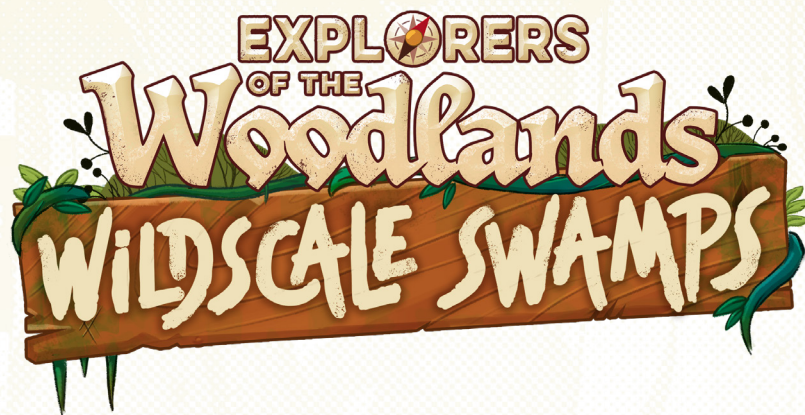


EXPLORERS
OF THE
Woodlands
WILDSWAMP SWAMPS

Rulebook



Introduction

The Wildscale Swamps are known among Woodlanders as the home of many somewhat unnerving, but mostly 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!

As with the base game, you can choose to play in standard mode, simply adding the new elements to the core game, or you can play an all-new 3-chapter campaign.

Objective of the game

In Wildscale Swamps your group of Heroes must defeat two Bosses in order to win: one roaming the forest and one dwelling on the murky river. If you don't succeed in time or if your group of Heroes is knocked down, you lose!

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COMPONENTS



Standard Mode components

- 1 Rulebook including 3 new scenarios
- 1 Player aid

- 1 Red cube 1
- 2 Blue cubes 2

- 1 Hero board (Athu) 3
- 1 Hero meeple (Athu) 4

- 1 Brown Power die 5

- 1 Rowboat token 6
- 1 Rowboat miniature 7 (sold separately; included for Kickstarter backers)

- 8 Combat dice 8
- 1 Hero die 9

- 10 Swamp River tiles 10 including the Swamp Boss tile and Swamp start tile
- 2 Forest tiles 11

- 9 Event cards 12
- 26 Loot cards 13
- 3 Inn cards 14
- 2 Thorns cards 15 (1 regular, 1 hard)
- 5 Advanced Hero Unique Power cards 16 (one for each Hero)
- 1 Hero Unique Power card 17 (for Athu)
- 4 Revised Hero Unique Power cards for the core game Heroes 18
- 5 Boss cards 19 (4 new + 1 Revised core-game Boss card)
- 1 Enraged Monsters card 20
- 1 Enraged Bosses card 21
- 1 Turn order reference card 22
- 11 Amulet cards 23
- 9 Swamp Fever cards 24

- 20 Monster Markers: 25
- 5 Mirelings, 5 Buzzwings, 5 Scaleguards, 1 Spirit, 1 Snake, 1 Skeleton, 1 Plant, 1 Mushroom)
- 16 Game tokens
- 1 Freeze token 26
- 1 Event marker 27
- 4 Chest tokens 28
- 3 Double-sided Weakened tokens 29
- 1 Campfire token 30
- 1 Double-sided Lantern token 31
- 1 Orb marker 32
- 1 Poison status marker 33
- 1 Thorns status marker 34
- 2 Status Protection markers 35



Additional Components

When playing a standard game, none of the following components are needed. They can be left in the box.

Booster Boots Variant

- 5 Booster Boots tokens 1

Rough Waters Variant

- 7 River tokens:
- 2 Tentacle tokens 2
- 1 Calm waters token 3
- 1 Drifting Monster token 4
- 2 Current tokens 5
- 1 Floating Treasure token 6

Unchained Boss Mode Variant

- 19 Armor tokens 7
- 10 Boss tokens 8
- 3 Unchained Combat cards 9
- 1 +1 Power die marker 10

Campaign Mode components

- 1 Ballista token 11
- 1 Ballista card 12
- 3 Water bucket tokens 13
- 16 Fire tokens 14
- 2 Barricade tokens 15
- 3 Bear trap tokens 16



SETUP

Playing a standard game with the Wildscale Swamps expansion requires you to shuffle in some of the expansion components with those in the core box, and some expansion components have their own setup altogether. The setup is split into two parts—creating the Swamp River first, and all other setup after that.

Creating The Swamp River

Step 1: Return the core game start tile to the box. It will not be used. Then 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 new Forest tiles (those that have no river access):



1 Swamp Start Tile



1 Swamp Boss Tile



8 Other Swamp River Tiles



2 New Forest Tiles

Step 2: Place the Swamp start tile in the center of the table, and place the Heroes and 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 Swamp start tile).

- Place each new River tile at the open end of the river path so that the river remains one continuous stretch.
- The river can curve, but it must remain a single connected path and keep the end open for future tiles.
- Do not place a tile if it would force the next tile you place to touch two tiles at once. Each newly placed River tile should only connect directly to one existing River tile.

Example:

This tile cannot be placed like this, because the next tile placed would then have to be touching 2 other tiles.



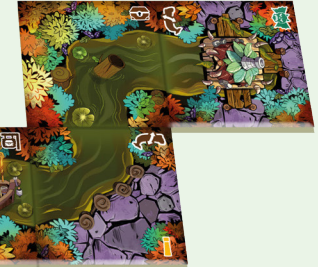
It could be placed like this, however, because the next tile will be in the clear.



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.



Example river:



Then place the required Monster, Chest and Event tokens, as indicated by 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 from the core game rules, mixing the new Event cards, Loot cards, Boss cards, and Monster markers in with those from the core game. The two new Forest tiles must also be shuffled into the core game's Forest tiles, and the Advanced Unique Power cards must be tucked under the Hero Unique Power cards for each Hero in play. Also add the following tokens included in this box to the token supply:



Status Protection markers (2)



Event marker (1)



Campfire token (1)



Chest tokens (3)



Freeze token (1)



Weakened tokens (3)

Note: If playing with Athu, place the Lantern token near her Hero board during setup



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

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.

NEW RULES

Before diving into the swamps, please note that with the second printing of the core game there were two important terminology changes that are also relevant to the expansion rules:

1. The Exploration Phase is now called the **Forest Growth Phase**.
2. High Risk Exploration is now called **High-Risk Movement**.

1. Victory and Defeat in Wildscale Swamps

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 stack of Forest tiles:



The Boss Lair tile from the core game works mostly as usual: Once it's added to the forest, a Boss Card is placed face down next to it, and when you either reach the tile or need to draw a forest tile but can't, the Boss Card is revealed and its Threat Track begins advancing.

The one difference in Wildscale Swamps is: **If the Swamp Boss hasn't already spawned by the time you defeat the Lair Boss, the Swamp Boss then immediately gets spawned face up (draw and place a Boss card next to the Swamp Boss tile, and place a cube on the Threat Track on its card).**

Winning the game: If you defeat both Bosses, one on the Boss Lair tile and one on the Swamp Boss tile, before a cube must be advanced beyond the end of either Boss's Threat Track, you win the game!

Losing the game: If you must advance the blue cube on the Threat Track but there are no spaces left to advance, or if all Heroes are knocked down at the same time, the game is lost!



If any Hero reaches the Swamp Boss tile BEFORE the Lair Boss is defeated, a Boss immediately spawns on The Swamp Boss tile:

- Draw and place a Boss card face up next to the Swamp Boss tile.
- Place a blue cube on the first space of the Boss's Threat Track.

The Lair Boss still does not spawn until the Boss Lair tile is placed and either of the conditions that would spawn a Boss there are met - leave the Boss Lair tile in the stack of Forest tiles until it is revealed normally.

1.1 Revised Threat Track

When playing this expansion (or even the core game alone), use these revised Threat Track rules, which better accommodate all player counts:

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. The threat level now increases as follows:

At the end of each round, advance the blue cube one space to the right on the Boss's Threat Track for each player in the game. For example, in a 3-player game, the Threat Track would advance 3 spaces at the end of each round.

Note: These two Boss combat skills are unchanged and may still increase the Threat Track:

- +1 Move the cube one space to the right on the threat track.
- +1 Every Hero participating in the battle loses 1, and the threat track increases by 1 for each stolen this way.

2. Changes to the Forest Growth Phase (Previously called the Exploration Phase)

1. There is no Forest Growth Phase in the first round of the game.
2. During the Forest Growth Phase, you may add Forest tiles anywhere there is an open Forest path, including Swamp River tiles that feature Forest terrain. As always, you must avoid creating dead ends if possible.

Example: In a 4-player game, your first Forest Growth Phase (on the 2nd round) might look something like this, where some of the Forest tiles drawn are placed at a remote distance from one another.



Gameplay tip: It is even more 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!

3. New Tiles

Some of the new tiles in this expansion feature a new brown rune icon. Whenever anything refers to runes, the brown rune is included.

3.1 New Forest tiles



Spike Trap

Whenever a Hero enters this tile by any means, they may immediately spend 1 **Hero** die assigned to Movement to avoid the trap. Otherwise, they lose 1 ♥.

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 Monster trophies (🏆) they have claimed 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 15).

Discard 2 Monster trophies (🏆) 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 15).

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!

3.2 Swamp River 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 start tile: Heroes can expand and explore by placing Forest tiles that extend off of them.

Gameplay tip: Whether exploring by River or by Forest, remember that you will eventually need to reach the Swamp Boss tile!

River Rocks



This River tile contains obstacles that slow down the Rowboat. The Rowboat receives a -1 movement penalty when **leaving** this tile, and it therefore costs 2 Movement (**Hero** dice) to do so (see The Rowboat on page 12). 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 Rowboat. Heroes may even do this out of turn **while the Active Hero is controlling the Rowboat** (see the Rowboat, page 12).

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 Loot cards as a free action when they are the active Hero. The items cost 2 Monster trophies (🏆) each, and are not replenished once bought.

Heroes may also **sell** Loot cards and Amulets at this location just as they would on the standard Peddler tile, gaining 1 🌀 per Loot card or Amulet discarded.

Swamp Boss tile



In standard mode, this tile is always placed at the end of the Swamp River during setup. Reveal the Swamp Boss either (a) the first time a Hero enters this tile, or (b) the Boss on the Boss Lair tile is defeated — whichever occurs first.

When revealed, draw a Boss card and place it face up next to this tile, then place a blue cube on the first space of its Threat Track.

Note: If the Boss is revealed by (b), it still appears even if no Hero is on this tile; combat only begins once a Hero is present.

Gameplay tip: Sometimes it may be easier to reach this tile by treading on the Forest path instead of getting there by river! One should also beware — just because a Boss is accessible as soon as the game begins, that doesn't necessarily mean you should try to fight it immediately!

4. The Rowboat



The Heroes must use the Rowboat if they wish 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.

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 controlling the Rowboat.

Sailing the Rowboat:

Whenever you're the Active Hero and are on the Rowboat, you can move with the Rowboat:

- Each **Hero** die you have assigned to Movement (🎲) can be spent to move the Rowboat and all Heroes on it **one tile** along the river.
- The Rowboat can travel in either direction, following the path of 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 does not move on its own: it remains in its current position until a Hero embarks again.
- Typically, only **Hero** dice assigned to Movement can be used to row the Rowboat. Other game effects that grant Movement (eg. the Boots or Horn Loot cards) cannot move the Rowboat unless they specify that their Movement is usable for the Rowboat (i.e., the **Paddle** Loot card).



Example:

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



Combat: 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.

Note: Xylia's 2nd Unique Power may be used to participate in ranged combat (from one tile away) even if she is on the Rowboat.

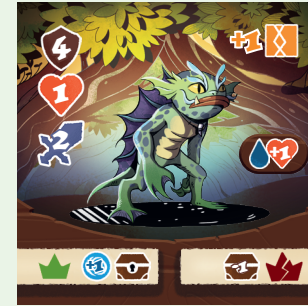
Thorns: Thorns are not triggered when the Rowboat enters a Thorns tile. However, if you disembark, or if another Hero enters a Thorns tile the Rowboat is on, the Thorns are then triggered. All Heroes on the Rowboat are not affected by them, but all those off the Rowboat are affected by them as usual.

5. Monster Trophies (🏆)

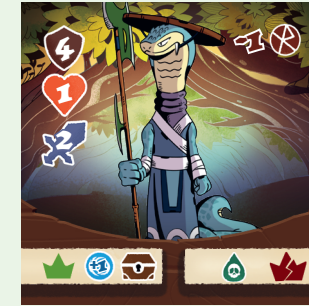
In Wildscale Swamps, when a Hero defeats a Monster during their turn, they claim its marker as a trophy and place it face up near their Hero board.

Note: Whenever the 🏆 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 claimed by the player who defeated it.

Example: It is Klethor's turn, and he defeats these 3 Monsters:



KEEP



KEEP



RESHUFFLE

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

Once claimed, Monster trophies (🏆) can be used to:

- Purchase Loot cards on the River Peddler tile (see page 11).
- Purchase Amulet cards and/or discard Swamp Fever cards on the Altar Ruins tile (see page 10).
- Affect the outcome of some of the new Event cards and one of the new Inn cards.

Notes:

- When in group combat, Monster markers are always claimed by the active Hero only.
- Monster trophies (🏆) cannot be given to other players by any means.
- There is no limit to the number of Monster trophies (🏆) players may claim.

6. New cards

This expansion adds 26 Loot cards and 9 Event cards, introduces Advanced Unique Power cards for each Hero, and adds two entirely new types of cards: Amulet cards and Swamp Fever cards. Let's go over each in detail (note that there are 3 new Unchained Combat cards as well, but those will be covered later on page 26).

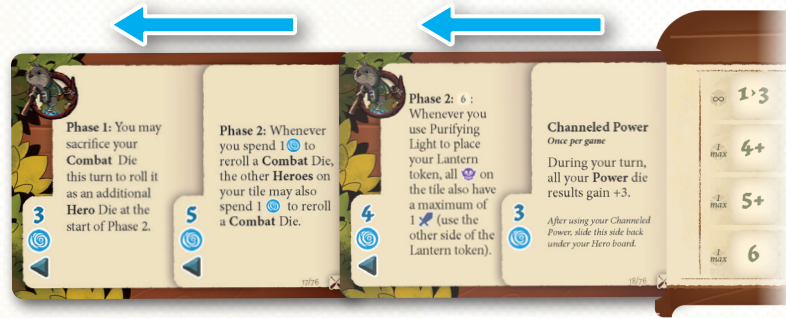
Note that all cards introduced in Wildscale Swamps feature the  icon, making it easier to separate the core game and expansion decks.

6.1 Advanced Unique Power Cards

Each Hero now has a 2nd Unique Power card, featuring a new Unique Power and **Channeled Power**. This card can be unlocked anytime during their active turn, as long as they're not in combat, but only once their 2nd Unique Power is already unlocked.

Unlocking your 3rd Unique Power

Spend 4 (🌀) and slide both your Unique Power card and Advanced Unique Power card to the left until both cards are fully revealed:



You now have permanent access to your 3rd Unique Power.

You also gain access to your **Channeled Power**, a powerful ability that can only be used **once per game**:

- Channeled Powers cost 3 Orbs to use.
- They can only be used during the Hero's active turn.
- After use, the card is then slid partway back under their Hero board, hiding the Channeled Power, as a reminder that it cannot be used again in this game.

6.2 Amulet Cards

Amulet cards provide an ongoing benefit to the Hero wearing them. These cards do not take up inventory space, 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 Hero board. If you gain an Amulet when you already have one, 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 reuse her  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 tile. Any Amulets you sell are discarded.

Discarding Amulet cards

Whenever an Amulet is discarded, place it at the bottom of the Amulet deck.

Amulet cards can only be discarded if they are:

- Sold at a Peddler
- Replaced by another Amulet
- Removed by a -1 🌀 effect
- or if their effect is activated by the  icon.

Note: When a Hero is knocked down, they do not lose their Amulet card.

6.3 Swamp Fever Cards



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 Hero board.

If you must draw a Swamp Fever card when you already have one, lose 1  instead.

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 Monster trophies (👹) to get rid of a Swamp Fever (see Altar Ruins tile, on page 10).
- 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.

Whenever a Swamp Fever card is discarded, return it to the bottom of the Swamp Fever deck.

6.4 Swamp Loot Cards Additional Inventory

The **Backpack** and the **Potion Bag** upgrade your inventory by allowing you to hold more items than normal.

- **Capacity:** These cards show how many additional Loot cards they can store. Stored Loot cards may be used, given to other Heroes, or swapped with other Loot cards in your inventory normally.

Notes: The Potion Bag cannot be placed inside the Backpack if it contains potions. When you gain the Backpack or Potion Bag, if your inventory is full, you may immediately move Loot cards into them to free up space.

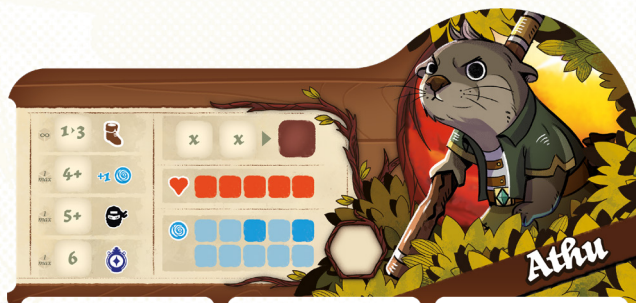
- **Transfer:** You may give the Backpack or Potion Bag to another Hero with Loot cards still in it, but only if the Loot cards bearing the 🗡️ are currently face up.

Potions: Whenever anything in the game uses the word “Potion,” this refers to the following Loot cards: Antidote, Elixir, Healing Potion, Speed Potion, Strength Potion or Potion of Resolve.

Note: You must use permanent **Combat** dice granted by your equipped Loot. For example, you must roll the **Combat** die granted by the Wooden Club; you can't skip it to avoid the risk of rolling a 1 or 2 and breaking it.



7. New Hero: Athu



It is said that Athu knows the swamps better than anyone. Discreet and elusive, she moves through them with unsettling agility, vanishing into the shadows to escape the monsters. Her lantern lights the way and weakens the creatures she encounters. But until now, she has faced the perils of the swamp alone... before you finally came to her aid.

Power Die

Athu can summon the Brown **Power** die.

Whenever something refers to all **Power** dice (usually with the 🎲 icon), the brown **Power** die is also included.

Special Token for Athu - The Lantern

If you play with Athu, place the Lantern token near your Hero board during setup.

Special Abilities

5+ Shadow step: Immediately upon entering a tile (even if you're performing a High-Risk Movement and revealing the tile), discard this **Hero** die to become invisible to all 👹 on that tile. Flip the 👹 markers face up if they haven't been revealed yet, then choose whether to fight them normally or ignore them for the remainder of the turn, in which case you do not interact with them and receive no damage or penalties.

Note: You may not Shadow step if you're on the Rowboat or to hide from Monsters already on your tile at the beginning of your turn.

6 Purifying Light: Discard this **Hero** 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 Hero board for reuse.

Notes about the Lantern:

- You may place the Lantern token on a tile with Monsters **after moving to it and revealing them, just before fighting them.**
- Placing the Lantern token reveals you to Monsters if you're using your **Shadow step** Special ability.
- **Upgrading the Lantern:** 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 this turn to roll it as an additional **Hero** die at the start of Phase 2.

Gameplay tip: While there is some risk in not having your basic **Combat** die for a whole turn, this effectively gives you an extra action - choose carefully when to do this.

Unique Power 2:

Phase 2 - Whenever you spend 1 🌀 to reroll a **Combat** die, the other Heroes on your tile may also spend 1 🌀 to reroll a **Combat** die.

Important: This is the only situation in which Heroes may spend 🌀 to reroll dice outside of their active turn.

Unique Power 3:

Phase 2 - Whenever you use Purifying Light to place your Lantern token, all Monsters on the tile also have a maximum of 1 🗡️. Use the other side of the lantern (showing the 🦋 icon).



8. Swamp Monsters

Three new types of Monsters make their appearance in Wildscale Swamps: Mirelings, Buzzwings, Scaleguards.

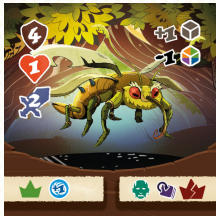
1: Mirelings



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 when located on any Swamp River tile.

2: Buzzwings



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), two things happen in the following order:

First, draw a Swamp Fever card. Reminder: If you must draw a Swamp Fever card when you already have one, lose 1 instead;

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

3: Scaleguards



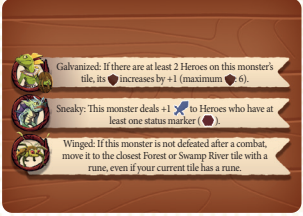
This formidable warrior's shield blocks most physical attacks but falters when faced with overwhelming force.

This Monster is weak to **Power** dice: All **Power** dice receive a +1 bonus to their results against this Monster.

This Monster has a shield, reducing your regular **Combat** dice results by 1.



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 if you want to raise the difficulty. 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 2 or more Heroes on this Monster's tile, its gets a +1 bonus (a Monster can never have more than 6).

Mirelings

Sneaky: This Monster deals +1 to Heroes who have at least one status marker (). This does not include Status Protection markers.

Buzzwings

Winged: If this Monster is not defeated after combat, move it to the closest Forest or Swamp River tile with a rune. It must be at least one tile away (cannot be your current tile), and if multiple rune tiles are equally close, choose one.

9. 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. Below is a list of all new Combat skills:

Gillvaris, Chief of the Mirelings



- 1▶ Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have any remaining.
- 2▶ Until the end of this turn, the Boss has 5 instead of their normal shield value. It can still be reduced by tokens.
- 3▶ This Boss is immune to the Brown **Power** die for this turn.
- 4▶ All Heroes on this tile must discard a card (Loot card or Amulet card) featuring the icon, without using its effect.
- 5▶ All Heroes on this tile must flip a item (Loot card or Amulet card) face down if they have one, without using its effect.
- 6▶ All **Power** dice results are reduced by 1.

Zaruna, Queen of Buzzwings



- 1► Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have any ❤️ remaining.
- 2► All Heroes on this tile draw 1 Swamp Fever card or lose 1 ❤️ if they already have a 🦟.
- 3► All Heroes on this tile gain a 🏠 (if they don't already have one).
- 4► All Heroes on this tile lose their Amulet if they have one.
- 5► All **Power** dice results are reduced by 1.
- 6► Until the end of this turn, this Boss has 4 ❤️ instead of their normal health (5).

Krogarr, Champion of the Scaleguards



- 1▶ Draw, reveal, and immediately fight a Monster, then continue your turn by attacking the Boss if you have any ❤️ remaining.
- 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 1 ❤️.
- 6▶ All Heroes on the tile immediately lose 1 ❤️.

Murkgol, Ancient of the Bog



- 1▶ All Heroes on this tile are pushed away. When pushed away, Heroes must be placed on an adjacent tile of their choice. This does not inflict damage.
- 2▶ All Heroes on this tile must flip a  item (Loot card or Amulet card) face down if they have one, without using its effect.
- 3▶ Until the end of this turn, this Boss has 4  instead of their normal shield value. It can still be reduced by  tokens.
- 4▶ All Heroes on the tile immediately lose 1 .
- 5▶ All **Power** dice results are decreased by 1.
- 6▶ All **Combat** dice results are increased by 1.

Advanced Rules: Enraged Bosses

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

If playing with the Enraged Bosses card, use this card instead of the Threat Track at the bottom of the Boss cards.



Whenever the blue cube reaches a space on the Threat Track that shows an icon, resolve its effect immediately. The following list shows the possible effects of these icons:

-  All Heroes on this tile must flip a  item (Loot card or Amulet card) face down if they have one, without using its effect.
-  All Heroes on this tile must discard a  item (Loot card or Amulet card) if they have one, without using its effect.
-  All Heroes on this tile draw 1 Swamp Fever card or lose 1  if they already have a .
-  All Heroes on this tile gain a Poison marker (if they don't already have one).
-  Draw, reveal, and immediately fight a Monster.
-  All Heroes on the tile immediately lose 1 .
-  All Heroes on this tile are pushed away. When pushed away, Heroes must be placed on an adjacent tile of their choice. This does not inflict damage.
-  All Heroes on the tile lose 2 .

10. New Tokens

All Campaign Mode and Variant tokens are explained in their respective sections. The following are all the tokens used in a standard game:



Campfire Token: This token is placed out on a tile by one of the new Event cards, and that tile may then be used the same way as the Campfire tile until the token is removed.



Freeze Token: This token is used by the Freeze Spell Loot card, and works similarly to Sha'Vi's Blizzard Bolt action (see Freeze Spell card for more details).

Note: In some campaign chapters, Monsters may move. Monsters with a  token on them do not move until the  token is removed.



Weakened Tokens: There are game effects in both Standard and Campaign Modes that might add these tokens to Monsters or Bosses, reducing their  value by either 1 or 2. Each Monster or Boss may only have one of these tokens on it regardless of what side it is on.

Note: If you must place a Weakened token and all 3 are already in play, nothing happens.



Status Protection Marker: There are game effects that might put one of these tokens on the status marker space of your Hero board, but they are not considered status markers. When protected by this marker, you are temporarily immune to status markers: the next time you would get a status marker on your Hero board, remove the  instead.

Note: If you already have one or more status markers when gaining a Status Protection marker (it is possible to have up to one of each status type  & ), discard one of them instead of gaining the Status Protection marker.

11. Game Variants

11.1 Variant: Booster Boots

Components: 5 Booster Boots tokens: 

This variant makes the game slightly easier and faster.

Before the game begins, you may choose to give any of the players a Booster Boots token () to place on their Hero board. As long as you have one, you may take a free move action once on each of your turns in addition to using the **Hero** dice. Flip the token from its  side to its other side after use.

11.2 Variant: Tangle of Thorns

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, resolve the effects of the current Thorns card, then put it at the bottom of the Thorns pile and use the newly revealed card for the next Thorns roll. Note: If the active Hero must roll twice because they have a  marker on them, use the same Thorns card for both rolls.

11.3 Variant: Rough Waters

Components: 7 River tokens: 

During setup, once the Swamp River is fully built, shuffle all River tokens and randomly place 4 of them face down on the 4 tiles that have no Embark/Disembark icons (). Each time you reach a tile with a River token on it, you must flip and resolve the token before you may interact with the rest of that tile's elements.

Effects of the River tokens:



x2 Tentacle: All Heroes on the Rowboat who have at least 1  card must discard 1  card of their choice. If a Hero doesn't have any  cards, nothing happens to that Hero.



x1 Calm waters: Nothing happens.



x1 Drifting Monster: 1 Monster attacks you! Draw and fight a .



x2 Current: The Rowboat immediately moves 1 more tile in the same direction it was already moving.



x1 Floating Treasure: The active Hero draws 1  card.

11.4 Variant: Unchained Boss Mode

In Unchained Boss Mode, the realm's mightiest foes unleash their full power, shielded by cursed Armor you must break piece by piece.

Objective

To defeat a Boss, you must destroy a number of Armor tokens equal to 1 + the number of Heroes in play. For example, 5 Armor tokens in a 4-player game.

Gameplay tip: Boss fights in this Variant are longer, more intense and operate differently from the classic system. We only recommend using it once familiar with the game.



10 Boss tokens



3 Unchained Combat cards



19 Armor tokens



1 +1 **Power** die marker

Components:

Note: The usual Boss cards and the Enraged Combat cards are not used and can be left in the box. You will still need blue cubes to track Threat.

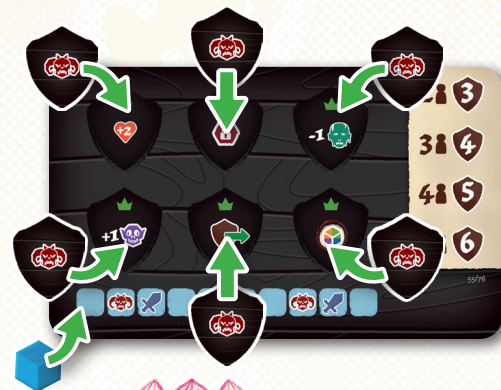
Setup

Shuffle the Armor and Boss tokens separately, and create face-down piles for each of them. Shuffle the 3 Unchained Combat cards together, keeping them in a face-down pile near the other game cards.

Rules

Spawning Unchained Bosses

Whenever you would put one or more Boss cards into play, use Boss tokens instead — these tokens get flipped following the same rules that would apply to a Boss card. When the Boss token is flipped face up, set up the Boss Combat as follows:



1. Draw 1 Unchained Combat card.
2. Draw 6 Armor tokens and place them face down on the 6 Armor slots on the Unchained Combat card.
3. Finally, place a blue cube on the first space of the Threat Track on the Unchained Combat card.

You're now ready to face the Boss!

Boss Tokens



Each Boss token represents a unique Boss and is divided into two sections:

- **Top section: Boss identity and Passive ability**

Passive abilities either apply once to each Hero when they first enter the Boss's tile, or remain active for the entire battle.

- **Bottom section: Active Abilities**

Active abilities trigger whenever the blue cube reaches a Boss icon on the Threat Track. These effects may be triggered multiple times during the battle.



Boss Passive and Active Abilities



Passive: +1♥ You must destroy an extra Armor token to defeat this Boss. Note: if you're playing with 5 Heroes, add an additional Armor token as soon as you've defeated the 1st one.

Active: 🌿 Roll for Thorns. The results apply to all Heroes on the Boss's current tile.



Passive: -1🗡️ Each Hero must discard an Amulet card the first time they encounter this Boss on any tile. If a Hero doesn't have one, nothing happens to that Hero.

Active: 🗡️ All Heroes on the Boss's current tile lose 1♥.



Passive: 🗡️/🗡️ All Monsters in play move 1 tile closer to the Boss at the beginning of each new round.

Active: 🗡️ All Heroes on the Boss's current tile are immediately pushed onto the same adjacent tile of their choice. If that tile contains an enemy and the active player's turn isn't over, they must enter combat with it.



Passive: -1🎲 This Boss is resistant to all **Power** dice.

Active: 🗡️ The Boss moves to an adjacent tile of your choice.



Passive: -1🎲 This Boss is resistant to **Combat** dice.

Active: +1🗡️ The Boss revives 1 random Monster from the discard pile onto its current tile. If no Monsters are in the discard pile, draw one from the Monster pile instead.



Passive: 🗡️ Heroes cannot use Amulet cards while on the Boss's current tile. You may flip them face down as a reminder until you either defeat the Boss or leave its tile.

Active: 🗡️ The Boss moves to an adjacent tile of your choice.



Passive: -1🎲 During the Controlling Heroes Phase, Heroes on this Boss's current tile roll all **Hero** dice as usual but assign 1 fewer **Hero** die to actions. The unused die is lost.

Active: +1🗡️ The Boss spawns a Monster: Draw one at random and place it on the Boss's current tile.



Passive: Heroes must spend 1 additional 🗡️ to reroll **Combat** dice while on the Boss's tile.

Active: 🗡️ All Heroes on the Boss's current tile lose 1♥.



Passive: +1🗡️ Each Hero without a Swamp Fever card draws one the first time they encounter this Boss on any tile. Heroes who already have one lose 1♥ instead.

Active: +1🗡️ The Boss spawns a Monster: Draw one at random and place it on the Boss's current tile.



Passive: +1🗡️ Each Hero places a 🗡️ on their Hero board the first time they encounter this Boss on any tile.

Active: -1🗡️ All Heroes on the Boss's current tile lose 1🗡️.

Unchained Combat Cards



Each Unchained Combat card is divided into three sections:

👑 **Rewards:** Each Armor token slot provides a reward. Once an Armor token is destroyed, the active Hero immediately receives the associated reward.

Note: You may peek at the rewards under each Armor token at any time.

Most reward icons are used commonly elsewhere in the game. But the following are new to Unchained Boss Mode:

- You may replace any other Armor token on this card, whether face down or face up, with a new one from the supply. Place the new Armor token face down in the same slot, and return the original token to the bottom of the Armor token pile.
- Gain the +1 **Combat** die marker, and place it on your Hero board. It remains there until the end of the current game, and is then discarded. As long as you have this marker, you roll 1 additional **Combat** die in every combat (even when helping the active Hero).
- Gain the +1 **Power** die marker and place it on your Hero board. It remains there until the end of the current game, and is then discarded. As long as you have this marker, you roll 1 additional **Power** die in every combat (even when helping the active Hero).
- All other Heroes may move up to 2 tiles towards you. Note: If a Hero agrees to heed the call and either retreats from a tile with Monster(s) or enters a tile with Thorns, usual rules apply.
- You may swap the positions of any 2 Armor tokens on this card, they may be face up or face down.
- Remove one status marker from your Hero board.
- Gain a Status Protection marker.
- Do not advance the Threat Track after the Armor token here is destroyed.

Required Armor tokens: The right side of the Unchained Combat card shows how many Armor tokens must be destroyed to defeat the Boss:

- | | | |
|---|---|-----------------------------|
| 2 | 3 | • 2 Heroes → 3 Armor tokens |
| 3 | 4 | • 3 Heroes → 4 Armor tokens |
| 4 | 5 | • 4 Heroes → 5 Armor tokens |
| 5 | 6 | • 5 Heroes → 6 Armor tokens |

As soon as the last Armor token is destroyed, the Boss is immediately defeated and removed from play.

Threat Tracks

The bottom part of each Unchained Combat card features a unique Threat Track.

Losing

If the blue cube ever goes beyond the last space of a Boss's Threat track, the game is lost — so don't ignore it for too long!

The Threat level can increase in two ways:

- After defeating each **Armor token**, move the blue cube **one space** to the right (regardless of player count).
Note: this does not occur when the last Armor token is destroyed, because the Boss is already defeated.
- At the end of each **round**, move the blue cube **one space** to the right (regardless of player count).

Example: With 3 players, the blue cube moves only 1 space at the end of the round (not 3, as in standard Boss mode).

There are two Icons found on these Threat Tracks:

- When the blue cube reaches a Sword icon, all Heroes on the Boss's current tile lose 1 ❤️.
- When the blue cube reaches a Boss icon, trigger the Boss's Active ability (see Boss Tokens on page 25).

Important: If no Heroes are on the Boss tile, the Threat Track still advances once per round. If a Threat Track effect is triggered when no Heroes are on the Boss's tile, that effect has no impact on the Heroes.

Armor Tokens

Each turn, the active Hero on the Boss's current tile must attempt to destroy one Armor token.

To attempt this:

- Target 1 Armor token (it can be face up or face down). **You may only target 1 per turn.**
- If it's face-down, flip it face up.
- Resolve the token.
- After attempting to destroy an Armor token, whether successful or not, the active Hero may always spend 1 🌀 to reveal another face-down Armor token.

Each Armor token has two sections:

Top section: Conditions for destroying an Armor token

Once flipped face up, an Armor token may be destroyed either through **standard combat** or completing a **unique requirement** during your turn.

- **Standard combat:**

This works the same way as any other combat. You must roll **Combat/Power** dice in an attempt to deal enough damage to the Armor token in a single combat—as with Monsters, damage does not carry over between turns, and other Heroes may participate in the combat.



Example: This Armor token with 4  and 3  requires 3 Combat and/or Power die showing results of 4 or higher.



Note: The Torch Loot card can be discarded to deal 1 damage to an Armor token you are targeting.

- **Unique Requirements:**

These are requirements you must fulfill immediately in order to clear the Armor token. There are 4 possible requirements:



Discard a Loot card.



Flip a Loot card with this icon (it becomes unusable until the end of your turn).



Spend a certain number of Orbs (.



Discard an Amulet card.

Bottom section: Consequences for failure

If you are unable to succeed in combat against the Armor token or do not satisfy its unique requirement, whether by choice or because you aren't able, you (the active Hero) will face its consequences.

All the icons found in the consequences are used commonly elsewhere in the game.

When an Armor token is destroyed:

1. Resolve Rewards.
2. Advance the Threat Track by 1, don't forget to trigger  or  if needed.
3. Discard the Armor token face down to the bottom of the Armor token pile.

Note: Your turn is not over yet. So for instance, if you're pushed away from your tile, your turn continues!