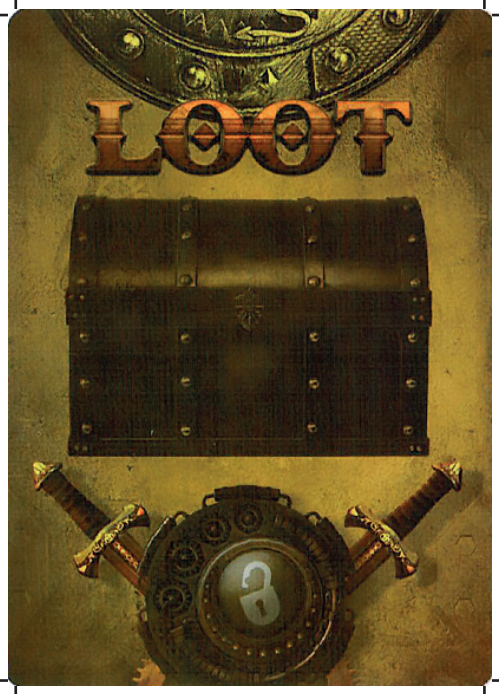
Permanent



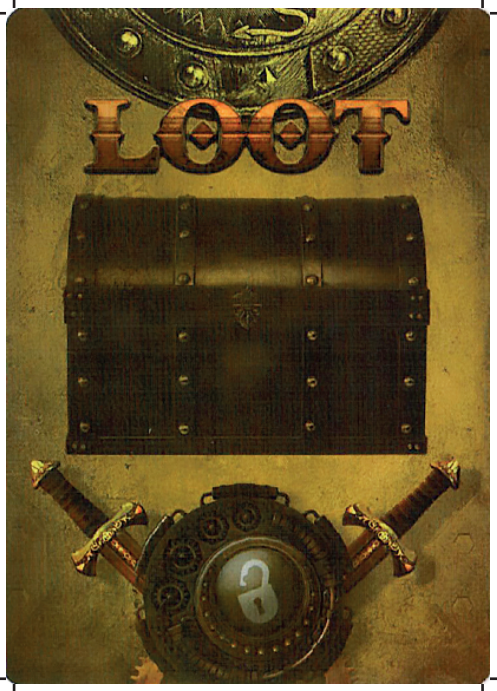
Ignore 1 during any of your Training Attempts. **Heavy.**

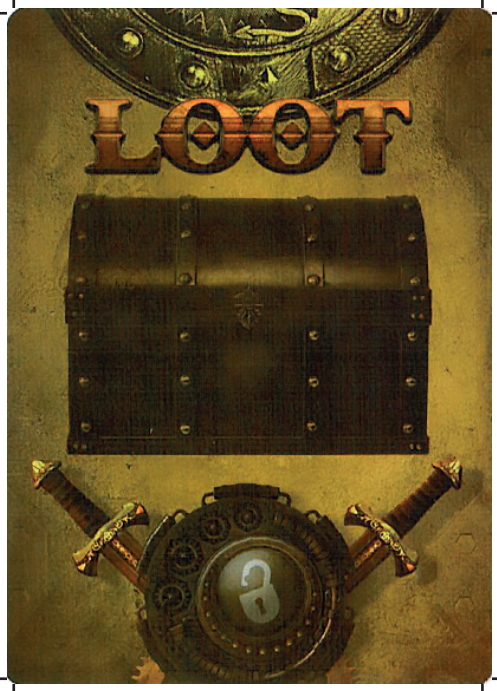
Speak softly, and carry a big sparring weapon.

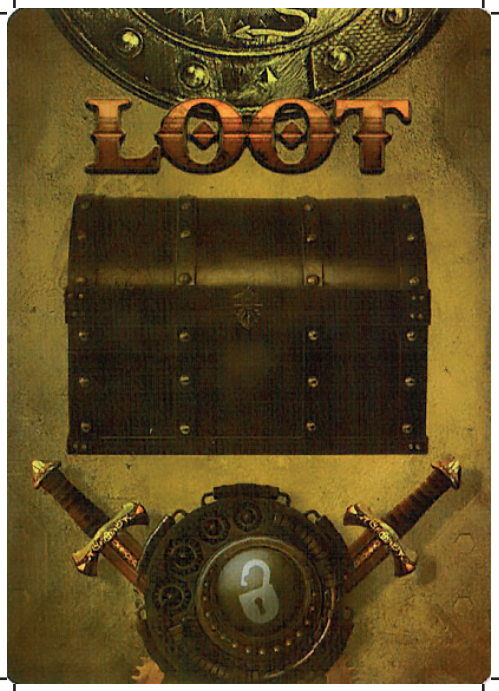

LOOT

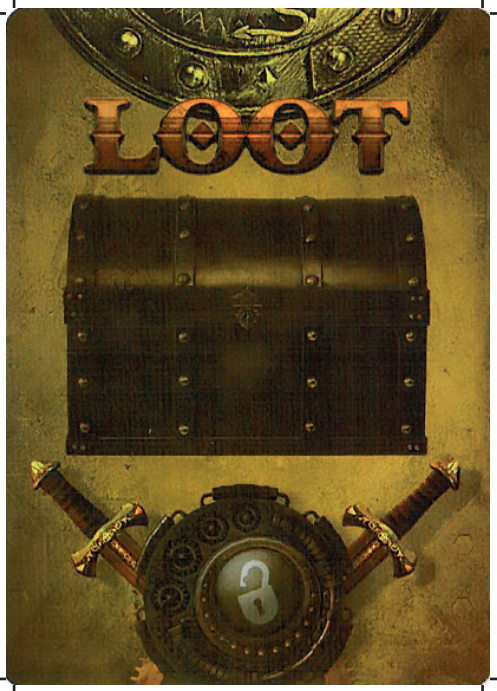

LOOT

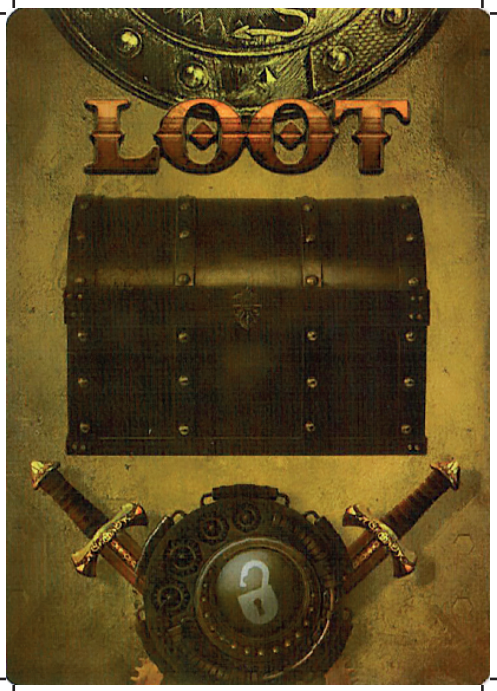

TROVE
LOOT
4
4
4
LEVER
TRIP
FORCE

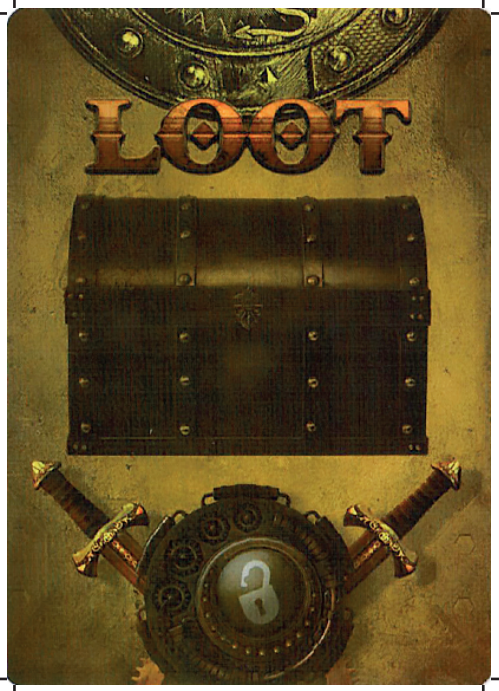

LOOT


LOOT


LOOT

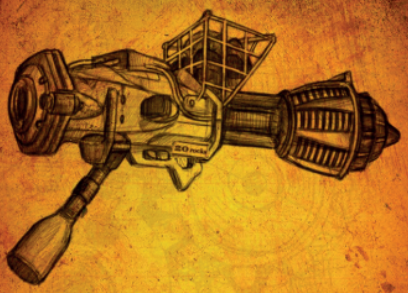

LOOT


LOOT


LOOT

Shoulder-Mounted Rock Slinger

Permanent

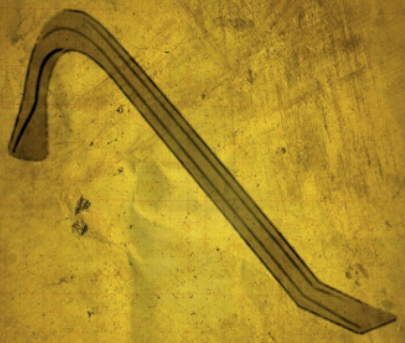


Roll 1 Atk Die immediately after being attacked by a non-adjacent Baddie. Apply rolled Dmg to that Baddie (✕ *from this roll cannot be used in Backup Plan*).

"It lacks the sophistication of archery, but I'll deal with it." - Ghillie

Prying Iron 2

Two Uses



Add 2 to an Action Die result during your Lockpick Attempt.

"I'll show you how I pick locks; gimme that thing! Flat end forward, I'm assuming?" - Picket

Last Battle Stew

Use Until Depleted

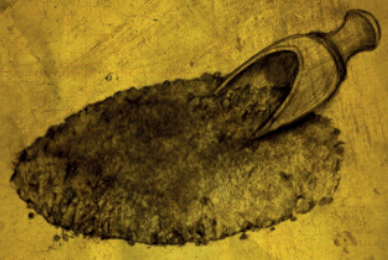


Place 7 HP on this card. At the start of each new day, remove 1 HP for spoilage. Outside of battle, any Gearloc may remove any number of HP from stew to heal for that amount.

Reliving your last battle is unpleasant. Eating your last battle is…disgusting.

Reflex Powder 2

Two Uses

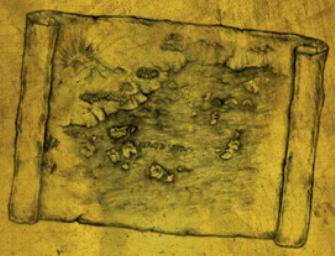


Re-roll any 1 die on your turn. *(including Training, Lockpicking and Initiative).*

"If you experience enhanced performance for longer than 4 hours, see a doctor immediately" - Reflex Powder Warning

Treasure Trove Map

Single-use



Shuffle **Special Encounter - The Ebonite Doorway** into your Encounter Deck if it has not already been completed.

"Getting Nugget to talk about anything else t'day was a lost cause." - Boomer's Journal

Mechanical Assistance

Single-use



Increase your Dex by 3 for this turn.

"Find a sprocket, fill your pocket." - Gearloc Book of Whimsy

Mixed Berries

Single-use



Heal yourself for 3 HP in battle or 5 HP out of battle.

Plump. Juicy. Nourishing. Laxative.

Mixed Berries

Single-use



Heal yourself for 3 HP in battle or 5 HP out of battle.

Plump. Juicy. Nourishing. Laxative.

Raider Armor

Permanent



1's rolled on your Def Dice may be upgraded to 2 Def. ✕ rolled on your Def Dice may be converted to 1 Def. **Heavy.**

"It's hardened by dragon fire, heavier than Tantrum's axe, and stinkier than Ghillie's foot." - Boomer's Journal

TROVE LOOT



4 2 2

LEVER TRIP FORCE

TROVE LOOT



2 3 3

LEVER TRIP FORCE

TROVE LOOT



3 3 3

LEVER TRIP FORCE

TROVE LOOT



3 1 3

LEVER TRIP FORCE

TROVE LOOT



5 2 5

LEVER TRIP FORCE

TROVE LOOT



1 6 1

LEVER TRIP FORCE

TROVE LOOT



2 6 4

LEVER TRIP FORCE

TROVE LOOT



1 4 3

LEVER TRIP FORCE

TROVE LOOT



3 2 4

LEVER TRIP FORCE

Locksmith Manual

Permanent



Reduce by 1 the Lock difficulty of all Locks your party encounters.

"Tink...isn't this your handwriting?" - Picket

Dex Infuser

Permanent



Backup Plan Extension: 1
Immediately roll 1 additional available die *(does not cost Dex)*.

"You'll feel a slight prick and a tingle, and then abilities beyond your wildest dreams!" - Mohlnor Trader

Flash Arrows

Permanent



Backup Plan Extension: 2
Steal your target's Active Def Dice and place them in your Active slots.

"The burning sensation in their eyes will fade in a year or two." - Patches

Hunter's Body Count Necklace

Permanent



The next Baddie you defeat *(deal killing blow)* goes on top of this card. Each future Baddie you defeat of this same Type also gets placed on this card. Roll 1 additional Atk Die *(does not cost Dex)* for each Baddie on this card when attacking this same Baddie Type.

Encounters that require you to search your Defeated Stack may pull from this stack if needed *(use D6 to show replaced Baddies)*.

"One, two, three, ten, thirty..." - Tantrum

Utility Belt

Permanent



Backup Plan Extension: 2
Unexhaust any 1 die *(may include fellow Gearloc dice)*. Usable once per battle *(turn card sideways after use)*.

The future of Gearloc convenience. The ancient history of Gearloc fashion.

Poison Vial Kit

Permanent



Backup Plan Extension: 2
Choose one of your rolled Atk Dice and add a Poison Effect Die for the same amount to its target.

"May cause indiscriminate death, despair, and giggling. Usually giggling, then death." - Vial Kit Warning

Mechanical Squirrel

Permanent



Before battle, select a Battle Mat Lane *(1-4)*. Any 1, 5, or 20 Pt Baddie that comes out in that Lane is delayed for 1 round *(place this Baddie back on top of BQ after all Baddies have been placed on Battle Mat)*. Useable once per battle *(turn card sideways after use)*.

"Squirrel!" - Goblin Alarmist

Micro Neural Implant

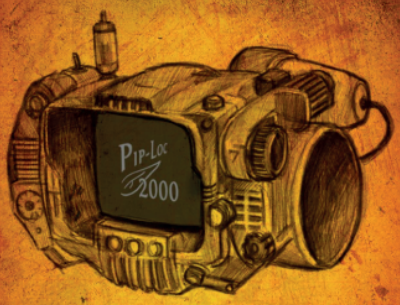
Permanent

On your turn, you may choose a target **after** rolling your dice.

"The trick is, you need to be able to see it to install it." - Patches

Pip-Loc 2000

Permanent



Ignore 1 when performing any Training Attempt.

"Body scan complete...says my leg is missing!? Patches!?" - Picket

TROVE LOOT



4 3 2

LEVER TRIP FORCE

TROVE LOOT



2 3 5

LEVER TRIP FORCE

TROVE LOOT



5 3 1

LEVER TRIP FORCE

TROVE LOOT



3 2 3

LEVER TRIP FORCE

TROVE LOOT



4 1 1

LEVER TRIP FORCE

TROVE LOOT



5 2 3

LEVER TRIP FORCE

TROVE LOOT



3 5 2

LEVER TRIP FORCE

TROVE LOOT



1 2 5

LEVER TRIP FORCE

TROVE LOOT



3 3 6

LEVER TRIP FORCE

Mechanical Boomerang

Permanent

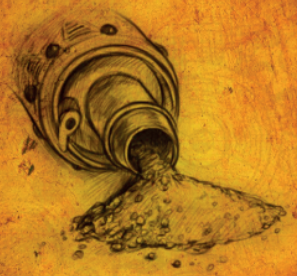


Backup Plan Extension: 2
Select any Baddie and do 2 Dmg. Roll a D6. On a 1-3, the Boomerang comes back to you and can be used again this battle. On a 4-6, it is lost and this Backup Plan is unavailable for the rest of the battle

"50% chance to return!? That's goblin tech for ya!" - Tink

Reflex Powder Tin

Permanent



Backup Plan Extension: 1
Re-roll any 1 die this turn.

"The long term effects are questionable at best, but I've never seen Picket able to defend so quickly." - Patches' Journal

Laser Pointer

Permanent



Backup Plan Extension: 1
Reduce your target's Initiative by 1 spot on the Ini Meter.

Designed to distract Baddies, but surprisingly effective on Ghillie.

Shock Inducer

Permanent



Backup Plan Extension: 1
Increase your Initiative by 1 spot on the Ini Meter.

"Wait, why am I using this voluntarily?" - Nugget

Maximizer Stim

Permanent



Backup Plan Extension: 1
Permanently reduce your HP Stat Die by 1 and heal for 3 HP *(cannot reduce below starting HP)*.

"WHAT A RUSH!! This stuff's not addictive, right?" - Boomer

Lightning on a Stick

Permanent



Backup Plan Extension: 3
Stun a 1 or 5 Pt Baddie. Roll a D6. On a 1, you are stunned for your next turn as well.

Shockingly advanced technology.

Exploding Shrooms

Permanent



Permanently reduces the cost of your Backup Plan Skills *(and Backup Plan Extensions)* by 1.

"Careful with those, or we'll be seeing rainbow colored goblins riding beautiful white griffins for hours on end." - Patches

Minor Patch Kit

Permanent



Backup Plan Extension: 1
Heal a Gearloc for 1 HP.

"Quickly heal up those missing limbs and other minor injuries!" - Patch Kit

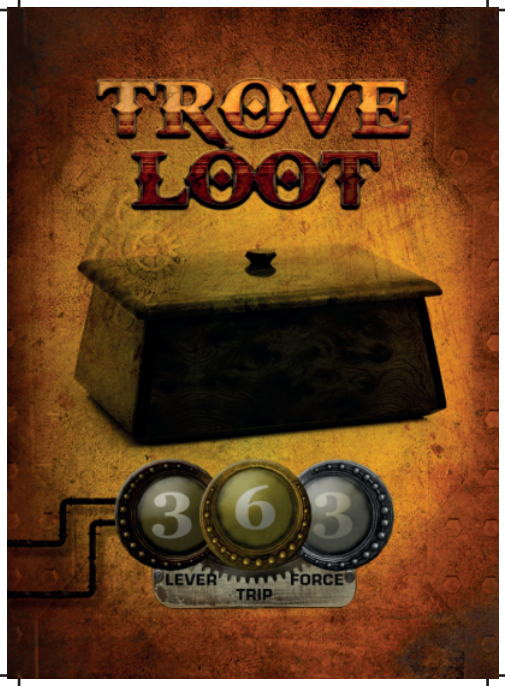
Grappling Gun

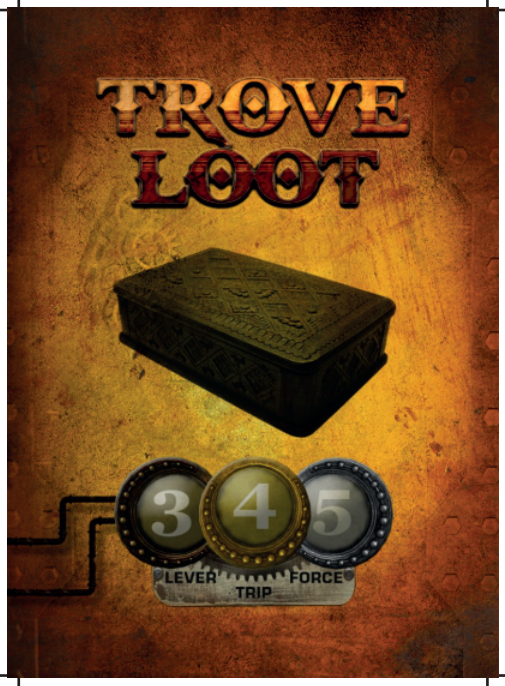
Permanent

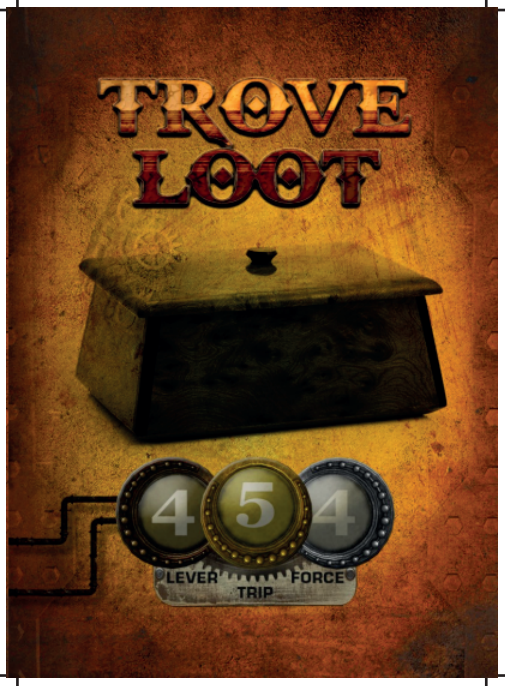


Backup Plan Extension: 3
Become **Untargetable** until your next turn. Usable once per battle *(turn card sideways after use)*.

"Not recommended for indoor or outdoor use." - Grappling Gun Safety Warning


TROVE
LOOT
3
6
3
LEVER
TRIP
FORCE

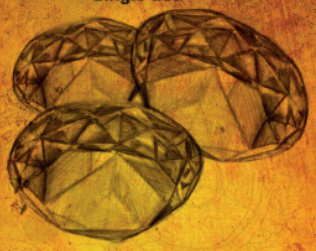

TROVE
LOOT
3
4
5
LEVER
TRIP
FORCE


TROVE
LOOT
4
5
4
LEVER
TRIP
FORCE


TROVE
LOOT
BONES
5
5
5
LEVER
TRIP
FORCE

Forbidden Gems

Single-use



Merchants offer you 2 Loot of your choice in exchange for these gems *(search Loot Deck and choose 2 Loot during your Recovery Phase).*

**This does not take the place of your Recovery Phase options.*

"The merchant had never seen anything like them and offered me my choice of wares." - Ghillie's Journal

Promo - 003

Book of Secrets

Permanent



After each Battle, you gain an additional Training Point.

It's a secret to everybody.

Promo - 004

Small Spotting Scope

Permanent



Outside of battle, reveal a 1, 5, or 20 Pt Baddie in an Active Stack. You may immediately move this Baddie to the bottom *(usable once per day).*

"Don't expect to observe the grace and majesty of a griffin without a spotting scope." - Shalefist Almanac

Box of Endless Adventures

Permanent



Your party has +1 Dex while this is in your possession. **Heavy.**

This game has how many bones?! That's a steal!" - Nugget

Promo - 002