

EXPLORERS OF THE Woodlands



Rulebook



Explorers of the Woodlands is a cooperative exploration and adventure game for 1 to 4 players lasting approximately 40 minutes.

Game Summary (classic mode): During the game, players explore a forest, fight monsters, gain skills and equipment, and try to defeat the forest boss.
The game is played in rounds until victory... or defeat!



Components

1 rulebook

4 Hero boards 1
4 different Hero meeples 2

4 Hero dice (red) 3
4 Combat dice (black) 4

4 Power dice as follows:
1 purple, 1 green, 1 blue, 1 orange 5

4 red cubes (used to track Heroes' health points) 6
6 blue cubes (used to track Heroes' orbs and Boss threat levels) 7

24 Forest tiles (representing the places that players explore) 8

25 Loot cards 9
12 Event cards 10
4 Hero Power cards 11
8 Lair cards 12
5 Inn cards 13
6 Boss cards 14
3 Thorn cards 15
1 Enraged Monsters card 16
1 Enraged Bosses card 17

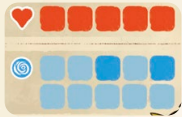
20 Monster markers as follows: 18
4 Mushrooms
4 Plants
4 Spirits
4 Skeletons
4 Snakes

5 Chest markers 19
3 Event markers 20
5 Poison markers 21
5 Thorn markers 22
4 Orb markers 23
1 Frost marker 24
3 Leaf Shield markers 25
3 +1 Shield markers 26
1 +1 Combat Die marker 27

22 Quest markers as follows:
6 Mushroom markers 28
2 Empty Vial markers 29
4 Campsite markers 30
10 Corruption markers 31

SETUP

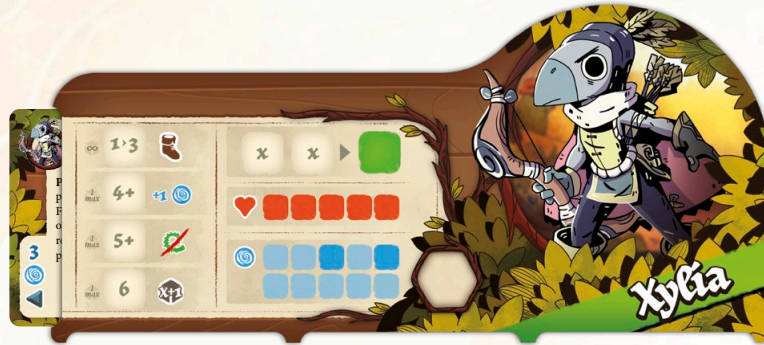
1 - Each player chooses their Hero and takes the corresponding Hero board, Power card and meeple along with a cube in each color. They place each of the cubes on the following values:



Red track: Health Points (♥) starting value: 5. A Hero's ♥ can never exceed 5.

Blue track: Orbs (☉) starting value: 0. No Hero can ever have more than 10 ☉.

The Heroes' Power cards are slid under each Hero board, in such a way that they can be slid to the left.



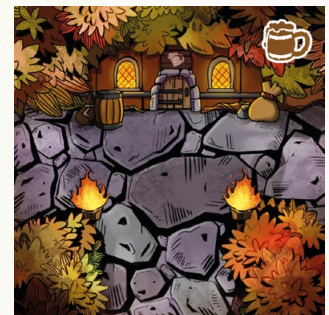
2 - Set aside the Start tile (it has a different back to make it easier to find), the Boss tile and the Inn tile. Put the Start tile in the playing area within reach of all players. Then shuffle all the remaining Forest tiles. Take 2 Forest tiles at random without looking at them. Add the Boss tile and shuffle these 3 tiles together. Put them under the pile of Forest tiles. The pile is now complete.



Start Tile



Boss Tile



Inn Tile

3 - Shuffle the Monster markers and put them face down near the playing area to form the Monster draw pile.

4 - Shuffle the Loot cards and put them in a pile face down and then do the same with the Event and Boss cards, forming 3 piles (one for each type of card).

4-5 - If you want to play with the Lairs mini-expansion, shuffle the 4 Lair A cards and the 4 lair B cards and put them face down near the playing area to form the 2 Lair draw piles..

If you want to play with the Inn mini-expansion, add the Inn tile to the tiles and then shuffle the 5 Inn cards and put them face down near the playing area to form the Inn draw pile.

5 - Put all the game markers within reach of the players and put all the dice within easy reach of the players to form the shared dice reserve.

6 - Let the game begin! The player who read the rules is the first player and starts the game. They start their turn with Phase 1 (Exploration). Alternatively, you may choose the first player at random.

GAME PHASES

Each round is composed of Phase 1 (Exploration) followed by Phase 2 (Adventure).

Phase 1: Exploration

During the Exploration phase, the players each take turns revealing and placing 1 Forest tile per Hero.

Starting with the first player and moving clockwise, each player draws a Forest tile, reveals it, and then adds it to the tiles already in play, choosing how to position it. Each Forest tile must be placed adjacent to a tile already in the playing area so that a path connects to that already-present tile. If a player places their tile adjacent to several already-present tiles, they must always try to avoid creating dead ends. When there's a choice between more than one possible placements, they must choose the one that connects as many paths as possible. If the tile cannot be connected to the existing path, the tile is put back under the tile draw pile and a new tile is drawn to replace it.



Example of an allowed placement: Each tile properly connects paths and allows for movement from one tile to the next.

Important: During the Exploration phase, if a tile must be added and the Forest pile is empty and the Boss card has not yet been revealed, immediately turn the Boss card over face up and put a blue cube on the first space of the Boss's threat track (see the Boss's Threat Track, page 16).

Once each player has played Phase 1, move on to Phase 2 (Adventure).



Phase 2: Adventure

2a) Controlling Heroes

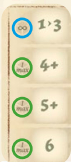
During the Adventure phase, play continues clockwise starting with the first player. Each player becomes the active player in turn and rolls and assigns the 4 Hero dice and then controls their Hero based on the results they keep from the dice roll.



Before rolling the 4 Hero dice, the active player checks to be sure that there aren't any Poisons to apply (see Poisons, page 13) and turns their limited-use cards face up (see page 8).

At the start of their turn, the active player rolls the 4 Hero dice and looks at the results. The player may decide to keep the initial results or reroll some of the dice **one time**, provided they keep at least 1 die from the first roll. Once the final results have been obtained, the kept dice are put on the player's Hero board in the spaces matching the results; the dice cannot be rerolled after this.

A reminder is present on each die space indicating how many dice the space may contain:



: As many Hero dice of the requested value as desired can be put on this space.



: Only 1 Hero die of the requested value can be put on this space.

Example: Eva rolls 4 dice. She gets the following sides: Movement (1), Movement (3), (4) and (4). She decides to keep only one of her (4) sides and rerolls the other 3 dice. After rerolling, she has Movement (1), Movement (1) and Special Action (6), which she adds to the (4) from her previous roll.

Once this step is complete, the player uses the results of the dice roll to perform their actions based on the dice they kept. Actions may be done in any order the player wishes. Each side of the dice corresponds to an action below:

Movement, Concentration, Special Actions, Summoning

MOVEMENT (the 1, 2, and 3 sides of the Hero dice)

For each die put on this space, the Hero may be moved to an adjacent tile. Discard each movement die after it has been used.




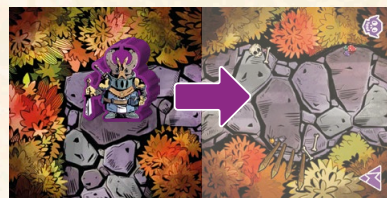
∞ 1-3

Example: If 3 dice are placed on this space, 3 moves are possible.

Reminder: Movements and actions may be done in any order the player wants.



As soon as a Hero moves onto a tile, they must apply the tile's effects before they can move on to the next tile (see Tiles, page 9). A move may also trigger a battle (see Combat, page 14).

High-Risk Exploration: If a player decides to move onto a space that does not yet contain a tile, they draw, reveal and place a new tile adjacent to their current position according to the tile placement rules (see page 5) and making sure that at least one path on the new tile connects to an existing path on the tile where the Hero is located. Once the tile has been placed, the player moves their Hero to that tile and continues their turn normally. The Hero gains 1  for each tile added to the game in this way during this phase.



CONCENTRATION: (the 4+ sides of the Hero dice)



On this space on the Hero board, the players may put any of the 4 or higher dice from the dice roll to earn 1 free  **at the end of their turn**. It can be used starting on the following turn. It can never be used during the turn in which this  was obtained.

SPECIAL ACTIONS (the 5 and 6 sides of the Hero dice)



Each Hero has two unique special actions that can be used with the 5 and 6 sides of the Hero dice. A full explanation of these special actions can be found on pages 11 & 12.

SUMMONING (any side, 2 dice required)



Each Hero can assign any combination of 2 dice from the dice roll to summon 1 Power die until the end of their turn. The two dice placed on this space will not be available for the rest of the Hero's turn.

A Power die obtained in this way is available for every battle during the Hero's turn. This die is added to the Hero's available Combat dice and is put back in the shared dice reserve at the end of the turn. Each Power die can only be used once per roll. For example, it is impossible to summon the green Power die and then use a green staff during the same battle.

Some Monsters have weaknesses, resistances or immunities to the Power dice (see page 13).



Example: Xylia can use Summoning to get the green die to use during her turn by using any 2 Hero dice from the dice roll. She then takes the green die from the reserve.

2b) Using Loot Cards

The Loot cards collected during the game can be used during the Adventure phase. There are several types of Loot cards:

- Permanent Loot cards do not have icons and their effects are always taken into account (e.g. the Heavy Armor card).
- Limited-Use cards have icons to clarify how they are used. Only the active player can use them during their turn (see below).








-  Loot cards bearing this icon must be turned face down after they have been used. They will be available again on that player's next turn.
-  Loot cards bearing this icon must be discarded after they have been used.


Each Hero has 3 slots for Loot cards under their Hero board. If a player wants to collect a fourth Loot card, that card replaces one of their current cards, which is discarded.

When two or more Heroes are on the same tile and no Monsters are present, the active player may give one or more of their face-up items (that haven't been used during the turn) to another Hero.


2c) The Orb Track and Using Orbs

The position of the blue cube on your  track indicates how many  you currently have. A Hero can never have more than 10 .

Reminder: Heroes start the game with 0 . 

 can be used to do three things:

Reroll Combat dice (see Combat, page 14).

The active player can reroll 1 Combat die for each  spent.  cannot be used to reroll Power dice during battles.





Make purchases from peddlers




(see the price on the peddler's tile or card).



Spend  to unlock unique Powers  (see Heroes, pages 11 & 12).

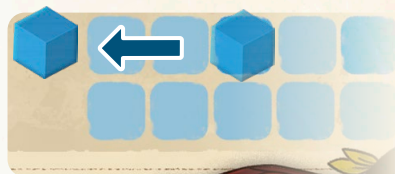
All Heroes have unique Powers that can be unlocked as follows:

- As soon as a Hero's  track reaches 3 , the player can spend 3  to get their first unique Power . If they do, they slide their Power card to the left until the first Power is fully revealed.

- After the first Power has been unlocked, they can spend 5  to get their second unique Power  once the Hero's Orb track reaches 5 . If they do, they slide their Power card to the left until the second Power is fully revealed.







Hero Power cards






When all the players have played a turn, Phase 2 ends and the first player begins a new round starting with Phase 1.


TILES


There are several types of tiles. Some contain battles, treasures and other surprises. If a tile has several icons (e.g., Thorns  and Monster ) , always start with the topmost icon and move downwards. The meaning of each icon on the tiles can be found below.



 **Treasure:** When a tile with this icon is revealed and put into play, put 1 Chest marker on the tile. An active player whose Hero is on a tile containing a Chest marker (and no Monsters) can discard the marker to immediately draw 1 Loot  card at random.





 **Event:** When a tile with this icon is revealed and put into play, put 1 Event marker on the tile. An active player whose Hero moves onto a tile with an Event marker on it must discard the marker and draw 1 Event card at random. The player reads the card out loud and applies its effects. If an effect says to discard or lose elements (e.g. ) and the player doesn't have any, nothing happens.



 **Monster:** When this tile is revealed and put into play, a Monster appears there. For each Monster icon present on the tile, draw 1 Monster marker at random and put it on the tile face down. When a player moves onto this tile for the first time, the Monster markers on the tile are revealed. An active player whose Hero starts their turn on or moves onto a tile with one or more Monster markers on it must immediately go into battle (see Combat, page 14).

 **Boss:** When this tile is revealed and put into play, a Boss appears there. Draw 1 Boss card at random and put it in the playing area face down. It will be revealed when a player moves onto this tile for the first time or when a tile cannot be placed during the Exploration phase because the Forest pile is empty (see Phase 1: Exploration, page 5). An active player whose Hero starts their turn on or moves onto a tile with a Boss on it must immediately go into battle (see Combat, page 14).


 **Lair:** A player located on a Lair tile may enter the Lair for free during their turn. If one or more other Heroes are on the same Lair tile, they may join in and explore the Lair with the active player (see Mini-Expansion: Lairs, page 20).

 **Vortex:** An active player whose Hero moves onto or is located on a Vortex tile may spend 1  to be teleported to the Start tile.





 **Energy Well:** When this tile is revealed, put as many Orb markers () as there are players in the game face down on it. An active player whose Hero moves onto or is located on an Energy Well tile without any Monsters may take 1 Orb marker for free. They reveal the marker, add the amount of  indicated on the marker to their total , and keep the marker near their Hero board. Each player can only obtain 1 such marker.



 **Campfire:** An active player whose Hero ends their turn on a Campfire tile immediately recovers all their .




 **Thorns:** When a Hero moves onto this tile, the active player immediately rolls 1 die and consults the Thorns card; they then apply the results of the die roll. If several Heroes move onto the tile at the same time, the results of the die roll apply to all those Heroes.



Example: Michael is controlling Bethras and moves him onto a tile with a Thorns icon (or marker). Before he can do anything else, he must roll 1 die. He rolls a 2. Bethras is immobilized for the rest of the turn.

    **Runes:** Some Events may tell the players to put Monsters on these Runes. Runes are also used in the advanced rules (see pages 18 & 19) and in the campaign scenarios (see page 21).

 **Peddler Tile:** When a Hero moves onto this tile for the first time in the game, draw 3 Loot cards and put them face up next to the playing area. These cards are the items that the peddler is selling. Each card costs 3 . These Loot cards stay in place until they are bought and are not replaced after the transaction.

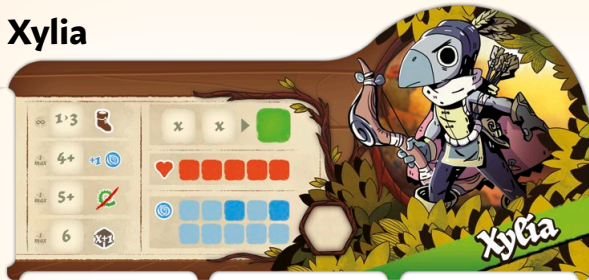
You can also sell Loot cards to the peddler: Discard a Loot card and take 1  for each card sold. Heroes must be located on the Peddler tile to buy or sell Loot cards.



Double Cul-de-Sac Tile: This tile has two dead ends. The player who places it decides whether to connect the  side or the  side to an already-placed tile.

HEROES

Xylia



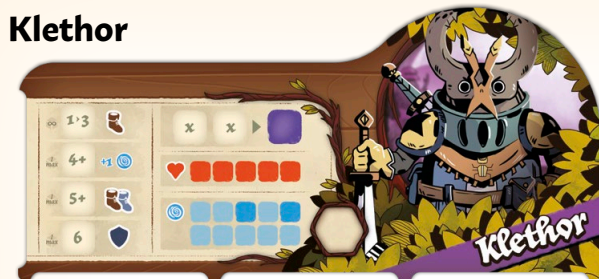
Power Die: Xylia can get the green Power die.

Special Actions:

5+ Ignores Thorns during her turn. Does not apply to allies. The die stays in place throughout the player's turn as a reminder.

6 Add +1 to Xylia's Combat dice rolls for this entire turn. The die stays in place throughout the player's turn as a reminder.

Klethor



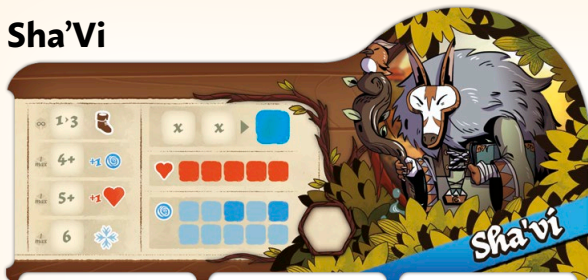
Power Die: Klethor can get the purple Power die.

Special Actions:

5+ If one or more other Heroes are on the same tile as him, Klethor can take them with him when he moves during this turn if they agree to go with him. Klethor's allies (the other Heroes) may agree to all or some of the possible movement(s). The die stays in place throughout the player's turn as a reminder. This special action can be used to move a Hero that's been knocked down.

6 Klethor dons his armor. Put the die on the space provided for it on his Hero board. The die is discarded as soon as Klethor is attacked. This attack does not do any damage.

Sha'Vi



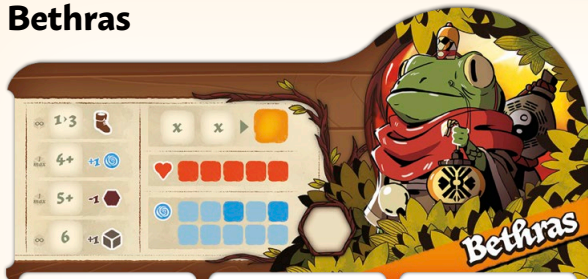
Power Die: Sha'Vi can get the blue Power die.

Special Actions:

5+ Each Hero on Sha'Vi's tile regains 1 ❤️. Discard the die after it's been used.

6 Sha'Vi freezes an enemy on her tile. Put the Frost marker on the frozen enemy. This enemy does not do damage and/or apply the "lost battle" effects after battles or retreats until the start of Sha'Vi's next turn. This special action can be used by Sha'Vi before or after a battle (even if it is lost). Discard the die after it's been used. A frozen enemy can still be attacked. Bosses cannot be frozen.

Bethras



Power Die: Bethras can get the orange Power die.

Special Actions:

5+ Can remove one status marker (🌿 🔄) from any Hero on his tile.

6 Each Hero die placed on this space becomes a Combat die for this turn only. Dice used in this way are discarded at the end of the battle. Maximum: 4 dice.

MONSTERS

As soon as an active Hero is on a tile containing a Monster, a **battle** happens unless the Hero **retreats** (see below). Turn over the Monster marker if it has not yet been revealed, and consult it to discover the Monster's profile. There are 5 categories of **Monsters** (Spirits, Plants, Mushrooms, Skeletons and Snakes), each with its own profile.

For example, the Monster below has the following profile:



You must roll a 4 or higher with any die during combat to do 1 damage to the Monster. Dice results cannot be combined; each die represents a different attack.





If this Monster is attacked successfully two or more times during the same battle, it is defeated. It is therefore impossible to defeat this Monster with only 1 die.




The amount of damage (here, 2) that this Monster does to the Hero if it isn't defeated or if the Hero decides to retreat.

Weaknesses, Resistances and Immunities:


+1  **Weakness** (blue in this example): Add 1 to the result of the blue Power die against this Monster or Boss.


-1  **Resistance** (orange for example): Subtract 1 from the result of the orange Power die against this Monster or Boss.



 **Immunity** (purple for example): The purple Power die's roll result does not count against this Monster or Boss.


In the example above, the Monster has a weakness against blue Power dice.

Example: Eva rolls a blue Power die and gets a 3. Against this Monster, the 3 is worth 4 and does 1 damage to the Monster!


The  area indicates the bonuses earned if the Monster is defeated.

The  area indicates the penalties incurred if the battle is lost.


 In this example, if the Monster is defeated, the active player earns 1 .


 In this example, an Event is triggered after the battle.

Finally, some Monsters have one of the special icons described below:

 This Monster spreads Poison. Losing a battle with this Monster or retreating from a battle with this Monster poisons the Hero! A poisoned Hero immediately takes a Poison marker and puts it on their Hero board. Each Hero can only have one Poison marker.

When a Poison marker is on a player's Hero board, the Hero loses 1 ♥ at the start of each of their turns (right before rolling the Hero dice for Phase 2). Several effects (such as antidotes and Bethras's 5+ special action) can remove Poison markers. A knocked-down Hero immediately discards their Poison marker if they have one.


 This Monster marker is shuffled back into the Monster draw pile once the Monster has been defeated.

 Some enemies and Events can entangle Heroes. An entangled Hero immediately takes a Thorns marker and puts it on their Hero board. When a Thorns marker is on a player's Hero board, that player must roll the die twice every time they enter a Thorns tile and apply both effects. Each Hero can only have one Thorns marker.

COMBAT


When an active Hero goes into battle, they roll their available dice and compare the results to the Monster's profile.


Note: Every Hero has 1 free Combat die for every battle. They can therefore always roll at least 1 die.

Example: Lara is controlling Bethras, who goes into battle against the Monster in the example above. During Phase 1, she had put 1 die on her Hero's special action, giving her 1 extra Combat die. She had also decided not to take a Power die for this turn. She therefore rolls 2 dice and gets a 2 with the first die and a 5 with the second die. Since the Monster's defense value was 4, she does 1 damage. Since this Monster has 2 ♥, she does not win the battle. If she had defeated the Monster, she would have immediately gained 1  and would have drawn 1 Event card.

If a Monster is not defeated in battle, it remains on its tile face up and recovers all its ♥ for the next battle. In addition, the Monster does damage to and inflicts its penalty on the active player. It is also possible to heal Heroes on a tile with a Monster after battling the Monster (even if the Monster wasn't defeated).

When a Hero's ♥ reach 0, the meeple is immediately laid on its side, the Hero's status markers (Poison, Thorns, etc.) are discarded, and their turn is over. But all is not lost for them.


- The Healing Potion card lets you give 2 ♥ back to a knocked-down Hero and stand them up. You can use a healing potion on any Hero on your tile.
- First Aid: An active Hero can stand up another knocked-down Hero during their turn. To do so, the Hero must join the knocked-down Hero on their tile and spend as many  as there are Heroes in play plus +1. The stood-up Hero puts their cube on 1 ♥.



Example: Xylia is laying down after losing a battle in a 3-player game. The player controlling Bethras can move to her tile and spend 4  (3+1). Xylia gets up and puts her red cube on 1 ♥.

- Sha'Vi's 5+ special action does not let you stand up a knocked-down Hero.
- Klethor's 5+ special action can be used to move a knocked-down Hero.

If the entire group is knocked down, the game is lost.

If a Monster is defeated in battle, it is discarded face up next to the Monster draw pile (unless it's a Spirit Monster, see Spirit Monsters).




Rerolls: In battle, an active player may spend 1  per Combat die that they want to reroll. The Power dice **cannot be rerolled**.

There is no limit on the number of  that can be spent to reroll dice during battles. Players cannot use their  to reroll an ally's dice. Only the active player can reroll Combat dice in this way.


Group Combat: During Phase 2, if two or more Heroes are located on the same tile and a battle happens, the non-active players roll their Combat dice to support the active player. Non-active players cannot use their Power dice and cards (except for permanent items) to support the active player.


***Example:** Max and Thomas are on the same tile. Max, the active player, goes into battle against a Monster. He rolls his Combat dice as usual. In addition, Thomas rolls his Combat die and 1 die for his mace. Each die with a value equal to or greater than the Monster's defense value does 1 damage.*

During battle, all non-active Heroes can only take a maximum of 1 damage each. Only the active player takes all of the damage inflicted by the enemy. In addition, only the Hero controlled by Max suffers the Monster's penalty. Finally, bonuses given by Monsters can be distributed among players who took part in the battle on the tile.

***Example:** Max and Thomas are on the same tile and have just defeated a Monster with a +2  bonus for victory in battle. They may each take 1  or decide which of the two Heroes gets the 2 .*

Group Battles and Heroes' Powers:

- If **Klethor's** Power is unlocked, he can reroll his Combat dice by using his Power even if he is not the active Hero.
- **Xylia's** second Power lets her help the active Heroes even from one tile away. When she does, Xylia cannot lose  or receive bonuses after the battle.

Retreat: If a Hero has the required moves available, they can leave a tile containing a Monster. Heroes cannot retreat from battles with Bosses. Heroes can retreat before a battle or after a battle. When a Hero retreats from battle, they lose the number of  inflicted by the Monster's Attack points and apply the Monster's penalties (if any). Then, the Hero either moves to an already-placed adjacent tile or performs a High-Risk Exploration. If the Hero retreats after a lost battle, the Hero suffers the Monster's attack and penalty a second time.

Groups of Monsters: If several Monsters are on the same tile, the active Hero always starts by battling the Monster with the lowest defense score (indicated on the Monster's shield). If several Monsters have the same defense value, the active player chooses which Monster to battle first. The dice are rolled again for the next battle(s).

BOSS BATTLES



As soon as a Hero is on a tile with a Boss, a **battle** must happen. If one or more Monsters are present on the same tile as a Boss, they must be fought before going into battle against the Boss. Watch out! Bosses are much tougher adversaries than Monsters!

Reminder: Heroes cannot retreat from battles with Bosses.

Bosses' profiles are similar to Monsters' profiles, with two main additions:

- a **threat track**

- a **combat skills area**

Threat Track

When a Boss card is revealed, immediately put a blue cube on the first space of the Boss's **threat track** to show the Boss's threat level. The **threat level** can increase in three ways:



- After each player's **turn** while the Boss is still alive, move the cube on the Boss's threat track one space to the right.
- After every **round** while the Boss is still alive, move the cube one space to the right on the threat track.

- Some game effects also increase the Boss's threat level, for example the Boss's 6th combat skill below.

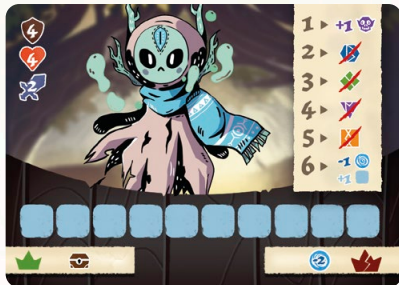
Be careful! As soon as the blue cube on the threat track reaches the last available space, the game is lost!



Bosses' Combat Skills

Before each battle against a Boss, the active player must roll 1 die and apply the corresponding results described on the Boss's profile card to know what the Boss's combat skill is.

The combat skills of the Boss below are as follows:



- 1- Add 1 to the tile
- 2- In this battle, this Boss is immune to the blue Power die.
- 3- In this battle, this Boss is immune to the green Power die.
- 4- In this battle, this Boss is immune to the purple Power die.
- 5- In this battle, this Boss is immune to the orange Power die.
- 6- The Boss steals 1 from each Hero in the battle; this also increases Boss's threat level (see above) by the amount stolen.

Other Bosses have the following combat skills:

- If this combat skill is activated, the shield indicated in the combat skill replaces the Boss's usual shield for the current turn.
- If this combat skill is activated, this Boss immediately does 1 damage to each Hero on the Boss's tile.
- If this combat skill is activated, the Boss's threat level (see above) immediately increases by 1.
- If this combat skill is activated, this Boss immediately poisons all Heroes on the Boss's tile.
- If this combat skill is activated, each Hero on the Boss's tile must turn over one of their equipped cards bearing this icon. These cards are therefore not available for the full round. If that's not possible, nothing happens.
- If this combat skill is activated, roll 1 die and consult the results on the Thorns card as usual.
- If this combat skill is activated, put a Leaf Shield marker on this Boss. The first time an attack on this Boss is successful, the Leaf Shield marker absorbs the damage and is destroyed. This Boss can have several Leaf Shield markers.
- If this combat skill is activated, this Boss is immune to all Power dice.
- If this combat skill is activated, each Hero on the Boss's tile must discard one of their equipped Loot cards. If that's not possible, nothing happens.
- If this combat skill is activated, each Hero on the Boss's tile rolls 1 less Combat die per dice roll.

Appendix

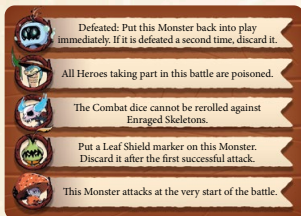
Solo Games

To play Explorers of the Woodlands solo, use a two-Hero team. Rounds progress in the same way as in a two-player game.

Adjusting Difficulty

Before starting the game, players may decide to use the regular Thorns card, the Easy Thorns card, or the Difficult Thorns card.

Advanced Rules: Enraged Monsters



After you've played a few games, we recommend adding the Enraged Monsters card to your games. This card indicates the **Enraged** ability of each Monster, modifying the Monsters' abilities.



Spirit Monsters: Enraged Spirit Monsters are put back into play immediately after they've been defeated the first time. They must be fought a second time right away. If the Monster is defeated again in the same turn, it is then discarded and not put back in the pile.



Snake Monsters: Enraged Snake Monsters poison every Hero on their tile that takes part in a battle against them, no matter how the battle ends.



Skeleton Monsters: You cannot reroll Combat dice against Enraged Skeleton Monsters.



Plant Monsters: Enraged Plant Monsters have a leaf shield. When this Monster appears on a tile, immediately put a Leaf Shield marker on the Monster's marker. The first time an attack on this Monster is successful, the Leaf Shield marker absorbs the damage and is destroyed.



Mushroom Monsters: Enraged Mushroom Monsters always attack first and do damage no matter how the battle ends.

Game Variant: Enraged Monsters

If you want to lower the difficulty level with Enraged Monsters, apply the rule below. Each Monster has an **Enraged** ability that is only triggered if the Monster is on a tile with a Rune.

Advanced Rules: Enraged Bosses



After you've played a few games, we recommend adding the Enraged Bosses card to your games. This card indicates the Enraged ability of each Boss, modifying their abilities.



Spirit Boss: When the Spirit Boss's threat level reaches 5, add a Monster to the Boss's tile.



Snake Boss: This Boss now has 4 health points. When Snake Boss's threat level reaches 5, the Heroes on the Boss's tile are poisoned.



Skeleton Boss: This Boss's shield now has a +1 bonus. When the Skeleton Boss's threat level reaches 5, add a Monster to the Boss's tile.



Plant Boss: When Plant Boss's threat level reaches 1 and 5, add a Leaf Shield marker to this Boss.



Mushroom Boss: This Boss now has 4 health points. When Mushroom Boss's threat level reaches 5 and 8, this Boss does 1 damage to all Heroes taking part in the battle.



Mini-Expansion: Inn

Rules

When a Hero enters the Inn tile for the first time in the game, draw one Inn card at random, read it out loud, and then apply its effect. Only one Inn card can be drawn during the game.



Mini-Expansion: Lairs

Rules

Reminder: A player located on a Lair tile may enter the Lair for free during their turn. If one or more other Heroes are on the same Lair tile, they may join in and explore the Lair with the active player.

If a player decides to enter a Lair, draw and reveal a Lair A card and read its introduction and its special rule. Then draw and reveal a Lair B card and put the two cards together to create a Lair.



The A cards represent the Lair entrance and contain:

- 1 an Introduction
- 2 a Special Rule that applies to the entire Lair (each Lair consists of an A card and a B card)
- 3 events from the dice roll results
- 4 the first space on the progress track

After the first Event is done, the player(s) move on to the B card.

The B cards represent the Lair's exit and contain:

- 5 events from the dice roll results
- 6 the next spaces on the progress track
- 7 the bonuses from the Lair
- 8 the Lair penalty

To complete a Lair, a minimum of 3 Events must be completed.

For each Event, roll 1 die and put it on the corresponding space (1, 2 or 3 depending on how much progress you've made). Then consult the associated Event. Once the Event is over:

- If it was successful: Roll the die again and repeat the operation until you've reached the end of the Progress track.
- If it was a failure (i.e. the active Hero was knocked down): Your adventure in this Lair ends immediately. Apply the penalties described on the B card. This Lair is no longer available.



Some Events indicate changes to the Progress track. When they do, move the die as indicated and continue exploring the Lair.

Once you've finished exploring the Lair, apply the possible bonuses or penalties and then discard the cards making up the Lair. These cards are no longer available for the rest of the game.

Campaign Mode

In addition to classic mode, you can play each of the five chapters below as stand-alone games or in campaign mode. See the setup of each chapter for more information. To play campaign mode, follow the rules below.

Moving from Chapter to Chapter


After successfully completing each chapter, discard your status markers. Unless otherwise specified, recover all your health points and reset your  to zero. If you've collected Loot cards, you can keep them or give them freely to the other Heroes. Any unique Powers  that Heroes unlock are kept from one chapter to the next. We recommend keeping note of your progress.

If a chapter ends in defeat, you must reset your progress. Gather the starting equipment as it was when you started the chapter and discard one Loot card from each Hero. Then, start the chapter over. You must complete it successfully before moving on to the next chapter.

The Forest Awakens

After each successful chapter, count the number of Monsters of each type that you defeated. The type of Monster that you defeated most often becomes Enraged (see page 18) for the rest of the campaign.

If the most-defeated type of Monster is already Enraged, take one marker for each type of non-Enraged Monster, turn them over face down, and draw one at random. That type of Monster becomes Enraged for the rest of the campaign.

Reminder: Spirit Monsters have the  special permanent icon and therefore can only become Enraged after a random drawing.

New Action: Search

Several chapters in this campaign let you perform the Search action.

If a Hero performs a Search action, turn over a Quest marker on their tile, take it, and put it face up on one of their 3 equipment slots. If necessary, discard a Loot card to free up a slot and take the marker. There is no limit on the number or type of Quest markers that a Hero can put in this equipment slot.

If a player does not want to discard any of their equipment, or simply doesn't want to take a Quest marker, they can leave that Quest marker on the tile where it was found. It can then be picked up later by any Hero with an available equipment slot.

Chapter 1 - Mushrooms for the Elder

The forest has been changing for several weeks now. Creatures are becoming aggressive and balance seems lost. Even worse, the last time they went out gathering, the village elder and peddler were bitten by a snake. Their fevers aren't responding to any treatments. The healer needs a more powerful cure. You must set out with the utmost haste into the heart of the forest to find the necessary ingredients.

Goal of the Quest

Collect all the ingredients needed to concoct 2 antidotes for the village: 6 mushrooms in 3 different colors, and 2 empty vials.

Setup

- Do not use the Lair, Peddler, Boss, Inn and Energy Well tiles in this chapter.
- Do not use the 2 Antidote cards in this chapter.
- Take the following 8 Quest markers, shuffle them, and put them face down in a draw pile.




6 Mushroom markers

2 Empty Vial markers


The rest of the setup is the same as in classic mode.

Special Rules

1) On every revealed Forest tile containing a **Rune**, draw and place a Quest marker face down on the Rune space. Any Hero that moves onto this tile during their turn may perform a **Search action** (see page 21) to collect the marker there.

2) The **Concoct a Potion** action can only be done on the Campfire tile (.

To perform this action, a Hero must end their move on the Campfire tile and discard the following items from their inventory:

- 3 different colored mushrooms
- 1 empty vial
- 2 

Once a potion has been concocted, put the ingredients away in the box.

3) *Monsters are watching you!* You cannot use the Campfire to recover your health points or concoct a potion if Monsters are present on the Campfire tile.

As soon as the second potion has been concocted, draw 1 Monster marker plus 1 additional Monster marker for each Hero in the game. Put these markers on the Campfire tile.

Defeat: The chapter ends in defeat if all the Heroes are knocked down at the same time.


Victory: The chapter ends in victory once you've concocted the 2 potions and defeated all the Monsters on the Campfire tile.

Campaign Mode: If this chapter ended in victory, you can now add the 2 **Antidote** cards to the Loot cards for the next chapters in the campaign!


Chapter 2 - Tree of Life (part 1)


The elder thanks you for saving his life and asks you to investigate to find out what evil is eating away at the forest. Grateful, the peddler offers to take you near a weakened energy well that he passed on his travels. After a few days' travel in his company, you must now continue on foot. You see a strange glow near a chestnut tree. An energy well has been damaged, most likely by a band of monsters. The tree of life is losing its life and you must stop the hemorrhage before it's too late. To begin, you'll need to collect all the orbs that have been removed from the well.

Goal of the Quest



Your group must revive the energy well by putting as many  as possible into it.

Setup







- Do not use the Lair, Boss and Inn tiles in this chapter.
- Set aside the Energy Well and Vortex tiles before forming the Forest tile draw pile. Then shuffle them into the second half of the tile pile.
- Finally, shuffle and distribute the 4  equally among the players.

Example with 3 players: Two players take 1  and one player takes 2.

Special Rules

1) Tracked by Monsters: Every Hero that has at least 1  is tracked by the Monsters in play that do not have any  on them. At the end of each round, all Monsters tracking Heroes move 1 tile closer to the Hero nearest them. If multiple Heroes are the same distance away, the next active player decides which Heroes the Monsters track.

2) Tensions Rise: As soon as the Energy Well tile is revealed, the Monsters tracking Heroes move 2 tiles (instead of 1) closer to the nearest Hero at the end of each round.

3) Lost Battle: If you lose a battle while you have at least 1 , the enemy you fought automatically gets it. Put the  on the . If you have several , you only lose 1 for each Battle lost. Each  may receive several .

4) Orb Thieves: At the end of each round, the 🧟 carrying lost ❄️ move 2 tiles closer to the Start tile. If a Monster with ❄️ happens to move onto the Vortex tile, it stops there and then teleports to the Start tile at the end of the next round. If a 🧟 with ❄️ begins its move on the Start tile, that ❄️ is lost and discarded!

Warning! If all 4 ❄️ are lost, you lose the game!

After defeating a Monster that has an ❄️, you automatically get the ❄️.

Defeat: The chapter ends in defeat if all the Heroes are knocked down at the same time or if the 4 ❄️ are lost!

Victory: All the Heroes must meet on the Energy Well tile with enough 🌀 among them. The ❄️ still in your possession are added to any 🌀 collected during this chapter. When these conditions have been met, discard the amount of 🌀 indicated below to claim your victory!

Amount of 🌀 needed for victory: 2 players: 15 /// 3 players: 16 /// 4 players: 18

Example: In a 3-player game and with 2 remaining ❄️ worth 3 and 2 🌀 respectively, the players must discard the 5 🌀 represented by their 2 ❄️ and 11 more 🌀 to reach the required total of 16 🌀.




Campaign Mode: If you claimed victory in this chapter, read the introduction to the next chapter but do not reset your ❤️ and number of 🌀!



Chapter 3 - Tree of Life (part 2)


Now that the orbs are in the well, you need to defend it while the village artisans make the necessary repairs. You're going to have to dig deep because you can already hear monsters – most likely the very same monsters that damaged the well – heading your way.






Goal of the Quest

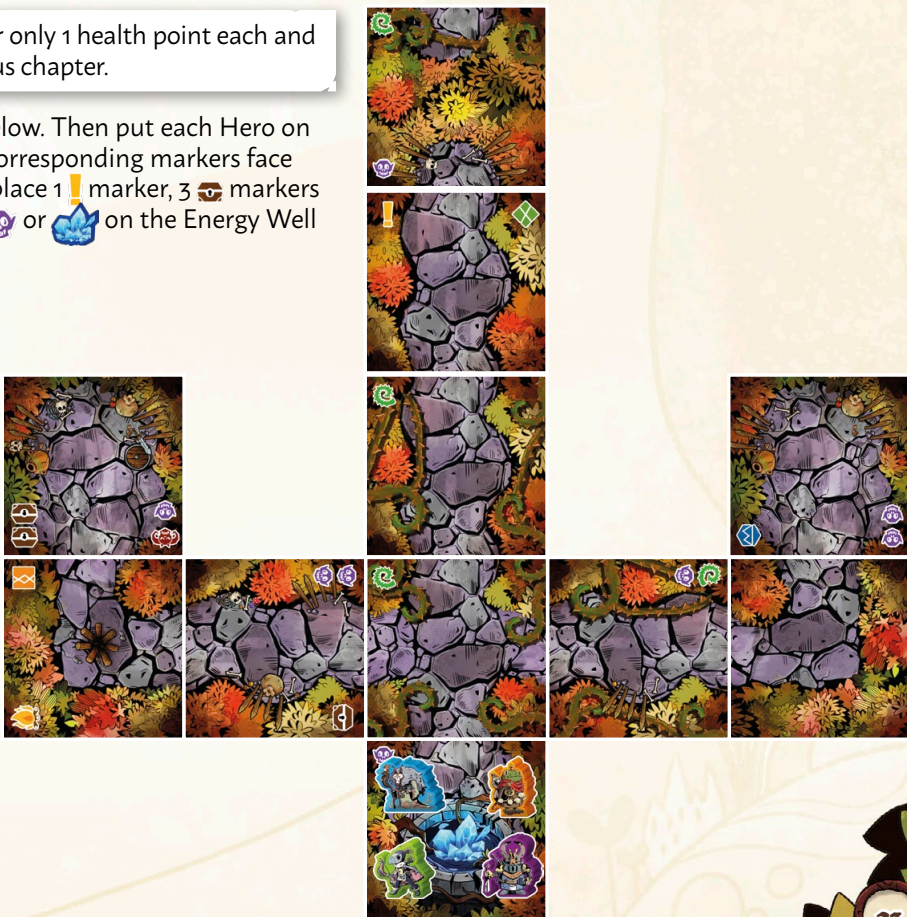
You must defend the energy well from constant attacks by monsters in the area. You must defeat 1  and a total of 10  with 2 players, 12 with 3 players, or 15 with 4 players. Spirit  do not count toward victory.

Setup

Important: All the Heroes start on the Energy Well tile.




Campaign Mode: The Heroes recover only 1 health point each and can keep the  they got in the previous chapter.


Lay out the 11 Forest tiles as shown below. Then put each Hero on the Energy Well tile. Finally, put the corresponding markers face down on each icon. You will need to place 1  marker, 3  markers and 7  markers (do not put any  or  on the Energy Well tile).





Special Rules

- 1) The game begins with the Adventure phase.
- 2) Players do not add Forest tiles during the Exploration and Adventure phases.
- 3) In this chapter, the Energy Well tile's usual effect does not apply.
- 4) Retreat is not possible when 2 or more enemies are on the same tile.
- 5) Monsters' **Reappearances** and **Movements**:
After each round, consult the table below and apply the effects.

Round 1	The Monsters advance 1 tile toward the Energy Well.
Round 2	The Monsters advance 2 tiles toward the Energy Well.
Round 3	Put 2  on each tile containing a Rune.
Round 4	The Monsters advance 2 tiles toward the Energy Well.
Round 5	Put 1 Boss card on the Boss tile if there isn't one there already and reveal it.
Round 6	Put 1  on each tile containing a Rune.
Round 7	The Monsters advance 1 tile toward the Energy Well.
Rounds 8+	The Monsters advance 1 tile toward the Energy Well. Then put 1  on each tile containing a Rune.

Defeat: The chapter ends in defeat if all the Heroes are knocked down at the same time or if at least 1  marker is on the Energy Well tile at the end of a round.

Victory: The chapter ends in victory when you've defeated at least 1  and the number of  indicated at the start of the quest.




Campaign Mode: If this chapter ended in victory, you can now add the Energy Well tile to the pile of Forest tiles for the next chapters in the campaign!

Special Rules

1) Players do not add Forest tiles during the Exploration and Adventure phases.

2) In this chapter, the Vortex tile's usual effect does not apply.

3) Campsite Markers:

- When you reach a tile with a face-down Campsite marker, battle any  that are present. After defeating all the  on this tile, turn the Campsite marker over face up, apply its effect (see below), then add and battle the  you've just placed.

- In addition to adding enemies, each campsite has its own unique element:



When you enter this campsite, you hear the sound of a horn. All enemies 3 tiles or less away from the campsite immediately move to the campsite!





When you enter this campsite, it is practically deserted. You see the calcified remains of your equipment. Only one item survived the flames. Discard cards randomly from the chosen pile until only one card remains.




When you enter this campsite, you don't have time to stop the sentinel from fleeing. The enemy now knows your intentions. Put one +1 Shield marker on a tile containing a campsite that hasn't yet been revealed in the game. When a +1 Shield marker is present on a tile, all enemies on that tile gain a +1 Shield bonus. If that's not possible, put the marker on this campsite.



When you enter this campsite, you set off a trap and nearly rip off a limb. The active Hero loses 2  and puts a  on their board!

Stealing from Thieves: After eliminating all the Monsters on each tile containing a campsite, the active player takes one of the piles of Loot cards prepared during setup, recovers the cards and equips them.

Defeat: The chapter ends in defeat if all the Heroes are knocked down at the same time.

Victory: At least 3 tiles with a revealed Campsite marker contain zero  at the same time. Once you've achieved victory, you can now either play on to try to empty the 4th Campsite or end the chapter.

Campaign Mode: If the fourth campsite hasn't been emptied, discard the last pile of Loot cards prepared during setup. Your equipment is in the monsters' hands now!

Chapter 5 - Corruption




After your last (mis)adventure, your group's morale is low but you trudge on. After only two days' march, you reach your destination. You know you've arrived – not because of your compass, but because the vegetation all around you is giving off a worrying glow. Everything seems to have been corrupted by a crystal shimmering behind a thicket. You sense it's time for the final battle to restore balance in the forest. The most important battle – and the most difficult one of all...

Goal of the Quest

Activate 4 purification totems to cleanse the forest of the spreading corruption.





Setup







Prepare 10 Corruption markers () and place the three tiles above as shown. Put a  on the right-hand tile. The remaining 9 markers form the  reserve.



Campaign Mode: If you decided to take the time to search each campsite during the previous chapter, this chapter starts at a Corruption level of +1 (see below) at the end of the first Adventure phase.



Special Rules

1) **Corruption Spreads:** After each round, the corruption spreads. Every tile with a  on it generates 1  per uncorrupted exit, whether or not a Forest tile is connected to it. First, place the generated markers on each adjacent connected Forest tile that does not yet have a . Then, if an exit leads to an empty space that does not yet have a Forest tile, put a  on the spot where the next tile will connect to the exit (following an Exploration phase or a High-Risk Exploration).


- Only 1  can be placed on each Forest tile.
- When corruption spreads to a tile with a  marker, the  marker is discarded.
- When corruption spreads to a tile with a , the Boss is immediately revealed and the Boss's threat track is activated.


2) Activate a Purification Totem: To activate a purification totem, you must summon a Power die while on a Forest tile containing the matching totem (represented by a Rune of the same color) and put the die on the totem. Warning! After this, the Power die will not be available until the end of the game!











3) Last-Ditch Summoning: A purification totem can be activated by a Hero summoning a Power die of a different color than the totem on their tile. If you have at least 1 , summon a Power die as usual by putting 2 Hero dice on your player board and discard all your  to be able to choose the color of the summoned Power die.

4) Purification: There are two ways to remove a  in play. Every time a totem is activated or a Boss is defeated, you can choose 1  to discard from a Forest tile. If you do so, put it back in the Corruption marker reserve.

You cannot purify the Double Cul-de-Sac tile.

5) Corruption Markers ():

- When a Hero moves onto or is located on a tile with a , see the table below to know its effect based on the total number of corrupted Forest tiles.

Number of Corrupted Forest Tiles	Effect on Heroes on the  Tile	Effects on Others on the  Tile
1-3	No effect	 = +1 
4-8	-1 Movement	 = +1  &  +1
9	-1 equipped  OR If no equipped  , the Hero is knocked down	+1  appears on the tile
10+		The game is lost.

Defeat: Just like in classic mode, the game is lost if a Boss's threat level reaches its maximum. The game is also lost if the corruption can no longer spread (i.e. the  marker reserve is empty).

Victory: This chapter ends in a victory as soon as the following two conditions are met simultaneously:

- The 4 Power dice are placed on their respective totems.
- No Boss cards are revealed.

Once you've successfully completed this chapter, you've finished the campaign. Congratulations! Read the passage below to find out how your adventure ended!

Do not read this passage until you've successfully completed chapter 5.

Shortly after you activate the last totem, you feel a powerful shockwave burst forth, and then a heavy silence falls over the forest. As you look at your companions, you hear a bird start to sing in the top of a tree. Quickly, other birds join in the melody and the entire forest seems to be reborn, thanking you.

A few minutes later, while you're resting – still happy and awestruck – you see the crystal glow brightly and the elder appears out of nowhere in front of you.

"Thank you, my friends. There aren't words enough to thank you. You've saved this forest today. However, I fear that the news from the forest's edge is troublesome. Your experience could be very helpful. Once you're sufficiently rested, please visit the swamps and help our friends. May the tree of life watch over you!"

Credits

Game Design & Project Management: Geoffrey Wood

Illustrations: Jiahui Eva Gao

Graphic Design: From the Woods Studio

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Finally, thank you to the more than 3,000 backers of our Kickstarter campaign. This project couldn't have happened without you!

Don't forget!



Every Hero has 1 free Combat die (🎲) for every battle.

The active Hero always starts by battling the Monster with the lowest defense (🛡️) score.

Non-active players who are on the same tile as the active player roll their Combat dice to support the active player.

Non-active Heroes who are on the same tile as the active Hero can only take a maximum of 1 damage each.

Bonuses given by Monsters can be distributed among players who took part in the battle on the tile.



Heroes cannot retreat from battles with Bosses.

The threat level can increase in three ways:

- After each player's turn while the Boss is still alive.
- After every round while the Boss is still alive.
- Some game effects also increase the Boss's threat level.

As soon as the blue cube on the threat track reaches the last available space, the game is lost!