a solo game of survival and revenge

UNBROKEN



Introduction

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

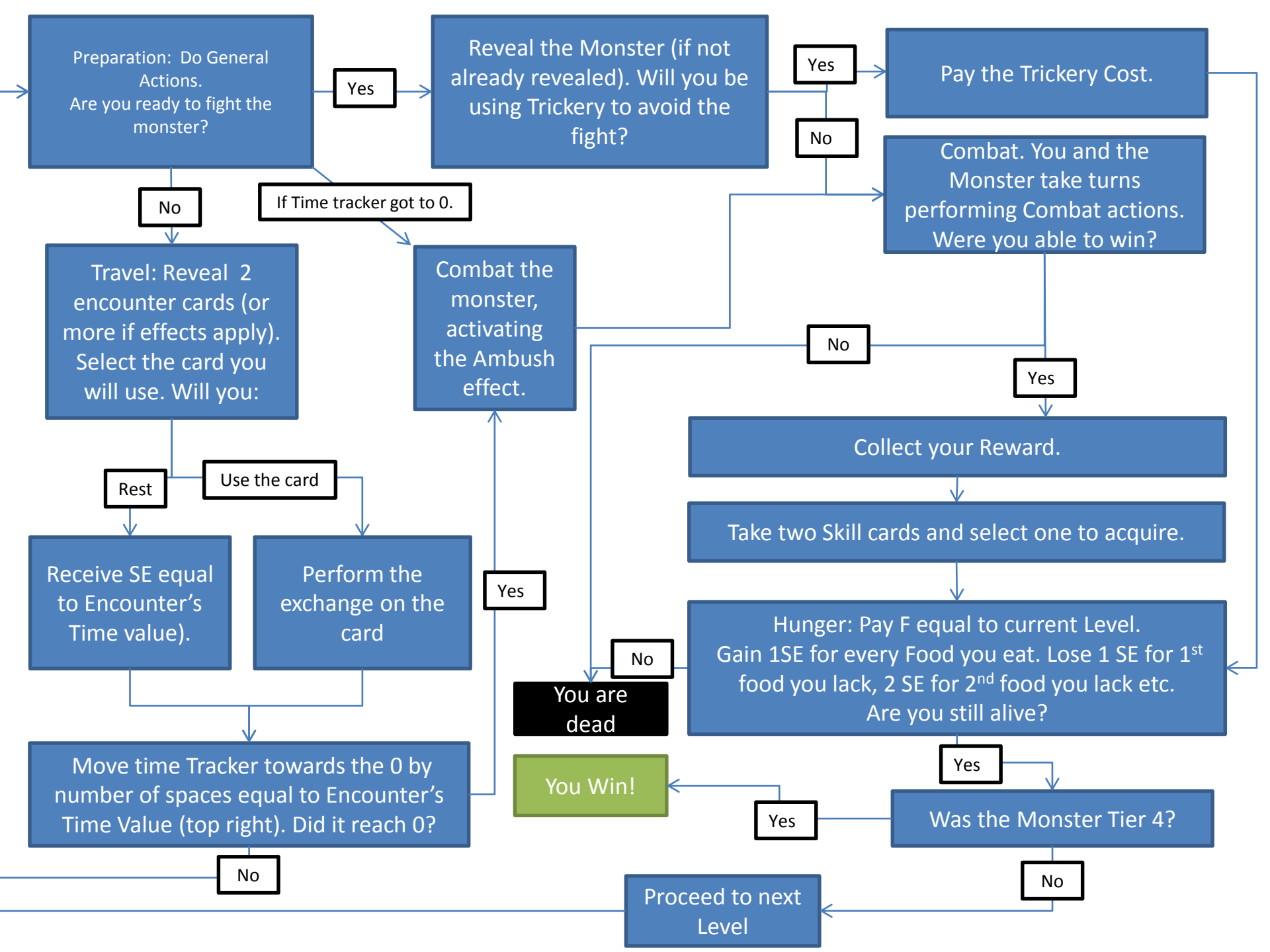
Starting with the current version of the game, all the art within (with the exception of the icons) has been created specifically for Unbroken.

Don’t forget to log your results!

https://docs.google.com/forms/d/e/1FAIpQLSc86fiyeZAIEQk357kwKqSux7jQe_SFFDUO2GjpOKEU8UkY9w/viewform

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

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


Preparation: Do General Actions.
Are you ready to fight the monster?
Yes
Reveal the Monster (if not already revealed). Will you be using Trickery to avoid the fight?
Yes
Pay the Trickery Cost.
No
Combat. You and the Monster take turns performing Combat actions. Were you able to win?
No
If Time tracker got to 0.
Travel: Reveal 2 encounter cards (or more if effects apply). Select the card you will use. Will you:
Combat the monster, activating the Ambush effect.
No
Yes
Collect your Reward.
Take two Skill cards and select one to acquire.
Rest
Use the card
Receive SE equal to Encounter's Time value).
Perform the exchange on the card
Yes
Hunger: Pay F equal to current Level.
Gain 1SE for every Food you eat. Lose 1 SE for 1st food you lack, 2 SE for 2nd food you lack etc.
Are you still alive?
No
You are dead
Yes
Was the Monster Tier 4?
Yes
You Win!
Move time Tracker towards the 0 by number of spaces equal to Encounter's Time Value (top right). Did it reach 0?
No
No
Proceed to next Level

Difficulty Levels

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

- **Medium** – Start with 13 SE. Player attacks first during combat.

- **Hard** – Start with 10 SE. Monsters attack first during combat.

Sneak



Flexible:
Reveal +1 Card when selecting a new skill.

Take a peek (Travel):
Reveal +1 Card during the Exploration step.

Dodge (Combat):
After a monster's Combat roll spend to reduce the roll result by 1

I II III IV

Brawler

I've seen worse (Combat)
Re-roll a monster's combat roll. Use either of the rolls.

Just a scratch (Combat):
Reduce a Wound effect you suffer by to a minimum of

Power Through (Combat):
When attacking with a weapon, spend to increase attack power by 1



I II III IV

Huntress

Scavenge (Travel)
Spend:
Gain:

Subsist (Combat)
Once per level, reduce your requirement by 1. If you do, lose .

Lay of the Land (Travel):
Look at top 5 cards of the Encounter deck.



I II III IV

Sage

Tome Knowledge
Spend:
Gain:

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

Dangerous Idea (Travel):
Roll a die. If your roll is higher than the current level – Gain . On a roll of 1 – Lose .



I II III IV

Effort Tracker



0 1 2 3 4 5 6 7

8 9 10 11 12 13 14

15 16 17 18 19 20 21



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7

Resource Tracker



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7



0 1 2 3 4 5 6 7

General Actions

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

Time Tracker

29 28 27 26 25 24

23 22 21 20  18

17  15 14 13 

11 10 9 8  6

5 4 3 2 1 

Scouting Costs:

Level I (7)



Level II (12)



Level III (16)



Level IV (19)



SKILL

Improvised armor

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

1

SKILL

Tinker

You may use  and  interchangeably.

2

SKILL

Vermin Master:

Combat Action:

Spend: 
Wound: 3

3

SKILL

Daring

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

4

SKILL

Impale

Spend 
Inflict 3 wounds

Or

Spend 
Inflict 5 wounds

5

SKILL

Poison mastery

Spend: 
Wound: 3

Spend: 
Wound: 5

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

6

SKILL

Heroic Perseverance

Your *Inspiration* General Action is now

Spend : 
Gain: 

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

7

SKILL

Grim Determination

Your *Focus* General Action is now

Spend: 
Gain: 

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

8

SKILL

Inventive:

Your *Planning* General Action is now

Spend: 

Gain: 

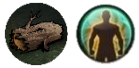
Using this Action in Combat allows you to immediately take another Action.

9

SKILL

Spike Thrower

Combat Actions:

Spend: 

Inflict: 2 wounds

Spend: 

Inflict: 3 wounds

10

SKILL

Sacrifice

Combat Action:

Spend: 

Inflict 3 wounds

This skill bypasses armor.

11

SKILL

Stoic

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

12

SKILL

Awareness

Spend  to ignore the monster's Ambush effect.

Ignore all Steal effects.

13

SKILL

Survivor

Ignore all Threaten and Confuse effects in combat.

When resting, you can spend  to gain 

14

SKILL

Patient

Play in Combat after an attack

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

15

SKILL

Weaponsmith

Reduce the cost of all Weapon Crafting actions by 

Ignore all Disarm effects.

16

SKILL

Perfect Memory

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

17

SKILL

Shadow

Ignore Time cost of Scouting. Gain  when Scouting.

Ignore all Warn effects in combat.

18

SKILL

Outdoorsman (Travel)

Spend: 

Gain : 

Or : 

19

SKILL

Cautious

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

20

SKILL

Resistant

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

21

SKILL

Berserk

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

22

SKILL

Concentration

Spend: 

Gain : 

Or

Spend: 

Gain: 

23

SKILL

Wrecker

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

Ignore all Defend effects in combat.

24

Giant Spider

(Level 1)

Ambush: Giant Spider attacks twice immediately

Trickery :

Health: ○ ○ ○

Special: Gain the **Poisoned** condition immediately

Combat action:

1 – Miss: No effect
2 – Wound: Lose
3 – Wound: Lose
4 – Daze: Reduce to (Lose)
5 – Poison: Gain the **Crippled** Condition for next level
6 – Web: Lose and Giant Spider attacks again

Reward :



Gibberling

(Level 1)



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

Trickery :

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

Health:

Combat action:

1 – Miss : No effect
2 – Wound: Lose
3 – Warn : Lose
4 – Wound : Lose
5 – Steal: Lose or (Lose)
6 – Confuse: Do not gain a Skill as a reward for this Combat.

Reward :

Feral Hyena

(Level 1)

Ambush: Lose

Trickery :

Health:

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



Combat action:

1 – Miss: No effect
2 – Miss: No effect
3 – Miss: No effect
4 – Wound: Lose
5 – Warn: Lose
6 – Daze: Reduce to (lose)

Reward :

Kobold

(Level 1)



Ambush: Kobold ignores your first attack

Trickery :  / 

Health: ◯ ◯ ◯

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

Combat action:

1 – Miss: No effect
2 – Miss: No effect
3 – Wound: Lose 
4 – Steal: Lose  or  (lose  if unable)
5 – Trap: Gain the **Crippled** condition for the next level
6 – Defend: Kobold ignores your next attack

Reward :   

Shrieking Fungus

(Level 1)



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

Trickery : N/A

Health: ◯◯◯

Combat action:

1 – Regenerate: Shrieking Fungus regains 1 health
2 – Warn: Lose 
3 – Warn: Lose 
4 – Wound: Lose 
5 - Spore: Gain the **Panicked** condition for the next level
6 – Spore: Gain the **Paranoid** condition for the next level

Reward : 

Were-rat

(Level 1)

Ambush: Lose 

Trickery : 

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

Health: 

Combat action:

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

Reward : 



Abomination

(Level 2)



Ambush: Lose + Downgrade Weapon

Trickery :

Health: ○ ○ ○ ○ ○ ○

Combat action:

1 – Surge: Abomination loses 1 Health
2 – Surge: Abomination loses 1 Health, lose
3 – Wound: Lose
4 – Steal: Lose (Lose)
5 – Rend: Gain the **Weakened** condition for the next level
6 – Curse: Gain the **Cursed** condition for the next level

Reward :

Cave Bear

(Level 2)

Ambush: Lose

Trickery :

Health: ○ ○ ○ ○ ○

Combat action:

Special: Cave Bear attacks after being defeated

1 – Miss: No effect
2 – Wound: Lose
3 – Steal: Lose (Lose)
4 – Wound: Lose
5 – Warn: Lose
6 – Wound: Lose

Reward :



Crazed Survivor

(Level 2)



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

Trickery : Downgrade Weapon

Health: ○ ○ ○ ○

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

Combat action:

1 – Miss: No effect
2 – Wound: Lose
3 – Wound: Lose
4 – Warn: Lose
5 – Steal: Lose (lose)
6 – Threaten: Gain the **Weakened** condition for the next level

Reward : Basic Weapon of choice,

Goblin

(Level 2)

Ambush: Lose 2 / (for each lacking unit)

Trickery :

Health: ○ ○ ○

Combat action:

1 – Miss: No effect
2 – Wound: lose
3 – Wound: lose
4 – Disarm: Downgrade Weapon for 1 Round
5 – Warn: Lose
6 – Defend: Goblin ignores your next attack

Reward :

Gremlin

(Level 2)



Ambush: Lose

Trickery :

Health:

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

Combat action:
1 – Miss: No effect
2 – Confuse: Reduce to (lose)
3 – Wound: Lose
4 – Disarm: Downgrade weapon to Bare Hands for 2 rounds
5 – Daze: Reduce to (lose)
6 – Confuse: Lose (lose)

Reward :

Troglodyte

(Level 2)



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

Trickery : 

Health: 

Combat action:

1 – Miss: No effect
2 – Wound: Lose 
3 – Stench: Lose , gain Cursed condition for 2 rounds
4 – Wound: Lose 
5 – Daze: Reduce  to  (lose )
6 – Threaten: Gain the **Afraid** condition for next level

Reward : 

Bugbear

(Level 3)



Ambush: Lose

Trickery :

Health:

Special: Attacks of Power under 4 inflict 1 less wound

Combat action:

1 – Miss: No effect
2 - Wound: Lose
3 – Wound: Lose
4 – Daze: Gain the **Crippled** condition for next level
5 – Daze: Gain the **Amnesia** condition for next level
6 – Daze: Reduce to (lose if unable)

Reward:

Dark Elf

(Level 3)



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

Trickery :

Health:

Combat action:

1 – Wound: Lose
2 - Wound: Lose
3 – Wound: Lose
4 – Confuse: Gain the **Paranoid** Condition for next level
5 – Threaten: Gain the **Panicked** Condition for next level
6 – Confuse: Discard a random skill (Lose if unable)

Reward:

Gnoll

(Level 3)



Ambush: Gnoll attacks twice in every round of combat

Trickery :  (Or mix of any 4 of these)

Health: ○○○○○○○○○○

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

Combat action:

1 - Miss: No effect
2 - Disarm: Downgrade weapon to Bare Hands for 1 round
3 - Warn: Lose 
4 - Wound: Lose 
5 - Threaten: Gain the **Afraid** condition
6 - Steal: Lose  (Lose  if unable)

Reward: 

Hobgoblin

(Level 3)



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

Trickery : + Downgrade Weapon

Health:

Combat action:

1 – Miss: No effect
2 - Wound: Lose
3 - Wound: Lose
4 - Warn: Lose
5 –Defend: Ignore next wound
6 – Disarm: Downgrade weapon to Bare Hands for 2 rounds

Reward: **Armoured** Condition

Minotaur

(Level 3)



Ambush: 

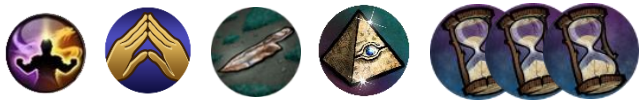
Trickery : N/A

Health: ○ ○ ○ ○ ○ ○ ○ ○

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

Combat action:

1 – Wound: Lose 
2 - Wound: Lose 
3 – Threaten: Gain the **Afraid** condition for the next level
4 – Wound: Lose 
5 – Gore: Lose  and gain the **Crippled** condition for the next level
6 – Daze: Lose  (lose )

Reward: 

Orc Brute

(Level 3)

Ambush: Each time you suffer a Wound effect lose +

Trickery :

Health:

Combat action:

1 – Wound: Lose

2 - Wound: Lose

3 – Wound: Lose

4 – Wound: Lose

5 – Daze: Reduce to (lose)

6 – Wound: Lose (lose)

Reward: , Axe Weapon (or)



Basilisk

(Level 4)



Ambush: Paralyzed condition enters play with 3 tokens

Health:

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

Combat action:

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

Ogre

(Level 4)



Ambush: Lose 
Your food requirement is +1 for this level.

Health: 



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

Combat action:

1 – Miss: No effect
2 - Wound: Lose 
3 – Wound: Lose 
4 – Daze: Lose  (lose  if unable)
5 – Defend: Ogre ignores your next attack
6 – Destroy: Downgrade weapon (re-roll if Bare Hands)

Shaman

(Level 4)

Ambush: Lose
Each General Actions cost +

Health:

Special: All Weapon Attacks cost +

Combat action:

1 – Surge: Shaman loses and gains +1 to all Combat rolls
2 - Miss: No effect
3 – Armor: Shaman gains
4 – Confuse: Lose (lose)
5 – Daze: Lose (lose)
6 – Wrack: Lose



Troll

(Level 4)



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

Health: ○○○○○○ ○○○○○○○

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

Combat action:

1 – Wound: Lose
2 - Wound: Lose
3 – Wound: Lose
4 – Disarm : Downgrade weapon to Bare Hands for 1 turns
5 – Daze: Reduce to (lose)
6 – Daze: Reduce to (lose)

Wyvern

(Level 4)

Ambush: -

Health: ○○○○○○○○
○○○○○○○○

Special: Spend to inflict 4 wounds
At the start of combat gain the **Poisoned** condition immediately

Combat action:

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

Vampire

(Level 4)



Ambush: Lose . Vampire ignores your first attack.

Health: ○○○○○○ ○○○○○○

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

Combat Action: Spend to gain

Combat action:

1 – Wound : Lose
2 - Confuse: Lose gain (lose)
3 – Steal: Lose (lose)
4 – Wound: Lose and Vampire regains 1 Health (lose)
5 – Wound: Lose and Vampire regains 1 Health (lose)
6 – Daze: Immediately gain the **Weakened** condition

Bare Hands



= 1

= 3

Club

Knife

Club

(Basic weapon)



=

= 1

= 3

Maul

Axe

Knife

(Basic weapon)



=

= 1

= 3

= 5

Sword

Spear

Sword

(Advanced weapon)



= 

= 1 

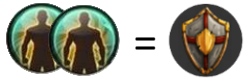
= 3 

= 5 

Spear

(Advanced weapon)



= 

= 2 

= 3 

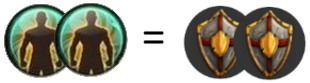
= 5 

Maul

(Advanced weapon)



= 

= 

= 3 

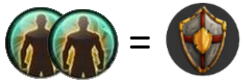
= 4 

= 5 

Axe

(Advanced weapon)



= 

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= 5 

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

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

1

Spend: 

Gain: 

1

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

1

Spend: Commit to next encounter

Gain: 

2

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

2

Spend:

Gain: 

3

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

2

Spend:

Gain: 

4

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

1

Spend: 

Gain: 

5

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

3

Spend: 

Gain: 

6

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

3

Spend: 

Gain: 

7

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

5

Spend:

Gain: 

8

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

1

Spend: 

Gain: 

9

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

2

Spend: 

Gain: 

10

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

2

Spend: 

Gain: 

11

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

2

Spend: 

Gain: 

12

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

1

Spend: 

Gain: 

13

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

1

Spend: 

Gain: 

14

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

1

Spend: 

Gain: 

15

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

2

Spend:

Gain: 

16

2

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

Spend:

Gain: 

17

2

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

Spend: 

Gain: 

18

2

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

Spend: 

Gain: 

19

2

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

Spend: 

Gain: 

20

3

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

Spend: 

Gain: 

21

4

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

Spend: 

Gain: 

22

4

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

Spend: 

Gain: 

23

1

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

Spend: 

Gain: 

24

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

1

Spend: 

Gain: 

25

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

2

Spend: 

Gain: 

26

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

3

Spend: 

Gain: 

27

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

4

Spend:

Gain: 

28

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

2

Spend: 

Gain:  

29

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

2

Spend: 

Gain:  

30

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

1

Spend: 

Gain: 

31

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

2

Spend:

Gain: 

32

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

2

Spend:

Gain: 

33

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

1

Spend: 

Gain: 

34

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

2

Spend: 

Gain: 

35

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

2

Spend: 

Gain: 

36

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

1

Spend: Commit to next encounter

Gain: 

37

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

2

Spend: 

Gain: 

38

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

4

Spend: 

Gain: 

39

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

1

Spend: 

Gain: 

40

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

0

Spend: 

Gain: 

41

A forsaken shrine offers an opportunity to gather your resolve

1

Spend: 

Gain: 

42

A forsaken shrine offers an opportunity to gather your resolve

1

Spend: 

Gain: 

43

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

2

Spend:

Gain: 

44

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

2

Spend:

Gain: 

45

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

1

Spend: 

Gain: 



46

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

2

Spend: 

Gain: 

47

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

3

Spend: 

Gain: 

48

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

5

Spend:

Gain: 

49

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

0

Spend: 

Gain: 3 extra cards for next Travel

50

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

1

Spend:

Gain: 3 extra cards for next Travel

51

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

1

Spend:

Gain: 3 extra cards for next Travel

52

Nothing of interest. You could stop to catch your breath

1

Spend:

Gain: 

53

Nothing of interest. You could stop to catch your breath

1

Spend:

Gain: 

54

Nothing of interest. You could stop to catch your breath

1

Spend:

Gain: 

55

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

2

Spend:

Gain: 

56

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

2

Spend:

Gain: 

57

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

2

Spend:

Gain: 

58

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

0

Spend: 

Gain: 

59

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

1

Spend: 

Gain: 

60

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

3

Spend:

Gain: 

61

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

3

Spend:

Gain: 

62

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

1

Spend: 

Gain: 

63

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

1

Spend: 

Gain: 

64

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

1

Spend: 

Gain: 

65

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

1

Spend: 

Gain: 

66

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

2

Spend:

Gain: 

67

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

2

Spend: 

Gain: 

68

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

1

Spend:

Gain: 

69

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

1

Spend:

Gain: 

70

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

1

Spend:

Gain: 

71

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

1

Spend: 

Gain: 

72

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

2

Spend: 

Gain: 

73

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

2

Spend: 

Gain: 

74

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

1

Spend: 

Gain: 

75

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

0

Spend: 

Gain: 

76

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

2

Spend: 

Gain: 

77

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

2

Spend: 

Gain: 

78

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

2

Spend: 

Gain: 

79

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

3

Spend: 

Gain: 

80

4

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

Spend: 

Gain: 

81

2

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

Spend:

Gain: 

82

1

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

Spend: 

Gain: 

83

0

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

Spend: 

Gain: 

84

3

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

Spend: 

Gain a new Skill (draw 2, keep 1)

85

3

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

Spend: 

Gain a new Skill (draw 2, keep 1)

86

5

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

Spend:

Gain: Discard an active Condition.

87

2

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

Spend: 

Gain: Discard an active Condition.

88

CONDITION
Weakened

Each attack of 3+ power inflicts one less Wound.

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

CONDITION
Paranoid

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

○ ○

CONDITION
Cursed

Each General Action you take costs + 

CONDITION
Amnesia

Spend  each time you use a Skill.

CONDITION
Afraid

Gain 1 less  when you rest.

CONDITION
Armored

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

○ ○

CONDITION
Crippled

Spend +  during each Encounter.

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

CONDITION
Panicked

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

CONDITION

Paralyzed

Place 1 token on this card when it enters play.

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

CONDITION

Poisoned

Place 1 token on this card when it enters play.

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

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