

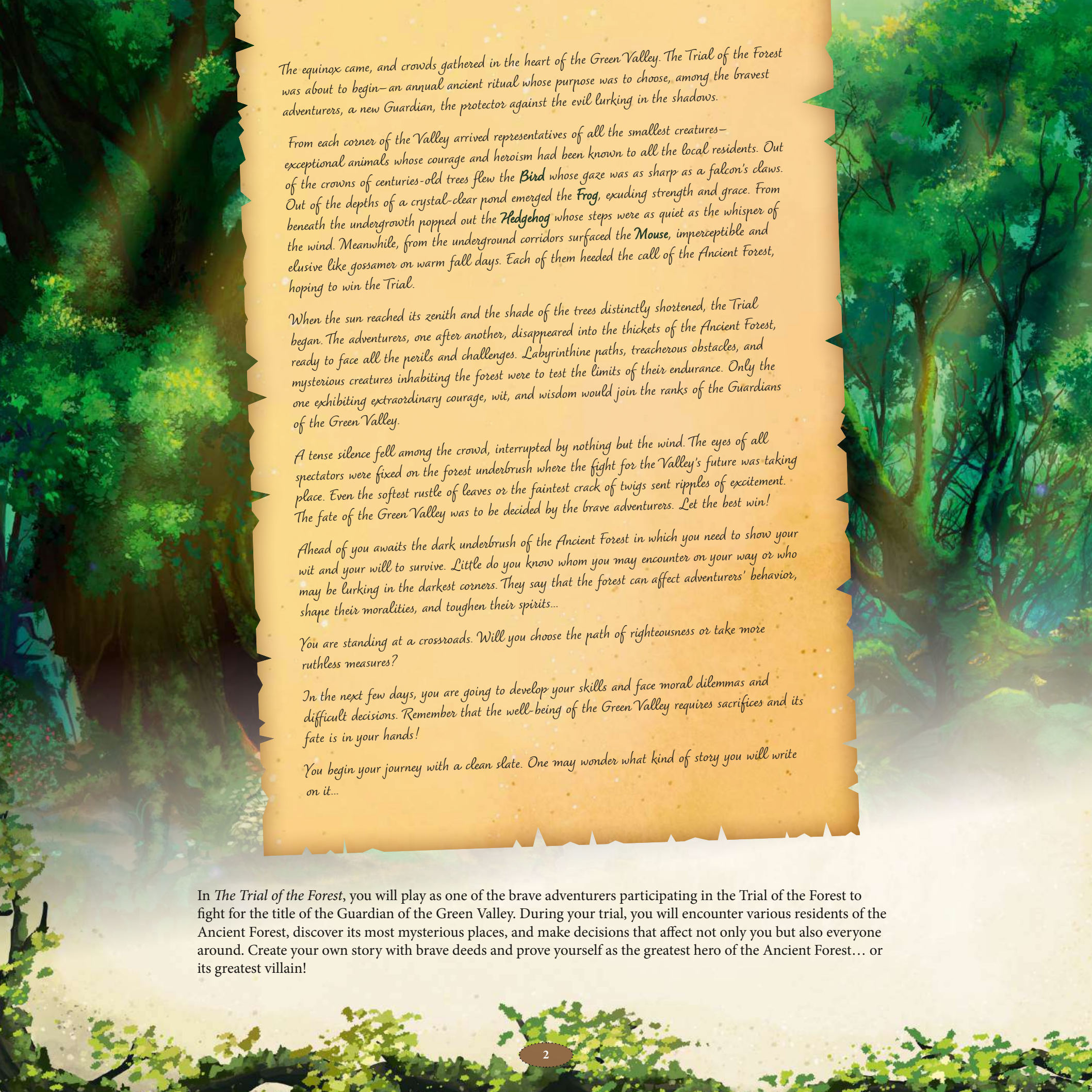
Trial of The Forest

rebel
STUDIO

Rulebook

Watch the video
explaining the
rules of the
game.





The equinox came, and crowds gathered in the heart of the Green Valley. The Trial of the Forest was about to begin—an annual ancient ritual whose purpose was to choose, among the bravest adventurers, a new Guardian, the protector against the evil lurking in the shadows.

From each corner of the Valley arrived representatives of all the smallest creatures—exceptional animals whose courage and heroism had been known to all the local residents. Out of the crowns of centuries-old trees flew the **Bird** whose gaze was as sharp as a falcon's claws. Out of the depths of a crystal-clear pond emerged the **Frog**, exuding strength and grace. From beneath the undergrowth popped out the **Hedgehog** whose steps were as quiet as the whisper of the wind. Meanwhile, from the underground corridors surfaced the **Mouse**, imperceptible and elusive like gossamer on warm fall days. Each of them heeded the call of the Ancient Forest, hoping to win the Trial.

When the sun reached its zenith and the shade of the trees distinctly shortened, the Trial began. The adventurers, one after another, disappeared into the thickets of the Ancient Forest, ready to face all the perils and challenges. Labyrinthine paths, treacherous obstacles, and mysterious creatures inhabiting the forest were to test the limits of their endurance. Only the one exhibiting extraordinary courage, wit, and wisdom would join the ranks of the Guardians of the Green Valley.

A tense silence fell among the crowd, interrupted by nothing but the wind. The eyes of all spectators were fixed on the forest underbrush where the fight for the Valley's future was taking place. Even the softest rustle of leaves or the faintest crack of twigs sent ripples of excitement. The fate of the Green Valley was to be decided by the brave adventurers. Let the best win!

Ahead of you awaits the dark underbrush of the Ancient Forest in which you need to show your wit and your will to survive. Little do you know whom you may encounter on your way or who may be lurking in the darkest corners. They say that the forest can affect adventurers' behavior, shape their moralities, and toughen their spirits...

You are standing at a crossroads. Will you choose the path of righteousness or take more ruthless measures?

In the next few days, you are going to develop your skills and face moral dilemmas and difficult decisions. Remember that the well-being of the Green Valley requires sacrifices and its fate is in your hands!

You begin your journey with a clean slate. One may wonder what kind of story you will write on it...

In *The Trial of the Forest*, you will play as one of the brave adventurers participating in the Trial of the Forest to fight for the title of the Guardian of the Green Valley. During your trial, you will encounter various residents of the Ancient Forest, discover its most mysterious places, and make decisions that affect not only you but also everyone around. Create your own story with brave deeds and prove yourself as the greatest hero of the Ancient Forest... or its greatest villain!

Game components



Board of the Ancient Forest



12 location tiles



24 item tokens (including 18 common items and 6 rare items)



9 artifact tokens (3 tokens for the Frosty Hill, 3 tokens for the Forgotten Swamps, and 3 tokens for the Dark Caverns)



3 fight dice



64 food tokens (16 raspberries, 16 acorns, 16 mushrooms, and 16 tea leaves)



3 legendary deed tokens (1 for trading deeds, 1 for pioneering deeds, and 1 for fighting deeds)



2 tunnel tokens



14 tent tokens



70 deed cards



20 encounter cards



36 expedition cards (12 cards in the Frosty Hill deck, 12 cards in the Forgotten Swamps deck, and 12 cards in the Dark Caverns deck)



4 help cards



First player token

4 sets of character elements—each of which includes:



Character board



Character piece



4 Paw tokens



Morality token



3 expedition flags

Game objective

The objective of each adventurer is to obtain as many fame points as possible: you may gain points by performing deeds, embarking on expeditions, collecting items and artifacts. At the end of the game, the adventurer with the highest number of fame points wins the Trial of the Forest: only the winner shall be awarded the honorable title of Guardian of the Green Valley.

Game components description

Before you begin your first Trial of the Forest, get to know the descriptions of all the components of the game. Start with your adventurer!

Character board

Depending on the set you choose, you will take part in the Trial of the Forest as the Hedgehog, the Mouse, the Bird, or the Frog. Each adventurer has their own character piece and character board.

Place the deed cards for the deeds you performed above your character board—those cards create your story. All deeds are divided into good ones (bird icon), evil ones (bat icon), trading ones (scales icon), pioneering ones (paw icon) and fighting ones (sword icon).

You can find more information on creating your story in the *Story creation* section of this rulebook.

Slots for 3 expedition flags representing the Forgotten Swamps area, the Frosty Hill area, and the Dark Caverns area.

The image of your character. The same image can be found on your character piece.

Store your unused paw tokens here.



Your backpack consists of 5 slots, where you must store all items and artifacts you acquire. Common items and small artifacts occupy 1 slot, while rare items and big artifacts occupy 2 slots.

Note that 2 slots of your backpack feature movement symbols. If you cover them with tokens, you will decrease your movement limit in the game. The heavier your backpack, the more difficult it is for you to move! You can find more information on the movement in the *Player's turn* section.

Your morality track indicates whether you lean toward good or evil deeds. At the beginning of the game, your morality token is located in the middle of this track. At the end of the game, the final position of your morality token will award you the indicated amount of fame points: regardless of being either good or evil, you may gain up to 7 fame points.

Here is where you place your tent tokens (face down).

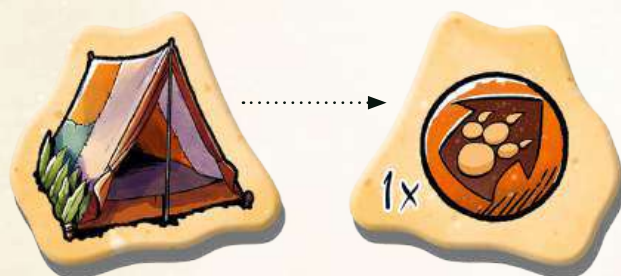
Character piece

You move on the board of the Ancient Forest using the piece with the image of your adventurer. After stopping at certain places in the Ancient Forest, you will be able to perform an action.



Tent tokens

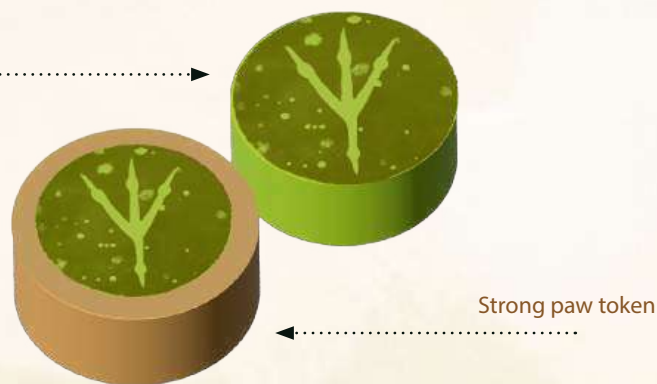
You will use them to mark the places where you have camped. On the front side of the tent tokens, there are helpful bonuses that may be gained by the next adventurers camping in the same place.



Paw tokens

The paw tokens of each character differ in terms of their footprint symbols and colors. You use them to mark the action you perform during your turn. One of the tokens has a golden rim—this one is the strong paw token. Marking an action with this token may bring you additional benefits.

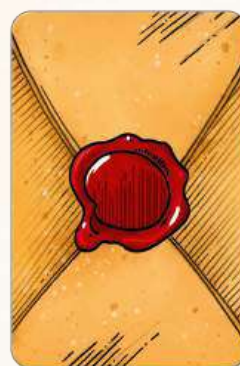
Paw token



Deed cards, encounter cards, and expedition cards

All the deed, encounter, and expedition cards look very similar, so we are going to describe them in one go.

Remember the golden rule: if the instructions on a card contradict the rules described in this rulebook, follow what the card says! Some cards may bend the general rules of the game. It is worth using them whenever you have a chance.



Deed cards represent the activities you undertake during the Trial of the Forest.



Encounter cards represent characters you may meet during your adventure. Some will be friendly and helpful, while others might be cunning and mischievous.

Expedition cards are divided into 3 decks that are assigned to the Forgotten Swamps, the Dark Caverns, and the Frosty Hill. The cards of each deck represent different stages of the expedition.



the Forgotten Swamps the Dark Caverns the Frosty Hill

On the cards, you will find the following information:

In the top left corner of each card, there are 1 or several symbols.

After resolving a card, put it in the correct place under your character's board so that the symbols are visible. That way, you create your story and develop your skills.

While deed cards might feature more than one deed-category icon, always add the card to your story in the category indicated by the leftmost icon.

A permanent skill symbol may appear here, granting you additional resources or cards when you perform actions.

Fame points you earn by adding the card to your story.



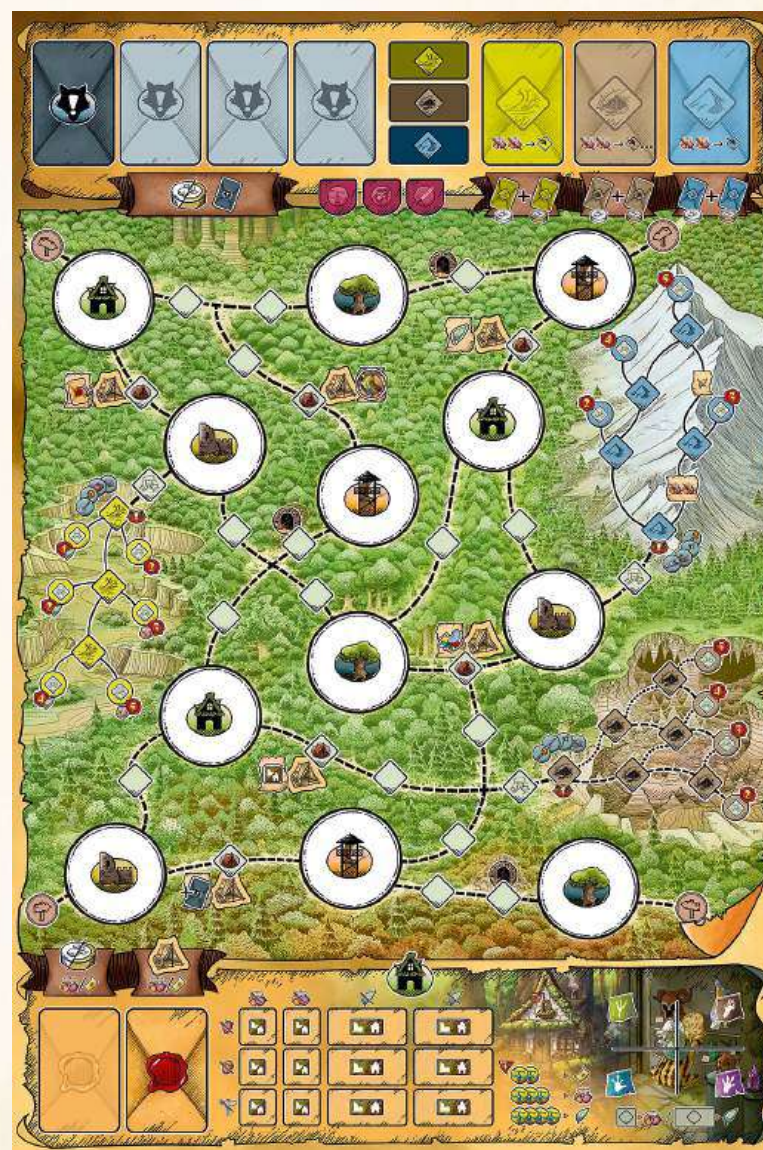
Enhancement effect. When performing an action in the game, you can discard up to 2 deed cards from your hand to use a one-time instant enhancement.

The requirements of an effect.

Title of the card.

Board of the Ancient Forest

Narrow paths wind through the Ancient Forest, leading to buildings hidden among trees. Some of them have been abandoned and fallen into **ruins**. Nevertheless, in the forest's underbrush, you can also find some cozy little **stores**. From the **lookout towers** scattered all over the area, you can spot the **Frosty Hill** dominating over the crowns of the trees in the northeast part of the forest. In the south, a perceptive observer may notice the entrance to the **Dark Caverns**, while in the west spread the **Forgotten Swamps**. Here and there, one also may find tiny meadows—perfect to set up a little campsite.



The board of the Ancient Forest represents the terrain through which the adventurers travel during their Trial of the Forest. Additionally, there are the store and the gallery sections, as well as slots for respective decks of cards.

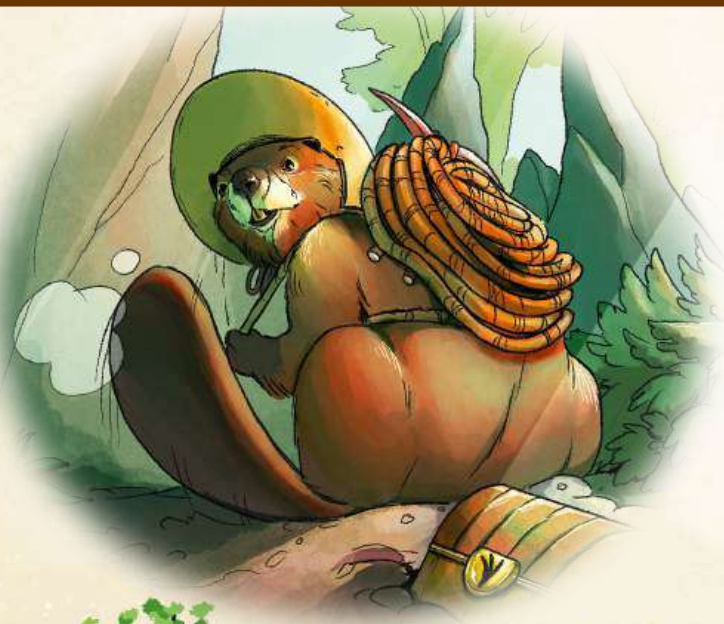
Location tiles

On each of the 12 location tiles, there is 1 of 4 symbols representing the type of location: a store , ruins , a lookout tower , or a grove . During the game, adventurers may ruin or restore a location: when this happens, flip the tile. A ruined tile has a red mark through the location symbol.



Each location tile displays the action you may perform while visiting.

You will find a detailed description of each action in the *Using a location* section.



Items and artifacts

During the Trial of the Forest, you may need some equipment that makes your journey through the forest less difficult. You may acquire items by buying them at a Store  or by collecting them from Ruins : items are often required when performing deeds or venturing on expeditions. During expeditions, you may obtain Artifacts — valuable treasures that grant you fame and sometimes even powerful abilities. All your items and artifacts must be kept in your backpack.



When you gain an item or artifact, place it in an empty slot in your backpack. Note that some items and artifacts are bigger than others: they will take 2 slots in your backpack.



At any moment, you can get rid of any objects you carry to make room in your backpack. Put the discarded items on the right slots in the store by placing the token on a token with the same symbol. If there is no token with a matching symbol in the store, put your token on any empty slot.

You can also leave any obtained artifacts in the gallery when performing a store action by placing them in the slot with your symbol.

If you discard an artifact without leaving it in the gallery, you receive no bonus points.

You can find more about the store, selling items, and leaving artifacts in the *Using a location* section on page 16.

You can find a detailed description of each item and artifact at the end of this rulebook, on page 28.

Now that you know a little about the contents of the box, let us move on to the game setup so you can finally begin your Trial of the Forest and strive for the title of the Guardian of the Green Valley!

Game setup

Board of the Ancient Forest setup

- 1 Place the board of the Ancient Forest in the center of the table.
- 2 Place all location tiles with their uncrossed location symbol face up randomly on the designated spaces of the board, matching each tile's location icon with the corresponding icon on the board.
- 3 Place the legendary deed tokens in their indicated places.
- 4 Place the tray containing the Tunnel and Food tokens next to the board, within easy reach of all players. Place the 3 fight dice next to the tray.
- 5 Take one of each kind of common item, shuffle them and then place 2 face down on each ruins tile. Then shuffle the rare item tokens and place 1 rare item token face down on each ruins tile.
- 6 Flip the remaining common item tokens so that the item pictures are visible and then create stacks of the same item in the square slots in the store. These should be placed randomly. Place the 3 remaining rare items on the rectangular slots in the third column. The fourth column should remain empty.
- 7 Shuffle the **deed cards** and place them in a face down deck in their slot on the bottom left of the board. Do the same with the **encounter cards** in the top left of the board. Reveal the 3 topmost cards from the encounter deck and place them faceup on the three empty slots next to the deck.
- 8 Separate the artifact tokens by the symbol on their reverse side and then place them face up in their slots at the top of the board.
- 9 Separate the expedition cards according to their card backs into three shuffled decks. Place them on the board of the Ancient Forest in their marked slots.





Player preparation

The person who most recently visited a forest starts a game (if no-one has, choose randomly). They take the first player token.



- 1 Pick a character board and place it in front of you.
- 2 Take the character piece corresponding to the character shown on your board and place it on 1 of the 4 starting spaces on the board of the Ancient Forest. Starting spaces may be occupied by multiple pieces. The first player places their piece first. Then, the other players place theirs one after another in a clockwise direction.
- 3 Take 4 paw tokens (including the strong paw token) in the color of your character piece and put them on the assigned slots on your character board.
- 4 Take your morality token and place it on the morality track, in the slot above .
- 5 Flip all the tent tokens face down. The players, one after another, draw 1 token each and place it on their character board face down. Continue drawing this way until everyone has 3 tent tokens. Place the remaining tent tokens into the box without peeking. You can now all secretly check the contents of your tents without revealing them to other players if you wish.
- 6 Take the 3 expedition flags featuring a banner in your character's color and place them in the corresponding slots on your character board.
- 7 Deal each player a hand of 5 deed cards, as well as 1 mushroom, 1 raspberry, and 1 acorn from the tray to your resource pool.
- 8 Give each player a help card next to their character board.

You are now ready to play!



Gameplay

The Trial of the Forest is played over 4 rounds. Each round players will take turns playing actions using their paw tokens and once out of paw tokens their tent token to end the round. Once all paw and tent tokens are used the Trial is complete!

Player's turn

A player's turn may consist of 3 actions (of which 2 are optional), which you can perform **in any order**:

Playing a deed card from hand (optional)

Making a move (optional)

Using a paw token* (obligatory)

*or a tent token if you have no paw token left

LIMIT OF CARDS IN HAND

Every time you gain new cards during your turn, put them next to your character board. You cannot use them in any way until the end of your current turn. At the end of your turn, draw all your cards and then discard down to the hand limit of 7 cards if you are over.

Playing a deed card from hand

Deed cards

During your turn (unless you are on an expedition, see p. 21), you can play 1 deed card from your hand and then resolve it. You have to resolve a card completely (i.e., paying its cost, applying its effects, and adding it to your story) before you perform another operation. While resolving a deed card, you cannot perform any other action such as moving or placing a paw token until the deed is fully resolved.

Some deeds can only be performed in specific situations, e.g., when you are in a particular location or share a space with another adventurer:



Your piece must be on the same space as another adventurer.



Your piece must be on a store tile.



Your piece must be on a lookout tower tile.



Your piece must be on a ruins tile.



Your piece must be on a grove tile.



Your piece must be on a campsite space.



Your piece must be on a space with a tunnel.

Additionally, some cards have a cost that you need to pay in its entirety before you can play the card. If the cards cost has a crossed out resource or item symbol, you have to spend the required resource or item by placing them back in their respective areas. If the cost does not have a cross through it's symbol, it is only a requirement that you own it and it is not spent. Some cards have several items or resources separated by '/' in their cost. You only need to have one of the them to fulfill the cost.

You need to have:



you need to have a shovel / a spyglass / a torch / a kettle / an axe / a rope / a shield / a bow / a sword

You need to spend:



you need to spend a shovel / a torch / an axe / a rope / a mushroom / a raspberry / an acorn / a tea leaf / a deed card / any of the food tokens.

Place food tokens back into the tray and item token back to the store, if there is an identical item in the store, place the spent token on that item's token, if not place it on any spot of the right size in the store.

After paying the cost, use the card's effect, if there is any. Some cards give you an opportunity to gain additional resources, others force you to fight with another adventurer or face the danger lurking in the Ancient Forest.

Tea leaves are highly valued by the residents of the Ancient Forest—you can always use them instead of raspberries, acorns, or mushrooms. However, if tea leaves are precisely what you need, you cannot replace them with any other resource.



Some cards give you an option of two outcomes. Choose one of the options to activate and ignore the other.

You can find the description of the effects of more complex cards at the end of this rulebook, in the Cards description section.

Some deed cards require you to fight, please see the fight rules on page 15.



As a result of certain effects, you may gain an encounter card to your hand. In such a case, you can treat it as if it were a deed card.

Story creation

After resolving a card, tuck the card face up under your character board with its symbols at the top of card visible in the column which matches its top left most symbol. Further cards tucked go under the previous cards in your story with their symbols showing as per the example below.

 /  /  Put the card in the good and evil deeds column.

 Put the card in the trading deeds column.

 Put the card in the pioneering deeds column.

 Put the card in the fighting deeds column.



When you tuck a card and make it part of your story, you develop your skills. Note that on some cards, there are multiple symbols. You can find a description of each symbol below:

 When this symbol is added to your story, move the morality token on your morality track 1 spot to the left.

 When this symbol is added to your story, move the morality token on your morality track 1 spot to the right.

 When this symbol is added to your story, it either moves your morality 1 point to the left or right depending on which option you chose on the card  or .

Some cards in the game are related to your morality. If the morality token on your morality track is to the left of the  spot, your character is good. If it is to the right of that spot—your character is evil.

 When visiting a store , you gain additional resources for all the  symbols you have (See the *Using a location* section on page 16).

 Each such symbol increases your maximum movement by 1 space.

 Each such symbol increases your strength during a fight by 1 point.

 This symbol is a wildcard symbol and should be treated as the symbol assigned to the column to which you have added the card.

 When fighting, roll an extra die.

At the top of a card, there may be unique symbols that indicate unique skills. These are explained on their respective cards.



In the top middle of some cards, there is an additional symbol that provides you with a bonus:

 /  /  /  Each time you pick up resources in a grove , gain an additional raspberry / acorn / mushroom / tea leaf. When you gain resources from a grove, you may also gain all resources from your cards marked with a blue triangle, regardless of their type.

 Each time you gain deed cards in a lookout tower , gain an additional card.

Sometimes, upon resolving a card, you will have to add a face-down card to your story. Such a card will give you no additional skills or fame points at the end of the game, but it will count toward obtaining legendary deed tokens in the pioneering, trading, or fighting categories.

If an action allows you to add a face-down card from your hand to your story, you ignore its effect, and the card does not have to match the column to which you add it.



Example. Mary wants to play the Food delivery deed card from her hand. As she is at the required lookout tower location, she plays the Food delivery card, spends the required resources (using a tea leaf to replace one acorn) and tucks the card under the column in her story. From now on, that card provides her with an additional symbol.

Legendary deeds



Legendary Trader Legendary Pioneer Legendary Fighter

By accomplishing multiple deeds within a specific category, adventurers may achieve legendary status. If, at any time during the game, you are the first player to collect five cards in the same column of your story within the Trading, Pioneering, or Fighting categories, you immediately gain the corresponding Legendary Token. Both face-up and face-down cards in your story count toward this goal. After claiming a Legendary Token, flip it to its Fame side and place it on your character board: at the end of the game, it is worth 3 Fame points. Once you have earned a Legendary Token, you keep it for the rest of the game: it cannot be lost or taken by another adventurer.

Note that there is no legendary deed token that would be assigned to the good and evil deeds category. The progress in that aspect can be followed on the morality track.

Making a move

The players move on the board of the Ancient Forest through path spaces **1**, locations **2**, and the start space of expedition areas **3**. The neighboring elements are connected with a line. When you move by 1 space, move your character token along the line to the next neighboring area. Every space may be occupied by multiple pieces.



Note! General movement rules do not apply during expeditions, which will be covered later in this rulebook. While on an expedition, you can only move according to the expedition card you resolve.

When you want to make a move, look at your character board and add up all the movement symbols , both those printed on the board and those visible on the cards and tokens you have added to it, this is your total movement value for this move action. Note that there are also symbols on the slots in your backpack, make sure to count these as well unless they are covered by items or artifacts. You cannot split your move into multiple operations.



During your move, you can discard up to 2 deed cards (from your hand) whose enhancement effect section features movement symbols . That way, as a one-time enhancement, you can add each such symbol to your maximum movement count.

Even if a move originates from two sources—both from the character board and from the discarded cards—you still cannot divide it between various operations during your turn.

Moving through tunnels

Some spaces on the board show tunnel symbols : these spaces are considered adjacent to one another. By using a tunnel, you may move from one connected tunnel space to another with one step. You might even get as far as the other side of the board in one move!



Example. Mary makes her move. She wants to move from the ruins to a grove, for which she needs 5 movement symbols . There are 3  symbols on her character board and 1  symbol on her story cards. 4 movement symbols are not enough to get to the grove. Mary wants to reach the grove during this turn, so she discards a card from her hand, gaining the lacking 5th  symbol. She then moves her piece to the grove space.

Example. Mary makes her move. She wants to move from a lookout tower to another tower, for which she needs 6 movement symbols . Unfortunately, she has only 3 symbols. However, Mary can use a tunnel: that way, 3 symbols are enough.

Some deed cards will allow you to dig a new tunnel or collapse an existing one. To dig a new tunnel, take a tunnel token from the tray and place it face up (with the passable tunnel icon visible) on a space on the board that has no tunnel icon. Tunnel tokens may not be placed inside expedition areas. To collapse a tunnel, place a tunnel token face down (with the collapsed tunnel icon visible) on an existing tunnel printed on the board or flip a tunnel token upside down. Collapsed tunnels may not be used for movement.

Using a paw token



During your turn, if you have any paw tokens remaining, you must play 1 of them.

A paw token is used to mark the place you visited. A token with a golden rim is the strong paw token. When placed on the board of the Ancient Forest, it may provide you with additional effects.

Resolve only the first effect when placing a paw token.



Resolve both effects when placing a strong paw token.

If the action does not display a "+", the location only provides one possible action: using a paw or strong paw token will have the same effect.



You can use a paw token for the following:

- 1) Resolving an encounter card.
- 2) Using a location.
- 3) Embarking on an expedition.
- 4) Helping the residents of the Ancient Forest.

If you have no paw tokens remaining on your character board, you must perform a camping action instead. (Camping actions are explained on page 23)

1) Resolving an encounter card.

Wandering through the paths of the Ancient Forest, you may meet numerous intriguing creatures. To resolve an encounter card, place any



of your paw tokens under the three faceup encounter cards, choose one and pay any required costs to resolve the encounter. After resolving the card, add it to your story by tucking it in the correct slot under your character board like a deed card (changing your morality value if required) and then fill the emptied space with the topmost card of the encounter deck.

The discarded cards should be put randomly at the bottom of the encounter deck.

If the encounter deck ever runs out, no further cards are placed. You can perform this action from any space on the board (except for expedition spaces).

Moral choices



The outcome of some encounters depends on your choices. Cards with this icon display two alternative options in their bottom area: when playing them, you must choose one option, facing a moral dilemma between good and evil. All cards with the icon symbols must be added to the same column in your story: however, your choice determines how they affect your Morality track. When adding a card, move the token depending on the choice you made.



Example. Mary wants to resolve 1 of the face-up encounter cards. She chooses the Tea Cat card. She has the required rope in her inventory and she discards 1 acorn to fulfill the requirement. She gets a tea leaf and adds the card to the column in her story. Mary's deed related to that card was evil, so she moves her morality token 1 spot to the right. If she had chosen the other option, her deed would have been good, and she would have moved her morality token to the left.

Fight

Some encounter or deed cards require you to fight. When you initiate a fight you become the attacker and your opponent becomes the defender. You resolve the fight by comparing your strength points to that of your opponents.

Your opponents strength is highlighted on the deed or encounter card as a value plus the result of any applicable die rolls.



This opponent has 6 strength points, plus the result of a die roll. I.e. you roll 1, so they have 7 strength points in total.



These opponents' strength is the sum of 3 die rolls. I.e. you roll 1, 1, 1, so their total strength equals 3.

An adventurer's strength is the sum of 4 components: your skills, your die roll(s), any weapon you have chosen, and any bonus you receive for discarded cards.

Add up the symbols appearing on your character board, selected item or artifact and on the cards you have added to your story. Each such symbol provides you with 1 strength point.

During a fight, you may use **1 item or artifact from your backpack** as a weapon: each symbol printed on its token provides you with 1 strength point.

Add the symbol visible on your character board. Then roll as many dice as there are symbols on the cards you have added to your story. If you have decided to fight with an object with the symbol, count it, too. Each rolled symbol provides you with an additional strength point.

There is no limit to the amount of dice you can roll to enhance your attack (you can roll as many dice as symbols you have counted). If you are to roll more than 3 dice, remember the first results and roll the same dice again. You can also discard deed cards from hand whose enhancement effect section features symbols. Each such symbol gives 1 strength point.



The attacker can play up to 2 face-down cards from their hand. Then the defender can do the same. Next, reveal the cards and give their respective owners 1 strength point for every symbol visible in the enhancement effect section of the played cards.

To win the fight, the attacker must have more points than the defender. If there is a tie, the defender wins. Whenever you're fighting an opponent from an encounter card or an expedition card, they always assume the role of the defender and cannot play any cards for their enhancement effects.

The winner discards the cards they have played in the last stage of the fight. The defeated player places the cards they have played back in their hand.

Unless the card being resolved says otherwise, after resolving the fight, add that card to your story. Certain cards contain information on additional effects for the winner or the defeated.



Example. Mary decides to resolve the Knight encounter card. In order to add that card to her story, she has to defeat the Knight. The Knight has 3 strength points, to which Mary needs to add the result of a die roll. Mary rolls a die and the result is 3, so the Knight has 6 strength points in total. The number of symbols on Mary's character board and story cards is 2. Mary rolls 1 die and adds the result, which is 2. Then she uses 1 of her items, , to gain 2 more symbols. The total of her strength points is 6. This is not enough to defeat the Knight, so Mary discards the Pathfinder card from her hand which provides her with another symbol. Now she has 7 strength points, which is enough to defeat the Knight. Mary adds the card to the column in her story and reveals another encounter card to fill the empty card slot on the board. Due to the Knight's effect, she moves her morality token 1 slot to the right.



You may be lucky enough in your adventure to find the rare bow item. If you choose to use it in a fight, roll 1 die at the beginning of the fight, if you roll a , you instantly win the fight. This is symbolized by the icon.

Mark



Mary



Example. Mary decides to play the Duel card and attack Mark who is in the same space as her. She pays the resource cost indicated on the card, and then both players check their strength. Mary rolls a die and adds her symbols—she has 6 strength points. Mark rolls 2 dice and gets 8 strength points. Now Mary can play up to 2 face-down cards from her hand to add symbols appearing next to the icon—she decides to play 2 cards. Mark plays 1 card. After the cards are revealed, Mary has 9 strength points in total, and Mark—10. Mary does not defeat Mark. Mary puts her 2 cards back into her hand, and Mark discards the card he has played to the discard pile. Then they both resolve the effect of the Duel card and Mark adds the Duel card to his story.

2) Using a location.

In the Ancient Forest, there are 12 locations, which are divided into 4 types: groves, ruins, lookout towers and stores. Each location is represented by a double-sided tile, with the reverse side showing its “ruined” version (or, in the case of ruins, its “restored” version). To perform the action related to any given location, you have to have your character piece at the location and place a paw or strong paw token on the location.

Each location tile may only hold one action token from each player: you may not place a paw token if one of your tokens is already there. However, a location may contain multiple tokens if they belong to different players.



Grove

In the grove, you may gather food, which will be useful during the *Trial of the Forest*. Depending on the grove’s tile, you may obtain an acorn, a raspberry, or a mushroom. Gain the indicated food token from the tray.



If you use your strong paw token on this location, you also gain a tea leaf.

When gathering food in a grove, take a look at your story: if you have any of these symbols / / / , each of them grants you 1 additional resource of the indicated type.



When performing an action in a grove, you can also discard up to 2 deed cards (from your hand) whose enhancement effect section features any of following symbols: / / / . This way, as a one-time enhancement, you may obtain additional resources as indicated on the discarded cards.

Ruined grove

In a ruined grove, when using the location, you can exchange 1 of your food tokens (indicated on the tile) for a tea leaf.

In a ruined grove, you **cannot** discard deed cards to obtain additional resources. What is more, you do not obtain extra food tokens for any symbols in your story.



The strong paw token doesn’t provide any benefits in a ruined grove.



Ruins

Sometimes, the winding paths of the Ancient Forest lead to abandoned ruins of dilapidated buildings. There, adventurers may happen upon some useful equipment left by former residents.

After placing your paw token on the ruins tile, take all the item tokens lying there and check them without other players seeing. You may spend any 1 food token to gain any 1 of the items and place it in your backpack. Afterwards, place all remaining item tokens back on the location tile, face down.



When using your strong paw token at the ruins, you may additionally gain a second item by paying for it with a tea leaf.

Restored ruins

Some deed cards allow you to restore ruins to their former glory. Each ruin tile hides on its reverse side either a Restored store, a Restored lookout tower or a Restored grove. These are unique locations which differ to the others and are explained here:



Restored lookout tower

When placing your paw token on the restored lookout tower, you can add any face down deed card from your hand to any column in your story, potentially allowing you to obtain a legendary deed token faster!



When using your strong paw token on the restored lookout location, draw 2 deed cards from the deck, this can be increased by 1 for any  symbols in your story.



Also when performing a strong paw action in the restored lookout tower location you can discard up to 2 deed cards (from your hand) whose enhancement effect section features  symbols—and then gain 1 additional card for each symbol on the discarded cards.

Restored store

When placing your paw token on the Restored store location, you can make store transactions as if you were in a regular store (see Store section on page 18).

Do not forget that you can also use the bonus for all the  symbols you have.



You can also discard up to 2 deed cards (from your hand) whose enhancement effect section features  symbols and then gain 1 additional bonus enhancement for each symbol on the discarded cards.



When you place your strong paw token here, you can (as in a regular store) use the cards you have in your hand as if they were tea leaves. In this case, however, each card is worth 2 tea leaves!

Restored grove

When placing your paw token on the restored grove location, gain 1 tea leaf from the tray.



When placing your strong paw token, gain 1 additional tea leaf.

When gathering tea leaves in a restored grove, take a look at your story as well. If you have any of these symbols:  /  /  / , gain corresponding tokens. Each such symbol in your story gives you 1 additional resource.



When performing an action in a restored grove, you can also discard up to 2 deed cards (from your hand) whose enhancement effect section features  /  /  /  symbols and then gain 1 additional resource for each symbol on the discarded cards.



Lookout tower

From the high towers dominating over the forest, you can spot new opportunities to perform heroic acts. When you place a paw token here, draw 2 cards from the top of the deed deck and place them by your character board. Do not add those cards to your hand until the end of your turn.



If you use your strong paw token there, gain 2 additional deed cards.

When gaining new deed cards from a lookout tower location, gain additional cards for each  symbol in your story.



When performing an action in a lookout tower, you can also discard up to 2 deed cards (from your hand) whose enhancement effect section features  symbols—and then gain 1 additional card for each symbol on the discarded cards.

Ruined lookout tower

When you place your paw token on a ruined lookout tower location, you gain 2 deed cards of your choice from the deed card discard pile.

In a ruined lookout tower, you cannot discard deed cards to get additional cards and you do not get them for any  symbols in your story.



The strong paw token does not give you any additional benefits at the ruined lookout tower.



Store

Among the gnarled roots of the most majestic trees hide little stores that offer the adventurers equipment that is necessary during the Trial of the Forest. The stores will eagerly take in any excessive objects that you have obtained on your adventure.

When you place your paw token on a store location, you may make multiple buy and sell transactions, depending on your current resources. During one visit to the store you **cannot** purchase and sell an item of the same type.



When you use your strong paw token at a Store location, you may also spend deed cards from your hand as if they were tea leaves (1 card = 1 tea leaf).

The store section is located below the map of the Ancient Forest and is common for all the store locations on the board.

In the store section, there are 2 columns of small slots for common items and 2 columns of large slots—at the beginning of the game, 1 of those columns is filled with rare items.

The cost of
a shovel is
1 acorn and
any 1 food
token.



Purchasing an item

If you want to purchase an item from the store, check the symbol at the top of its column, and then—the symbol to the left of its row. The purchasing price is the sum of the two symbols. Discard the 2 required food tokens to the tray and place the purchased item in a free slot in your backpack.

Selling an item

If you want to sell an item from your backpack, check if there is an identical item in the store already. If so, place the item you are selling on top of the identical item already in the store: afterwards, gain the resources corresponding to the row and column where you placed the item. If there is no such item in the store, place the item you wish to sell on 1 of the empty slots (common items on the small slots and rare items on the large ones) and gain the relevant resources from the tray. You can use the resources you have acquired by selling items right away to purchase the items you need from the store, as long as you are not re-purchasing the same item that you just sold.

Leaving an artifact

The owner of the store will also willingly take care of any artifacts you obtain during your expeditions. Next to the store section, there is a gallery. If you leave a small artifact there, you gain 1 food token of any kind. If you leave a large artifact there, you receive 1 tea leaf. Place all the artifacts you leave in **the gallery** on a spot featuring your symbol. **Artifacts placed in your section of the Gallery still award you Fame points at the end of the game, exactly as if they were in your backpack.** During a visit to the store, you can leave any number of artifacts in the gallery. Also, you can leave artifacts at any moment while performing a store action, which means you can use any obtained food tokens right away.



After finishing your transactions in the store section, take a look at your character board, your story, and your tokens. Sum up all the  symbols that you own. You can then choose bonuses for them according to the conversion rate:

- 2  —1 deed card from top of the deck
- 3  —1 mushroom, 1 raspberry, or 1 acorn
- 4  —1 tea leaf

You can receive each of these bonuses multiple times. You can still receive this bonus even if you do not sell or purchase anything when you visit the store.



When claiming the bonus in the store, you can discard up to 2 deed cards (from your hand) whose enhancement effect section features  symbols and then gain 1 additional bonus enhancement for each symbol on the discarded cards.

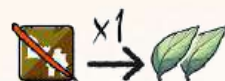
Ruined store



Each ruined store has a different ability and lets you sell an item from your backpack only once:



Place a common item from your backpack into the store and gain another common item from the store.



Place a common item from your backpack into the store and gain 2 tea leaves from the tray.



Place a common item from your backpack into the store and gain any 2 food tokens (except for tea leaves) and the 2 topmost cards from the deed deck.

In a ruined store, you cannot discard any deed cards to gain additional  symbols. What is more, you do not get any bonus for  symbols on your character board or in your story.

The strong paw token does not give you any additional benefits there either.

At the beginning, you may get confused as to when you can use additional symbols appearing in your story or discard cards to gain extra symbols. Remember one general rule:

If you see 1 of those symbols on the tile on which you perform

an action:  /  / , you can gain more resources for your story and your discarded cards. If that symbol is crossed out,

you cannot do it. The restored ruins feature a crossed-out 

symbol, but they obtain a new one  /  / , so in the restored ruins, you can gain extra resources.

To make things easier, the places in which you can enhance your operation by discarding cards feature a small  symbol.





Example. Mary places her paw token on the store location and visits the store. She decides to sell a kettle she owns. Since there is no kettle in the store, she can put the token on any empty spot, for which she gains a mushroom and any chosen resource (she chooses an acorn). She also decides to leave her artifact in the gallery, for which she gains 1 tea leaf. Then she purchases a shield for 1 tea leaf and 1 raspberry. Lastly, she counts all her symbols and discards a card on which, next to the icon, there are two extra symbols. She now has 5 symbols. She chooses a bonus in the form of 1 deed card and 1 resource.

3) Embarking on an expedition.

The Ancient Forest is more than just winding paths and pretty meadows. At its peripheries, you will find dangerous areas that are both fraught with perils and replete with valuable artifacts. If you want, you can explore them, but you need to be well prepared. In the west lie the Forgotten Swamps inhabited by a wild tribe of frogs. In the northeast, a high mountain chain crowns the famous Frosty Hill, which—as they say—nobody has ever climbed. Rumors are going round also about the Dark Caverns, which supposedly hide the remains of an old civilization. Can you muster enough courage to venture

into these dangerous places? Treasures and unexpected encounters aside, these expeditions may offer you a chance to achieve great fame!

The expeditions are 3 special areas on the map of the Ancient Forest that differ slightly from the rest of the map. The spaces of each expedition area are marked with a special symbol so that you know that your character is on an expedition. The Forgotten Swamps are marked with , the Frosty Hill—with , and the Dark Caverns—with . Additionally, the expedition starting space is marked with . Right before it is the exit space . You will return to it after leaving a given expedition area.

The objective of each expedition is to reach a finishing space . Each expedition area has several finishing spaces. The deeper the finishing space you manage to reach, the more fame points you receive at the end of the game for completing the expedition.

- The Forgotten Swamps
- The Frosty Hill
- The Dark Caverns
- the symbol marking the expedition starting space
- a finishing space in an expedition area
- the exit space when leaving an expedition area

On the expedition spaces:

- you cannot use your movement;
- you cannot play any deed cards;
- you cannot place your paw tokens on spaces other than the indicated sections below:



Preparing for an expedition

Next to the first space of each expedition area, you will find symbols of various items that you may find useful on the way. You do not have to have them, but they will make the expedition easier for you.



When you land on the expedition starting space , you have to stop on it. Until you exit an expedition area, you cannot follow normal rules of movement during your turn. Whether you move to the next spaces or not depends on the expedition cards you resolve.



Expedition action

When you stand on any expedition space (also the first one), the only operation you can perform is putting your paw token in the relevant expedition section. All the expeditions have their own sections for paw tokens. They are located above the map of the Ancient Forest, below the respective expedition decks.

Unlike in the locations in the Ancient Forest, you can have more than 1 paw token in a given expedition section.

Once you have put your paw token in an expedition section, take and entirely resolve the topmost card from a given expedition deck (marked with the same symbol that is visible on the space you are standing on).



If you put your strong paw token in an expedition section, you may discard the first expedition card you have drawn and take another one that you then have to resolve.



Expedition cards are similar to deed and encounter cards, which you learnt about earlier. Just like in their case, to resolve a card, you have to pay its full cost and apply its effect. If you cannot pay the full cost of a card, read its description to find out what you are supposed to do with it. Certain cards offer multiple options to choose from. You can go for any option whose requirements you meet. Unless otherwise stated in the card's description, after resolving it, add it to your story just like other cards.

Most of the expedition cards will let you continue the exploration of the expedition area you are in. If a card tells you to advance , move your character piece to a neighboring expedition space or to the expedition finishing space. If there are multiple paths you can follow, you may choose which path to follow. While on an expedition, you cannot go backward. When a card tells you not to advance , you have to stay on the same space until your next turn.

Depending on the expedition you have embarked on, moving to the next space may look a bit different.



In the Forgotten Swamps area, you move to a neighboring space that is connected to your current space with a line.



In the Frosty Hill area, some paths are more challenging. 2 of them require paying additional costs when you move.



To use this path, you have to discard 2 food tokens to the tray.



To use this path, you have to discard 1 tea leaf to the tray.



In the Dark Caverns area, depending on the decisions you make when resolving cards, you will move to a neighboring space connected with a ●●● line or a ——— line.





Example. Mary embarks on an expedition to the Frosty Hill area. She enters the space marked with , puts a paw token in the section below the expedition cards, and takes the topmost card from the right deck. The drawn card makes her fight with the Wolf that has 7 points of strength plus the result of a die roll. Mary rolls the die for the Wolf and gets 1 point—as a result, the Wolf has 8 points of strength. Mary has 6 points of strength plus 3 points from the roll. As a result, Mary has 9 points of strength and defeats the Wolf. She adds that card to the  category in her story, and then she moves her character piece to the next space in the mountains. She can choose whether to use a shortcut on her way up by discarding 2 resources or to take a longer path without any additional cost. Mary discards 2 mushrooms and opts for the shortcut. During her next turn, she will put another paw token in the expedition section and gain another card.

Artifacts

Thanks to certain expedition cards, you may gain some extraordinary artifacts. When you receive an artifact, take its token from the relevant slot next to the expedition decks and put it in your backpack. Artifacts will provide you with extra points at the end of the game.

If you decide that you do not need an artifact anymore and that it only takes up room in your backpack, you can discard it at anytime to the box (so it will not be used in the game anymore) or leave it in the gallery the next time you are in the store.

Some artifacts have special abilities. They are all described at the end of this rulebook. You can use their abilities only if you have them in your backpack.

Finishing an expedition and exiting the expedition area

During your adventures through an expedition, you may delve deeper when you move, or choose an early exit from the area. If you choose a finishing space with a fame points symbol, your expedition will end on that space.

Sometimes, finishing an expedition on such a space will give you a bonus.

Regardless of which finishing space you reach, take the expedition flag that matches the expedition from your character board and place it on the space. It indicates how far you have gone during your expedition and how many fame points you are going to get for it at the end of the game. Place your character piece on the  space right before the expedition area. Your turn is over. On your next turn, continue your journey through the Ancient Forest as normal.



Note! After you put your flag on a finishing space in an expedition area, you cannot embark on that expedition again.

If you decide to discontinue your current expedition before reaching a finishing space, at the beginning of your turn, move your character piece to the exit space . Then you can play your ordinary turn. You do not put any flag—it means you will not receive any additional fame points, but you can attempt to explore the area again later.

When exiting an expedition area (whether you have finished the expedition or not), pick up all the discarded cards of a given expedition and shuffle them face down into the corresponding deck.

It may happen that the expedition deck of a given expedition runs out. You may still embark on the expedition, however after playing your paw token to the expedition area, you gain no card and then you may use any 2 food tokens to advance to the next space.



Example. During her next turn, Mary succeeds again in resolving the card she has drawn in the mountains. This time, she does not want to continue her expedition during her next turn, so she decides to leave the Frosty Hill area. She puts her flag next to the space featuring 3 fame points and moves her character piece to the space. She can continue her journey through the Ancient Forest during her next turn. As she has already used her Frosty Hill flag, she cannot embark on this expedition again.

4) Helping the residents of the Ancient Forest.

Many residents of the Ancient Forest wait for an adventurer who would help them with their everyday problems. To aid them, put your paw token on the help spot (it is located above the spot for the deed deck).

You can put your paw token there no matter which space of the Ancient Forest you currently occupy (except for the expedition spaces). In exchange for your help, you can gain a card from the deed deck or gain 1 food token from the tray: a raspberry, a mushroom, or an acorn.

You can put multiple paw tokens in the help spot.

You cannot discard deed cards on the help spot to gain extra resources. You gain no additional food tokens or deed cards for the symbols in your story either!



Putting your strong paw token there gives you no additional benefits.



Camping action

The Trial of the Forest lasts 4 days, during which the adventurers stay in the Ancient Forest. In the evenings, when it gets dark, they put up their tents in nearby meadows. After resting all night, the adventurers continue their journey. However, when rushing forward, they sometimes leave some stuff behind.

1) If you have no paw token at the beginning of your turn, the course of that turn will look a bit different. You can still move and play a deed card from your hand, but you have to put up a tent.

2) Certain spaces on the board of the Ancient Forest are campsite spaces . If you camp on them, you will receive an indicated bonus:



Move the morality token on your morality track 1 spot to the left or to the right.



Take 1 card from your hand and add it face down to any column in your story.



Gain 1 tea leaf from the tray.



Add 1 of the face-up encounter cards to your hand. You can play it later as if it were a deed card. Take the topmost card from the encounter deck and put it in the emptied slot.



Gain 1 common item from the store.



Take the first player token.

3) Next, check if the space you occupy features a tent token left by another adventurer. If it does, reveal the token and gain the indicated bonus. The bonuses are divided into immediate bonuses and non-immediate bonuses you can use later (with the symbol next to the bonus).

Immediate bonuses:



2 deed cards—add them to your resources and then, at the end of your turn, to your hand.



Move the morality token on your morality track 1 spot to the left or to the right.



Raspberry—add it to your resources.



Mushroom—add it to your resources.



Acorn—add it to your resources.



Tea leaf—add it to your resources.



A tent with an “X” does not provide any bonus.



Any food token (except for a tea leaf)—choose it and add it to your resources.

Non-immediate bonuses:

-  An additional  symbol you can use once.
-  An additional  symbol you can use once.
-  An additional  symbol you can use once.
-  An additional  symbol you can use once.

After using a token, put it into the box.

4) Then, in secret from the other players, put 1 of your available tent tokens face down on the campsite space you currently occupy. The next adventurer to camp on that space will reveal the token and receive the bonus. It may also be you if you camp again on that space.

5) Finally, take all your paw and strong paw tokens from the board of the Ancient Forest and put them on your character board. Then finish your turn.



Example. Each player has already played 4 of their paw tokens. It means that it is time for some rest. Mark has the first player token, so he can rest first. He moves to a campsite space. He reveals a tent token lying there and gains 1 tea leaf. Then he discards the token to the box. He also gains 1 common item from the store—this is the basic bonus guaranteed by that campsite. He chooses 1 of his remaining tent tokens and puts it face down in that place. Then he picks up all his paw tokens from the board of the Ancient Forest and puts them on his character board.



Example. Mary decides to camp in the place where she will take over the first player token. There is no tent token there, so Mary receives no bonus. She then places one of her tent tokens on the tent space. Then she picks up all her paw tokens from the board of the Ancient Forest and puts them on her character board. When all the adventurers finish camping, Mary will start the new round.

Camping outside of campsite spaces

It may happen that you will not be able to finish your move on a campsite space (e.g., when you are on an expedition). In this case, you can use the universal campsite on the bottom of the board of the Ancient Forest—it is not assigned to any specific space. Get a bonus from there—it will always be 1 deed card or any 1 food token (except for a tea leaf). Then, if there is a tent token on that spot, get the bonus assigned to it and discard the token. Lastly, leave your tent token there (just like on a normal campsite space).



Example. Mark is currently on an expedition in the Forgotten Swamps area. Since during the previous turn he played his last paw token, now he has to perform the camping action. Mark wants to continue the expedition during his next turn, so he has to camp outside of any campsite space. He chooses a card as his bonus. He gains no bonus from the tent token lying there because the slot is currently empty. He puts 1 of his tent tokens there, picks up all his paw tokens from the board of the Ancient Forest, and puts them on his character board. During his next turn, he will be able to continue his expedition from the space he currently occupies.

Beginning of a new day

Once all the adventurers have put up their tents, a new day begins.

The player who has the first player token may decide to discard all the face-up encounter cards on the encounter card track and to reveal 3 new cards from the encounter deck. The discarded cards should be put randomly at the bottom of the encounter deck.

Then another round begins. The player who has the first player token starts.

End of the game

When the last glimmer of sunlight had hidden below the horizon, the Trial of the Forest came to an end. The Ancient Forest whispered its verdict, and one of the adventurers emerged from the thickets—the chosen one who would be charged with the responsibilities of the Guardian. The Ancient Forest, with its winding paths and perilous challenges, had tested their spirit, courage, and wit.

When all players have played their last paw token and then have no remaining tent tokens on their board, the Trial of the Forest is over. Proceed to sum up the fame points you have gained during the game as per below.

Sum up all your visible fame points (shown on the  symbol):

- the fame points on the FACE-UP cards in your story;
- the fame points printed on the items and artifacts you have been carrying in your backpack;
- the fame points from your flags on any expedition finishing spaces;
- the fame points indicated by your morality tokens location;
- the fame points on your legendary deed tokens;
- 1 fame point for the first player token (if you have it);
- the fame points for the artifacts you have left into the gallery.

The adventurer who has gained the most fame points wins the game and clinches the title of the Guardian of the Green Valley!

If several players have the same, highest number of fame points, the game is won by the player who has collected the most cards (both face up and face down) in their story. If the tie persists, the players share their victory.

The residents of the Green Valley could breathe a sigh of relief, knowing that the Guardian would protect them against any danger. But the Ancient Forest never sleeps. It observes, waiting for the equinox, ready to summon yet another generation of adventurers. For, as history shows, the fight for harmony is an endless cycle, and calling a new Guardian is never a distant future.

Congratulations! You have managed to survive the Trial of the Forest. The local bards will keep singing songs praising the Guardian for many years to come...



Thank you, Ramona, for your love, creativity and constant support. Without you, this game would be just an idea tucked away in the back of my mind.

A huge thank you to all my playtesters, with special thanks to Matteo Fioravanti, Giorgio Saviotti, Simone Maurizzi, Lorenzo Castigliana, Licia Cavallini, Sebastiano Giuffredi, Enrico Mazzanti, Leonardo Santacroce, Giorgia Giaretti, Leonardo Spinelli, Michele Cagnolati, Emiliano Venturini, Davide Pagliari, Sauro "Miller" Parissi and Gianluca Pica from The Rolling Gamers, Jan Zhabjaku (MeepleOrDie), Comelasfoglia Studios and Associazione Dadi Ducali.

*Thank you,
G.*

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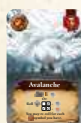
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Example:

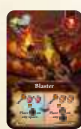
At the end of the game, Mary gets:

- 26 points for cards in her story
 - 2 points for the item in her backpack
 - 2 points for the Forgotten Swamps flag
 - 2 points for her morality token
 - 0 points for legendary deed tokens and the first player token (as she has none)
 - 4 point for the artifact she has left in the gallery.
- In total, she has 36 fame points.**

Cards description



Avalanche: if you decide to re-roll, you have to take the new roll.



Blaster: you can rebuild a that has been previously collapsed. In this case, instead of putting a new token there, remove the token.



Border Ranger: your paw tokens have to correspond to one of the configurations below:



Bridge Keeper: if you decide to re-roll, you have to take the new roll.



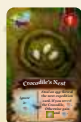
Campsite Gift: retrieve 1 of the tent tokens discarded to the box during setup and place it facedown in the chosen empty tent slot.



Cartographer: each time you land on the first expedition space, you immediately move to the next space. You choose any path you would like to follow. In the case of expedition to the Forgotten Swamps area, you may use the nearest finishing spaces immediately—then you put your flag token on a chosen space right away. In the Dark Caverns area, you can choose whether to follow the ●●● path or the ——— path. During an expedition to the Frosty Hill area, you can use a shorter path, but you have to pay its additional cost by discarding .



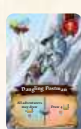
Charity Collection: the other players decide whether to use the effect in the order of the round, starting with the player who sits to your left.



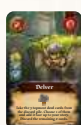
Crocodile's Nest: put the revealed card back on the top of the expedition deck face down.



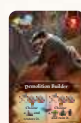
Curator: place the that you have discarded to pay for this cards cost into the gallery section.



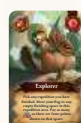
Dangling Postman: cards should be drawn in the same order as the round order, starting from you as the current player.



Delver: if the discard pile consists of fewer than 3 cards, draw them all and gain 1 of these cards.



Demolition Builder: to restore or ruin a location, turn its tile upside down. If there are any items in the ruins you are restoring, put them in the store on the right spots.



Explorer: to move your flag, you must already have it in a given expedition area. If you have no flag placed in an expedition area or all your flags are on the spaces with the maximum number of fame points, the card has no effect—add it to your story.



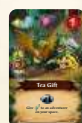
Food Delivery: the other players decide on which resource to gain in the order of the round, starting with the player who sits to your left.



Forbidden Tomb: For the second option on the card, you have to choose—EITHER take the token OR advance. You cannot choose both effects.



Frog Tribe: if you have multiple items or artifacts with the symbol, you have to discard 1 of them to choose the “good” option.



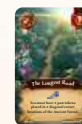
Gift Basket / Postman / Tea Gift: the resource that is being handed over has to come from your resources.



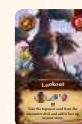
Hand of Justice: an adventurer is considered evil when their morality token is to the right of the spot on the morality track.



Kidnapper: the taken encounter card becomes a deed card. It means that you can play it from your hand without putting a paw token in the encounter section.



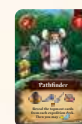
The Longest Road: your paw tokens have to correspond to one of the configurations below:



Lookout: do not resolve the card you add to your story. If the card you have drawn features the symbol, move your morality token to the side of your choice.



Painter: remember that a card's category is determined by the first symbol placed in its top left corner.



Pathfinder: you may reveal only the topmost card of each deck. If any player resolves it, the next card in a given deck stays face-down.



Philanthropist: when the additional resources are used place them back in the tray.



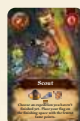
Postal Service: the players decide to gain a card in the order of the round, starting from you.



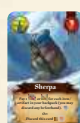
Pyromaniac / Wasteland / Scorched Earth: Turn the location tile you are standing on upside down.



Ritual: the other players decide on whether to use the effect in the order of the round, starting with the player who sits to your left.

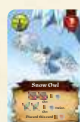


Scout: in the case of the Forgotten Swamps area, if you put your token on the finishing space, you do not gain the indicated next to the space.

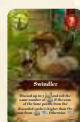


Sherpa: you can discard your resources in any configuration. For example, if you have 3 items/artifacts, you can discard any 3 food tokens, or 2 cards from your hand and 1 food token.

Remember, that you can discard any number of your items and artifacts whenever you wish..



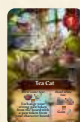
Snow owl: if you advance using the shorter route, you still have to pay the extra cost of that passage (with or).



Swindler: you have to roll less than the sum of the fame points from the discarded cards. Rolling the same number has no effect.



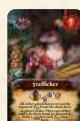
The Sword on the Peak: the evil cards are those featuring the symbol in their top left corner. If you choose the evil path and you don't roll , you can still advance.



Tea Cat: If your strong paw token is not on the board or there is no paw tokens on your character board, the effect on the side will not work.



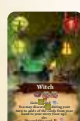
Tracker: to play this card, you need to follow only 1 player. You only consider the tokens lying on locations—that excludes the encounter section, the expedition sections, and the help spot.



Trafficker: the other players decide on how to use an effect in the order of the round, starting with the player who sits to your left.



Wanderer: each of your paw tokens has to be placed in a different type of location. For example, 2 tokens placed in 2 separate stores equal to only one type of location.



Witch: do not resolve any effect on the card you add to your story. If the card you have drawn features the symbol, move your morality token to the side of your choice. If it features either the or the symbol, move your morality token to the indicated side.

Items description

Most items have special abilities, which are described below.



These items have no special abilities, but they are useful while resolving certain cards. You will also need them during expeditions.



These items can be used as weapons during fights. They provide you with 1 or more symbol. They are also useful while resolving certain cards and during expeditions.



The sword provides you with 3 symbols if you choose it as your weapon during a fight.



The trading safe conduct provides you with 3 symbols when you go to the store.



Wings provide you with 3 symbols when you move through the Ancient Forest.



The compass lets you reveal another card during an expedition in exchange for the one you have drawn first (that one should be discarded). The compass works identically to the strong paw token during an expedition. If you have this item and play the strong paw token, you can discard the first two cards.



The shield makes your opponents (from encounter and expedition cards) roll 1 fewer fight die.



The bow. If you choose the bow as your weapon during a fight, roll 1 die before the fight. If you roll , you win instantly.

Artifacts:



The elixir (Witch). You can discard this token during your turn to choose any card from your hand and add it to your story face up. Discard the used artifact to the box.



The sword (Sword on the Peak). If you choose the sword as your weapon during a fight, it provides you with 2 extra strength points and 1 additional fight die.

Icon reference

Items:



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Tent bonuses



2 deed cards—add them to your resources and then, at the end of your turn, to your hand.



Move the morality token on your morality track 1 spot to the left or to the right.



Raspberry—add it to your resources.



Mushroom—add it to your resources.



Acorn—add it to your resources.



Tea leaf—add it to your resources.



A tent with an “X” does not provide any bonus.



Any food token (except for a tea leaf)—choose it and add it to your resources.



An additional symbol you can use once.



An additional symbol you can use once.



An additional symbol you can use once.



An additional symbol you can use once.

Campsite bonuses



Move the morality token on your morality track 1 spot to the left or to the right.



Take 1 card from your hand and add it face down to any column in your story.



Gain 1 tea leaf from the tray.



Add 1 of the face-up encounter cards to your hand. You can play it later as if it were a deed card.



Gain 1 common item from the store.



Take the first player token.