ECHOBOUND ADVENTURES



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TABLETOP SIMULATOR BETA

If you have any notes or suggestions, please feel free to send an email to: **contact@tempestworkshop.com** with the Subject line "EBA BETA NOTES"

Thanks for playing!

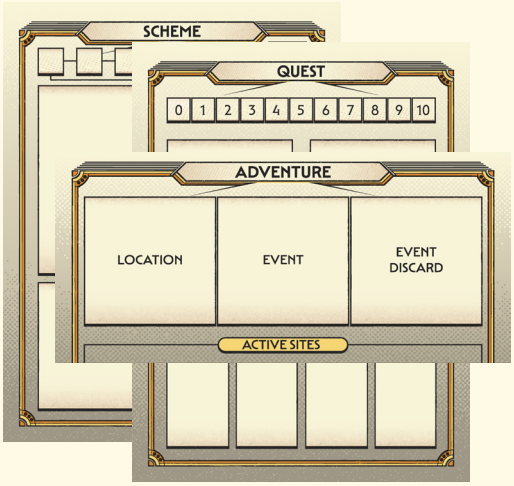
OVERVIEW

Echobound Adventures is a cooperative game for 1 to 4 players. You are a multi-dimensional traveler called a Steward. Stewards are tasked with exploring unstable worlds filled with danger, discovery, and mysterious secrets.

Each individual session of the game is referred to as an Expedition. During an Expedition, you will explore an Environment, investigate Sites, complete Quests, confront Foes, and earn Adventure Points. Most challenges you encounter are overcome through Ability Checks, where you'll roll dice based on your Steward's attributes. The longer the Expedition goes on, the more you will be able to accomplish, but the danger will escalate as the Threat destabilizes your connection to the other dimension and powerful Adversaries make their nefarious Plots known.

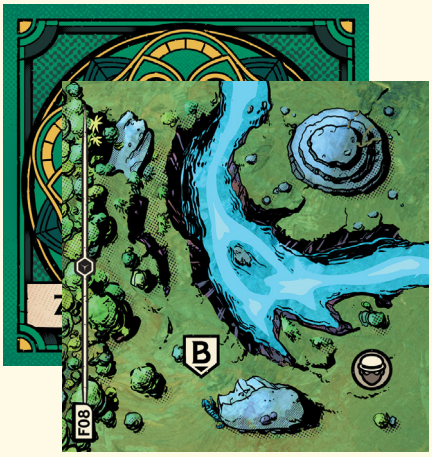
Your primary goal is to gain as many Adventure Points as possible before initiating an Extraction. At the end of each Expedition, Adventure Points are spent to advance the Environment's story. Progress carries forward across sessions, unlocking new story developments, Skills, and Quests. While each Expedition has a definitive end, the story continues.

FIRST EXPEDITION COMPONENTS



Game Boards (3)

The Scheme, Quest, and Adventure boards provide spaces to organize other components and are separate to accommodate different table sizes.



Location Cards (11)

Location cards form the map and create the Expedition area. During the game, they are revealed and placed via the Explore action.



Wild Boar Foe Card (1)

The Wild Boar card is a reference card that depicts the Wild Boar Health and Attack attributes, as well as the Wild Boar special rules.



Event Cards (7)

There are 7 starting Event cards that are revealed and read whenever a Steward enters a space with the symbol.



Scheme Cards (6)

There are 6 starting Sheme cards that are revealed at the end of each round during the Plot phase.



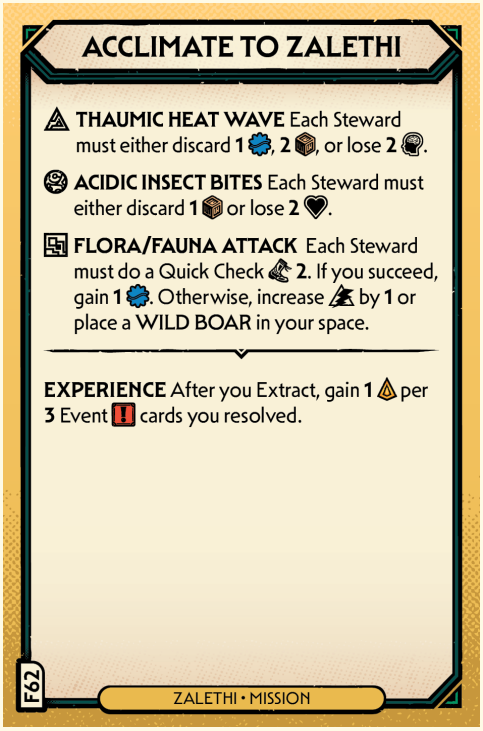
Crewmate Foe Card (1)

The Crewmate card is a reference card that depicts the Crewmate Health and Attack attributes, as well as the Crewmate special rules.



Brash's Brigands Captain Cards (5)

Brash's Brigands features 5 special Captin cards that represent his closest confidants. Captains are placed on the board randomly, and each card rdepicts a particular Captain's Health and Attack attributes, as well as their special rules.



Mission Card (1)

There is 1 starting Mission card that is used in your first Expedition. This card depicts 3 Mission Effects that can be triggered during the Plot phase as well as a way to gain bonus Adventure Points at the end of an Expedition.



Quest Card (1)

There is 1 starting Quest card that is used in your first Expedition. This card depicts both the action that can be done to complete the Quest as well as how many Adventure points are earned when the Quest is completed.



Dice (20)

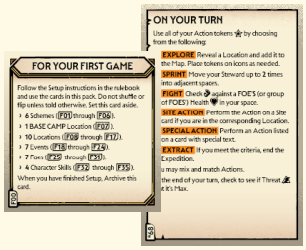
There are 8 Danger dice and 12 Attribute dice spread across 3 sizes. These dice are used when doing checks in the game, and the larger the die the greater the chance of rolling successes.

FIRST EXPEDITION SETUP

NOTE: If you are playing the First Expedition in the TTS Beta, many of these steps will have already been completed.

To set up the first game of Echobound Adventures, follow the steps presented in this section. To set up subsequent games, see "Continuing the Adventure" (page 16).

In Echobound Adventures you mix-and-match Environments and Plots for each Expedition. For your first Expedition, you'll use a packet of cards labeled "FIRST EXPEDITION" that combines the **ZALETHI JUNGLE** Environment and the **PIRATES OF THE OUTER RINGS** Plot. Open the pack and set all of the cards within reach **without shuffling them**. (If they have been shuffled accidentally, you may reset them based on the reference numbers on the fronts of the cards.)



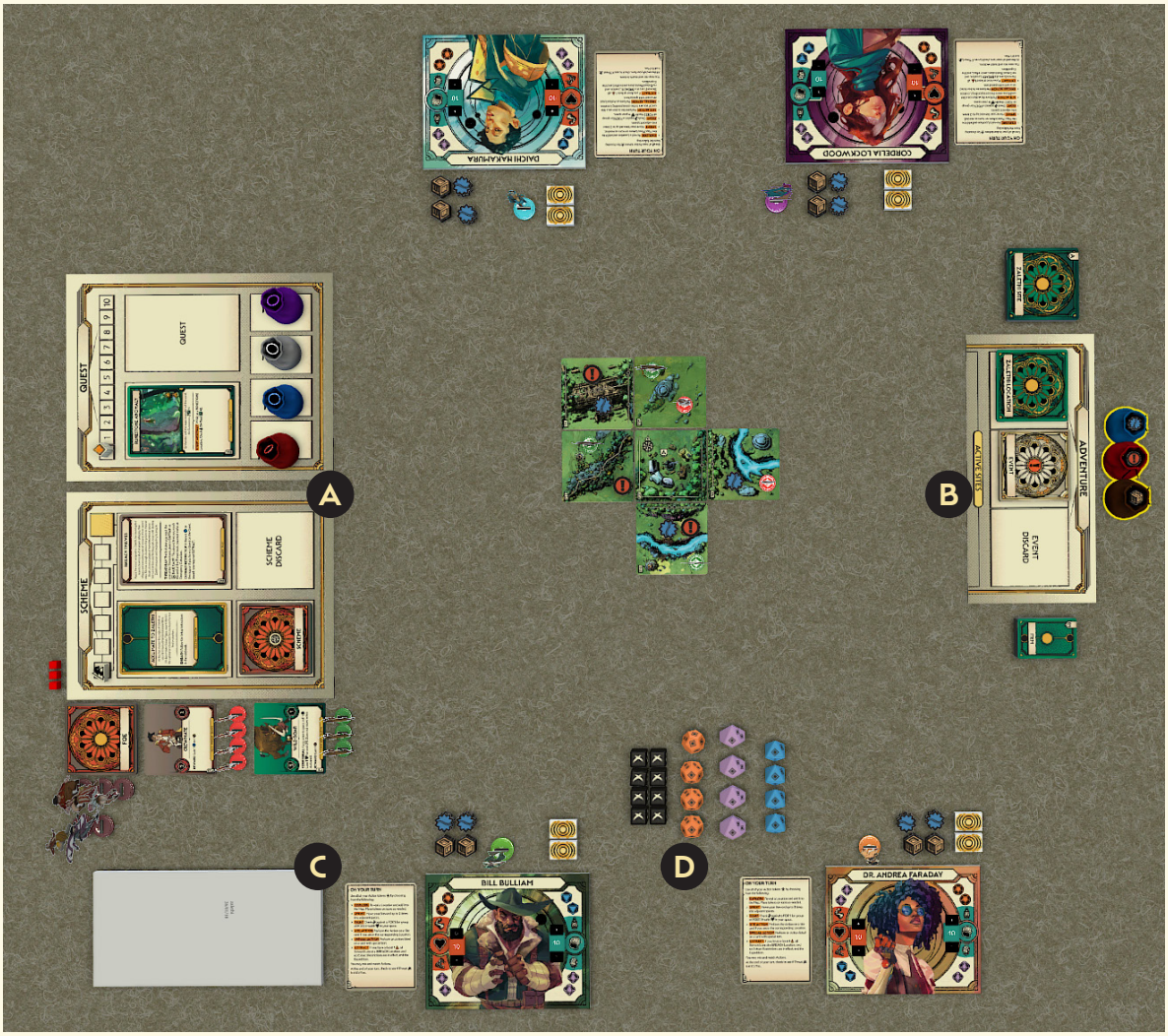
1. INITIAL SETUP

A. Place the Scheme and Quest board on the edge of the play area.

B. Place the Adventure board on the opposite edge of the play area.

C. Take the Zalethi Narrative Book and Environment box and place them within reach.

D. Take all of the dice and place them in a dice pool within reach.



Example setup for a 4-player game.

2. SCHEME & QUEST BOARDS

A. Place the Threat token on the left space of the Threat track and the Adventure Point token near the Adventure point track.

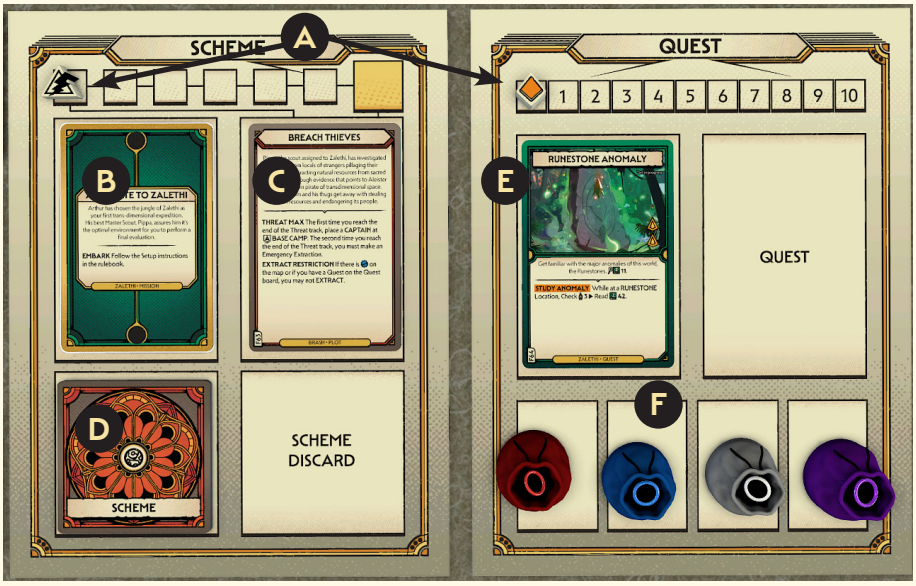
B. Place the **ACCLIMATE TO ZALETHI** Mission card on the MISSION/CRISIS area of the Scheme board.

C. Place the **BREACH THIEVES** Plot card face-up on the PLOT area of the Scheme board.

D. Take all of the Scheme cards and shuffle them to form the Scheme deck. Place the Scheme deck facedown on the SCHEME DECK area of the Scheme board.

E. Place the **RUNESTONE ANOMALY** Quest card facedown on one of the QUEST areas of the Quest board. (The other area will be empty until you find a new Quest in game.)

F. Place the Objective markers in the 4 areas on the Quest board.



3. ADVENTURE BOARD

A. Take all of the Event, Moxie, and Supply tokens and place them above the Adventure board.

B. Remove the Site box from the Zalethi Environment box. Open the card pack inside, set aside the **BASE CAMP** Site card, and place the remaining cards back into the Site box without shuffling. Place the Site box to the left of the Adventure board. Place the **BASE CAMP** card below the Adventure board to begin the Active Sites row.

C. Set the double-sided **BASE CAMP** Location card (with the and compass symbol) aside. Without shuffling, place the remaining Location cards on the LOCATION area of the Adventure board.

D. Take all of the Event cards and shuffle them to form the Event deck. Place the Event deck facedown on the EVENT area of the Adventure board.

E. Remove the Item box from the Zalethi Environment box. Open the card pack, place the cards back into the Item box without shuffling. Place the Item box to the right of the Adventure board.



4. THE FOES

We recommend you setup the following near the Scheme board.



- Shuffle the **5 CAPTAIN** cards and place them facedown within reach.
- Place the **CREWMATE** and **WILD BOAR** cards within reach near the **CAPTAIN** cards.
- Punch out the standees for the Foes listed above and affix them to standee bases. Place the standees next to their corresponding card(s).

5. THE MAP AREA



- Place the double-sided **BASE CAMP** Location card (with the A and compass symbol that you set aside) in the center of the play area.
- Draw and place the first 5 cards in the Location deck face-up according to the image to the right to form the Map.
- Place all of the Supply, Moxie, and Event tokens as shown.
- Place all of the **WILD BOAR** and **CREWMATE** standees as shown below.

6. CHOOSE AND SET UP STEWARDS



- Each player chooses a Steward and takes that Steward's placard, standee, Reference card, and their character-specific Skill card. (When playing an Expedition as a single player, you will choose 2 Stewards to play with.) Give each player a Reference card.
- Choose which starting Skill you would like to use and place the Skill card halfway underneath the bottom of your steward's placard. Make sure the option you select is facing you and visible.
- Set your Health and Willpower to the highest printed value.
- Place your standee on the **BASE CAMP** Location card (with the A and compass symbol).
- Give each Steward a number of Action tokens based on player count:

Players	Tokens
1–2	4
3	3
4	2

- Divvy up **7** Moxie and **6** Supply amongst all Stewards as evenly as possible.

7. READY TO BEGIN

- Open the remaining card packets marked "LIBRARY" and place them behind the "LIBRARY" dividers in the Zalethi Environment box without looking at them. When placed, they should be oriented so that their reference numbers are in order and facing the same direction.
- Lastly, when you are ready to begin your first Expedition, read Z **00** in the Zalethi Narrative book.

CORE CONCEPTS

THE EXPEDITION CHARTER

Echobound Adventures is a cooperative sandbox adventure game that places players in control of both the Stewards and the environmental and adversarial forces that oppose them. Due to the expansive nature of the game, there will invariably be moments during play which lead to some ambiguity as to how to proceed in accordance with the game rules. **When rules ambiguity arises, the group must collectively determine the outcome.** By default, choose the result that is most thematically consistent.

Alternatively, your group may agree upon a specific Expedition tone before beginning:

- **HEROIC** Resolve ambiguity in favor of the Stewards (Ideal for a lighter, classic adventure experience).
- **PERILOUS** Resolve ambiguity in favor of the most threatening outcome (Ideal for a high-stakes, gritty experience).

Regardless of the chosen Charter, apply it consistently and resolve decisions quickly to maintain the pace of the mission.

RULES PRECEDENCE

In addition to general ambiguities, some written rules on cards or narrative entries may explicitly contradict rules in the rulebook. If a card or narrative entry contradicts the rulebook, follow the card or narrative text. If a specific rule contradicts a general rule, the more specific rule takes precedence. If there is still ambiguity, refer to The Expedition Charter and adjudicate the rules accordingly.

THE NARRATIVE BOOK

Each Environment comes with a Narrative Book that is referenced by cards related to that Environment, and on that Environment's Adventure Sheet. You will be instructed when to refer to the Narrative Book whenever you see the Narrative Book icon.



Zalethi Narrative Book Icon

In addition to the standard Narrative Book Icon, there is a Research Narrative Icon. This icon functions differently than the Narrative Book Icon, and instead indicates a passage in the Narrative Book that may optionally be read to learn more about the story or background of the subject being referenced. These entries will not have any game rules associated with them, and are strictly to provide players with a better understanding of the story of Echobound Adventures.



Research Narrative Icon

> **READING ENTRIES** On your turn, have another player read the Narrative Book entry to you. If reading an entry after an Expedition, take turns readings in order to the share the experience.

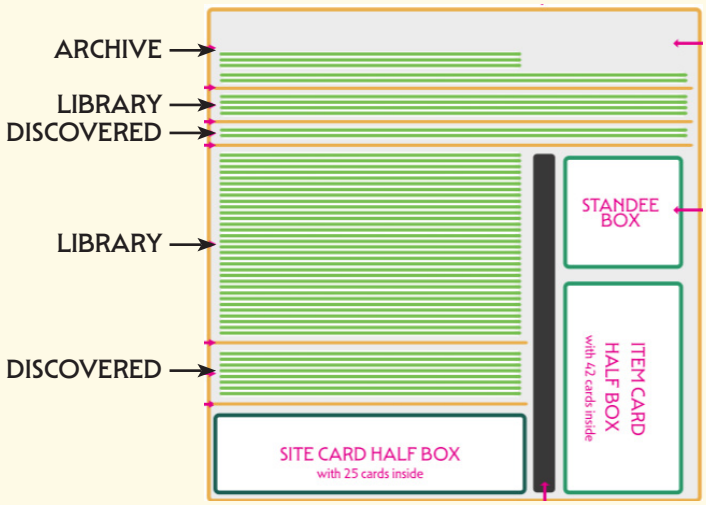
THE ENVIRONMENT BOX

Each Environment is played continuously over many Expeditions, and the Environment box is organized into different areas to keep track of what is available, what hasn't been discovered, and what is no longer needed. At times, both during and after an Expedition, cards will move between three long-term areas in the Environment box: the Discovered, the Library, and the Archive. Most often, you will be instructed to move cards from one area to another by its respective Narrative Book.

THE DISCOVERED

The Discovered section contains all cards that may be used during an Expedition.

- Cards in the Discovered section are available and used during setup.
- After an Expedition, you'll return all of the cards used to the Discovered section unless explicitly instructed.
- Cards in the Site and Item half-boxes are considered to be Discovered.

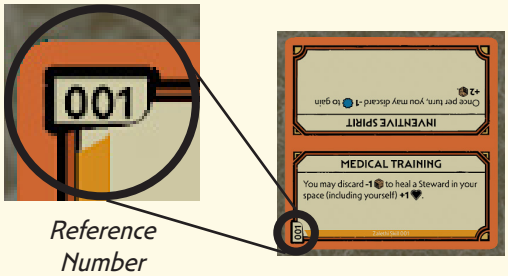


Environment Box Top-Down View

THE LIBRARY

The Library is a specific area of the Environment box which contains cards that have not yet been unlocked or discovered. There are two Libraries in each Environment box: one for the square cards and one for the long cards.

- Cards in a Library are not yet available for Expeditions. Do not look through the Libraries unless looking for a specific card.
- Search for specific cards by using its Reference Number found on the front of each card at the bottom left. Cards numbered 200 or more can be found in the long card Library. All others will be found in the square card Library.
- When a card is removed from a Library, the instructions will describe where that card is placed.
- In rare instances, instructions may indicate that a card is returned to a Library. When this happens, it should be placed back in the order indicated by its Reference Number.



Reference Number

THE ARCHIVE

The Archive is a specific area of the Environment box which contains cards that have been removed from circulation and are no longer usable in your current or future Expeditions. Even though cards in the Archive will not return to play, you may choose to look at them at any time in order to review how the Environment has changed over time or to review specific story moments.

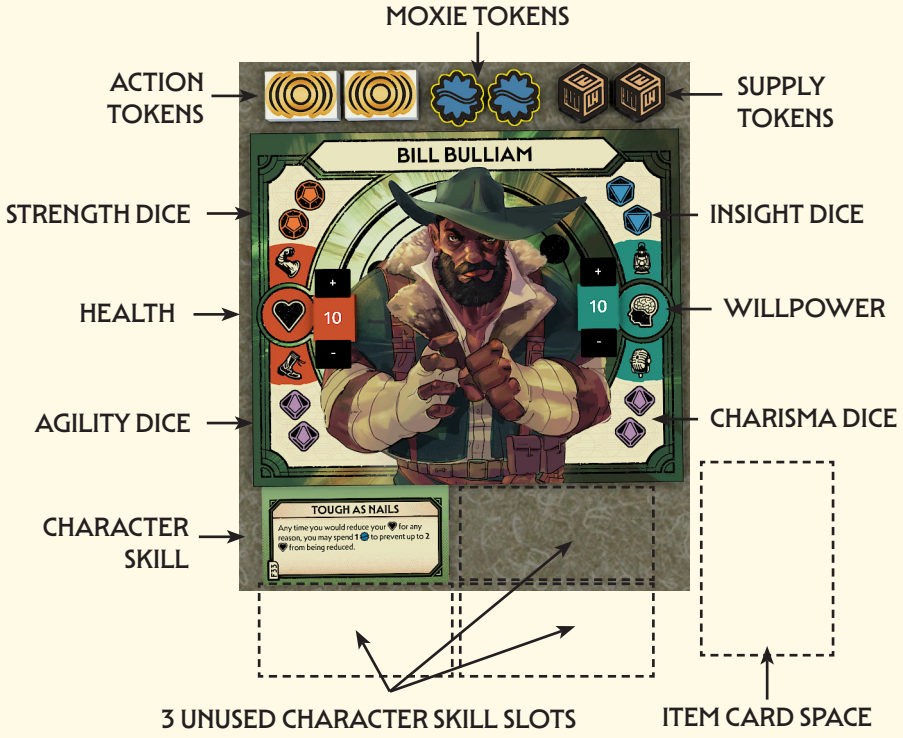
THE PLOT BOX

Each Plot is played continuously over many Expeditions, and the Plot box is organized into different areas to keep track of what is available, what hasn't been discovered, and what is no longer needed. At times, both during and after an Expedition, cards will move between three long-term areas in the Plot box: the Discovered, the Library, and the Archive. Most often, you will be instructed to move cards from one area to another by its own cards.

STEWARD AREA

Each player takes control of a Steward represented by a Steward Placard which shows the Steward's name, which dice you roll for each of the four Attributes, your Health, and your Willpower.

All cards and tokens belonging to a Steward are placed around or near their placard.



HEALTH

Health represents your physical ability to continue the Expedition. You start each Expedition with the maximum you may ever have — 10 Health.

WILLPOWER

Willpower represents your mental ability to continue the Expedition. You start each Expedition with the maximum you may ever have — 10 Willpower.

SKILL SLOTS

Stewards begin with 1 Character Skill card that has 2 Skills. When you start an Expedition, choose which Skill you'd like to play and tuck the card under your placard so that only one Skill is showing. More cards will be earned by playing through an Environment or Plot.

The maximum amount of cards you may have in Skill Slots is 4.

ACTION

Actions represent how many actions you may take on your turn. The number of Action tokens is dependent on player count.

MOXIE

Moxie represents a resource a Steward uses to tap into their inner fortitude or other innate abilities. There is no limit to the amount of Moxie tokens you may have.

SUPPLY

Supply represents a resource a Steward uses within the world to accomplish tasks. There is no limit to the amount of Supply tokens you may have. Occasionally, you can spend Supply as part of a Character Skill or action on a card. The amount of Supply you must spend will be listed on the card.

ITEMS

Items represent specific things you earn in an Environment. There is no limit to the amount of Items you may have.

ABILITY CHECKS

Ability Checks are dice rolls that represent the foundation of Echobound Adventures, and are used throughout an Expedition in order to determine the outcome of performing tasks and in reaction to the external forces acting against the Stewards. Ability checks are associated with the four different types of Character Attributes:

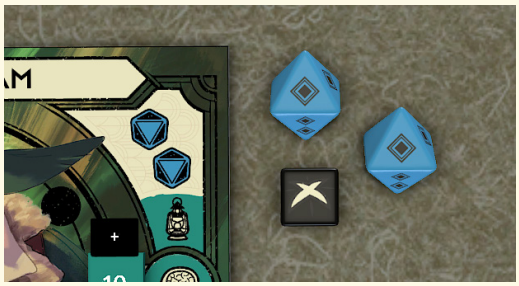
Strength **Agility** **Insight** **Charisma**

Each Ability Check will also indicate a difficulty number or numbers — how many Successes ◈ a player must roll in order to pass that check. While many Ability Checks are structured as either succeed or fail, in some instances they may have several possible outcomes depending on the total number of Successes rolled.

BUILDING A DICE POOL

Each Ability Check begins with the player creating a "pool" of dice that they will roll. This is done in the following order:

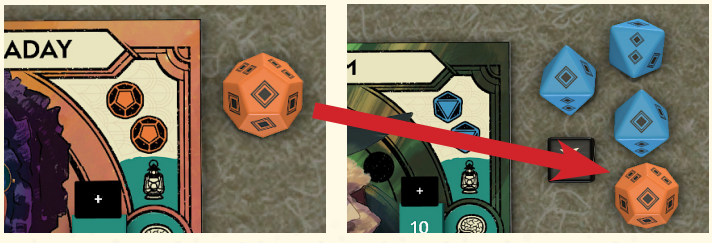
1. **CHARACTER ATTRIBUTES:** The initial dice a character adds to their pool is based on the dice shown for that check type on the Character placard. The larger the die, the better that character is at doing those checks. All checks will start with at least 2 dice being rolled.
2. **BONUS DIE:** You can add a die to your pool by spending 1 Moxie . When you do, you will add a third die to your pool that matches your Attribute for the check you are making.
3. **RECEIVE HELP:** If there are other Stewards in your space, they may Help you during an Ability Check. When a Steward Helps, they will add a die that matches their Attribute for the check you are making. A Steward may only receive help from each other individual Steward once per Turn and once per Plot Phase.
4. **ADDITIONAL EFFECTS:** Some Skills, Items, or other game effects may add dice to your pool when making an Ability Check.
5. **ADD DANGER DIE:** Lastly, you will add 1 Danger die to your pool. Danger dice reflect the consequences you may face when attempting a check and are detailed in "Danger Dice," below.



Bill has built a dice pool to do an Insight check. He's added his Attribute dice and a Danger die.



Bill spends one Moxie to add a Bonus die to his Dice pool.



Andrea is in the same space as Bill and is able to give Help. Bill adds one of Andrea's attribute dice to his dice pool.

Once your pool has been created, you may roll the dice and count the number of Successes rolled. After rolling for an Ability Check, if you did not reach your desired number of Successes, you may continue to roll the dice in your pool. However, for each additional roll you **make you must add 1 Danger die to your dice pool.** The Successes rolled on Ability Checks are cumulative, and the outcome of the roll is determined by the total number of Successes rolled during the duration of the roll.

- Any dice added when creating the pool at the start of an Ability Check remain in your pool for the duration of the roll.
- If an Ability Check has multiple outcomes based on the number of Successes rolled, you may continue to roll to reach these higher difficulty numbers even if you reached the lower difficulty number. In these instances, you still must add a Danger die with each subsequent roll.
- You may decide to stop after any individual roll. If you did not reach any of the specified difficulty numbers, nothing happens.

DANGER DICE

Danger Dice represent adversity, strain, and the growing danger of destabilization the longer the Expedition lasts. They may be rolled when making Ability Checks, when being attacked by Foes, and at various other times during the game. Danger die have blank sides in addition to two other icons:



Hit



Threat

- For each Hit rolled on these dice, you lose Health or Willpower depending on the Ability used for the check. If you are doing a Strength or Agility check, lose 1 Health. If you are doing an Insight or Charisma check, lose 1 Willpower. This loss of health and/or willpower represents physical or mental fatigue.
- If you roll a Hit on a Danger die outside of an Ability Check and there is no other outcome listed, then you may choose to lose one Health or Willpower for each Success rolled.
- For each Threat rolled on these dice, advance the Threat token one space on the Threat track.



Ability Check Example: *Andrea is attempting to study the Azure Runestone which is a difficulty 2 Strength check. She rolls and gets 1 success, but also loses 1 Health.*



Andrea continues her check by adding another Danger Die to her dice pool. She rolls again and gets 3 more successes, which is enough to pass the check. However, she loses an additional Health in the process.

QUICK CHECKS

Quick Checks are a special type of check; they generally represent surprising or startling incidents where Stewards do not have the time to take a measured approach. Quick Checks follow most of the same rules as regular Checks with some exceptions:

- A Steward does not add a Danger die to their dice pool when doing a Quick Check.
- A player may not choose to continue rolling the dice after doing a Quick Check. They must accept the outcome of the dice as rolled.

FIGHT CHECKS

Stewards may take the Fight action in order to try and incapacitate a Foe or Adversary. When doing the Fight action, Stewards will make a Fight check, which is a special type of check that is described in "Fight" on page 12.

PLAYING AN EXPEDITION

An Expedition is played in rounds, with each round beginning with a Steward Phase and ending with a Plot Phase.

STEWARD PHASE

During the Steward Phase, players may take their turns in any order. Each Steward turn follows this structure:

1. **PERFORM ACTIONS:** On your turn, you spend your available Action tokens by flipping them facedown to perform actions.
2. **END YOUR TURN:** Once you have completed your actions, you may end your turn. You may end your turn early by flipping your remaining Action tokens facedown. Any "Until End of Turn" effects end now.
3. **CHECK THE THREAT TRACK:** At the end of each player's turn, check the Threat Track. If it is full, immediately resolve the Threat Track as described in "The Threat Track" on page XX.
4. **PASS THE TURN:** When you have completed your turn, another player may begin their turn. When all players have taken turns, proceed to the Plot Phase.

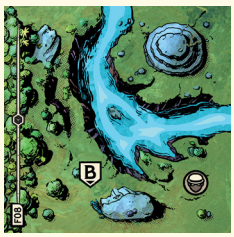
1 OR 2 PLAYER GAME You may choose to end a Stewards turn after completing 2 of their 4 available Actions. You may resume that Steward's turn after any other Steward has taken their turn.

ACTIONS

On your turn, you may flip an Action token face-down to perform one of the following:

EXPLORE

As you play, you will create a Map by placing Location cards into play and giving you new Sites to Investigate. When you do the Explore action, draw a Location from the top of the Location deck and play it anywhere around the map. Locations can be rotated in any direction, but must be placed orthogonally adjacent to a previously placed Location, and must adhere to any special placement rules dictated by the environment.



River - A River is an example of a special feature that exists in the Zalethi Jungle Environment. Location cards with Rivers depicted on them can only be placed if the River at the edge of the card is facing open space on the Map or if it is connected to another River on a previously placed Location. Other environments will indicate if they have Locations with special placement rules in their Environment Journals.

Encounter Icons

When a Location is placed, place any corresponding Encounter Icons on that Location card in the space specified by the icon. Locations have three types of encounter icons that represent events or other notable elements that take place during an Expedition.



› **EVENT:** Events represent random occurrences that take place during an Expedition. When a Location card with an Event icon is placed, add one Event token to the space to indicate that it has yet to be triggered.



› **FOE:** Foes are generally dangerous creatures or people that can appear during an Expedition. Foes are denoted by either an Adversary or Environment Foe icon. When a Location with the icon is placed, take a matching standee and place it into the same space as the icon.



› **SITE ICONS:** Site icons denote an area of interest during an Expedition. Site Icons are numbered "[XX]" icons that correspond to specific cards in the current Expedition. When a Location card with a Site icon is placed, add one Moxie token to the space to indicate that it has yet to be Investigated, as described in "Investigate" on page 13.

Boosting an Explore Action with Moxie

When doing an Explore action, you may spend Moxie to draw more Locations at a 1:1 ratio. Choose one of the Location cards you've drawn to play, then shuffle the others and place them randomly on the bottom of the Location deck.

SPRINT

Move your Steward up to 2 times into an adjacent space. Each Location card is considered its own space and some Location cards can be divided into multiple spaces by Dangerous Terrain and/or Obstructions.

When you move into a space with an Event token, end your Sprint action immediately, remove the Event token and reveal the top card of the Event deck. Follow the instructions on the Event card and then place it in the Event card discard pile.

Dangerous Terrain

Dangerous Terrain is difficult to cross and is indicated by a solid line with at least 1 Danger Die icon displayed inside of it. When you move over Dangerous terrain for any reason, you must roll Danger dice equal to the number of all icons moved over. This means that if two Dangerous terrain lines are adjacent to one another, you must roll the Danger dice shown on both. For each Hit rolled on Danger dice when rolling for Dangerous terrain, the Steward moving loses that much Health.

Obstructions

In addition to Dangerous Terrain, some Location cards may contain Obstructions that divide the Location into separate spaces. Each Environment will indicate if they have Obstructions in their Environment Journals, along with any special rules for those Obstructions.

> River - A River is an example of an Obstruction that exists in the Zalethi Jungle Environment. Unless otherwise specified, Stewards may only cross over Rivers when the spaces they are moving to and from are connected via a bridge. Other environments will indicate if they have Locations that are Obstructions in their Environment Journals.

FIGHT

When taking the Fight action, you must choose at least one Foe in your space to fight against. Generally, you may only fight one Foe at a time. However, foes that have the "Minion" tag may be grouped, as detailed in rules below. After choosing which Foe will be your Primary Target and whether or not you'll Group in any Minions, you will then make a Fight Check, which is a special type of Strength Ability Check that follows the same rules as a regular Strength Ability check, with a few exceptions:

- **DIFFICULTY:** When making a Fight Check the difficulty number is equal to the Health attribute of the Foes you're fighting against. Additionally, you may "Group" any number of Minions into the Fight as well. When Fighting against a Group, you add all of the Health attributes of the Foes you're fighting together to determine the Fight difficulty. (Note - Grouping is "all-or-nothing." When Fighting against a Group, success is determined strictly by the Difficulty of the Group as a whole.)
- **DANGER DICE:** When making a Fight Check, you must add the Primary Target's Attack value in Danger Dice to your dice pool at the beginning of the roll, and adhere to any special rules associated with your Primary Target. Minions that have been grouped into the fight do not contribute Danger Dice to the check, and their special rules are ignored unless otherwise specified. (Reminder - As a Fight check is a Strength check, you lose 1 Health for each Success rolled on the Danger Dice during a Fight.)
- **SUCCESS:** If the roll is successful and the Primary Target has at least one Health token, remove a Health Token. If they do not have a Health token you may remove that Foe from the board and receive the Reward listed on the Foe card. If you're fighting a group, you'll repeat this process for each Foe in the Group.

Just like regular Ability Checks, successes rolled during Fight Checks are cumulative, so some Foes and groups may require several rolls during a single Fight action to be defeated. As with any regular ability check, a Steward may choose to end the roll after any individual roll.



Bill makes an Attack roll against a Crewmate with 2 Health and 2 Attack value. Bill rolls 1 success and loses 1 Health, and decides to continue the Fight.



Bill adds 1 Danger die to his Dice pool and rolls again. He rolls 2 additional successes for a total of 3, but rolls a Threat symbol so must also raise the Threat track by 1.



Group Fight Example: *Bill is fighting a group of Crewmates, and combines their Health attribute to determine the Difficulty of the check. He spends one Moxie to roll an extra die, and succeeds on his first roll by rolling 4 successes.*

EXTRACT (END EXPEDITION)

The Extract action is used to end the Expedition and extract from the environment safely, as long as the criteria for Extracting has been met. This action is described in detail in "End Expedition" on page 15.

SITE ACTIONS

Some Site Cards have actions that are available once their corresponding Location card has been Investigated and the Site Card has been revealed. When taking a Site Action, follow the instructions on the action itself.

You can recognize a Site Action on a Site card as they will appear with bolded action names and be highlighted in yellow. In order to use the action associated with a Site card, your Steward must be in the space corresponding to that Site's action.

Additionally, some Site Cards have actions that are only available after a particular Milestone Icon has been gained, as described in "Milestones" on page 16.



RECOVER is the Site Action on this Site Card.

SPECIAL ACTIONS TEMPORARY ACTIONS

Be on the lookout for other Special actions that may be made available to players by other cards. Special Actions often appear on Quest Cards and Skill cards, but may also be featured in other parts of the game as well. You can always recognize a Special Action as they will appear with bolded action names and be highlighted in yellow. When taking a Special action, follow the instructions on the action itself.

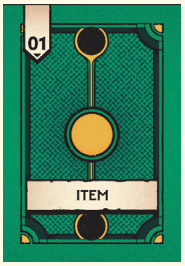
FREE ACTIONS

On your turn, you may do the following things without using an Action token:

- **SHIFT:** You may spend 1 Moxie to move one space orthogonally as though you had taken a half of a Sprint action. The same rules for Dangerous Terrain and Obstructions apply when moving with the Shift free action.
- **INVESTIGATE:** While in the same space as an unrevealed Site Location, you may Investigate. Collect the Moxie token from the space, and then search the Site Deck for the Site card that matches the letter of the Site you're investigating. Some Site Cards will trigger Events, in which case you will read the card aloud and follow the instructions. Otherwise, you'll read the Site Card aloud and place it face-up in the Site Card row so that it may be referenced by all players.
- **USE ITEM:** Some Items you find in the game will have text indicating they can be used to do something specific. Some Items are single-use, requiring them to be discarded to gain their effects. When an Item is discarded, return it to its original Item deck.
- **TRADE/COLLECT:** You may trade any amount of Supply or Item cards with a player in your space, or collect any number of Supply tokens that are in your space.
- **SKILLS:** Unless otherwise noted, player Skills are considered Free Actions and must be done on your turn.

ITEMS

The Item deck is a sorted and numbered deck that contains items you may discover in the Environment you're exploring. When instructed to gain an Item, find and reveal the Item card that matches the reference number.



- If there are more than one Item Cards in the deck that match the reference number you're instructed to gain, randomly gain one of them.
- Alternatively, if there are no Item Cards in the item deck that match the reference number you're instructed to gain, you do not gain an item.
- Some Items are single-use, requiring them to be discarded to gain their effects. When an Item is discarded, return it to its original Item deck.

Some Item cards feature Milestone icons. Only the Steward who has that Item may take actions associated with its Milestone icons.

Item Cards may be traded during an Expedition using the Trade/Collect Free action, or traded freely after the Expedition ends. They are persistent between Expeditions, and are stored in the Steward Trays along with Skill and Reference cards.

PLOT PHASE

During the Plot Phase, the Environment and Adversaries respond to the actions of the Stewards. This is when Mission Effects trigger, Schemes are resolved, and Foes activate. The Plot Phase follows these steps in order:

1. **UNCOVER THE PLOT ICON:** Flip the top card of the Scheme deck over and place it face-up on top of the Scheme discard pile. The Plot Icon that is currently on top of the Scheme deck is now uncovered, and will be the icon used this Plot Phase.
2. **TRIGGER MISSION EFFECT:** After the Plot Icon is revealed, follow the instructions that match the icon on the current face-up Mission card.
3. **RESOLVE SCHEME CARD:** After the Mission Effect, you will now follow the instructions on the Scheme card that you've just placed face-up onto the Scheme discard pile. When resolving a Scheme card, follow each step in order from top to bottom. Scheme cards will also indicate when the Foes will activate, as described in "Activating Foes" below.
4. **CHECK THE THREAT TRACK:** At the end of the Plot Phase, check the Threat Track. If it is full, immediately resolve the Threat Track as described in "The Threat Track" below.
5. **END THE ROUND:** After the Plot Phase, the round ends and all "until end of round" effects end. All Stewards flip their Action tokens face-up. Begin a new round.

ACTIVATING FOES

When activating Foes, each Foe on the board will do the following two actions, in order:

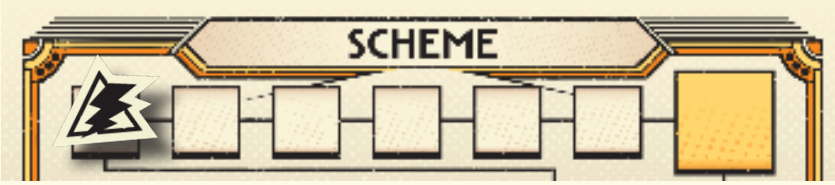
1. **MOVE:** If the Foe is not in the same space as a Steward, the Foe moves 1 space towards the nearest Steward. If the Foe is unable to move via a clear path to a Steward due to an Obstruction, the Foe will cross over the Obstruction. If the Foe crosses Dangerous Terrain or an Obstruction in an attempt to reach the nearest Steward, it skips the Attack action and ends its activation.
2. **ATTACK:** If the Foe is in the same space as a Steward, it attacks. Roll the Foe's Attack Value in Danger Dice. The attacked Steward loses 1 Health for each Hit icon. If you roll a Threat icon, advance the Threat token one space on the Threat track. If there is more than one Steward in the Foe's space, all players agree to which Steward is the target of the attack. If there are multiple Foes and Multiple Stewards in the same space, each Foe will attack a different Steward if able.

Many Foes have special abilities that affect the way they perform the above actions. These abilities will be described on that Foe's card.

THE THREAT TRACK

The threat track represents the increased danger the longer the stewards stay in a given Expedition. The primary way that threat advances is when the threat symbol is rolled on the Danger dice, however there are certain cards and other events that can also cause the threat track to advance. Some skills or cards may allow the players to reduce the Threat track. However, the threat track may never move below 1.

To advance the threat track, move the cube one space to the right. At the end of any player turn and the end of the Plot phase, check the Threat track. If the threat level is at its maximum during this time, follow the Threat Maximum instructions on the current Plot card.



CRISIS

Some Plot Cards will require the players to put a Crisis card into play. To do this, follow these steps:

1. **SCORE MISSION:** Increase your Adventure Point total by the amount indicated by the Mission card's scoring instructions.
2. **RETURN MISSION:** Return the Mission card to your Expedition Pool, there are more pressing matters at hand!
3. **RETRIEVE CRISIS:** Take the Crisis named on the Act 2 Plot card and place it on the MISSION CRISIS area of the Scheme board.
4. **BEGIN CRISIS:** Follow the setup instructions on the back of the Crisis card and then place it into play face-up in the Mission/Crisis space.

For the remainder of the game, the Crisis is in effect. After the Plot Icon is revealed in the Plot Phase, you'll now follow the instructions that match the icon on the current face-up Crisis card. Each Crisis also provides special rules which take effect until the end of the game. Generally, if the Threat track is at maximum when Threat is checked at the end of a Steward turn or the Plot phase and the Crisis is in play, the Expedition ends immediately via an Emergency Extraction (Next page).

ADVENTURE POINTS

Adventure Points represent gaining knowledge and experience during an Expedition, and are used to track the progress in your current game. You begin each Expedition with 0 Adventure Points, and the primary goal of each Expedition is to earn as many Adventure Points as possible before Extracting, although there is a limit of 10 Adventure Points that can be earned while on an Expedition. After an Expedition, Adventure Points can be spent to progress in the Environment story.

There are several ways that players are able to gain Adventure Points:

- **MISSION EXPERIENCE:** At the start of a game, you will choose a Mission from your Expedition Pool and put it into play. Each Mission details a way you may earn Adventure Points while on your Expedition called Experience. Adventure Points earned through Experience are not earned immediately however, and are instead scored either at the end of a successful Expedition or when a Crisis is placed into play. Because of this, if you're able to Extract safely, it is possible to exceed the normal 10 Adventure Points per Expedition Limit after adding in Mission Experience.
- **QUESTS:** You may earn Adventure points by completing Quests. Each Quest awards a number of Adventure Points equal to the number of Adventure Point icons shown on the right side of the Quest card, and these points are earned immediately when the Quest is completed. At any given time, you may have up to two Quests on your Quest board. When a quest is completed, you may immediately place another Quest from the available quests in your Active Expedition Pool onto the Quest board if one is available.

  During play, a Quest may task you with marking an object or location. When doing this, you may choose any of the colored markers to use to mark the Quest, provided that color is not currently in use. This allows you to track several goals at once.
- **SITES AND OTHER DISCOVERIES:** Adventure Points may also be gained in other ways including at some Sites, via the Narrative Journal, or on Event or Scheme cards. Adventure with a curious and open mind to discover more!

END THE EXPEDITION

The Expedition can end in two possible ways, either through an Extract action or due to an Emergency Extraction.

EXTRACT ACTION

The primary way of Extracting is with the Extract action. To take the Extract action:

- You must have gained at least 1 Adventure Point.
- All Stewards must be on a Breach space (such as Base Camp).
- No Extract Restrictions may be in effect.

Extract Restrictions appear on certain Crisis and Plot cards and prevent Extraction until their condition is resolved (e.g., "Stewards may not Extract while a Quest is in the Quest area").

If these conditions are met, all Stewards extract safely and the Expedition ends.

EMERGENCY EXTRACTION

In some events, the danger during an Expedition becomes too great and the Stewards are forced to make an Emergency Extraction or else risk dimensional collapse. Emergency Extraction is necessary in either of the following instances:

- Any Steward is reduced to 0 Health or Willpower.
- When specified by a Threat Maximum effect, Narrative entry, or other card text.

If either of the above instances occur, all Stewards are forced to make an Emergency Extraction and the Expedition ends. If the Expedition ends with an Emergency Extraction, the Stewards will have less Adventure Points to spend after the Expedition.

YOU MAY NOW EMBARK ON YOUR FIRST EXPEDITION.

AFTER AN EXPEDITION

ENVIRONMENT PROGRESS

When an Expedition has concluded, you will be able to spend Adventure points you have gained during the Expedition in order to advance that environment's Progress track. If the Stewards have successfully taken the Extract action and extracted safely, they may spend all of the Adventure points they have gained. If instead the Expedition has ended with an Emergency Extraction, then Stewards may only spend half of the Adventure points gained (Rounded up).

Environmental progression is tracked on the Environment's Adventure sheet. After your first game, fill in the center of that sheet to begin the progression track.

In order to progress along the Adventure sheet you must either pay the amount of Adventure Points noted in the next slot or be in possession of a Milestone found during an Expedition. When you fill in a space on the Adventure sheet, read the entry noted.

Leftover Adventure Points can be saved from Expedition to Expedition. Any points leftover are not carried into the next Expedition, but instead are marked on the Society sheet to be added to Adventure Points accumulated in the next Expedition.

MILESTONES

Milestones represent important and notable events in the course of an Expedition. When the players receive a Milestone card, it is stored in the Expedition Journal and may be referenced at any time. Each Milestone has a icon associated with it, and while the Milestone is in the Expedition Journal, players may do any actions they encounter that have the matching icons. Milestones are carried from game to game and even from environment to environment, so Milestones you gain in one Expedition may be used to unlock secrets in another.

SAVING YOUR GAME

Echobound Adventures is designed to be played across many sessions, and the bulk of your experience is "auto-saved" along the way. When you have completed your Expedition and would like to store the game, follow these steps:

1. Place your Skill cards, Item cards, Artifact cards, and Reference cards into your Steward Tray. These cards will remain with the Stewards between Expeditions.
2. Return all Site cards from the Site Row to the Site Deck, in their correct alphabetical order.
3. Separate the Event cards into their respective Environment and Plot piles.
4. Place all Environment cards back in the Environment box, in the Discovered area.
5. Place all Plot cards back in the Plot box, in the Discovered area.
6. Return the Narrative Journal to its Environment box.

CONTINUING THE ADVENTURE

GAME SETUP

To set up future Expeditions, follow the same steps as your First Expedition Setup with the following changes:

1) INITIAL SETUP

Choose an Environment and a Plot for your next Expedition. You may mix and match any Environment with any Plot. When prompted to use a component related to the Zalethi jungle or Brash's Brigands, simply use component from the the Environment or Plot

2) SCHEME & QUEST BOARDS

When playing subsequent games, you may choose any Mission card and up to 2 Quest cards to begin the game with. These may be selected from any contained in the Discovered area of their respective Environment or Plot boxes.

3) ADVENTURE BOARD

After placing theBase Camp site card, shuffle the remaining Location cards and place them on the LOCATION area of the Adventure board. Take all of the discovered Event cards from your chosen Environment and Plot and shuffle them together to form the Event deck. Place this deck on the EVENT area of the Adventure board.

5) THE MAP AREA

After placing the BASE CAMP location card in the center of the play area, do a number of EXPLORE actions as indicated on the back of the selected Mission card to create your starting map.

6) CHOOSE AND SET UP STEWARDS

Each Steward may have up to 4 Character Skills selected from their available skills. For more details on Skills, see below. Divvy up the number of Moxie and Supply indicated on the back of the Mission you've selected as evenly as possible amongst all Stewards.

CHARACTER SKILLS

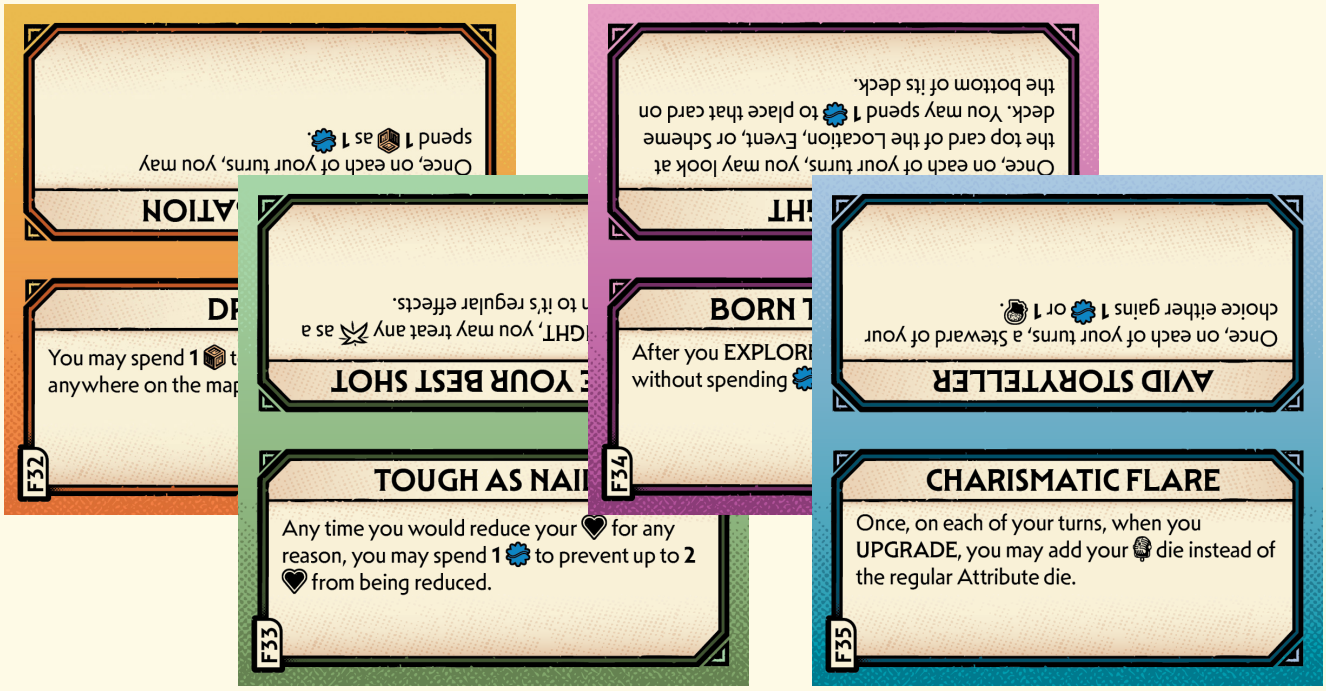
At the start of each Expedition, you may select up to 4 Skills to assign to your Steward by choosing from their unlocked personal skills or from the available Expedition skills. Skills are double sided, and a player must choose which side to assign to their Steward for the entirety of an Expedition. This is done by sliding the skill underneath the Steward placard so the chosen side is visible.

Unlocking Character Skills

Character skills are unlocked when specific Milestones have been reached. At the end of an Expedition, check to see if any Milestones match the character's symbols depicted on the Environment sheet. If they do, mark them off and read the corresponding entry in the Environment journal.

Artifacts

In some rare cases, you may uncover an Artifact card as a reward at the culmination of a prominent story moment. Artifact cards function much the same as skill cards and provide the Steward that uses it with a special ability they may use during the Expedition. Like Expedition skills, Artifact cards can be used by any Steward and count as one of a Steward's 4 available Skill selections. However, Artifact cards differ from Expedition skills in that they are single-sided, and there is only a single card available. This means that only one Steward can use each Artifact on any given Expedition.



Skill Card Examples

GLOSSARY

Ability Check A dice roll made to determine the outcome of an action. Ability Checks use one of four Attributes and require a number of Successes equal to the listed Difficulty.

Active Expedition Pool The collection of unlocked cards available for use during an Expedition. Cards used during play are returned here unless otherwise instructed.

Adventure Points Progress earned during an Expedition. Adventure Points are spent after the Expedition to advance the Environment's Adventure Sheet.

Adventure Sheet The campaign progression sheet for an Environment. Players spend Adventure Points here to unlock story developments and new content.

Adversary A major enemy associated with a Plot. Adversaries often introduce special rules or trigger Crisis events.

Archive A storage area for cards permanently removed from circulation. Archived cards do not return to play.

Artifact Card A powerful, single-sided card earned through major story events. Artifacts function similarly to Skills but are unique and limited.

Action A core activity performed during a Steward's turn by flipping an Action Token.

Action Token A token spent to perform an Action during the Steward Phase.

Archive A storage area for permanently removed cards.

Breach A designated Location from which Stewards may Extract.

Bystander A non-Foe character that may appear during an Expedition as a standee on the map. Bystanders will follow the rules on the cards that they are associated with.

Character Attributes There are 4 different types of Character Attributes that are used when doing Ability Checks: Strength, Agility, Insight, and Charisma.

Crisis A special Plot state that replaces the Mission and introduces new rules and scoring conditions.

Danger Die / Danger Dice Special dice that represent risk and escalating instability. Danger Dice may cause loss of Health, loss of Will, or advancement of the Threat Track.

Dangerous Terrain Dangerous Terrain is difficult to cross and is indicated by a solid line with at least 1 Danger Die icon displayed inside of it. When you move over Dangerous terrain, you must roll Danger dice equal to the number of all icons moved over. This means that if two Dangerous terrain lines are adjacent to one another, you must roll the Danger dice shown on both. For each Hit rolled on Danger dice when rolling for Dangerous terrain, the Steward moving loses that much Health.

Difficulty The number of Successes required to complete an Ability Check.

Divvy Splitting resources amongst the stewards.

Emergency Extraction A forced end to the Expedition triggered by specific conditions such as a Steward reaching 0 Health or Will

Environment A setting in which Expeditions take place. Each Environment has its own Library, Narrative Book, and Adventure Sheet.

Expedition A single play session in which Stewards explore an Environment, complete Missions, and earn Adventure Points.

Expedition Journal A persistent record that stores Milestones and other long-term achievements.

Extract An Action that ends the Expedition safely if all conditions are met.

Foe A hostile entity encountered during an Expedition. Foes activate during the Plot Phase.

Free Action An activity that does not require spending an Action Token.

Heal Term for gaining health or will.

Health A Steward's physical endurance. If reduced to 0, an Emergency Extraction occurs.

Library A collection of locked or undiscovered cards within an Environment or Plot box.

Location A card placed on the Map representing an area Stewards may explore.

Milestone A significant achievement earned during play. Milestones persist across Expeditions and may unlock additional content.

Mission A card that defines scoring objectives during an Expedition.

Moxie A resource spent to enhance actions such as upgrading Ability Checks or boosting exploration.

Plot A narrative and mechanical framework that defines adversarial forces and escalating threats during an Expedition.

Plot Phase The phase at the end of each Round during which Schemes resolve and Foes activate.

Quest An optional objective that grants immediate Adventure Points when completed.

Round A complete cycle of the Steward Phase followed by the Plot Phase.

Scheme Card A card resolved during the Plot Phase that advances the Plot.

Search How to search a deck and then shuffle.

Site A point of interest tied to a Location that may be Investigated.

Steward A player-controlled character participating in an Expedition.

Steward Phase The phase during which players take turns performing Actions.

Success A favorable die result counted toward completing an Ability Check.

Team The group of Stewards. Each Steward is regarded as part of the Team.

Threat A representation of escalating instability during an Expedition.

Threat Track A track that advances when Threat icons are rolled or triggered by card effects.

Will A Steward's mental endurance. If reduced to 0, an Emergency Extraction occurs.

ICONS

Event 

Moxie 

Supply 

Plot Foe 

Environmental Foe 

Narrative Book 

Research Narrative 

Strength 

Ability 

Insight 

Charisma 

Health 

Willpower 

Hit (Dice) 

Threat (Dice & Token) 

Site Icon 

Adventure Points 

Success (Dice) 

Danger Dice 

Check 

Item Card 

Library Card 