

The Wildscale Swamps are known among Woodlanders as the home of many somewhat unnerving, but harmless wetland residents. It is an eerie place on the best of days, and mysterious events have recently rendered it dangerous to travelers and heroes alike. The Woodland Elder has tasked you with investigating the area, but thankfully a sprightly new hero will be joining your party - the legendary river otter, Athu. Get on your wet boots, and don't forget a paddle on your way out, because you're heading for the Swamps!

This expansion for Explorers of the Woodlands takes you into the Wildscale Swamps, which bring new dangers, challenges, and rewards!

Objective of the game:
Defeat the Forest boss and the River boss!



Playing a standard game with the Wildscale Swamps expansion requires you to mix some of the core box components with those in the expansion box, while other components have their own setup altogether. The setup is split into two parts - creating the swamp river, and all other setup.

### **Creating The Swamp River**

**Step 1:** Separate the Swamp Boss tile **!**, the Swamp Start tile **()**, the other 8 Swamp River tiles (all other tiles that depict the swampy river), and the 2 Swamp Forest tiles (those that have no river access):



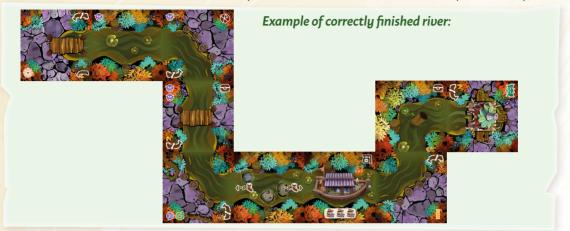
Step 2: Place the Swamp start tile in the center of the table, and place the Rowboat on it.

Step 3: Shuffle the 8 Swamp River tiles together into a face down stack. Set the Swamp Boss tile aside for now.

**Step 4:** One at a time, each player draws a Swamp River tile from the stack and places it at the river's end (starting next to the river path on the starting tile). Each Swamp River tile must be placed so that the river remains in one connected stretch, leaving the end open for the next river tile to be placed. You may also never place a River tile such that the next tile placed would be touching two other tiles. In other words, each River tile may only be touching one other River tile.



**Step 5:** Once all Swamp River tiles have been placed, creating a single stretch of 9 river tiles, then place the Swamp Boss tile at the end of the river. There should always be 10 river tiles in total that make up the Swamp River.



Then place the Monster and Chest tokens indicated on the River tiles icons. Note that some monsters are on tiles that contain both forest and river terrain - these monsters may be encountered whether you enter the tile from the forest or from the river.

### **All Other Setup**

**Step 6:** Now continue with the rest of the setup for the core game, mixing the new Event cards, Loot cards, Boss cards, and Monster markers in with those from the core game. The two Swamp Forest tiles must also be shuffled into core game's Forest tiles, and the Advanced Unique Power cards tucked under the existing Unique Power cards for each Hero in play. Also add the following tokens included in this box to the token supply:







All scenario specific tokens can be left in the box.

**Step 7:** Shuffle the Amulet cards **and Swamp Fever cards** into separate face down piles, and place them near the other card piles.

Note: If playing with Athu, place the Lantern marker near her player board during setup



**Step 8:** Choose the desired difficulty for this game by selecting which Thorns card to play with. We recommend playing with one of the new Thorns cards when playing with the expansion. Once you've chosen the Thorns card you'll play with, add it to the play area face up, and place the other Thorns cards back in the box.

#### **Booster Boots**

In addition, you may choose to give any of the players a +1 Movement marker ( ), which will make the game a little easier and faster. As long as you have one of these tokens, you may take a free move action once on each of your turns in addition to using the Hero dice.

# WINNING AND LOSING

In Wildscale Swamps your group of Heroes must defeat two Bosses in order to win in a standard game: one on the new Swamp River Boss tile, and one on the Boss lair at the bottom of the Forest tiles. If you fail to defeat both before either of the Bosses reach the end of their Threat track, or if at any time all Heroes have been knocked down, you lose!

# **NEW RULES**

### 1. New Tiles

When playing with the new tiles that are included in Wildscale Swamps, there are two important rules that are added to the game:

There is no Forest Growth phase in the first round of the game.

During the Forest Growth phase, you may add Forest tiles anywhere where there is an open Forest path, including where the Swamp River tiles feature Forest terrain. As always, you must avoid creating dead ends if possible.



Gameplay tip: It is evermore important to be mindful of where you place Forest tiles and how you build out your paths in Wildscale Swamps. If you don't pay close enough attention, you may corner yourself off from the group, or block your best paths to key locations.

This expansion introduces the following new tiles:

### **Swamp Start Tile**



This 4-way intersection tile serves as the starting point for Heroes in this expansion. The Rowboat begins on the River path (on the left side of this image), allowing Heroes to start navigating the Swamp River immediately if they wish to do so. The other three Forest paths work the same as with the core game's Starting tile - Heroes can expand and explore by placing Forest tiles extending off of them.

Note: Whether exploring by River or by Forest, remember that you will eventually need to reach the Swamp Boss tile and defeat the Boss there.

### Swamp Forest tiles



### Spike Trap

Whenever a Hero enters this tile by any means, they may immediately spend 1 Hero Die they have assigned to Movement to avoid the trap. Otherwise, they lose 1 . A great master once said "the path is full of thorns," but little did they know the thorns would be giant, made of steel, and swinging down on a log!



#### **Altar Ruins**

Whenever an active Hero is on the Altar Ruins tile and no Monsters remain on the tile, the Hero may perform either of the following free actions as many times as they wish:

- discard 2 defeated Monster markers they have collected to draw 1 Amulet card, placing it next to their Hero Board. If already carrying an Amulet when doing this, you may choose which Amulet to keep, but must discard one of them (see Amulet cards on page 11)

- discard 2 defeated Monster markers to remove 1 Swamp Fever from themselves or another Hero on the Altar Ruins tile, discarding the Swamp Fever card. (see Swamp Fever cards on page 12)

Gameplay tip: Carefully plan your positioning of the Altar Ruins if possible, as this tile is one of the primary ways to acquire Amulet cards and discard Swamp Fever cards!

- Work in Progress -- Work in F

### **Swamp River tiles**



#### River Rocks

This River tile contains obstacles that slow down the Rowboat. The boat receives a -1 movement penalty when leaving this tile, and it therefore costs 2 movement dice to do so (see Rowboat movement on page 8). There is, however, no movement penalty for entering the tile.





#### **Embark/Disembark Tiles**

All Swamp River tiles bearing this icon allow Heroes to embark or disembark from the Rowboat as a free action, provided that they are on the same tile as the boat. Heroes may even do this out of turn! (more on the Rowboat below)

Reminder: When disembarking, Heroes re-enter the Forest path, and may only travel by Forest path when on foot.



#### River Peddler tile

When this tile is entered for the first time in the game (and only this once), immediately draw 3 Loot cards and place them near the River Peddler tile. For the rest of the game, Heroes may purchase any of these 3 items as a free action when they are the active Hero. The items cost 2 defeated Monster markers each, and are not replenished once bought.

Heroes may also sell Loot cards at this location just as they would on the standard Peddler tile, gaining 1 per Loot card discarded. Amulet cards may also be sold to Peddlers for 1

each, see Amulets on page 11.



#### Swamp Boss tile

This tile is always placed at the end of the Swamp River during setup. Whenever this tile is entered for the first time in the game, draw a Boss card, place it face up near the tile, and prepare for a tough fight!

Note: Unlike the Boss Lair from the core game, a Boss will not appear on the Swamp Boss tile until either a Hero enters the tile, or when the Boss on the regular Boss Lair is defeated. Once this Boss appears, it is immediately revealed - flip it and place a blue cube on the first space of its Threat track

Gameplay tip: Sometimes it may be easier to reach this tile by treading on the Forest path instead of getting there by river!

### 2. The Rowboat



The Heroes must use the Rowboat to travel along the Swamp River. Whenever a Swamp River tile contains forest, Heroes may travel on that forest terrain without the Rowboat, but they may never enter the river water on their own. The Swamp River is very dangerous!

### Getting on the Rowboat:

A Hero may freely (without using Movement or Hero dice) get on or off the Rowboat whenever they are on an Embark/Disembark tile with it. They may even do this outside of their turn, provided that the Active Hero is currently on the Rowboat.

#### Using the Rowboat to Travel:

Whenever you're the Active Hero and are on the Rowboat, you can spend Hero dice you have assigned to Movement to move the boat to an adjacent River tile - each Hero die spent this way moves the boat exactly one tile along the River, the same way a Hero die spent on normal movement would move your Hero meeple exactly one tile. The Rowboat can travel in any direction along adjacent River tiles. All Heroes currently in the Rowboat may come along for the ride or choose to disembark on any Embark/Disembark tile.

The Rowboat cannot move unless the Active Hero is on board. If all Heroes disembark, the Rowboat remains in its current position until a Hero embarks again. In such cases, the boat does not move.



It is Xylia's turn, and she wants to take the Rowboat further down river. She is on an Embark/Disembark tile, so she may board the Rowboat as a free action. Klethor is already on the boat, and Athu is also on the same tile, but hasn't yet embarked. Xylia says she plans on taking the Rowboat two more tiles down the river. Athu decides to come along, and boards the Rowboat as well, but Klethor wants to stay behind to deal with some monsters, so he Disemarks. Athu and Xylia then take the boat down river, bringing them closer to the Swamp Boss tile!

Note: Only Hero Dice assigned to Movement can be used to row the Rowboat. Other game effects that grant Movement (ie. the Boots Loot card) cannot move the Rowboat unless they specify that their Movement is usable on the boat (ie. the Paddle Loot card).

When on the Rowboat, Monsters still trigger combat normally, as soon as you enter their tile. All Heroes sharing a tile may participate in group combat regardless of whether they are in the Rowboat or not.

A note about Xylia's 2nd Unique Power: Xylia may still participate in ranged combat (from one tile away) whether or not she is in the Rowboat.

### 3. Defeated Monster markers

In Wildscale Swamps, each Hero now keeps the Monster markers they defeat during their turns, placing them face up near their player board.

Note: Whenever the with icon is activated by a defeated Monster (as in the case of Spirit Monsters), that Monster is still shuffled back into the Monster pile, not collected by the defeating player.

Example: On Klethor's turn, he defeats these 3 Monsters:







KEEP

**KEEP** 

RESHUFFLE

He gains all the rewards from each of these Monsters, and the first two are added to his defeated Monster collection, but the last one is shuffled back into the Monster pile.

Once collected, defeated Monster markers can be used to:

- Purchase Loot cards on the River Peddler tile (see page 7).
- Purchase Amulet cards and / or discard Swamp Fever cards on the Altar Ruins tile (see page 6).

#### Notes:

- When in group combat, Monster markers are always collected by the active Hero.
- Defeated Monster Markers cannot be given to other players.
- There is no limit to the number of defeated Monster markers you may collect.

## 4. New cards

This expansion adds over 20 Loot cards and 6 event cards, introduces Advanced Unique Power cards, and adds 2 altogether new types of cards: Amulet cards and Swamp Fever cards. Let's go over each in detail.

### **Advanced Unique Power Cards**



Each Hero now has a second Unique Power card with a 3rd Unique Power on it. This card also gives you the permanent ability to purchase Amulet cards once your 3rd Power is unlocked.

If a Hero already has their 2nd Unique Power unlocked and then reaches at least 5 (6) on their Orb track, they may spend 5 (6) to unlock their 3rd Unique Power. They may only do this during their active turn, and only when not in combat.

When doing this, they slide both their Unique Power card and Advanced Unique Power card to the left until both cards are fully revealed.

If a Hero has all 3 Unique Powers unlocked, they may from then on spend 5 (6) to draw an Amulet card - again, during their turn and when not in combat.

#### Example:

Athu has already spent 8 (a), unlocking her first two Unique Powers. She currently has 7 (b), and decides to spend 5 of them to unlock her 3rd Unique Power, sliding both of her Unique Power cards out to the left. Now that both are fully visible, she has access to all the powers written on them, including the ability to buy Amulet cards for 5 (a).



\*Athu's basic Unique Power card is also included in this set.

# **O** Amulet Cards



Amulet cards feature unique Amulets that provide an ongoing benefit to the Hero wearing them. These cards do not take up any space in the inventory, and each Hero can only possess one at a time.

### **Gaining an Amulet**

Whenever a game effect features this icon, resolving that effect allows you to draw an Amulet card from the Amulet deck, placing it face up to the right of your player board.

The icon can be found on some Monster rewards, events, the Altar Ruins tile, etc. If you gain an Amulet when you already have one, you may draw a new one and choose which to keep. The other Amulet card is discarded.

### **Using Amulets**

Like Loot cards, Amulets may be either Permanent or Limited-use. Permanent Amulets specify how they are used, and their ability is always available. Limited-use Amulets bear the or icon - Amulets can be used once per turn, and Amulets are discarded when used.

\*Note that Sha'vi's Unique Power that allows her to re-use 🔀 Loot cards does not apply to Amulets.

### **Selling Amulets**

Amulet cards can be sold like Loot cards, for 1 @ each on the Peddler or River Peddler Boat tile. Amulet cards can't be discarded unless they are sold, replaced by a new Amulet, or their effect is activated by the icon.

A couple of other notes on Amulets...

- When a Hero is knocked down, they do not lose their Amulet card.
- If the Amulet deck ever runs out, shuffle all discarded Amulets together to form a new one.



#### Burdened

You Inventory capacity is reduced from 3 to 2. Discard 1 Loot card if you already have 3. You may discard this card as soon as you enter a Peddler tile.

Swamp Fever cards burden the Hero carrying them with a negative effect of one type or another. Like Amulets, these cards do not take up any space in their inventory, and each Hero can only possess one at a time.



### Gaining a Swamp Fever

Whenever a game effect features this icon, resolving that effect forces you to draw a Swamp Fever card from the Swamp Fever deck, placing it face up to the right of your player board. You may only have 1 Amulet and 1 Swamp Fever card next to your player board.

The 🕰 icon can be found on certain event cards, Bosses, Monster penalties, etc.

### **Getting Rid of (Curing) Swamp Fever**

Swamp Fever cards cannot be sold, and can only be discarded by specific game effects such as:

- Visiting the Altar Ruins and discarding defeated Monster markers to get rid of a Swamp Fever (see Altar Ruins tile, on page 6).
- Satisfying one of the discard conditions written on the Swamp Fever card (some may give you multiple options).
- Getting knocked down, in which case a Hero immediately discards their Swamp Fever card if they have one.
- If the Swamp Fever deck ever runs out, shuffle all discarded Swamp Fever cards together to form a new one.

### Swamp Loot Cards

There are many new Loot cards that come with Wildscale Swamps, and one new concept you need to learn in order to play with them:

#### Additional Inventory

Two of the new Loot cards (Backpack and Potion Bag) upgrade your inventory, allowing you to hold more items than you normally would by storing additional items on top of them. Each specifies how many additional Loot cards it may hold, and all Loot cards held in the Backpack or Potion Bag may be used normally. You may not transfer either the Backpack or Potion Bag to another Hero if it is currently holding other Loot cards on it, but you may "empty" it, discarding all Loot cards held on top of it in order to give it away.

### 5. New Hero: Athu





#### **Power Die**

Athu can summon the Brown Power Die.



### Special Token for Athu - The Lantern

If you play with Athu, place the Lantern marker near your player board during setup.

### **Special Abilities**

5+: Shadow step: When entering a tile, discard this die to become invisible to all on it. Flip the markers face up, then choose whether to fight them (normally) or leave the tile without taking any damage or penalties.

6: Purifying Light: Discard this die to place Athu's lantern token on your current tile. The lantern reduces all Monsters' by 1 until the beginning of your next turn, at which point you return the lantern token to your player board for reuse.

Note: Athu's lantern token is double sided. Its effect is upgraded once Athu has unlocked her 2nd Unique Power (see below).

### **Unique Power 1:**

PHASE 1 - You may sacrifice your Combat die for your turn and use it as a 5th Hero die to perform one additional action.

#### **Unique Power 2:**

PHASE 2 - Once per turn, when you spend 1 (6) to reroll a Combat die, other Heroes participating in the battle can also reroll 1 Combat die each, without spending (6).

#### **Unique Power 3:**

PHASE 2 - When you use your lantern with special action 6, monsters on the tile also have a maximum of 1 . Use the other side of the lantern (showing the icon).

# 6. Swamp Monsters

3 New types of Monsters make their appearance in Wildscale Swamps:

### 1: Mireling

A slippery and elusive creature, the Mireling is more agile in the swamp's murky waters, thriving where the river meets the land.





This Monster gains +1 HP when located on any Swamp River tile.

#### 2: Buzzwing

This buzzing menace glides through the swamp's thick air, its unsettling hum heralding the spread of a dangerous fever.



If you lose a Combat against this type of Monster (meaning it survives the Combat), 2 things happen in the following order:

First, draw a Swamp Fever card. If you already have one, don't draw a second card.

Then place the undefeated Monster back in the Monsters pile and shuffle it.

### 3: Scaleguard

This formidable warrior wields a shield blocking most attacks but faltering when faced with overwhelming force.





# 7. New Bosses and their Combat Skills

Like the Bosses in the Explorers of the Woodlands core game, each of the Wildscale Swamps Bosses has their own unique set of skills. Whenever engaging in combat with one of them, you must first roll a die to determine which of their Combat skills activate.

#### Gillvaris, Chief of the Mireling



- 1 Draw and Fight one Monster, before you can fight the Boss.
- 2 During this combat, the Boss has 5 shield instead of their normal shield value.
- 3 The Brown Power Die may not be used during this combat.
- 4 All Heroes on the tile must discard a litem (Loot card or Amulet card) if they have one, ignoring its effect.
- 5 All Heroes on the tile must flip a item (Loot card of Amulet card) face down if they have one, ignoring its effect.
- 6 All Power Dice results are reduced by 1.

### Zaruna, Queen of Buzzwings



- 1 Draw and Fight one Monster, before you can fight the Boss.
- 2 All Heroes on the tile draw 1 Swamp Fever card (if they don't already have one).
- 3 All Heroes on the tile gain a Poison marker (if they don't already have one).
- 4 All Heroes on the tile lose their Amulet if they have one.
- 5 All Power Dice results are reduced by 1.
- 6 During this combat, the Boss has 4 health instead of their normal health.

### Krogarr, Champion of the Scaleguards



- 1 Draw and Fight one Monster, before you can fight the Boss.
- 2 All Power dice results are increased by 1
- 3 All Power dice results are increased by 1
- 4 All Combat dice results are reduced by 1
- 5 All Heroes on the tile immediately lose 1HP
- 6 All Heroes on the tile immediately lose 1HP

### **Advanced Rules: Enraged Monsters**



Just like in the core game, we recommend adding the Enraged Monsters card to your games after you've played a few games. Some game effects like Event cards may also tell you to place Enraged Monsters, in which case the effects of being Enraged only apply to the monsters placed. This card indicates the Enraged ability of each new Monster, modifying the Monsters' abilities.

#### Scaleguards

Galvanized: If there are at least 2 Heroes on this monster's tile, its increases by +1 (the maximum remains 6).

### Mirelings

**Sneaky:** This monster deals +1  $\checkmark$  to Heroes who have at least one status marker ( ).

### Buzzwings

**Winged:** If this monster is not defeated after a combat, move it to the closest Forest or Swamp River tile with a rune, even if your current tile has a rune.

# Gamevariants

### **Threat Track Variant**



We recommend using this updated Threat Track rule with this expansion or even with the core game alone. Updated Rules: When a Boss card is revealed, immediately place a blue cube on the first space of the Boss's threat track as usual to represent the Boss's threat level. With this variant, the threat level only increases in the following way:

At the end of each round, advance the blue cube on the Boss's threat track one space for each player in the game.

Note: The following two Boss combat skills may still also increase the Threat Track:

Every Hero participating in the battle loses 1 (0), and the threat track increases by 1 for each (0) stolen this way.

Move the cube one space to the right on the threat track.

The consequences of the Threat Track remain unchanged:

If you must move the blue cube but there are no spaces left to advance, the game is lost!

Example: The number of full turns each player has to defeat the Boss depends on the player count:

2 players: Each player will have a maximum of 5 full turns.

3 players: Each player will have a maximum of 4 full turns.

4 players: Each player will have a maximum of 3 full turns.

5 players: Each player will have a maximum of 2 full turns.

# C Thorns all over the place!

During setup, instead of choosing a Thorns card, shuffle all Thorns cards together and place them in a face up pile. Whenever you roll for Thorns, put the Thorns card used at the bottom of the Thorns pile and use the next one for your next rerolls.