



FATEFORGE

- CHRONICLES OF KAAD -

~ Rulebook ~



GAME OVERVIEW

In Fateforge: Chronicles of Kaan, you will take on the role of the chosen champions of Üdsenoin, the Primeval Forest. You will be sent on a quest to the city of Easafir, the capital of the Kartaçöl empire. You will meet a cast of intriguing characters and get dragged into thorny situations that will require a charming turn of phrase or an arrow to the head to resolve. This app-driven narrative adventure adapts to your choices, successes and failures in both the story and combat scenes. These choices and outcomes weave a different path through the game's story-branches for a unique experience with each playthrough.

The game consists of three types of scenes. During story scenes, you proceed through the narrative of the adventure, exploring Easafir and its surroundings, interacting with characters and factions that remember your words and actions, and test your abilities in challenges you encounter.

Combat scenes are the action-packed heart of the game. The game zooms into a scene pitting you against a variety of enemies where you will try to complete a number of objectives in just a few rounds. Combat is done through a set of dice, each representing an action, that will be modified through a set of combo-able skills. You will need to collaborate with the rest of your party and each use your hero's abilities to their full potential. But that's not all! You also need to ensure to take the least damage possible as you will only recover a small amount in each combat.

Finally, rest scenes allow you to heal, buy equipment, and learn new skills by visiting locations in and around Easafir. Each rest scene is allotted a different amount of time for you to spend as you like. As the campaign progresses, and depending on who you talk to and which locations you visit, you will unlock new side quests and rest locations that allow you to develop your hero in different ways. However, rest scenes aren't just about cosying up to fire places and flirting your way to the bottom of a tankard - you can also explore more of the world and take on side quests that can open up new quest lines, locations, allies and powerful items.

May the wisdom of the forest guide your way!

WELCOME TO THE WORLD OF FATEFORGE

Fateforge is designed to draw you into its world, weaving story and gameplay that evolve over time. As the game progresses, there will be new rules and components added, increasing the complexity of the combat scenes. [You will thus find blank sections in this rulebook. This is not a printing error. Throughout the game, you will discover new rules and elements that will be added to the corresponding sections of this book.] *In this preview version, all stickers with additional content are pre-printed in their appropriate spots.*

Once you have finished the main story, you will most likely have uncovered all of the rules that require stickers to be placed in this rulebook. For subsequent playthroughs, you will not need to worry about having already discovered these rules.

USING THIS RULEBOOK

This rulebook will guide you through your first playthrough of the game then act as a reference after that. Follow the instructions on when to read which sections here and in the app.

THE APP

To play this game, you must access the Fateforge app, which we'll be calling "the app" in this rulebook. You can find it for download for free in the iTunes Store or Google Play for iOS and Android devices respectively. The app is responsible for various tasks during gameplay, such as the enemies' activation in combat scenes or tracking and saving your progress in the game's story.

The app is an important component in Fateforge; You can not play this game without access to the app.

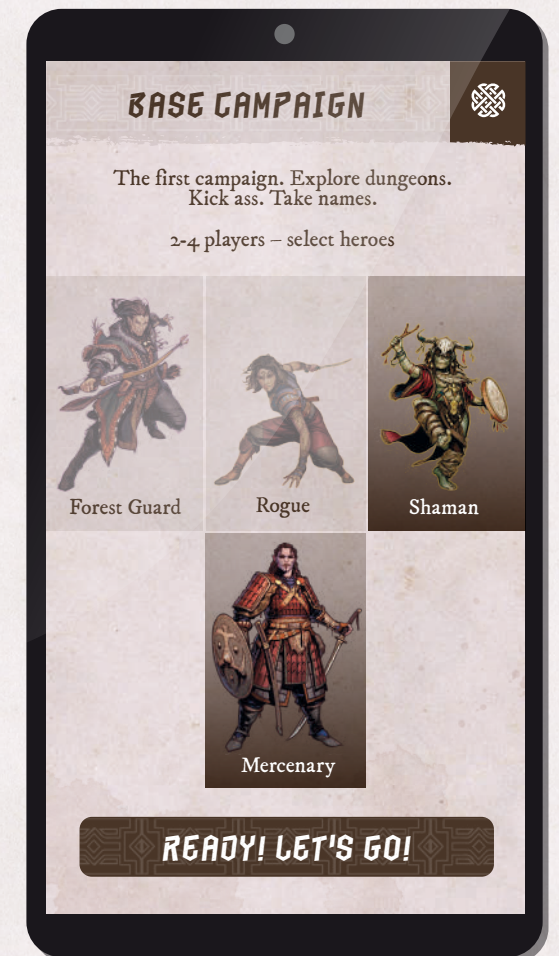
COMPONENTS

Find a complete component manifest on page 23. Also refer to the packing instructions on a separate leaflet for advice on how to organize the game when storing away for easy access to all components and a fast setup next time you play.

THE FIRST CAMPAIGN

First, read the rules on the following pages up to page 8, and learn about heroes, skills, equipment and story scenes. Then chose which heroes you want to play.

Then, open the app (see left column), select "Start New Campaign", and select the "Base Campaign".



On the next screen, select the heroes you have chosen to play. Once done, click "Start Campaign" or "Ready".

The app will start to guide you through the story and notify you when to return to the rulebook to continue reading.



THE HEROES

Each of you will play one of the mighty heroes. Before you start to play, select a hero, and place their hero board and the corresponding miniature in front of you.

Place the number of ♥ health and 🔥 energy tokens indicated in the top left corner of the “available” box into that box. The Mercenary, pictured below, starts with 7 ♥ and 3 🔥.

Keep your health and energy tokens in the “available” box at the top and move them to the “exhausted” box, below, when you exhaust them.

You start with this **trait**, relevant in tests (see *Story Scenes* on page 8). As the Mercenary, you start with the trait “strength”.

A weapon slot to equip a primary weapon

A cumbersome weapon uses both weapon slots at once

A weapon slot to equip a secondary weapon



Take the indicated number of **combat dice** in the indicated colours, and place them on your hero board. These form your starting dice pool.

Take your hero’s two **starting skills** from their deck of skill cards. These are marked with the letter **S** on the back.



If playing with the ROGUE, also take the **hidden token**, and place it in the “available” box on your hero board.

If playing with the SHAMAN, also take two **focus tokens**, and place them on your hero board. Additionally, place the Shaman’s **Drum card** [250] face up in one of the backpack slots at the bottom of the board.

Take your hero’s **player order tile** and place it to the side of the hero board.

Set up your **player screen** beside your hero board so that the other players cannot see behind it.

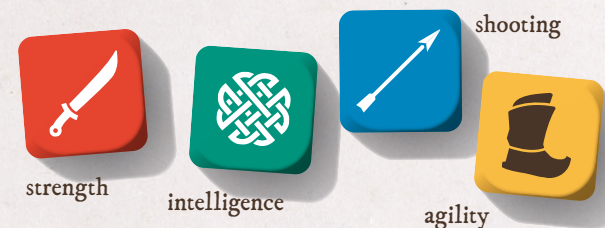


TRAITS

Traits influence tests during the game - having particular traits will make certain tests easier. Each hero starts with a trait on their board. However, you can get more traits through skills, equipment and story scenes.

DICE POOL

Each hero’s dice pool represents what they are good at. Red dice represent your hero’s strength, yellow dice their speed, blue dice their skill at ranged combat, and green dice their intelligence and willpower. As the game progresses, you will get the opportunity to add more dice to your hero’s dice pool. However, you will still only ever **roll** a maximum of four dice in each combat round. During combat, you roll four of the dice in your dice pool, each of which will yield a “result” of that colour. Each result may be used to activate skills, weapons, or items, or as an “action” (i.e., something that the hero does during the combat scene).



BLOCK TOKENS



Heroes (and enemies) may gain block tokens. Each block token allows you to take a block action. You may discard a block token to either ignore suffering 1 damage or to activate skills. At the end of each Clean-Up Phase, discard any unused block tokens.

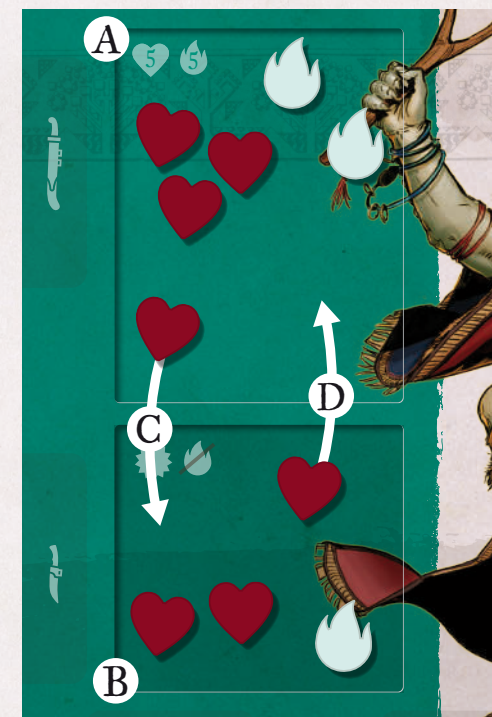
HIDDEN TOKEN

If you are playing as the Rogue, you have the hidden token in the *available* box at the beginning of the game. When this token is available, you are *hidden*; when you move it to the exhausted box, you are *visible*. If you are in a zone without any enemies present, you can spend 1 energy to recover your hidden token to your available box. At the end of a combat scene, the hidden token is always recovered.

HEALTH AND ENERGY

Keep health and energy tokens in the *available* box (A) of your hero board. You can never have more health and energy tokens than the starting maximum, indicated by the numbers in the top left corner, unless a card or effect in the game indicates otherwise.

During the game, you will *suffer* or *spend* health or energy (C) through effects such as taking damage. To do this, move the required number of tokens from the available to the *exhausted* box (B).



When you *recover* health or energy (D), move the tokens from the exhausted box back to the available box. If you no longer have any available health tokens, you are knocked out, or *KOed*, and can no longer participate in a combat scene until you recover health.

If all the heroes are KOed, the combat scene ends, and the outcome is considered a *fail*.

GENERIC COUNTERS

Counters (black cubes) are used by various types of entities and equipment in the game. Their function varies depending on the card that utilises them. Any time you are instructed to place a counter, use these black cubes.



SKILLS

Skills allow you to manipulate the die results and gain unique abilities to build up your hero.

There is no limit to the number of skills you can have or learn at a time. However, **only six can be equipped at any time**. You must select your six skills during a rest scene — this is the only time in which you can change which skills you have equipped. You cannot give your skills to other players.



The numbered gem icon in the top left corner of the skill card refers to the **cost** in gold to buy it (usually from a rest location in the Rest scene, page 21). There are three gem colours in the game, each representing a different value in gold: yellow gem tokens are 1 gold, orange 2 and blue 5. Skills also have an **ability**. During the Hero Action phase, some skills allow you to convert results into other results. A skill card indicates the direction of the result conversion using an arrow. If the image shows an icon on a white die, you can use a result of any colour to activate the skill. If the image shows an icon on a colored die face, the skill (or other card) requires a result of that specific colour.



Example: Throw, shown above, can convert a $\nearrow$ result into a $\nearrow$ result but not a $\nwarrow$ result into a $\nwarrow$ result. However, the skill shown to the left can convert a $\nwarrow$ into a $\nwarrow$ or a $\nwarrow$ into a $\nwarrow$.

After converting a result using a skill, you may use those results in further skills or other cards, as well as use them as actions. **These converted results may be used as results of any colour**. Unless specified otherwise, you can use any converted results in any order and also in combina-

tion with another skill. You may also choose to not use results.

Some skills can also convert results into actions or a combination of actions. These actions cannot be used to activate abilities. If actions are connected by a little arrow icon, those actions **must** be performed in full in that order.



Example: This skill allows you to convert the combination of a $\nearrow$ and a $\nwarrow$ into a Move action, followed by a Hit action.

Finally, skills also have an icon showing how often they can be used. These include:



These skills can be used once per combat round



These skills can be used once per combat scene. When you use it, rotate the card 180 degrees to remember that it as already used. Reset it to its original position at the end of the combat scene. You can reset it during a combat scene by spending 1 flame - you may then use it again during a subsequent round of the same combat scene.



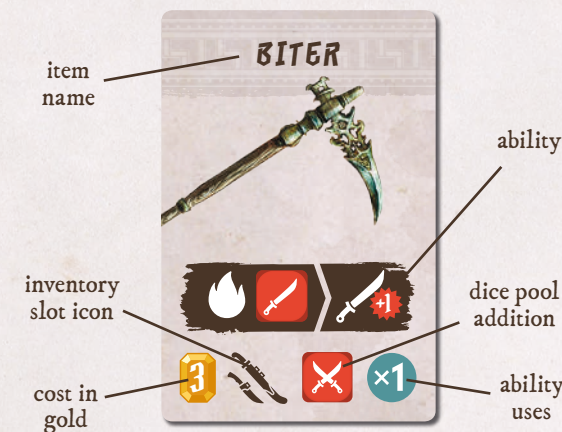
These skills can be used at any time the ability applies.

Skills are the cornerstone of your hero's build. Make sure to invest in them when you can.

~ attach Sticker 1 here when instructed OR when encountering a Skill name ending in the numeral "2"~

EQUIPMENT

Basic equipment is already baked into your dice pool and abilities. Weapons and items on cards are unique or outright magical artefacts that are hard to come by. Unlike skills, you can trade equipment with other players at any time **except during a combat scene**. There are two types of equipment cards: **weapons** and **items**. Both follow the same basic rules, with some minor differences described below.



Just like skills, equipment have a **cost**, which indicates how much they cost to buy, an **ability** which shows what the equipment does, and an **ability uses icon** that shows **how often that equipment can be used**.

The **inventory slots icon** shows where the equipment needs to be placed. You can have as much equipment as you can store in the appropriate slots. Also see "The Heroes", on page 5.



Regular items may be placed in any backpack slot.



A primary weapon should be placed in the primary weapon slot.



A secondary weapon should be placed in the secondary weapon slot.



A cumbersome weapon doesn't allow other weapons to be used with it. It takes up both the primary and secondary weapon slots. Place the weapon card in between the two slots to indicate that both are being used.

You **may** place weapons in any slot, including backpack slots. However, if you place a weapon in a slot other than its preferred slot, as described above, place it face-down. You may not use face-down weapons.

Example: The Biter, to the left, is cumbersome and requires both weapon slots. All the same, you may put it into a backpack slot in order to use other weapons. If you do, turn the Biter face down - you gain no benefits from it at all.

Equipment has this additional use type, which means they must be discarded after use.



Some items also have a **dice pool addition icon**. While these cards are equipped in the correct inventory slot, add one die of the colour shown to your dice pool. This is in addition to any ability shown on the card. These dice are available to you for as long as the equipment card is equipped in a correct slot, even if you have already used the equipment's ability. As you can only ever roll 4 dice in a combat round, you have to choose which of the dice in your dice pool to use for each combat round.



~ attach Sticker 2 here when instructed OR when encountering the symbol above ~

STORY SCENES

The events of this game take place in Easafir, a city within the sprawling region of Kaan in the world of Eana. Eana is a rich, evolving world that grows steadily over time as its dedicated creators at Studio Agate develop its lands and their inhabitants. In *Fateforge: Chronicles of Kaan*, you will step into the streets of Easafir, interact with a varied cast of characters and explore its surroundings and its depths. Throughout the story, you will make choices that the world remembers and reacts to. There are multiple paths through this adventure that are shaped both by the outcome of story choices and tests as well as the objectives that you complete in the combat scenes. Be careful out there!

REPUTATION

The app tracks your hero's **reputation**. Your choices, successes, and failures in story and combat scenes affect your reputation with the various characters and factions that appear in the game, and the story will develop differently based on this. The higher the reputation value of a certain character or faction, the more positively they will view you. Be aware that your choices have lasting consequences throughout the campaign, and they are being tracked by the app. You can check the appropriate tab in the app to check your standings with the various characters and factions.

TESTS

Certain situations in the game, especially story scenes, require heroes to perform **tests**. When presented with a test, roll a number of **test dice** to meet or exceed the test's difficulty.

- Always roll a minimum of 1 die.
- Roll 1 additional die for every trait your hero has that matches the test.
- You may roll 1 additional die by spending 1 🔥.

You may never roll more than 4 dice in total.

After rolling your dice, select one die to be your chosen result. For each other result that matches your chosen result, as well as for each mimic result (∞), gain a bonus of +1.

∞ always match the chosen result but have no value of their own. They cannot meet the difficulty requirement on their own. If you roll only mimic results, the test is automatically failed.

Note that you do not physically change the result on the die itself - if you match a 2 with another 2, do not turn the die to a 3. A 2 result only allows you to match other dice with a 2 result.

Example: The Heroes are attempting to scale a cliff face. They are presented with a test with the keywords "Speed" and "Climb". The Rogue is chosen to attempt the test as she has the "Speed" trait on her Hero board, granting her 1 extra test die. She also has an item with the "Climb" keyword, granting her 1 further additional test die. On top of this, she spends 1 🔥 to add a 4th die to her dice pool.

Scaling this cliff has a difficulty of 3. The Rogue rolls her four dice, and gets: 1, 2, 2, ∞. She chooses her highest result, one of the 2s, and then adds +1 for each other result that matches this result. The second 2 and the ∞ both match, so she adds +2, for a final result of 4. As this exceeds the test's difficulty of 3, the story test is a success.

You are now ready to start playing the game! The app will notify you when to return to the rulebook.

~ attach Sticker 3 here when instructed OR when asked to "interrogate an enemy" ~

COMBAT SCENES

COMBAT SCENE SETUP

A combat scene represents a location in the world, which we'll call a "combat map", where a combat encounter takes place. A combat map consists of a configuration of tiles where you will fight enemies and attempt to complete the objectives for that scene. Each tile represents a zone, and movement is from one zone to an adjacent zone.

NOTE: Each combat scene will follow the general instructions below for setup. The examples that follow apply only to your first combat scene for a 4-player game. The app may provide additional instructions when setting up subsequent combat scenes.

1. Before a combat scene, the app displays the last parts of the preceding story scene and a "Fight" button. Click on it to begin the combat scene setup.
2. The app shows you a screen with three tabs starting with the **instructions** tab. Take all the components listed here out of the box.

During your adventures, you will come across situations which need to be resolved with a swing of a sword and a tactical mind. A combat scene consists of a limited number of rounds during which you have to complete specific objectives while trying to suffer as little damage and energy as possible.

During the **Preparation phase**, you will roll dice and decide on a strategy together with the rest of the party.

In the **Hero Action phase**, you will play dice and use skills and equipment to perform actions. Enemies will react to your actions, interrupting the party's well-laid plans.

After the heroes have taken their turns all the enemies will have a swing at you in the **Enemy Action phase**, so it's crucial to watch where you end your turn.

At the **end** of the last Combat round, you have to leave through one of the exits on the map. You trace a path to the exit, with any remaining enemies taking swings at you as you go.

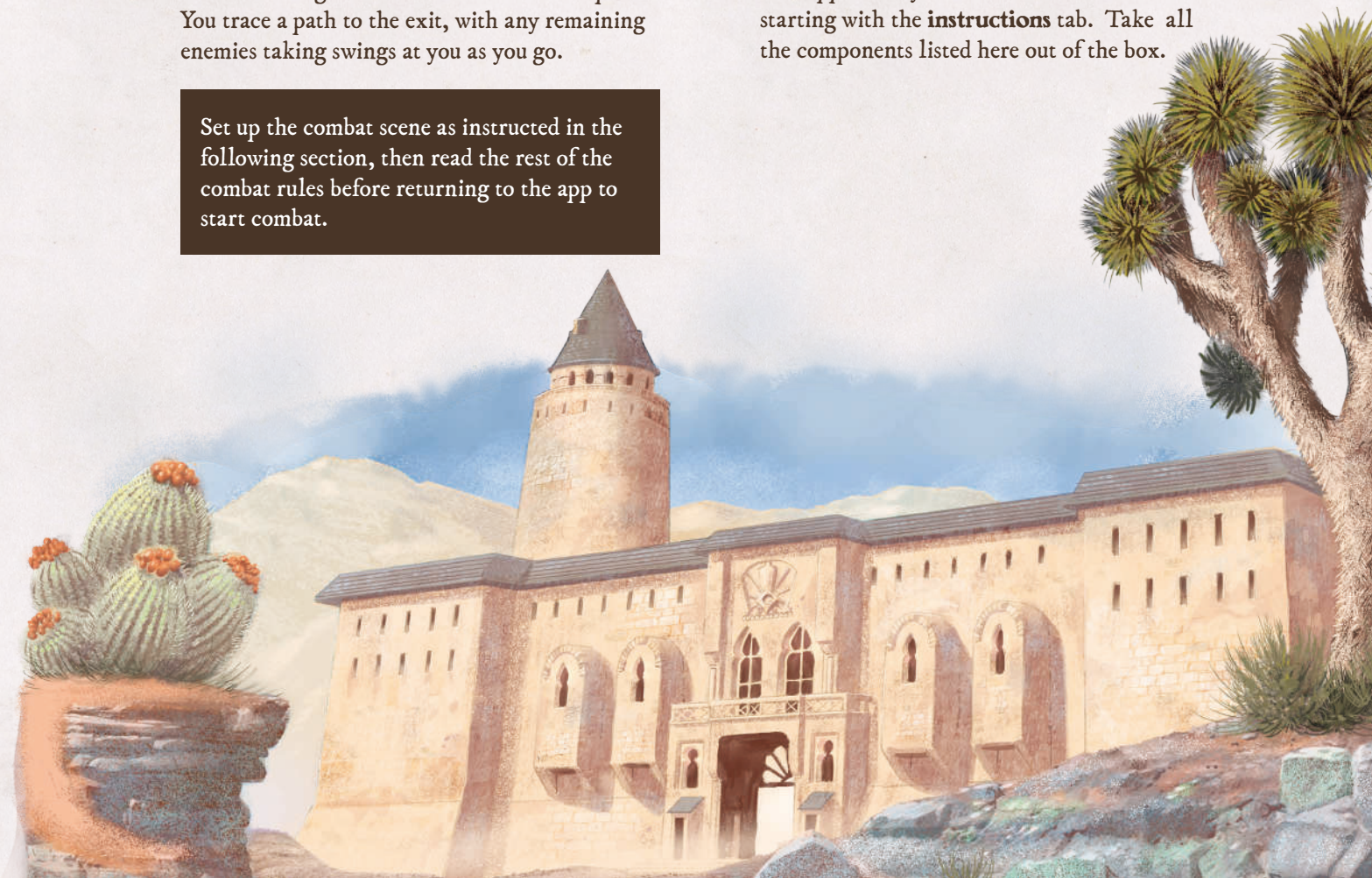
Set up the combat scene as instructed in the following section, then read the rest of the combat rules before returning to the app to start combat.

test dice

8

the "mimic"
result

∞





COMBAT SCENE TOKENS

On the combat maps, apart from the enemy tokens, there could be other markers or tokens present that indicate the required objectives, modify the combat map's tiles, or represent various collectibles and interactable objects.



START TOKEN

The start token marks the tile where the heroes begin a combat scene.



EXIT TOKEN

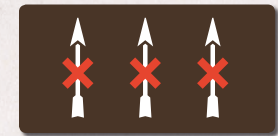
The exit token marks the tile that the heroes must reach in order to exit the combat scene. There may be more than one exit token in a combat scene map; in such a case, all the heroes must leave through the same exit.



GEM TOKEN

A zone may contain a gem token. This token indicates where you can collect additional gems. Heroes automatically pick up any gem tokens in their zone as long as there are no enemies in that same zone. Gem tokens go into a shared pool (called the "party backpack") between players regardless of whether you succeed/fail to accomplish the combat scene's objectives or if all the Heroes are KOed. When given the opportunity, players decide together how to spend their pool of gems.

All items collected during a combat scene are placed in the party backpack.



~ attach Sticker 4 here when instructed OR when encountering the token pictured above ~



~ attach Sticker 5 here when instructed OR when encountering the token pictured above ~



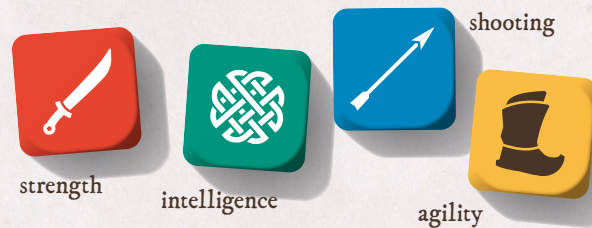
~ attach Sticker 6 here when instructed OR when encountering the token pictured above ~

- The combat scene **layout** tab shows you how to create the combat scene map (A). Select the matching **tiles** and arrange them according to the layout shown (B). There are 12 distinct (double-sided) tile shapes in each of the 6 environment types.
- Place the **enemy cards** corresponding to this combat scene's enemies as shown in the app to the side of the tiles (C) - always keeping a top-to-bottom order of white, blue, red, green, black, and purple enemy types. Not all colours are used in every combat scene.
- Place any **start** (D) and **exit tokens** (E) on the combat scene map as shown in the app.
- Place each **enemy token** (F) onto the combat scene map as shown on the app. Enemy tokens have numbers on them; Ignore them during setup and place the tokens with a random number in the zones indicated.
- Add any additional tokens, such as **gem tokens** (G) to the zones shown in the app.
- Place the **objective card** (H) for the combat scene next to the map in view of all players.
- Create a pool of **result tokens** and **damage cubes** (I).
- Place the **party backpack token** (K) in front of you. You will place any gained gem tokens and other items you find in a shared pool here.
- Place the turn token for each hero participating in the combat and the enemies' turn token (L) below the combat scene map. You will create the **turn order track** here once the combat starts. The order of the tokens does not matter for now.
- Place one **aggro token** (M) for each hero next to the turn tokens.
- Place each player's **hero miniature** on the tile with the start token (N).

Some combat scenes have special rules or introduce new rules to the game. These will be shown in the special rules tab which is empty for the first combat scene as all required rules are explained below.

COMBAT DICE

You have a specific combination of combat dice in your dice pool beside your hero board based on the hero you chose. There are four dice colours, which represent your Hero's four stats:



During combat, you roll four of the dice in your dice pool, each of which will yield a "result" of that colour. Each result may be used to activate skills, weapons, or items, or as an "action" (i.e., something that the hero does during the combat scene).

On cards and tokens, *results* are represented by a white or colored die face with an action icon on it, while *actions* are represented by only the action icon on its own, mostly a white icon on a brown background.

-  **MOVE:** Move to an adjacent zone.

-  **HIT:** Deal 1 damage to an enemy in the same zone.

-  **CRITICAL HIT:** This works like a normal  result unless a skill, item or ability indicates otherwise.

-  **SHOT:** Deal 1 damage to an enemy in an adjacent zone.

-  **CRITICAL SHOT:** This works like a normal  result unless a skill, item or ability indicates otherwise.

-  **FOCUS:** Interact with objects on the combat scene map. Also used to activate skills, items, and some weapons.

-  **MISS:** A failed result with no effect.



~ attach Sticker 5 here when instructed OR when encountering one of the tokens pictured above ~

If a die face shows two results separated by a line , you can use either of the shown results but not both. Additionally, any result other than a "miss" can be used to satisfy a  requirement on a skill, weapon, or item.

RESULT TOKENS

Result tokens look like the results on the die faces, and they work in the same way. Some equipment, abilities and skills will give you extra results to use during that round. You can also use them to help track the results converted using skills, especially when there are multiple results.



Results and result tokens are always depicted within a white box (resembling a die), where-as actions are not.

ENEMY CARDS

Enemy cards represent several enemy factions in a game: Within each faction, there are up to six classes of enemies, each denoted by their colour. The term "enemy" denotes all the different types of villains you will be fighting during a combat scene. "Minion" refers to all non-purple and non-Boss enemies, while "Leader" refers to purple enemies.

A boss is a tough enemy that appears at the end of each of the game's 3 Acts. They are not part of a particular enemy faction and are not associated

Some enemies have special abilities, listed here.

If the ability might affect you during your turn, it has a yellow icon, also displayed on its enemy disk.

The actions that this enemy may perform depending on how many zones away it is from a hero are shown here.

This number represents this enemy's health.

The Assassin is of the black class.



The Assassin is in the Brigand faction

All enemy disks for the "Brigand Assassin" use the stats from the same enemy card.

with one of the other Enemy classes. Bosses have a larger enemy card compared to minions and leaders, and a miniature that goes on the combat scene map. Bosses are further explained on their boss card and in the app.

Enemies' actions are further explained in the *Enemy Actions Phase* on page 17.

Any special rule on an enemy card is in effect as long as an enemy token of that type remains on the combat scene map.

HEALTH AND TRACKING DAMAGE

 An enemy's health value indicates how much damage you must deal to an enemy before you defeat it. When dealing damage to an enemy, place a damage cube onto the enemy's token for each damage it suffers. If an enemy ever has a number of damage cubes greater than or equal to its health, it has been defeated; remove the enemy token as well as all the damage cubes on it from the combat map.



A damage cube. Ouch!

Damage dealt to minions is not permanent. If at the end of a combat round you have not yet defeated a minion, remove any damage cubes assigned to that minion token (see *Clean-Up Phase* on page 19).

 Enemies with a Depletable health do not reset their health in the Clean-Up phase. This includes all leaders and bosses, as well as a few minions.



THE COMBAT ROUND

Each combat scene is played over a set number of rounds. In a round, you will perform each of the following 4 phases, in order:

- Preparation phase
- Hero Action phase
- Enemy Action phase
- Clean-Up phase

To begin a combat round, select “Begin Combat” in the app.

DIFFICULTY MODES

At the start of the game, decide on which of the three difficulty modes to play. You may change these at the start of each session.

In all modes, you may not show or discuss die results or mention specific numbers during the Preparation and Action phases.

STANDARD MODE

All players may communicate freely following communication rules outlined above.

THEMATIC MODE

Our favourite mode; it represents the party planning before combat and the need to make your own decisions in the heat of battle.

During the Action Phase **only the active player** may speak during their turn. Other players are not allowed to talk or influence the active player’s decisions in any way.

HARDCORE MODE

~ When you have mastered the above modes and are ready for a challenge, attach sticker 8 here. Not for the faint hearted! ~

PREPARATION PHASE

The Preparation phase allows you to roll your complement of dice, determine player order, as well as discuss your strategy for the upcoming fight.

All players perform the Preparation phase simultaneously in the following order:

1. roll combat dice
2. set player order
3. set aggro
4. take a free move (optional)

ROLL DICE

First, choose and roll four combat dice from your dice pool (including any dice added from equipment and skills) once behind your player screen. Then you should discuss your plans for the round. These should include how you will set player order, aggro and who will take free moves (see below).

If you roll 3 of the same die-face (excluding misses), you can change 1 of the results to a result of your choice. Note that these have to be the exact same die faces, but not die colour. That means that if you roll , ,  you are not allowed to change results since the die faces are not the same. If you roll **any misses**, you can spend 1  once to reroll any number of dice showing a miss.

If you have more than 4 dice you can choose a different complement of 4 each round.

SET PLAYER ORDER

In each combat scene, the app will indicate when the enemies will react in relation to the players. Based on your initial rolls, the enemy reaction, and any further discussion for this round, determine your **heroes’ turn order**. When you have decided the order in which your heroes will activate and take actions, arrange their tiles in order, forming a turn order track and making sure to include the enemies’ token in the order slot specified in the app.

During the Heroes Action phase, play will happen from left to right.



This round, the Guard will take their turn first. He also has the highest aggro.

SET AGGRO

You must also discuss and assign **aggro tiles**. The higher the number on the aggro tile, the more likely it is that some enemies will attack you. Some enemies have an aggro icon () that denotes that this enemy will always try to target the highest-aggro hero within range **when multiple heroes are potential targets**. Once you have decided how to assign aggro tiles, place the corresponding aggro tile on the hero’s tile on the turn order track (See page 18 for Targetting hero rules.).

TAKE A FREE MOVE (OPTIONAL)

Finally, decide if your hero is going to **free move** 1 zone. You can perform a free move regardless of whether your die results may already provide your hero with a move action. If you choose to take a free move, take your free move now and move your hero into any adjacent zone. If there are enemies in the zone you are free moving out of, suffer 1 . Otherwise, free moving does not cost anything. Note that you do not take damage from any other  action.

When you are done from preparation click “Start Round” on the app.

HERO ACTION PHASE

In this phase, you will act in the order shown on the turn order track. However, remember that the enemies will also get a chance to react during this phase. Everyone (including the enemies) will get to react in the player order set during the Preparation phase.

You must complete your entire turn before the next player’s turn begins (or the enemies react).

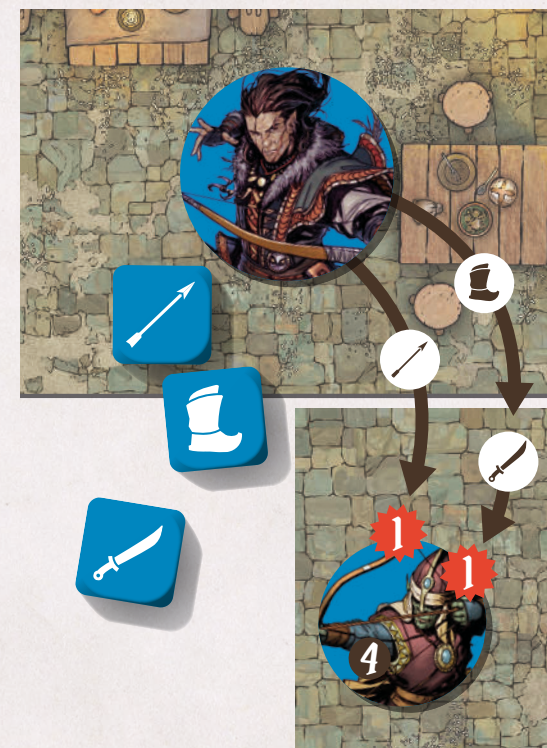
It is entirely your decision which actions to perform and in what order, which enemy to target, which zone to move into, and so on, unless explicitly specified otherwise.

During the Heroes Action phase, you can do any or all of the following:

- perform actions
- spend  to move
- activate weapons, items, and/or skills
- interact with a token

PERFORM ACTIONS

On your turn, you can use any and all of your combat dice to take actions. You lose any unused results. (you cannot save results to use them during a later stage in the round). Each result indicates one or two actions, see *Combat Dice* on page 12.



Example: The Forest Guard rolls 3 dice, and the results are , , and . They can now choose to execute these actions in any order, such as dealing 1  to an enemy in an adjacent zone (), move into that zone (), and then deal an additional 1  to that same enemy ().

SPEND ENERGY TO MOVE

Once per turn, you can spend 1  to perform a move action (without using a  result). This is not a free move: do not take damage from enemies in the same zone. This action is not a result either - it cannot be combined with equipment and skills (see below).

ACTIVATE EQUIPMENT AND SKILLS

You can also use results to activate any of your hero's equipment and skills. This may require a single result or a combination of several dice. Certain equipment and skills can also change your results to new results. Also see *Skills* on page 6 and *Equipment* on page 7.



Example: The Forest Guard rolls a , a , a , and a . He has no use for the .

He decides to use the  result as a , and then uses his Quick Draw skill to convert this  into a . He now has two  results, and uses both to deal 2  to the Militia Guard in the adjacent zone.

He also has the Boots of Celerity item equipped, which gives him an extra  result. He uses this to move into the neighbouring zone. There he deals an additional 1  to the Militia Guard using the  result from his last die.

ENDING YOUR TURN

Your turn ends by

1. choosing to forgo playing any additional actions,
2. running out of results or skills to use, or
3. through an in-game effect.

Regardless of how your turn ends, any unused results are lost and cannot be saved for future combat rounds or combat scenes, unless a skill or ability explicitly states that you can. After your turn ends, play continues with the next hero's turn or the enemies' reaction, according to the set player order.

ENEMIES REACT

The app randomly activates enemies based on the player count.

If the app shows an enemy type that is no longer present on the map, press the skull icon  next to the enemy name on the app - the app will mark this enemy type as defeated for the rest of the combat scene and show a new enemy type to be activated.

Although the app tells you which enemy type(s) activate, you will be responsible to determine which specific enemy acts and which action they perform. For each enemy type shown, starting from the top and going down, determine which enemy can activate its leftmost action shown on the app, following the same general rules as regular enemy cards, as detailed in *Enemy Action Phase* on page 17.

If multiple enemies are within the same range, activate the one with the lowest initiative number. If no enemies are within their possible activation ranges they do not act.

Example (see right): The Elite Guard Dog is activated to perform a reaction. There is no hero in its zone nor in the zone adjacent to it, so it does not perform either of the first 2 actions on its card. There are 2 heroes 2 zones away, so the Elite Guard Dog can perform its third action. Because both heroes are 2 zones away from it, you must establish a target. Since the Elite Guard Dog's move action has the  icon it moves towards the Forest Guard who has the highest aggro of the two heroes in range.

COMPLETING THE PHASE

Once all players have finished - and enemies have reacted - proceed to the Enemy Action phase.



ENEMY ACTION PHASE

After all players have taken their turn, all **surviving enemies** activate, performing the actions on their cards.

Enemies always activate in the same order: first white, then blue, red, green, black, and finally, purple. Bosses activate after leaders (purple).



If there is more than one enemy of a particular colour, check the **enemy initiative number** on the enemy tokens; the enemy with the **lowest** initiative activates first.



ACTIONS

When an enemy activates, it performs one of the actions shown on its card. Enemies mostly perform the same actions as heroes, including , , and , as indicated on their card. However, they have further actions which are explained in the glossary, page 24.



The enemies' action band has 3 sections that dictate what the enemy will do. Each section has up to 2 actions: these are performed left to right. Enemies' action bands are read left to right. Enemies will first try to perform the leftmost (first) section of the action band. Check the range indicated right below the first section - if there is a hero that many zones away, check whether the enemy can perform the actions listed. If they can perform that action, then resolve that action. Otherwise, check the next (second) section to the right, if any. If they cannot perform the second section either, check the next (last) section, if any. The 2 band indicates heroes 2 zones away. If they are further the enemy does not activate. If they cannot perform any of the actions listed, the enemy does nothing.

TARGETING HEROES

Enemies will always do the leftmost action if there is a hero within that range from them. Otherwise they'll do the next action. If there are multiple heroes in the same range, you get to decide which hero that action is directed towards, unless the enemy has an aggro Ⓢ modifier. If the enemy has an aggro modifier it will attack the hero with the highest aggro tile instead.

Enemies can only attack valid hero targets. If a hero's skill or ability invalidates them from being viable targets, they treat the heroes as if they were not present.

ACTION MODIFIERS

Enemy actions can change based on action modifiers. If there is more than one action in a section, these modifiers affect both those actions.

- Modifies any action: This action targets the hero with the highest aggro.
- Modifies hit or shot: This action does 1 additional damage.
- Modifies move: Target available exits in ascending order starting with Exit A.
- Modifies move: Move towards the leader or boss if possible. Otherwise do nothing.
- Modifies move: Coloured circles refer to a minion of that colour. The enemies' act towards a minion of that colour. If there is more than one circle, prioritise from left to right.

Example: There are 2 enemies fighting the heroes: a Recruit (A) and an Assassin (B). Because red enemies activate before black enemies, the Recruit activates first.

When the Recruit activates, it checks whether it can perform the first (and only) section of its action band (C). There are three heroes 0 zones away and they can all be hit, so it activates. You and your fellow players may freely chose which hero is hit: you chose the Shaman.

The Assassin activates next. It first checks whether it can perform the first section in its action band

(D). Since there are no heroes 0 zones away, it cannot use that action, so it checks the next section in the action band. Since there are three heroes 1 zone away and they can all be attacked, the Assassin activates. She moves 1 zone and hits one of the heroes. Since her attacks have the Ⓢ icon on them she automatically hits the hero with the highest aggro token, which is currently the Forest Guard.

CLEAN-UP PHASE

This is the final phase of each combat round. It is possible that some enemies may perform actions before you perform clean-up on the combat map and in the app.

CLEAN-UP PHASE ON THE COMBAT SCENE MAP

Return any unused block tokens (from both heroes and enemies) back to the supply, and reset any used Ⓢ weapons or skills. Remove any stun cubes and damage cubes from injured minions, resetting them to full health resetting them to full health.

CLEAN-UP PHASE IN THE APP

Following the instructions in the app, mark off, erase or select the following:

- any colour(s) of which all enemies on the map have been defeated
- collected gems
- interacted objects
- completed objectives
- any KOed heroes
- any heroes that have left the combat scene map

After this phase, play proceeds to the next combat round, starting again from the Preparation phase.

PLAYING AN EXTRA COMBAT ROUND

Fighting is stressful, especially if it involves a horde of baddies intent on dismembering you in a most unpleasant manner. There is so much stress you can take! But, every once in a while, you can push your nerves to their limits... at a cost.

After the final round of a combat, the party can collectively decide to play an extra combat round. To do so, each hero that has not been knocked out rolls a corruption die and suffers its effects (see right column). Then, any heroes that have not fled due to the result of the corruption die play one more full combat round.

CORRUPTION

Any time you decide to play an extra combat round, get KOed, or if the game prompts you to do so, roll the corruption die and refer to the table below for the result:

	CORRUPTION: Draw a corruption card.
	DEVASTATING CORRUPTION: Draw a corruption card and suffer 1 ⚡.
	ENERGY DRAIN: Suffer 2 🔥.
	FLEE IN PANIC: Suffer 1 🔥. If you are in a combat scene, do not participate in the additional combat round.
	LUCKY!: No effect

Any result with a ⚡ icon forces you to draw a card from the corruption deck. Whenever you draw a corruption card, suffer its effects immediately, and place the card next to your hero board. The corruption card and its effects remain effective, unless they are otherwise cured. You can have more than one corruption card at a time, and their effects stack.

Whispering Voices

You may not use 🔥 to modify test rolls. In the quiet moments, you are never alone. The voices are there, speaking words you wish you could forget.

The corruption card *Whispering Voices* prevents the player from using energy to add a die to your tests.

TAKING A CORRUPTION CARD TO RECOVER HEALTH

Outside of combat, if you have 2 or fewer health tokens available, you can always choose to take a random corruption card and recover up to 3 ❤️ (not 🔥) immediately. This can be stacked with the free recovery you gain immediately after a combat scene (see page 20). Note that corruption cards are hard to get rid of and having too many can cripple your hero. Use this option only as a last resort!

ENDING THE COMBAT SCENE

In the final round, proceed with clean-up as usual. Then select whether the party was successful in completing the objectives on the app. Then, if any heroes remain on the combat scene map, trace their exit path.

SUCCEED OR FAIL THE COMBAT SCENE OBJECTIVES

After the final combat round (including the extra round granted by the corruption roll if this is undertaken), the app determines whether the combat scene was a success or failure based on the objectives you marked as completed during the Clean-Up phase. If you achieve all the main objectives, the combat ends in success. If you do not, it ends in failure. Unless otherwise specified, even if a combat encounter ends in failure, you can proceed with the story: this will change the course of your adventure, but it will not end the game. If you complete all your objectives before the final round you must still complete all the rounds stipulated by the app before you can end the combat scene.

~ attach Sticker 9 here when instructed ~

EXIT THE COMBAT SCENE

In the Clean-Up phase of the final combat round, heroes **must** trace a path toward an exit (e.g. exit A, exit B, etc.) that is not guarded by an enemy. A “**guarded**” exit is one with an **enemy token on it**. Other enemies can be in the same zone as the exit, so long as the exit is not guarded. You suffer 1  for every zone you move through that contains any number of enemies, including both the zone in which you start and the zone containing the exit. Note that this is an automatic action that happens in the last Clean-Up phase that does not require any actions or resources from the part of the heroes.

When exiting a combat scene, all Heroes must leave **through the same exit**.



Example: The Rogue traces a path to the exit. She has to pass through two zones containing enemies, including her current zone. To successfully exit the combat scene, she must suffer 2 . On the other hand, the Hunter has no enemies in his path, so he may exit the combat scene without suffering any damage.

RECOVERY AND RESET

Regardless of whether the combat scene ended in success or failure, you recover 1 health and 1 energy. If you were KOed, take a corruption card (see Corruption on page 19) and recover 2 health and 2 energy instead. This recovery happens even if all the heroes were KOed. Reset any used  equipment and skills by rotating them back to their upright position.

Finally, empty the party backpack. Distribute any equipment as you wish across party members. If there are any objective tokens, take any associated awards and then return those tokens to their appropriate pile. If there are any gem tokens in the party backpack, leave them there. During rest scenes, gem tokens can be spent by any player to buy skills, equipment, food and many other things.

Note that throughout the game your health and energy do not reset. It's thus important to minimize the damage suffered and energy you use, or you will end up using your hard-earned gold to recover these instead of buying skills and items that are crucial to face increasingly difficult fights.

You are now ready to start your first combat. Good luck!

REST SCENES

At certain points on your adventure, the app will indicate that it is time for a rest. You will receive a number of time tokens, showing how much time the heroes have to rest, which you can use to either visit **rest locations** or undertake optional **side quests**.



TIME TOKENS

You can spend time tokens to visit a rest location or undertake a side quest during a rest scene. At the start of every rest scene, the app tells you how many tokens to place into the heroes' collective pool. Time tokens **do not carry over** to other rest scenes: discard any unused time tokens at the end of each rest scene.

REST LOCATIONS

Some rest locations are available from the start of the game, while others can be unlocked depending on your actions, choices, and story progression. Details about various rest locations can be found on their cards.

SIDE QUESTS

Certain cards represent side quests that your group can attempt during a rest scene. Some details about the quests are given by the cards, but any story or combat is handled by the app as usual. Side quests can be attempted before, after, or in between visiting rest locations.

FOOD



Food tokens can be purchased from various rest locations at a price of 1 gold and are placed in the party backpack. You may discard any number of food tokens to recover that much health at any time outside of a combat scene.

ADDITIONAL RULES

PARTY BACKPACK

Whenever you gain equipment, gems, or any other tokens during combat, place them in the party backpack, unless instructed otherwise. Anything in the party backpack cannot be used until after combat.



At the end of combat, empty the party backpack. Distribute any equipment as you wish across party members. If there are any objective tokens, take any associated awards and then return those tokens to their appropriate pile. If there are any gem tokens in the party backpack, leave them there.

During rest scenes, you may spend gems in the party backpack. Since these gem are collective, you should discuss any spending with other party members. However, these gems are also yours to spend freely, albeit cautiously.



gems

KNOCKED OUT / KO'ED

If you are KOed during a combat scene, you cannot take any more actions. If it is your turn in the set player order, skip your turn completely. If you have any passive abilities, ignore them. Other players can heal your hero. If they do, you are no longer KOed. You can take turns as normal and you no longer ignore any passive abilities.

At the end of a combat scene, if your hero is still KOed, do not recover 1 ♥ and 1 ♠ as you normally would. Instead, draw a corruption card, then recover 2 ♥ and 2 ♠ instead.

If you are KOed during a story scene, you can no longer perform any tests. If there are any remaining tests in the story scene, they are automatically failed. If other players have skills or equipment that can heal you outside of combat, they may do so. If they do, you are no longer KOed. You can take tests as normal.

At the end of a story scene, if your hero is still KOed, draw a corruption card, then recover 2 ♥.

SAVING A CAMPAIGN

SAVING YOUR PHYSICAL COMPONENTS

To save your session, store each hero's skills, weapons, equipment, available health and energy tokens, and hero mini in the included box with the hero's portrait on it. [for the prototype, use the separate resealable ziplock storage bag —1 per hero.] Within each hero's box, use the separate ziplock bag provided to place exhausted health/energy/hidden tokens.

In the party backpack box store the group's shared components like gems etc. When you are ready to play again, give each player their hero board and corresponding box and place shared components nearby within reach of all players.

SAVING THE DIGITAL APP

The app will save your progress automatically upon closing. Once the app is relaunched, it will provide you with the option to resume your previous game or start a new one. Note that starting a new game will overwrite your previous game.



~ attach Sticker 10 here when instructed OR when encountering the symbol pictured above ~



~ attach Sticker 11 here when instructed OR when encountering one of the symbols pictured above ~

SOLO MODE

To play the game solo, simply click on the Solo option in the main menu of the app. You will be asked to select two heroes to play with.

The game plays as normal, but the combat scenes are harder than those for two players, to account for your perfect knowledge of combat die results.

BATTLE MODE

For those that yearn for the sound of clashing blades and would rather skip bard tales of high adventure, Fateforge: Chronicles of Kaan offers an alternate, stand-alone, single-session Battle Mode.

Battle Mode consists of a number of questlines of varying difficulty levels. Each questline takes 2 to 3 hours to complete and is made up of a number of combat scenes, punctuated by rest scenes. Combat scenes in battle mode are more challenging versions of those in the campaign, with changes to their thematic elements in order to avoid spoilers.

If you complete all primary objectives of all combat scenes in a questline, you win it and are awarded a rating depending on how well you did: Copper, Silver or Gold. If the whole party gets KO'ed in any one combat, you lose the questline.

GETTING STARTED

Select Battle Mode in the app's main menu. Select heroes and perform your first Rest scene as instructed. Select one of the questlines available; their difficulty and length are displayed

along with the number of combat and rest scenes included. You begin each quest with your two starting skills as usual, and a pool of gold to spend before you set off on your quest.

Note that each questline is marked with an act number. This indicates which special rules and base combat scenes are included in that questline. You can still play these questlines without having completed the relevant act, but in this case the app will instruct you to attach rule stickers you haven't already discovered yet.

CORRUPTION

You are allowed one extra round for the entire questline. Unlike the campaign mode, **each** hero suffers a corruption card automatically, without rolling the corruption die.

REWARDS

While some objectives have a gold reward attached to them as shown in the app, you are **not** awarded any gold for completing them. Instead, rewards are spread around the combat scene and it is up to you to collect them.



ICONS GLOSSARY

GENERAL ICONS



Stun: The affected hero rolls one die fewer during their next Preparation phase.



Double Hit: Deal 1 damage to any two different heroes in the same zone. If only one hero is present, deal 2 damage to them.



Heal: Remove 1 damage from this enemy.



Call: Move the closest minion one zone toward this enemy.



Block: Gain 1 block token. Discard it during the Clean-Up phase.



Pull: Move any hero from an adjacent zone into this enemy's zone.



Push: Move any Hero from this zone to an adjacent zone.



Wild: Any result except for a miss.

ENEMY ACTION MODIFIERS



Target the hero with the highest aggro.



Target the hero with the lowest aggro.



This action does 1 additional damage.



Target available exits in ascending order starting with Exit A.



Target the boss if possible. Otherwise do nothing.



Target a minion of the indicated colour. Otherwise do nothing.



Target a minion of the left colour if possible. Otherwise target a minion of the right colour. If neither is possible, do nothing.

ALL THE USES OF ENERGY

Could be listed here. There seem to be some, and it might be cool to know them. In case you got energy left.

