FORGOTTEN DEPTHS

RULEBOOK

It is a time of scarcity and base survival. The last Great Age was generations ago, and even that was a mere shadow of the one before. Massive fractured Constructions remain from those times, huge and enduring. Vast scapes of strange purpose. Whole forests lay within their broken bounds. Entire mountains shelter under their soaring forms. This proud scale stands in stark contrast to the remaining bands of humans that dot the landscape. Their reduced numbers huddle together in villages and hamlets; immense distances between them.

The deep fear and selfishness that followed the Clysm has subsided. The tremendous violence of the Era of Battles and ensuing Age of Raids is no more. Still, there is an uneasiness. For while there is no immediate threat from human raiders, there are other darker dangers at hand. The turmoil of the past awoke many old and terrible things, and the foul events of that time left behind many creatures of wonderous and deadly design.

These forces are naturally opposed to your kind. Many will keep to themselves unless intruded upon, but others actively seek to conquer. This type will gather others, then pour forth to capture and eradicate.

One such threat has been detected. The Signs point to a being of enormous power at the bottom of a great Construction in lands to the east; one capable of drawing a large force unto itself from the dark spaces beyond normal reckoning.

The preparations have been made. The rites and honors have been performed. It is time to set forth, and venture into the depths!
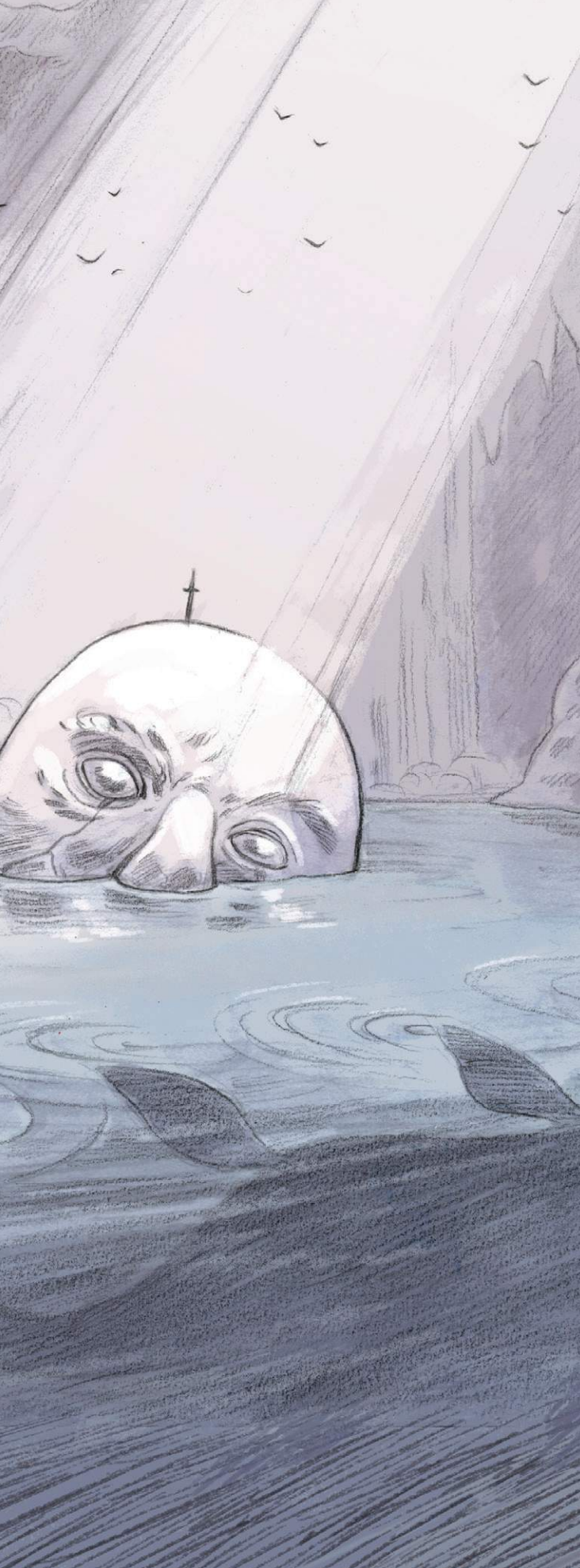
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Background

Players take on the role of **Heroes**, members of their settlement whose actual role is more complex than that single word implies. *Protector, scavenger, adventurer,* these are terms which equally apply; as do *honored, beloved, and venerated*.

Heroes are tasked with locating and gathering artifacts of magic and technology that may benefit the remnant of humankind they call family. They are also tasked with seeking out and addressing the active threats in their region.

Both responsibilities come together when Heroes journey into the vast **Constructions** of their homeland. Structures, holds, and bastions on a massive scale, Constructions are large enough to hold entire mountains, rivers and forests within their bounds. It is into the underground levels of these Constructions, their **Ecologies**, that the Heroes regularly venture. Like floors of a building, but on a massive scale, each Ecology is a world unto itself, with a distinct environment and set of inhabitants.

Game Description

Players are working together to reach the bottom of the third Ecology and destroy the **Final Entity** that resides there. To succeed, they'll need to improve their Heroes with **Items** and **Abilities**.

Items are found in **Chests** and **Legendary Locations**, while Abilities are bought with **Experience Points (XP)** gained through Encountering **Ecology Elements**. Experi-

ence Points have other uses too though, and players will need to balance between saving them for Abilities, and spending them on the **Healing** and **Keys** they'll also need.

Gameplay alternates back and forth between two main activities, **Exploring** and **Encountering**. While Exploring, you are creating the layout of the Ecology, and discovering various Ecology Elements that can then be Encountered. You decide *which* Elements you will Encounter, and *when* you will Encounter them. After any Encounters you face have been Resolved, you will go back to Exploring. By alternating between these two activities, you will make your way through the Ecology.

A Note on Player / Hero Count

Forgotten Depths supports 1 to 3 players, and has three Heroes to choose from. Within those limitations, any combination of Players and Heroes is viable.

Typically each player will play one Hero, but it also works well for one player to play two Heroes. In this way, an experienced solo player could comfortably play two Heroes, or two players could play with all three Heroes.

A solo player could also play all three Heroes, but would likely find it somewhat unwieldy. Playing solo with one Hero is completely viable, and can be a great way to play.
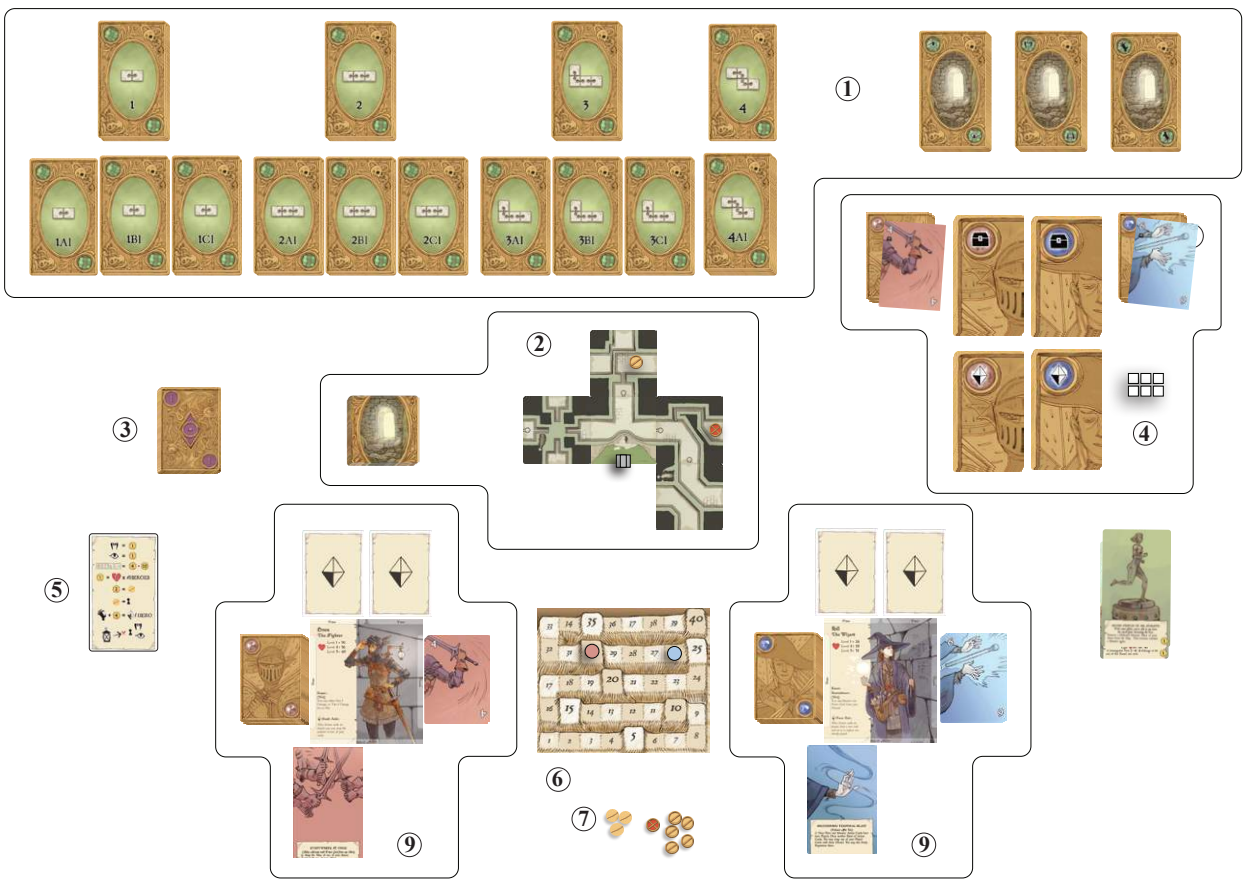
Two players, each playing one Hero, is possibly the clearest way to play, while three players playing three Heroes makes for the liveliest experience.

Components:

1. Lantern Token (1)	25. Ruins Map Tiles (24)
2. Health Track (1)	26. Ruins Monster Cards (10)
3. White Cube Ability / Item Tokens (6)	27. Ruins Feature Cards (10)
4. Key Tokens (12)	28. Ruins Legendary Location Cards (30)
5. Double-sided Hero Mats; Fighter, Wizard, Rogue (3)	29. Ruins Stair Guardian Cards (3)
	30. Ruins Reference Card (1)
6. Fighter Health Token (Pink Cylinder) (1)	31. Caverns Map Tiles (24)
7. Fighter Action Cards (14)	32. Caverns Monster Cards (11)
8. Fighter Item Action Cards *(Chest 🎁 on the face)* (12)	33. Caverns Feature Cards (10)
9. Fighter Item Cards (8)	34. Caverns Legendary Location Cards (30)
10. Fighter Ability Cards (8)	35. Caverns Stair Guardian Cards (3)
11. Wizard Health Token (Blue Cylinder) (1)	36. Caverns Reference Card (1)
12. Wizard Action Cards (15)	37. Subterranean Architecture Map Tiles (24)
13. Wizard Item Action Cards *(Chest 🎁 on the face)* (12)	38. Sub. Arch. Monster Cards (10)
14. Wizard Item Cards (8)	39. Sub. Arch. Feature Cards (10)
15. Wizard Ability Cards (8)	40. Sub. Arch. Legendary Location Cards (21)
16. Rogue Health Token (Gold Cylinder) (1)	41. Final Entity Cards (11)
17. Rogue Action Cards (14)	42. Sub. Arch. Reference Card (1)
18. Rogue Item Action Cards *(Chest 🎁 on the face)* (9)	43. Double-sided Encounter Tokens (25)
19. Rogue Item Cards (8)	• Monster side: (red "X")
20. Rogue Ability Cards (8)	• Feature / Legendary Location side: (gold "slash")
21. Pad of Hero Record Sheets (1)	44. Light Monster Action Cards *(I)* (22)
22. Pad of Adventure Record Sheets (1)	45. Medium Monster Action Cards *(II)* (22)
23. (8) Monster Health Tokens (Purple Cylinders)	46. Heavy Monster Action Cards *(III)* (22)
24. (6) Monster Health Tokens (Black Cylinders)	47. Limited-Use Item (22) & Fabled Blade Tokens (2)

Typical Play Area

1. Ecology Cards; Leg. Locations, Features, Monsters, Stair Guardians
2. Ecology Map Tiles, Lantern Token, & Encounter Tokens
3. Monster Action Cards
4. Item Cards, Ability Cards, Item Action Cards, Item & Ability Tokens
5. Ecology Reference Card
6. Health Track & Health Tokens
7. Key Tokens & Encounter Tokens
8. Experience Point Pool
9. Hero Play Area; Hero Mat, Hero Action Cards, Item & Ability Cards

Game Setup

Note: The following setup rules assume the players are starting at the Ruins Ecology, the uppermost and first Ecology in the game. To start at one of the other Ecologies, see **Starting at a Lower Ecology (p. 13).**

1. Ecology Cards

There are 3 Ecologies in the game, each with its own **Ecology Cards** and **Map Tiles**.

Locate the Ruins **Ecology Cards**. Make separate shuffled draw piles for the **Feature Cards (👁)**, **Monster Cards (🖐)**, and **Stair Guardian Cards (✋)**.

Arrange the Ecology's **Legendary Location Cards** next to these cards.

Arranging the Legendary Location Cards
Each Ecology has multiple Legendary Locations, grouped according to the white **Rune Patterns** on their backs. (See **Legendary Locations, p. 9.**) Start by sorting all the cards into 4 piles according to their Rune Patterns.

Within each pattern:
Locate the cards with *only a number* on their back (no additional letters or roman numerals). Group these cards according to their number. When there is more than one card with the same number, create a shuffled draw pile from them.

Next, locate the cards that have numbers followed by letters and roman numerals on their backs. Group these cards according to their number and letter (all 2A's together, all 2B's together, etc.), and build draw piles by stacking them in order, with the highest roman numeral card on the bottom, and the lowest roman numeral on top. When there is more than one card with the same number, letter, and roman numeral, create a shuffled draw pile from them.

Place these numbered and lettered draw piles under the matching number-only draw pile.
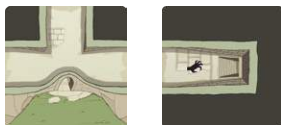
Finally, arrange all the Legendary Location piles at the top of the Play Area.

2. Ecology Map Tiles

Next, find the Ruins **Map Tiles**, and search through them for the **Entry Tile** and **Stairs Tile**.

Place the Entry Tile near the center of the Play Area with the Lantern Token on it.

Set the Stairs Tile aside and shuffle the remaining Map Tiles face down.

Deal 3 tiles face down, place the Stairs Tile face down on top of them, then place the remaining tiles on top. This forms the **Map Tile Draw Pile,** with the Stairs Tile located fourth from the bottom.

3. Monster Action Cards

There are three decks of **Monster Action Cards**, one for each level of difficulty: Light (I), Medium (II), and Heavy (III). Shuffle each deck and place the Light Monster Action Cards (I) nearby. Set the other decks aside for now.

4. Hero Item Cards, Ability Cards and Item Action Cards

Each Hero has their own deck of **Item Cards (🎒)**, **Ability Cards (◈)**, and **Item Action Cards** (small chest icon 🗃 under the number value on the face). The decks are marked with their unique portrait on the back. Locate them for the Heroes being played and place them near the Play Area. Shuffle the Item and Ability cards into separate draw piles.

Item and Ability Tokens

Some Items have a limited number of uses, and some Abilities have effects that span more than one Round. The white cube tokens can be used to track this.

*Example: An Item's card states it has (3) uses. Stack three white cubes on the card and remove one each time the Item is used.*

5. Ecology Reference Card

Locate the Ruins Reference Card and keep it within easy reach.

6. Health Track and Health Tokens

Place the Health Track within easy reach of the Players and place each Hero's color-coded wooden Health Token on the track at their Level 1 Maximum Health Value. (See **Hero Mat, p. 6.)**
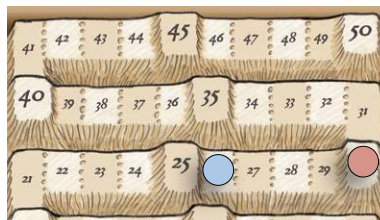
7. Key Tokens and Encounter Tokens

Heroes start the game with 3 **Keys**, which are required to open **Doors (🔑)**. More Keys can be purchased with Experience Points earned while Exploring.
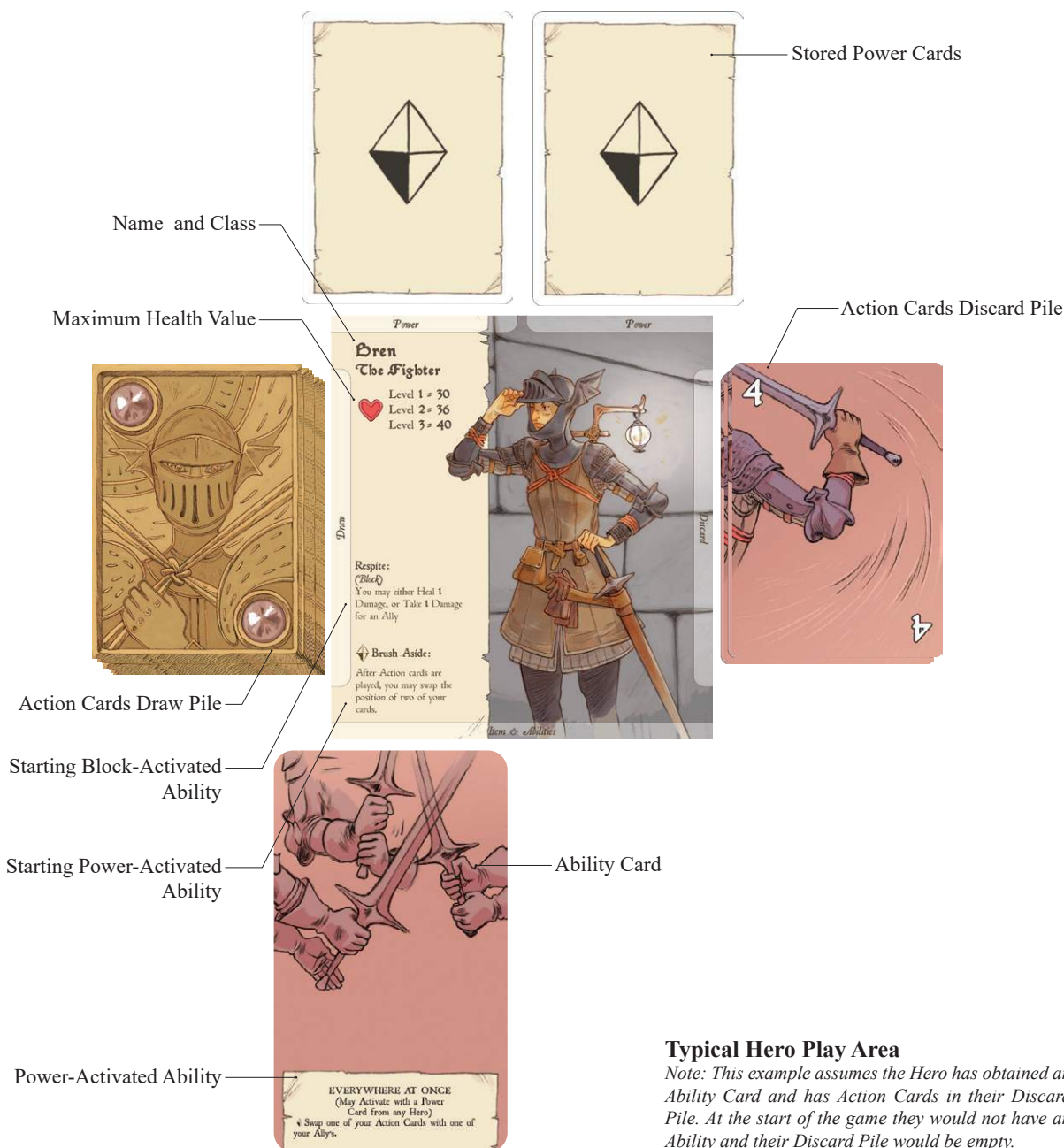
Place three Key Tokens near the Heroes.

The double-sided **Encounter Tokens** are used to mark Ecology Elements that have been Encountered. (See **Encountering, p. 8.)** Place several near the Heroes

8. Experience Point Pool

Leave a space in the Play Area for the communal pool of Experience Points. (See **Experience Points, p. 12.)**

Stored Power Cards

Name and Class

Maximum Health Value

Action Cards Discard Pile

Power

Bren
The Fighter

❤ Level 1 = 30
Level 2 = 36
Level 3 = 40

4

Action Cards Draw Pile

Respite:
(*Block*)
You may either Heal 1
Damage, or Take 1 Damage
for an Ally

Starting Block-Activated Ability

◈ **Brush Aside:**
After Action cards are
played, you may swap the
position of two of your
cards.

Starting Power-Activated Ability

Ability Card

Power-Activated Ability

EVERYWHERE AT ONCE
(May Activate with a Power
Card from any Hero)
◈ Swap one of your Action Cards with one of
your Ally's.

Typical Hero Play Area
Note: This example assumes the Hero has obtained an Ability Card and has Action Cards in their Discard Pile. At the start of the game they would not have an Ability and their Discard Pile would be empty.

9. Hero Play Area

Hero Mat
Each player selects a Hero and places their **Hero Mat** in front of them.

Hero Mats list the Hero's **Name** and **Class**, their **Maximum Health Value**, and **Starting Abilities.** (For details on Abilities, see **Combat, p. 18.**)

The edges of the Hero Mats are labeled to indicate where various cards will be placed during play.

*Note: Hero Mats are double-sided, with alternate multiclassed versions of the Hero on the back. (See **Alternate Heroes, p. 13.**)*

Hero Action Cards
Each Hero has their own deck of **Action Cards**, marked with a unique portrait of that Hero on the back.

Look through your Hero's Action Cards and retrieve the 2 **Power Cards** (◈). Place them face up and side by side at the top of your Hero Mat. You begin the game with them Stored and ready to Spend.

Shuffle the rest of your Action Cards and place them face down to the left of your Hero Mat to form a Draw Pile

Note: Sil has 3 Power Cards, but the third one is only added to her Action Card deck when she reaches level 3. When she starts a game at level 3, all three of her Power Cards are placed face up at the top of her mat.

Limited-Use Item Tokens

Some Features and Legendary Locations provide Items with limited numbers of uses. These tokens represent the uses of those items. When a limited-use Item is found, locate the tokens matching the artwork on the card and add them to your Play Area.
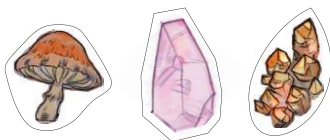
Fabled Blade Tokens

There are two special swords hidden within the Construction you're Exploring. (See **The Fabled Blades, p. 24.**) If you manage to obtain one, add its token to the Play Area of the Hero who has equipped it.
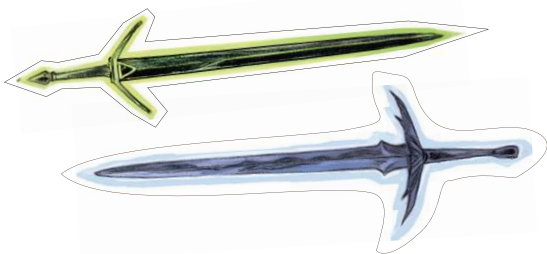

EXPLORING

Heroes **Explore** by placing **Map Tiles**. By doing so, they construct the Ecology's layout and **Discover** various Ecology Elements. Ultimately, they are seeking the **Stairs** down, while hunting for **Items** and collecting **Experience Points**.

Placing Map Tiles

Players take turns drawing and placing Map Tiles, one at a time, until they choose to stop and **Encounter** an Ecology Element.

New Map Tiles are placed orthogonally adjacent to previously placed Map Tiles. Placement must follow two rules:

1. All edges of the new Map Tile must match the edges of all the other Map Tiles they will touch.
    - Walls must touch walls.
    - Blank edges must touch blank edges.

2. Heroes must be able to trace a path from the area they can currently access on placed Map Tilesl to an accessible area on the new Map Tile.
    - Heroes cannot move through walls.
    - Monsters (〰), Features (◉), and Doors (🚪) block access to Tile edges beyond them. Blocking Ecology Elements cannot be moved through until they have been Encountered.
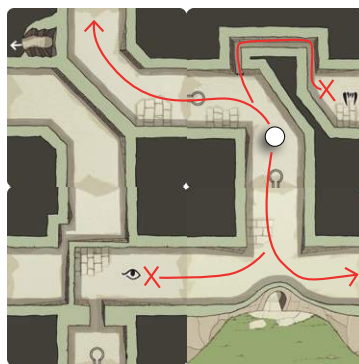
*Note: The Caverns and Subterranean Architecture Ecology introduce other Map Tile edge placement considerations. See **Ecology-Specific Features (p. 13)** for more information.*

As Map Tiles are placed, areas of the map will be created that are inaccessible to the Heroes. Keep the Lantern Token within the area of the map that is accessible to them.

Tip: It can be useful for Players to periodically use the Lantern to trace a path through the spaces they have access to.

WARNING! LOSING BY TILE PLACEMENT
It is possible to lose by drawing a Map Tile that cannot be placed according to the placement rules. If this happens, you have effectively reached a dead end in your explorations and your game is over.

To avoid this, players should keep placement options available for their next Map Tile draw. This may require them to Encounter Ecology Elements to un-block tile edge access.

OTHER PLACEMENT CONSIDERATIONS:

- *Chests**: There are only two Chests per Ecology, and Chests and Legendary Locations are the only places to find Items. See Chests (p. 8) for more information.*

- **Legendary Locations***: Legendary Locations are unique Ecology Elements Discovered by connecting marked Map Tiles in specific combinations. See Legendary Locations (p. 9) for more information.*

- *Campfire: There is only one Campfire per Ecology. It is a good idea to have a Monster-free path between the Campfire and the Stairs. See the Campfires (p. 10) for more information.*

Discovering vs. Encountering Ecology Elements

Heroes **Discover** Ecology Elements by placing Map Tiles that contain them. Heroes **Encounter** Elements by choosing to do so. They are not forced to Encounter Elements when they are first Discovered.
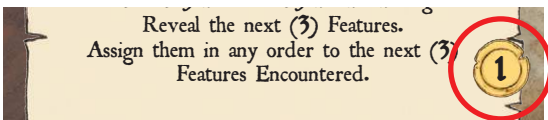
ENCOUNTERING

There are 7 Types of **Ecology Element**s you can **Discover** and **Encounter** while **Exploring**. When Heroes choose to Encounter an Ecology Element, move the Lantern Token to that location.

ECOLOGY ELEMENTS

1. Monsters
2. Features
3. Doors
4. Chests
5. Legendary Locations
6. Campfires
7. Stair Guardian

EXPERIENCE POINTS

Monsters, Features, and Legendary Locations are worth the number of Experience Points (XP) indicated in the coin icon in the lower right corner of their card face. When Heroes collect Experience Points, keep them in a communal pool for Spending on Keys, Healing, and Abilities. (See **Spending Experience Points**, **p. 12.**)

> Reveal the next (3) Features.
> Assign them in any order to the next (3)
> Features Encountered.   (1)

1. MONSTERS

Encountering: Gain XP
Blocks Movement until Encountered

Monsters are the inhabitants of the Ecologies the Heroes Explore. They are always hostile, and Heroes will always suffer damage if they Encounter them.

To Encounter a Monster, Draw the next **Monster Card** and enter into Combat with it. (See **Combat, p. 16.**)

If 2 Monster icons are present (🐾🐾), draw 2 Monster Cards.

Once a Monster has been Defeated, mark its location with an Encounter Token, **red "X"** side up, and add the Monster Card to your communal Experience Point pool.

2. FEATURES

Encountering: Gain XP + possibly other effects
Blocks Movement until Encountered

Features are notable places, occurrences, or objects the Heroes have Discovered. Some provide benefits, while others are harmful.

To Encounter a Feature, draw the next **Feature Card** for the Ecology you're Exploring and follow any instructions found on the card.

Many Features require the Heroes to pass a test by drawing and playing Action Cards from their Draw Pile.

> *Note: If a Power Card is drawn, immediately Store it above the Hero's mat and draw a replacement card.*

Specific instructions for Success or Failure will be on the Feature Card itself. If a Feature Card has three target numbers separated by slashes (e.g. 16/32/48), use the first value if you're playing with one Hero, the second value if you're playing with two Heroes, and the third if you're playing with three Heroes.

Once a Feature has been Resolved, any Action Cards that were drawn or played for it are Discarded. Mark its location with an Encounter Token, **gold "slash"** side up, and add the Feature Card to your communal XP pool.

> *Note: Heroes collect XP for Features regardless of whether they Succeed or Fail any tests.*

3. DOORS

Blocks Movement until Unlocked

Doors cannot be moved through until they are **Unlocked**. Spending a **Key** Unlocks a Door. Certain Hero *Items, Abilities,* and *Spells* can also be used to Unlock Doors.

Once a door has been unlocked, mark its location with a Key Token.

4. CHESTS

Encountering: Gain 1 Item for 1 Hero

Chests provide treasure to the Heroes in the form of Items.

When a Chest is Encountered, the players choose 1 Hero to draw 1 **Item** from their Item Cards and place it at the bottom of their Hero Mat.

> *Note: Heroes must Encounter all Monsters present at a Chest before Encountering the Chest.*

EQUIPPING / UNEQUIPPING ITEMS

Equipped Items are those visible at the bottom of a Hero's Mat. Many Items are marked with hand icons (✋). Heroes are limited to Equipping no more than 2 hand icons worth of Items at a time.

Items may be Equipped or Unequipped anytime while *Exploring*, but cannot be Equipped or Unequipped while *Encountering*.

Unequipped Items remain below the Hero's Mat. Simply flip them face down, or keep them underneath Equipped Items. They are not discarded, and remain available for Equipping again later.

Item Action Cards gained for acquiring an Item (see **Adding / Removing Action Cards** below) are not removed from a Hero's Action Card Deck when they Unequip an Item.

ITEM ABILITIES

Items may include new Abilities. Only Abilities from currently Equipped Items may be used.

ADDING / REMOVING ACTION CARDS

Many Items instruct the Hero to **Add** and **Remove** cards from their Action Card Deck. To do this:

1. Combine your Action Card discard and draw piles.
2. Look through your Item Action Cards (marked with (📦) on their face) for the cards with the specified Values, and add them to your Action Card Deck.
3. Remove the indicated number of Action Cards from your Action Card Deck. Any of your Action Cards, including those just Added, can be chosen for Removal.
4. After Adding and Removing Cards, shuffle your Action Card Deck to form a new draw pile.
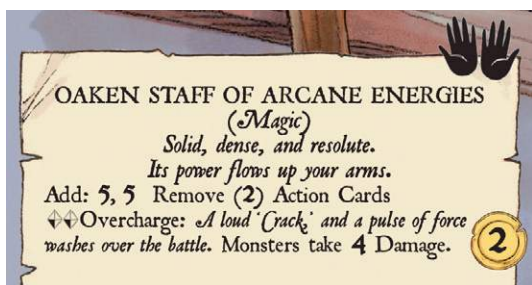
Example: If Sil drew the Item card above, they would add (2) Item Action Cards of Value 5 to their Action Card Deck, then remove (2) Action Cards.

Once a Chest has been Resolved, mark its location with an Encounter Token, **gold "slash"** side up.

MAGIC ITEMS

Some Items have "*(Magic)*" printed under the Item's name. Certain Monsters are resistant to non-magic attacks. Unless a Hero has a *(Magic)* Item equipped, they will make non-magic attacks.

Note: A Wizard's Spells (see **p.18**) *are considered (Magic) attacks.*
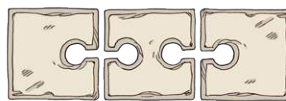
5. LEGENDARY LOCATIONS

Encountering: Gain XP + Possibly Items or other effects.

Legendary Locations are special places in the Ecologies, offering an expanded experience, generous XP, and a varying mix of risk and reward.

Some Map Tiles have circular symbols on their edges, called **Nodes**. To Discover a Legendary Location, players must place Map Tiles with Nodes in an arrangement matching the **Rune Pattern** shown on the back of a Legendary Location's Cards.

How to Read a Rune Pattern: *Each square rune in the Rune Pattern represents a Map Tile, and each circular notch in a square rune represents a Map Tile Node.*
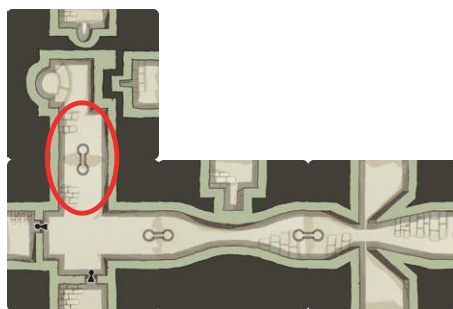

A Rune Pattern may be mirrored or rotated in order to match the layout of Map Tiles and Nodes.

Example: A portion of the pattern on the Map Tiles below matches the pattern on a Legendary Location, so that Legendary Location may be Encountered here.
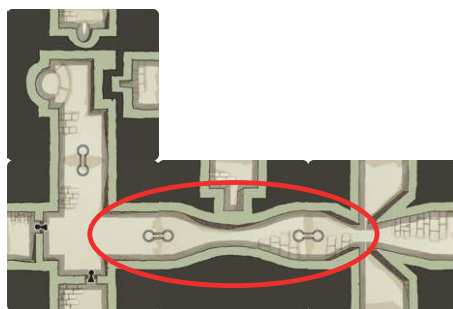

Another example: The same Map Tiles could also be used to match the pattern of a different Legendary Location.

As with other Ecology Elements, Heroes choose when to Encounter a Legendary Location they have Discovered.

When Heroes Encounter a Legendary Location, they draw the top card from the numbered-only draw pile for that Rune Pattern (see **Legendary Locations Setup, p. 4**). After resolving any instructions on the face of that card, find the letter in the upper-right corner of the card's text field. This letter indicates which Draw Pile for that Rune Pattern to draw from for the next card.
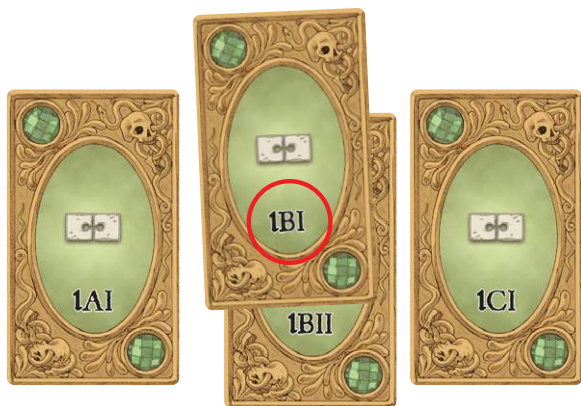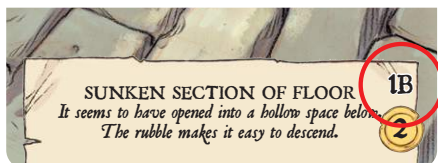
Heroes draw and Resolve the cards in this draw pile one at a time. They cannot move on from a Legendary Location until they have Resolved all of its Cards.

Note: Set Legendary Location cards beside each other as you Encounter them. The art on a Location's cards joins together to form a larger image!

Other Legendary Location Rules:
When Heroes choose to Encounter a Legendary Location, place Encounter Tokens, gold **"slash"** side up, on the Nodes used to make its Rune Pattern. These Nodes cannot be used again.

It is possible to use the Nodes on a single Map Tile to match multiple Rune Patterns. However, since each Node can only be used once, players cannot match overlapping Rune Patterns.

Each Rune Pattern can only be Encountered once per Ecology. Many Rune Patterns lead to more than one possible Legendary Location, but only one will be seen on a given playthrough.

Example: Rune Pattern 2 in the Ruins can only be Encountered one time, even though Rune Pattern 2 has three possible outcomes to draw from.

It is not required for Heroes to have access to all parts of a Map Tile in order for its Nodes to be used for matching a Rune Pattern.

Items
Some Legendary Locations provide Items. See **Chests (p. 8)** For more information on Items.

Note: Some Items found at Legendary Locations can only be equipped by a specific Hero Class. This is indicated directly under the Item's name with the text "Fighter Item," etc.

6. CAMPFIRES

Encountering: Heal

*Campfires are safe areas where the Heroes can **Rest** and gain back some lost Health.*

There is only one Campfire in each Ecology, and Heroes may only Rest at each Campfire once. As with other Ecology Elements, Heroes choose when to Encounter a Campfire they have Discovered.

When Heroes **Rest**:

- All Heroes receive Healing equal to ½ of their current Maximum Health Value.

- Heroes Shuffle their Action Card Discard and Draw Piles together to form a new Action Card Draw Pile.

- Any Stored Power Cards remain Stored.

- All Exhausted Spells are Refreshed. (See **Spells, p. 18.**)

- All Defeated Monster Tokens are removed from the Map. Monsters are present at those locations again.

7. STAIR GUARDIAN

Encountering: Gain XP, Level Up, Heal, Passage to the next Ecology

Stair Guardians guard the stairs that lead down to the next Ecology.

To descend to the next Ecology, Heroes must first Encounter the **Stair Guardian**.

*Note: The Stair Guardian at the end of The Subterranean Architecture Ecology is the **Final Entity**. See **Final Entity (p. 11)** For more information.*

Once Heroes choose to Encounter a Stair Guardian, they cannot go back to any of the current Ecology's Map Tiles.

Draw a Stair Guardian Card from the three possible for the Ecology, and enter into Combat with them per the regular **Combat Sequence (p. 16).**

If the Stair Guardian is Defeated, all Heroes Level Up!

LEVEL UP

When Heroes Level Up, they increase their Maximum Health Value, Heal, and Buy Abilities. It is also the appropriate time to **Save your Game**.

- **Increase Maximum Health Value:** Heroes start at Level 1 and go up a Level for each Stair Guardian they defeat. Each Hero's Mat indicates their Maximum Health Value at each Level.

- **Heal**: After increasing their Maximum Health Value, Heroes Heal completely.

- **Buy Abilities:** Each Hero may buy one Ability. Refer to the Ecology Reference Card for each Ability's XP cost. Players decide together which Cards from their communal pool of XP to spend. *When a Hero buys an Ability, they draw two of their Ability Cards, select one to keep, and place the other at the bottom of their Ability pile.*

- **Save your Game:** It is assumed that Forgotten Depths will typically be played one Ecology per gaming session. The **Hero Record Sheets** and **Adventure Record Sheets** are what you use to save your game so it can be resumed later. Just after Level Up, record the details of each Hero and the group, and mark the Ecology they've just completed. Once these sheets are filled out you can put the game away. When you want to pick up where you left off, simply use the sheets to recreate your Heroes.

PASSAGE TO NEXT ECOLOGY

After Level Up, the current Ecology is complete and all Map Tiles and Ecology cards can be put back in the box. The Heroes are now ready to begin the next Ecology.

The Ruins are the top Ecology, the Caverns are in the middle, and Subterranean Architecture is the bottom Ecology.

*Note: Each Ecology follows the same **Setup (p.4).***

FINAL ENTITY

When Heroes descend the Stairs at the end of the Subterranean Architecture Ecology, they enter into Combat with the Final Entity.

Defeating the Final Entity is the only way to win the game.

The Final Entity has special Setup and Combat rules.

Setup

The Final Entity is composed of four cards: a **Head I** card, a **Head II** card, a **Body** card and the **Tail** card. Locate the Head I, Head II, and Body cards and make draw piles for each.

Draw a Head I, Head II, and Body card, and arrange them with the Tail card as shown below.

Note: Cards shown here are face down so their content isn't revealed. In play, they should be placed face up.


Locate the Final Entity **Lore** card and read it aloud.

Combat

Combat with the Final Entity follows the standard Combat Sequence, with additional rules found in **Combat with the Final Entity (p. 19).**

HABITAT BOUNDARIES

Some Map Tiles have black dotted lines separating the tile into separate areas. These lines are **Habitat Boundaries**. Heroes may move through the tile on the side without Monsters or Features without having to Encountering them.
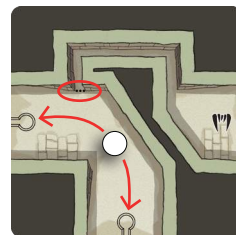
ECOLOGY-SPECIFIC DETAILS

Ruins: Secret Passages

Some Ruins Map Tiles have white arrows pointing to the edge of the tile as shown above. These are Secret Passages. All Secret Passages are connected, so entering any Secret Passage in the Play Area allows you to exit any other Secret Passage in the Play Area. Through creative tile placment, Heroes may use Secret Passages to reach parts of the Ecology that are otherwise inaccessible. The dashed lines at Secret Passages show which part of the Map Tile they're accessed from.
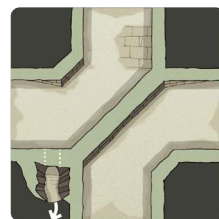
Caverns: Water

Several Map Tiles contain water. When placing these tiles, water edges may touch non-water edges. Water is not required to be contiguous.

Connecting water across multiple tiles is part of matching a particular Legendary Location Rune Pattern. For water to be connected, water must meet water in at least one corner of orthogonally adjacent tiles.
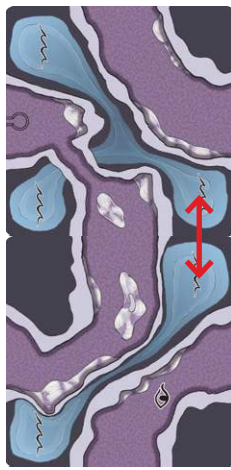
Caverns: Boat and Sword Icons

One Caverns Map Tile contains a Boat Icon, and one contains a Sword Icon. These are the first and last parts of a particular Legendary Location Rune Pattern. They have no other effect.
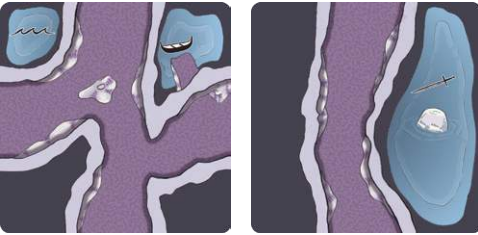
Caverns: Warp Portals

Two Map Tiles contain Warp Portals. Similar to the Secret Passages in the Ruins, the Warp Portals connect to each other. Through creative tile placement, Heroes may use these Portals to reach parts of the Ecology that are otherwise inaccessible.
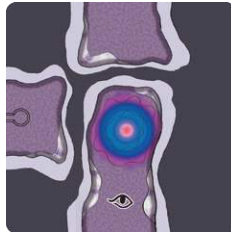
Caverns: Crazed Bipedal Saurian

During setup of the Caverns, find the Crazed Bipedal Saurian Monster Card and set it aside. One card in the Caverns will instruct you to shuffle the Crazed Bipedal Saurian into the Monster deck.

Subterranean Architecture: Upper / Lower Levels

Subterranean Architecture Map Tiles contain upper and lower levels. Map Tiles must be placed so that Upper Level edges touch Upper Level edges, and Lower Level edges touch Lower Level edges, as in the example below.
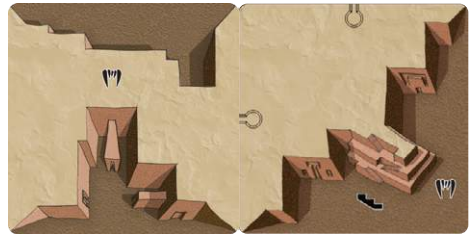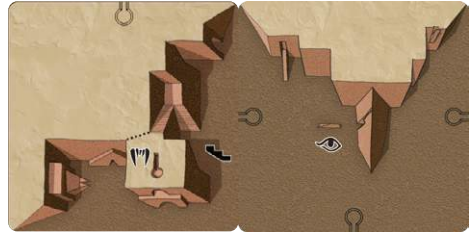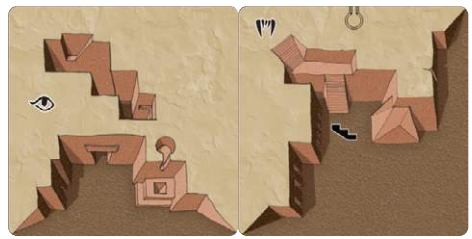
Subterranean Architecture: Level Stairs

Heroes may only move between Upper and Lower levels on tiles containing a Level Stair icon (⤵) as shown in the examples above.

SPENDING EXPERIENCE POINTS

Heroes can buy three things with Experience Points: Healing, Keys, and Abilities. Refer to the Ecology's Reference Card for their costs.

- **Healing** can be bought anytime while Heroes are Exploring. It cannot be bought while Heroes are Encountering.

- **Keys** can be bought while Heroes are Exploring, but they cannot be bought in the time between drawing and placing a new Map Tile.

- **Abilities** can only be bought during **Level Up (p. 11)**.

When cards are spent for their Experience Point Value, return them to the game box.

- No change is given when Heroes cannot pay the exact cost in Experience Points.

- Players decide together which Cards from their communal XP pool to spend.

- Equipped and Unequipped Items may be spent for their Experience Point Value.

  - *Remember: Item Action Cards from an Item stay in your Action Deck even if you spend or Unequip that Item (p. 8).*

WINNING AND LOSING

The Heroes Win if:
- They Defeat the Final Entity.

The Heroes Lose if:
- They Draw a Map Tile that cannot be placed legally.
- One of the Heroes is Defeated.

Complete the Record of Your Adventure
After wining or losing, players may wish to start or update an **Adventure Record Sheet** to capture information about their journey, including anything remarkable they discovered along the way.

MODIFYING THE GAME

ADJUSTING GAME DIFFICULTY

MAKING THE GAME HARDER
Although the game as written presents a decent challenge, some may wish to try the game at a higher level of difficulty. The following modifications to the rules will make the game harder. They can be used on their own, or in any combination.

- **Random Campfire Healing:** When resting at a Campfire, each Hero Draws 2 Cards and Heals equal to the highest-value Card.

- **Heroes Don't Heal When Leveling Up:** Heroes will either need to pay for any healing they wish to do, or seek it out through other means.

- **Locked Chests:** Just like Doors, all Chests must be Unlocked to open.

MAKING THE GAME EASIER
Players may likewise wish to make the game more forgiving. The following modifications to the rules will make the game easier. They can be used on their own, or in any combination.

- **Start with an Ability:** When starting at the Ruins, each Hero draws an Ability to start the game with.

- **Start with More Keys:** Heroes start with 6 Keys.

- **3 Keys Added at Each New Ecology:** Each time the Heroes start a new Ecology, they get 3 Keys added to their supply for free.

- **One Dead-End Per Ecology:** Once per Ecology, if Players cannot legally place a Map Tile they may set it aside and either draw a replacement Map Tile or choose to Encounter an Ecology Element. The set-aside tile remains available and may be placed at any time during Exploration.

- **Twice as Much Healing:** When paying XP for Healing, Heroes receive 2x what's listed on the Ecology Reference Card.

STARTING AT A LOWER ECOLOGY

Forgotten Depths supports players starting the game at any Ecology.

If starting at the Caverns
- Heroes begin at Level 2, with that level's **Maximum Health Value**.
- All Heroes Gain **1 Ability**. Use the process described in Level Up for selecting them.
- All Heroes Draw **1 Item** from their Hero-specific Item Cards.
- Heroes begin with **3 Keys**.

If starting at Subterranean Architecture
- Heroes begin at Level 3, with that level's **Maximum Health Value**.
- All Heroes Gain **2 Abilities**. Use the process described in Leveling Up for selecting them.
- All Heroes Draw **2 Items** from their Hero-specific Item Cards.
- Heroes begin with **3 Keys**.

ALTERNATE HEROES

Hero Mats are double-sided, with alternate versions of the Heroes on the backs.

Alternate Heroes are multi-classed, with a Primary and Secondary Class listed in order on their Hero Mat.

- Bren: Fighter-Wizard
- Sil: Wizard-Rogue
- Ava: Rogue-Fighter

Rules for Multi-Classed Heroes
Multi-classed Heroes have additional rules and considerations for Items and Abilities.

Items: When drawing an Item, multi-classed Heroes draw one from each of their Primary and Secondary Class Items Decks and select one to keep.

- Items from their Secondary class that require adding Item Action Cards to their Action Card Deck cannot be selected, but the Hero may give an Ally with that Primary Class the Item instead.

- Items not selected are put on the bottom of the Item Deck.

Abilities: When drawing Hero Abilities, multi-classed Heroes may either:

- Draw 1 from each of their Primary and Secondary Class Ability Decks and select one to keep.

- Draw 2 from their Primary Class Ability Deck and select one to keep.

Playing Alternate Heroes as Single-Classed
The Alternate Heroes can also be played as only having their Primary Class. When played this way, Item and Ability draws occur as normal. This lets players try a version of the Hero with different portrait art and new starting Abilities, without the additional multi-class considerations.

ANATOMY OF AN ECOLOGY REFERENCE CARD

Reward for Encountering Monsters

Reward for Encountering Features

Reward Range for Encountering Legendary Locations

Healing Cost

Key Cost

Keys are Used on Doors

Ability Cost

Monsters, Features, and Doors Block Movement
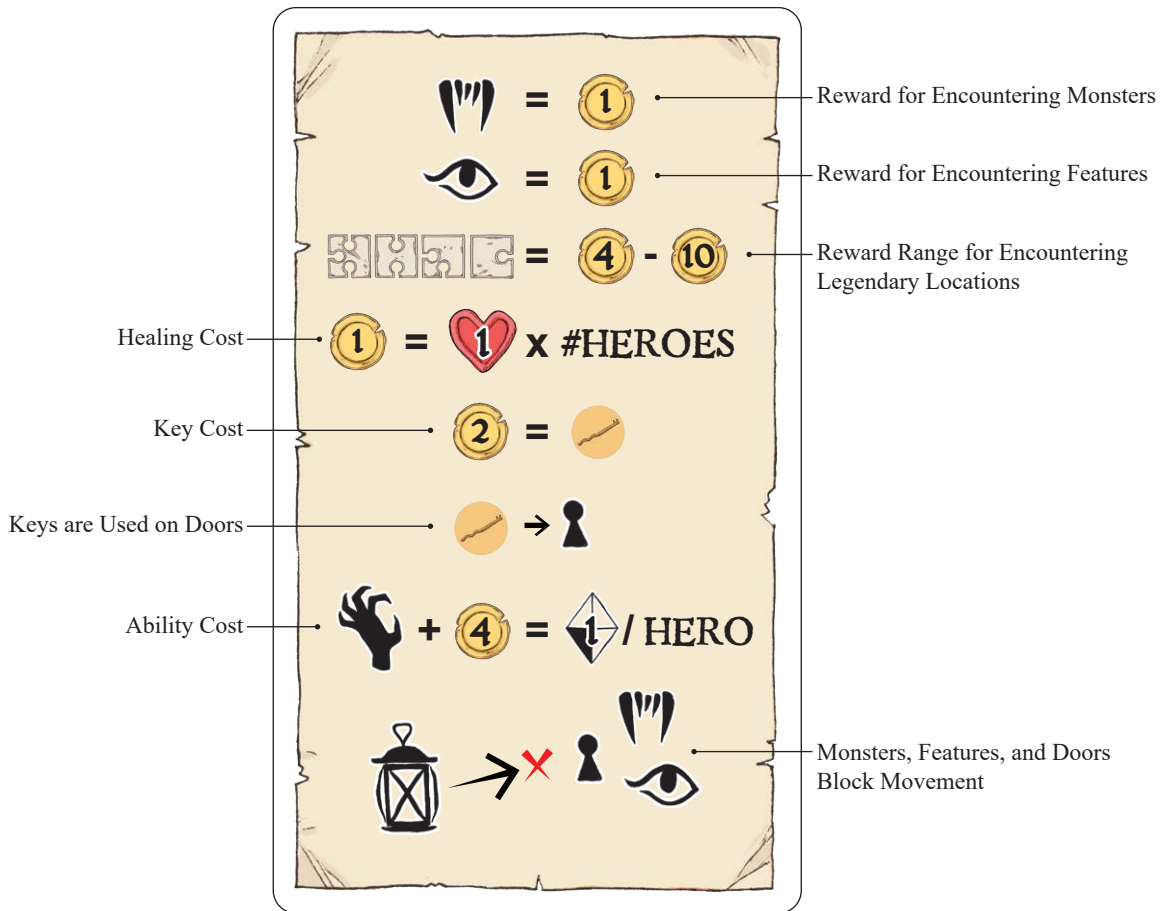
Healing Cost
The Experience Point cost for Healing in this Ecology. The amount of Healing received depends on the number of Heroes in the game. By paying the listed number of Experience Points, Heroes get the listed number of Health Points x the number of Heroes in the game.

Example: In the Ruins, for each Experience Point spent, the Heroes get 1 Health Point per Hero in the game. In a game with 3 Heroes, the Heroes would get 3 Health Points for every Experience Point spent.

Players decide how the Health Points are distributed among the Heroes.

Key Cost
The Experience Point cost for buying a Key in this Ecology.

Keys are Used on Doors
A reminder of how Keys are used in the game.

Ability Cost
Players must defeat a Stair Guardian and pay Experience Points to buy an Ability. This shows the Experience Point cost for each Ability in this Ecology. It is also a reminder that only one Ability can be bought for each Hero per Level Up.

Reward for Encountering Monsters
The typical Experience Point value for Monsters in this Ecology.

Reward for Encountering Features
The typical Experience Point value for Features in this Ecology.

Reward Range for Legendary Locations
The range in Experience Points for Resolving Legendary Locations in this Ecology.

Monsters, Features, and Doors Block Movement
A reminder that Monsters, Features, and Doors block access to Map Tile edges beyond them, and cannot be moved through until they have been Encountered.

ANATOMY OF A MONSTER CARD

Monster Name

Monster Description

Monster Difficulty

Monster Ability

Monster Health State

Monster Type

Monster Health Value

Experience Point Value

SOOT BEAK
Their ruffled texture resembles plumage. Perfectly black, with empty eye sockets.
Medium (Pair) ♥ 8 / 16 / 24
Dark Clamp: *Cold radiates from the beak clamped over your arm.* Subtract 3 from highest value Hero card.

Monster Name
Monsters in the world of Forgotten Depths are mysterious and unique. The Heroes and their people have not experienced them before and have therefore not named them. To reflect this, Monster's names are given in a simple descriptive fashion.

Monster Description
What the Heroes see when Encountering the Monster.

Monster Difficulty
Monsters, Stair Guardians, and the Final Entity have difficulty levels, either **Light (I), Medium (II), or Heavy (III)**. This indicates which Monster Action Deck to use when fighting the Monster.

Monster Ability
Each Monster has a unique Ability. Some are Passive; others are Activated by Power Cards ( ).

Monster Health State
This table is only present on cards for **Pair**, **Group** and **Horde/x** type Monsters. It shows how many Action Cards Monsters and Heroes play each Round, based on how many individual Monsters are still alive within the set. See **Monster Health States (p. 17)** For more information.

Monster Type
There are four different Monster Types in the game.

The Singular Monster Type represents a single individual Monster. Pair, Group, and Horde/x Monster Types represent different sized sets of individual Monsters.

- **Singular:** 1 Monster. (Very common. The Monster Type is not listed on the card.)
- **Pair:** A set of 2 individual Monsters.
- **Group:** A set of 4 individual Monsters.
- **Horde/x:** A set of individual Monsters equal to x.

Monster Health Value
Three Values separated by slashes (eg. "8 / 16 / 24"). Use the first Value if you're playing the game with one Hero, the second Value if you're playing with two Heroes, and the third Value if you're playing with three Heroes.

Experience Point Value
The number of Experience Points Heroes earn for Defeating the Monster.

COMBAT

When Encountering a Monster Card, the Heroes enter Combat with it, resolving **Combat Pairs** of Action Cards until one or the other side is Defeated.

COMBAT SETUP

1. **Place Monster Health Tokens** on the Health Track according to the **Monster Health Value (p. 15)** indicated on the Monster Card. For Pair, Group, and Horde/x **Monster Types (p. 15)**, place one Health Token for each individual Monster in the set.

*Note: There are purple and **black** Monster Health Tokens. When Encountering two Monster Cards, use a different color token for each Monster Card.*

2. **Locate the Monster Action Cards** matching the **Monster's Difficulty (p. 15)**. Set it nearby, leaving room beside it for a Discard pile.

3. **Assign Monsters to Heroes** according to the rules below.

Assigning Monsters

One Monster Icon
When 1 Monster icon is Encountered, draw 1 Monster Card. That Monster Card is assigned to all the Heroes and they all fight it together.

Two Monster Icons
When 2 Monster icons are Encountered, draw 2 Monster Cards. Each Monster Card must be assigned to a different Hero, if possible. The players decide which Monster will be assigned to which hero.

Heroes Combat their assigned Monster Card until it is Defeated. Once it is, they join their allies on the next Round to Combat any remaining Monster Cards.

Single Hero Against Two Monster Cards
When a single Hero fights two Monster Cards, they perform Combat Steps 1 and 2 for one Monster, then again for the other, before proceeding to Steps 3–6 (see below).

COMBAT STEPS

Once Setup is complete, Combat proceeds over a series of Rounds until all of the Monsters, or one of the Heroes, is Defeated. Each Round, the **Combat Steps** described below are performed in order. All Heroes peform each Step simultaneously.

1. **Draw** Cards
2. **Play** Cards
3. **Evaluate** Combat Pairs
4. **Activate** Hero Abilities
5. **Resolve** Damage
6. **Discard** All Played Cards

1. DRAW CARDS

Each Hero Draws up to a **Hand** of **3 Action Cards**.

- If a Hero does not have enough Cards in their Draw Pile to Draw up to a Hand of 3, they must first Draw as many as possible, then Play from the Cards currently in their Hand.

   - If, after that, they still need to Play Cards, they shuffle their Discard to form a new Draw Pile and Draw up to a total of 3 minus the Card(s) just played.

Example: A Hero has one Card in their Hand, none in their Draw Pile, and needs to Play 2 Cards. First they Play the one card in their Hand, then shuffle their Discard to form a new Draw Pile. They then Draw 2 Cards (3 minus the 1 just played), and choose their second Card to Play from among those two.

Another example: A Hero has two Cards in their Hand, none in their Draw Pile, and needs to Play two Cards. They simply play both the Cards from their Hand.

Another example: A Hero has 1 Card in their Hand, 1 in their Draw Pile, and needs to Play 2 Cards. First they Draw the last Card from their Draw Pile, then they Play both the Cards from their Hand.

Drawing & Storing Power Cards
Any **Power Cards ($\diamondsuit$)** that are Drawn are immediately Stored above the Hero's Mat. Power Cards do not count toward a Hero's Hand. After one is Stored, draw a replacement card.

2. PLAY CARDS

Heroes go first, selecting and playing Action Cards from their Hands face up side by side in front of themselves.

- If there are *no* **Monster Health States** indicated on the Monster Card (see opposite), each Hero Plays 2 Action Cards.

- If there *are* **Monster Health States** on the Monster Card, each Hero either Plays 1 or 2 Action Cards, depending on the Monster's current Health State.

- *Any unplayed Cards left in a Hero's Hand remain there as the start of their 3-card Hand for next Round.*

Monsters Play after the Heroes. Each Monster Card Draws and Plays Action Cards face up opposite each of their target Hero's Action Cards. Each Monster Card does this once for each Hero they're assigned to, regardless of how many individual Monsters the Card may represent (Pair, Group, and Horde/x Monster Types).

- If there are *no* **Monster Health States** indicated on the Monster Card, the Monster Plays 2 Action Cards against each Hero.

- If there *are* **Monster Health States** on the Monster Card, the Monster either Plays 1 or 2 Action Cards, depending on the Monster's current Health State.

- *If a Monster needs to Draw a Card but there are none left in their Draw Pile, shuffle their Discard to form a new Draw Pile.*

- ***If a Hero only Plays 1 Action Card,*** *than lafter Monster Action Cards are Played, move it opposite the highest-value Monster Action Card played against that Hero. Unless modified by Abilities, this will be the Combat Pair Resolved by the Hero this Round.*

- ***If a Monster only Plays 1 Action Card*** *against a Hero, that Hero may move it opposite either of their Played Action Cards.*

Monster Health States

Non-Singular Monster Types (Pair, Group, and Horde/x) have **Monster Health States**, which adjust the number of Action Cards Heroes and Monsters play each Round as individual Monsters in the set are defeated.

Monster Health States are shown as a table at the bottom of the Monster Card.

Monster Type

Health States

Each column is a separate Health State. The number at the top, between the (🎺) and (💀), is the number of individual Monsters currently alive (×4, ×3, etc.). The two numbers below it, next to the (🃏), indicate how many Action Cards are played by Monsters (top row) and Heroes (bottom row) for that number of Monsters. When resolving the Play Cards step, use the left-most column at the beginning of Combat. As individual Monsters are Defeated, use the next column to the right, and so on.

Example: Monster Health State
In the Monster Card example above, the Monster Type is a Group, so the Heroes face a set of four individual Monsters. While all four individual Monsters are alive, the Heroes read down the far left "×4" column and see that both sides play 2 Action Cards. They are evenly matched at this point, but look at what happens once the Heroes reduce their numbers! Once two of the Withered Shades have been Defeated, the Heroes get the upper hand and each Hero Plays 2 Cards to the Monster's 1.
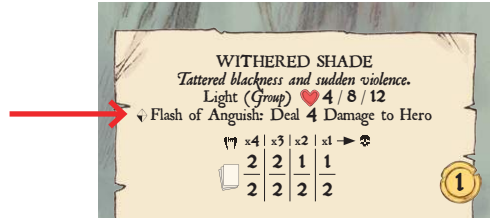
Drawing a Monster Power Card

If a Monster draws a Power Card, they immediately Activate any Power-Activated Abilities.

1. Resolve the Ability against the Hero the Power Card was drawn against. If the Ability explicitly refers to "Heroes" (plural), then *all* Heroes are affected.

2. Discard the Power Card and Draw a new Monster Action Card to Replace it in the Combat Pair.

If a Monster has no Power-Activated Ability, discard the Power Card without effect and draw a new card to replace it.

A Monster can only Activate its Power-Activated Ability once per Round. If a Monster Draws 2 Power Cards in the same Round, discard the second Power Card without effect and draw a new card to replace it.

Example: Monster Power-Activated Ability
If the Monster above drew a Power Card, they would immediately Resolve their "Flash of Anguish" Ability for the Hero they drew the Power Card against.

Multiple Monster Abilities

Some Monsters have more than one Power-Activated Ability listed. Resolve the first listed Ability the first time they Activate, the next Ability the next time they Activate, and so on. Once they reach the end of their listed Abilities, start back at the top of the list.

*Note: Heroes' Hands, and all Discard piles (Hero and Monster), are open information. Players may freely review and discuss the contents of their Hands and the Discard Piles at any time. Draw Piles, however, are **not** open information and cannot be examined.*

3. EVALUATE COMBAT PAIRS

A Combat Pair is a Played Hero Card and the Monster Card Played against it. Every Round, each Hero will choose one of their Combat Pairs to Resolve and discard any others.

There are three possible relationships between the Hero and Monster Action Card Values in a Combat Pair. This impacts which Pair may be chosen.

1. **If the Values match, the Pair is a Block.**

   - Blocks take highest priority, but they are optional. A Hero *may* choose a Block Pair over any other Pair.

2. **The Monster Card is higher = Monster Hit.**

   - Monster Hits are the next priority, and *must* be chosen over any Hero Hits. If a Monster Hits in both Combat Pairs, the Hero chooses which one to Resolve.

3. **The Hero Card is higher = Hero Hit.**

   - Hero Hits are the lowest priority, and may *only* be chosen if there is no Monster Hit, or the other Pair is a Block. If a Hero Hits in both of their Pairs, they choose which one to Resolve.

Remember! A Hero may always choose to Resolve a Block instead of a Monster or Hero Hit.

4. ACTIVATE HERO ABILITIES

Heroes may **Activate** Abilities to affect the results of their Combat Pairs. They can utilize any available Ability, from their Hero Mat, Ability Cards, or Item Cards (if Equipped).

Passive Abilities

A Hero's Passive Abilities are always available and may be used every Round. There is no limit to how many Passive Abilities can be used in a Round, and their use does not limit the use of other Abilities in any way.

Power-Activated Abilities

Power-Activated Abilities cost 1 Power Card per Power Icon (⬦) shown next to the Ability's name. Only Stored Power Cards may be spent for an Ability. When a Power Card is Spent it is Discarded.

As long as a Hero has the Power Cards to pay for it:

- A Hero may Activate a Power-Activated Ability multiple times each Round.

- A Hero may Activate more than one Power-Activated Ability each Round.

Block-Activated Abilities

When a Hero chooses to Resolve a Block, they may Activate a Block-Activated Ability.

- A Hero may only Activate one Block-Activated Ability each Round.

Spells

A Wizard's Abilities are called **Spells**. When a Spell instructs the Hero to "Exhaust After Use," rotate its card sideways to show it is Exhausted. An **Exhausted** Spell cannot be used again until it is **Refreshed**, either by Resting at a Campfire or Leveling Up. Some Encounters, Items, and Abilities also Refresh Spells.

A Wizard's Spells are considered (Magic) attacks. (See **Magic Items, p. 9.**)

Note: Any Action Cards Drawn for a Hero's Ability are Discarded at the end of the Round. If a Power Card is drawn, immediately Store it above the Hero's mat and draw a replacement card.

5. APPLY DAMAGE

Each Hero applies Damage for the Combat Pair they are Resolving, moving Hero and Monster Health Tokens on the Health Track accordingly.

Block: No Damage is done to the Hero or Monster.

Direct Damage: A Combatant who **Hits** does Direct Damage to their opponent, equal to their Action Card Value.

Return Damage: A Combatant who has been **Hit** does Return Damage back to their opponent, equal to the difference between their Action Card Value and their opponent's.

Example: Applying Damage
Sil is Resolving a Hero Hit against a Monster. Her Action Card Value is 5, and the Monster's is 2. The Monster takes 5 points of Direct Damage, and Sil takes 3 points (5−2) of Return Damage.

Applying Damage to Pairs, Groups, or Hordes

When facing non-singular Monster Types, Heroes may freely assign damage to any Individual Monster within the Set. All of a Hero's Damage must be applied to one Individual Monster; it cannot be spread across multiple Individual Monsters.

Exception: If an individual Monster in a Horde is Defeated, any excess Damage may be applied to any other individual Monster in that Horde.

Important! Avoiding Return Damage

In Rounds where Heroes Defeat a Monster, they avoid some Return Damage.

- **If one Hero** delivered all of the Damage needed to Defeat the Monster, *ALL* Heroes avoid *ANY* **Return Damage** this Round, regardless of whether they were assigned to the Monster or not.

- **If more than one Hero** contributed to the Damage needed to Defeat the Monster, only *ONE* Hero, from among those that contributed Damage, may Avoid **Return Damage** this Round. The Players choose which Hero that will be.

- Heroes only avoid *Return Damage* this way. They still suffer any **Direct Damage.**

*Note: Against **non-singular** Monster Types (p.19), Heroes avoid Return Damage **every time** an individual Monster within the set is Defeated.*

Armor: Some Items provide **Armor,** which reduces the amount of Damage received from *each separate source of Damage.* Items providing Armor must be Equipped for the damage reduction to apply. If more than one Equipped Item has Armor, their Armor values are combined.

Example: Armor
Bren has a helmet and a shield equipped which each provide "+1 Armor," for a total of 2 Armor. In one Round of Combat, she takes 5 damage from a Monster Hit, which her Armor reduces to 3. In the same Round, she takes 3 damage from a different Monster's Ability, which her Armor reduces to 1. Her total Damage for the Round is then 3+1, or 4.

Note: Armor only reduces damage taken during Combat, unless a card you Encounter says otherwise.

6. DISCARD CARDS

Discard all Played Cards. If any Monsters are still alive, perform a new Round of Combat. If all Monsters are Defeated, Combat is ended. When Combat ends, any Cards left in a Hero's Hand remain there.

Note: Hero and Monster Action Cards do not get reshuffled after Combat (or after Encountering Features that require playing Action Cards). New Draw Piles are only made when needed, as described under Step 1, Draw Cards.

## COMBAT WITH THE FINAL ENTITY

Combat with the Final Entity follows the regular Combat rules, with the following exceptions.

- Although the Final Entity is composed of multiple cards, they are not assigned to different Heroes. The multiple cards form one enemy that all of the Heroes fight together.

- The Final Entity uses separate Monster Health Tokens for each of its part cards (Head I, Head II, and Body). A Hero may freely apply Damage to any one of these parts each Round. If a Hero's Damage can be applied to multiple Monsters, it can be applied to multiple parts.

- When the Final Entity draws a Power Card, it activates the Power-Activated Abilities on both of its Head Cards. It can still only Activate them once per Round, so if it Draws a second Power Card in the same Round, it is wasted.

- To Defeat the Final Entity, Heroes must either Defeat both of its Heads, or its Body and one of its Heads.

- Armor values shown on the Final Entity's part cards only affect Damage done to that part.
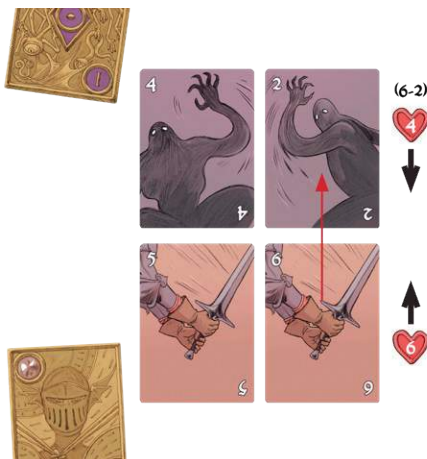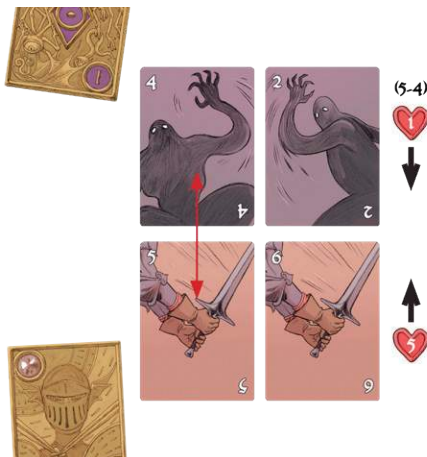
COMBAT PLAY EXAMPLES

EXAMPLE 1: TWO HERO HITS
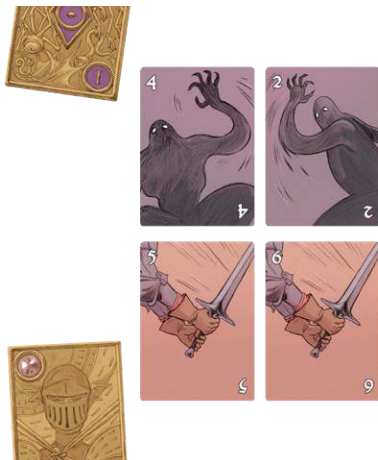
Bren has played 2 Hero Action Cards against 2 Monster Action Cards. Both of her Action Card Values are higher, so she has a Hit in both Pairs and can choose which to Resolve.
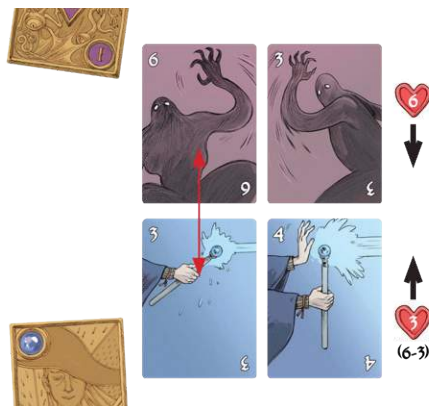

If Bren Resolves the Pair on the left, she will do 5 points of Direct Damage and the Monster will do 1 point of Return Damage ($5-4 = 1$).

If Bren Resolves the Pair on the right, she will do 6 points of Direct Damage, but the Monster will do nearly as much in Return Damage: 4 points ($6-2 = 4$).
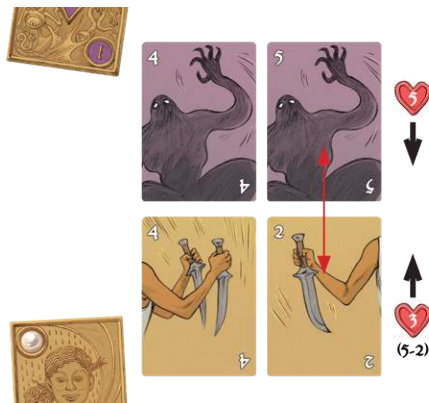
EXAMPLE 2: MONSTER HIT

In this example, Sil has a Hero Hit on the right Pair, and a Monster Hit on the left Pair. Monster Hits take priority over Hero Hits, so she must resolve the left pair, taking 6 points of Direct Damage and delivering back 3 points of Return Damage ($6-3 = 3$).

Note: If there were Monster Hits in both Pairs, Sil would be able to choose which of the two to Resolve for the Round.

EXAMPLE 3: BLOCK-ACTIVATED ABILITY

In this example, Ava has a Monster Hit on the right Pair, where the Monster would do 5 points of Direct Damage and she would do 3 points of Return Damage ($5-2 = 3$).


On the left Pair, however, Ava has a Block result, which she can choose over the Monster Hit. If she Resolves the Block she would avoid any Damage, and could Activate a Block-Activated Ability.

EXAMPLE 4: POWER-ACTIVATED ABILITY

In this example, Bren has a Hero Hit on the left Pair, but a Monster Hit on the right Pair. Since Monster Hits must be Resolved over Hero Hits she must Resolve the Monster Hit, unless she uses an Ability to alter the outcome.
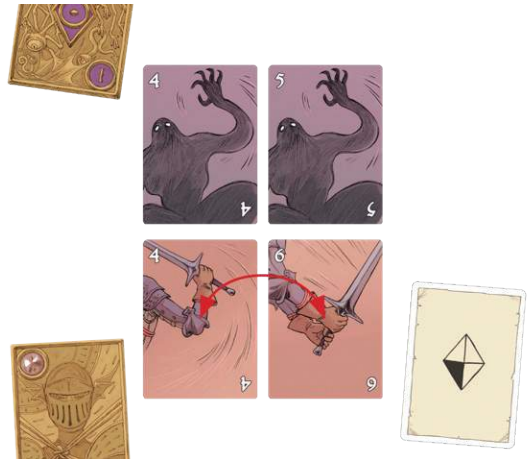
By doing this, she avoids the Monster Hit by creating a Hero Hit on the right Pair and a Block on the left Pair. With a Hero Hit and a Block, she can choose which to Resolve.
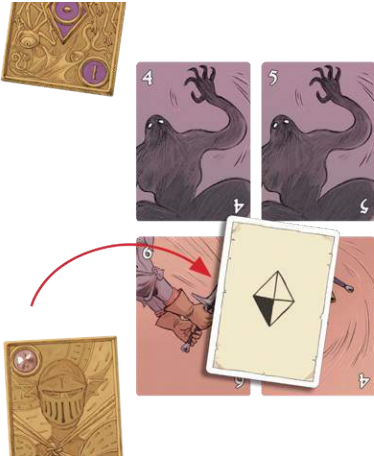
Bren plays a Stored Power Card to Activate an Ability.
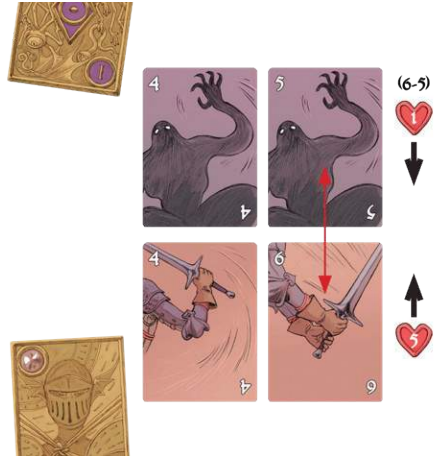
If she Resolves the Hero Hit on the right, she would do 6 points in Direct Damage, and the Monster would do 1 point in Return Damage (6−5 = 1).

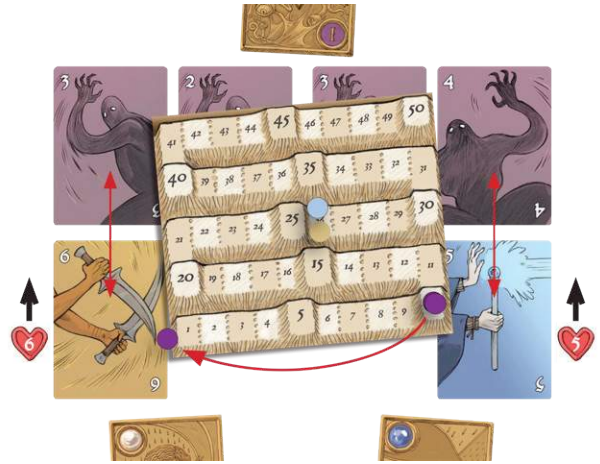She Activates "Brush Aside," which lets her swap the position of her Played Action Cards.

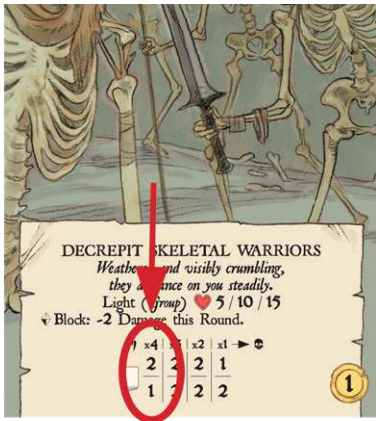If she Resolves the Block, she could Activate her Block-Activated Ability.
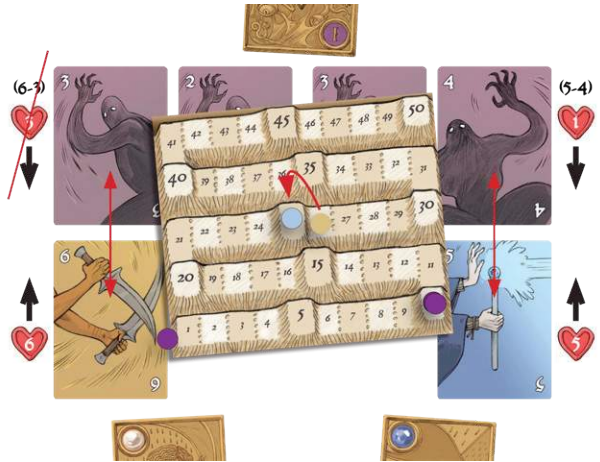
EXAMPLE 5: NON-SINGULAR MONSTER

In this example, Ava and Sil are Encountering the Decrepit Skeletal Warriors, who are a Group Monster Type. This means there are four individual Monsters they will need to Defeat. There are two Heroes, so each individual Monsters has 10 Health. Four purple Monster Health Tokens are stacked at "10" on the Health Track.

All 4 Skeletal Warriors are alive, so the players read down the far left column under "×4" and see that the Monsters will Play 2 cards (top row), and the Heroes will Play 1 card (bottom row) this Round.

Ava Plays a 6, and Sil Plays a 5. Since the Heroes only Played 1 card, they move it opposite the highest-value Monster Action Card played against them.
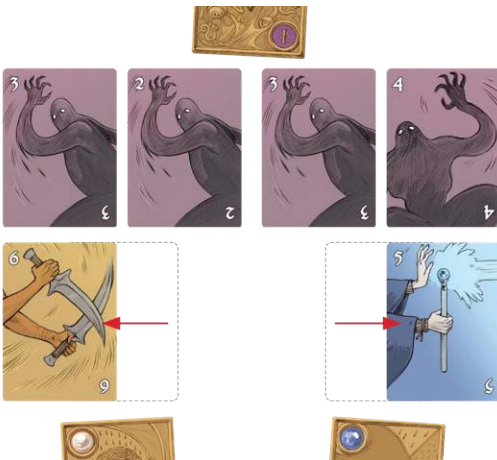

Both Heroes hit! Ava is doing 6 points of Direct Damage and Sil is doing 5. Their total is 11, so they decide to apply it all to one of the individual Monsters and Defeat it!
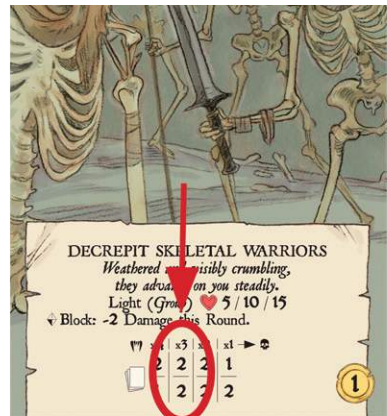

By Defeating an individual Monster, the Heroes are able to avoid some Return Damage. Since it took their combined Damage, only one Hero will avoid it, so the players need to decide which Hero that will be. Ava is taking 5 points in Return Damage, and Sil is taking 1, so the players decide Ava will be the one to avoid Return Damage.
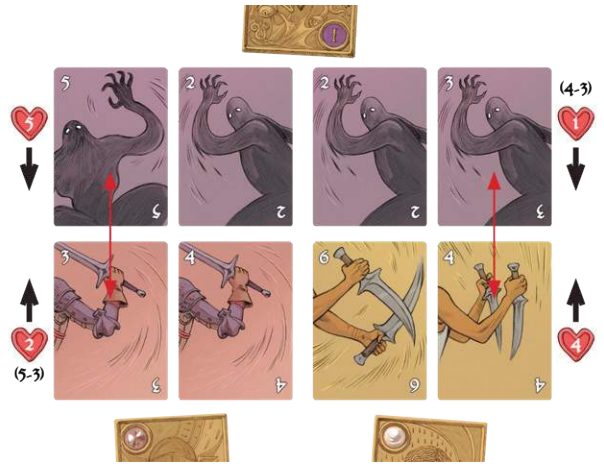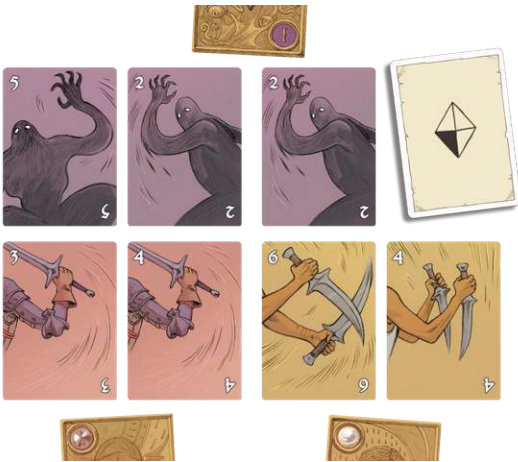

With one Skeleton Defeated, the Heroes each Play 2 cards next Round!

EXAMPLE 6: TWO MONSTER CARDS

In this example, Bren and Ava are Encountering 2 Monster Icons so they draw 2 Monster Cards, the Sentient Vapor and Shrieking Black Shroud. They decide to assign the Sentient Vapor to Bren, and the Shrieking Black Shroud to Ava, and place separate **purple** and **black** Health Tokens for them on the Health Track .

Bren and Ava each play 2 cards, and the Monsters each play 2 cards opposite their opponents. The Shrieking Black Shroud draws a Power Card for their second card!

The Shroud immediately activates its "Sustained Wail" Ability. The Power Card was drawn against Ava, but since the Ability's description refers to "Heroes" (plural), both Bren and Ava are affected. Next Round, both Heroes will Play just 1 Action Card!

The Shroud discards their Power Card and draws a new Action Card to replace it.

Bren has a Hero Hit in one Pair, and a Monster Hit in the other. They don't have a Power Card to use, so they're forced to Resolve the Monster Hit. Ava has two Hero Hits, and chooses the one on the left, where their Direct Damage is smaller, but the Return Damage is much less.
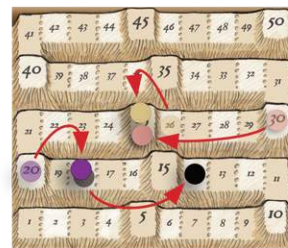
They move the Health Tokens, as necessary, and get ready for next Round, remembering they will only Play 1 card this Round due to the Shroud's terrible Ability!

23

THE FABLED BLADES

There are two swords or great renown buried somewhere deep within the Ecologies of this Construction. The Elders have reviewed the recorded details of each sword's legend with you, hopeful it may aid you in locating them. Their power is undoubtedly formidable. Beware however, as each is believed to be just as terrible as it is mighty.

NULL

Crafted in an age when humankind possessed the ability to travel in strange vehicles between the stars. There was a method of covering great distances in that travel, and this sword is in some way imbued with that power.

It was made out of desperation, to be wielded against a great army of metal monsters overrunning all of the land. Such was the need that care and caution were neglected, and a vicious capacity for destruction was the weapon's character.

The wielder was victorious, but at the expense of their own life and those they sought to protect. For the blade's hunger could not be controlled and it ran amok, at last disappearing among the lower levels of structures pulled down on itself.

NENTH

A black blade of dark appetite, thought to possess a will of its own. The stories speak of an enchanted vessel, imprisoning a being of vast maliciousness and unknown origin. This being is so powerful, and its desires so strong, they say it has the capacity to reach beyond the walls of its ebon prison. Beware its influence!

Originally wielded by a great sorcerer king, the blade served its master willingly, disposing of entire hosts of enemies. Over time, the king's own brother was among those indiscriminately slain. Learning of this, the king's grief overtook his will to fight.

Angry at the king's loss of heart, and discontent to sit idle, the sword turned on its master and devoured him.

After this foul act the blade quieted somewhat and was quickly whisked away to be entombed. It's still believed to be sealed away somewhere, with ageless guardians standing against its release.

Adam & Melissa
Aistis Samulionis
Amelie Kaarma
Argamae
Bleu and Rami
Boman Hwang
Brandon Senior
Brian Hachten Wood
Casey Ross
Charles McDougal III
Chee Yang
Chris Vanderzee
Chris Wright
Daniel Barkey
Dannazor
Darren Oke
David Waller
Dennis "DasDeX" Beyer
Donbartolo
Dos De La Rosa
Elena Pacheco Padrón
Eric Maxham
Eric Roy Anderson
Ezra and Soren Rodriguez
Father James Gadomski
Felix Le Rouzes
Florian 'Florgotten' Lutz
Georgia King
Gemma-Boos
gloomypop
Gregory Felix
Hana & Anne
Ismet Duru
James "hasaki" Johnson
James "Midnight" Miller
James Stevens
Jani Saarijärvi
Jean-Michel Gauthier
Jed Amurao
Jed Lackritz
Jockum Porath
Joe McReynolds
John "AcesofDeath7" Mullens
Jonathan Eric Tornabe
Jonathan Mitchell
Joni Saunavaara
JonnyPG
Jordi Covas
Joshua Atkins
Joshua Hendricksen
Joshua Young
Justin Clyburn
Katie & Jason Wright
K'Dyn Hinojosa Ramsey
Kezia Dylan Neal
Lee Haines

Leigh Shepherd
Lennart Niemelä
Lilah & Betty Aris
Luis A. Aguasviva
Luke Katafiasz
lulur olle
M Yang
mangofeet
Marian TdG
Markus Fix
Mathieu D'Ordine
Mathieu Levesque
Maxime et Alex
Naomi J Carroll
Nathan Long
Nghiem Tran
Nick 'Weeshnaw' Frey
Nicole R.C. Allen, PT, DPT
Nora Pou Aguila
Odile Shroom
Phil B.
Phillip Briggs
Quackalope
Reverb989
Rhaegys
Rick (Tsiarech) Hoover
Robbert Vervuurt
Robbie Derrow
Rooz
Sarah Guldenbrein
Sean Grimm
Siobhán Rachael Saidhbh Lenihan
Sisqui "Steamy" Nanamook
Steven Barrett
Steven Tan
Susannah Mansky
Taylor Espy
The Antosiak Clan
The Richards-Grootonk Family
The Sparkeses
Thesser
Tim Bragan
Tim Zegers
Timothor Hume, God of Punder
Tobias Gunnar Larsen
Tommy Kobberø Andersen
Trevor Wells Fraser
Tyler DeMarcus
Tyler Riggle
vandenbudenmayer
Vojta Karen
William Oster
Wilson Y.
Zerbique

FOUNDER BUILDERS

GLOSSARY

Activate - Pay for and use an Ability.

Add - Add new Hero Item Action Cards to a Hero's Action Card Deck.

Ally / Allies - The other Hero or Heroes in your party.

Armor - Item or effect that reduces incoming Damage, every time Damage is applied.

Block - A Combat Pair where the Hero and Monster Action Card Values match.

Block Activated Ability - An Ability that takes a Block to Activate. It's paid for by a Block.

Combat Pair - A Hero's Played Action Card and the Monster Action Card dealt against it.

Damage - Decrease the Health Value of a Hero or Monster on the Health Track.

Defeated - A Monster or Hero's Health is reduced to zero.

Direct Damage - Damage applied from a Hero or Monster Hit.

Discover - Reveal an Ecology Element by placing a Map Tile containing the Element. Legendary Locations are Discovered by building the Rune Pattern matching their card backs.

Ecology - An interrelated and themed set of Map Tiles, Monsters, Features, Legendary Locations and Stair Guardians

Ecology Element - A particular place or thing within the Ecology that can be Encountered.

Encounter - Resolve a Discovered Ecology Element.

Equipped - Item a Hero is currently using. Some Items have hand icons on them. Heroes are limited to Equipping 2 hand icons worth of Items at a time. Only Item Abilities from Equipped Items can be Activated.

Exhaust - Rotate a Spell Card sideways to show it has been used and is currently unavailable.

Experience Points (XP) - Points rewarded for Items and Encountering certain Ecology Elements.

Explore - Draw and place Map Tiles to form an Ecology's layout.

Final Entity - A special Stair Guardian fought at the end of the game, at the stairs exiting the third Ecology

Group - A Monster Type with 4 Individual Monsters

Hand - The drawn Action Cards held and played from during Combat.

Heal - Increase the Health Value of a Hero or Monster on the Health Track by the amount indicated.

Health Value - The current position of the Hero's or Monster's Health Marker on the Health Track.

Hit - A Hero (Hero Hit) or Monster (Monster Hit) Action Card is of a higher Value than their opponent's.

Horde/x - A Monster Type with a number of Individual Monsters equal to the number after the slash ("/")

Ignore Armor - Armor does not reduce Damage from this source.

Ignore Results - Don't Resolve Combat Pairs.

Individual Monster - One Monster within the set of Monsters present in a Pair, Group, or Horde/x Monster Type.

Items - A weapon or useful object Heroes find in Chests and Legendary Locations.

Key - Used to Unlock Doors.

Level Up - Increase a Hero's level after Defeating a Stair Guardian.

Legendary Location - A special Ecology Element. Discovered by placing Map Tiles with Map Tile Nodes in a pattern matching the Rune Pattern on a Legendary Location's card backs.

Non-Singular Monster Type - A Pair, Group, or Horde/x Monster Type; those containing more than one Individual Monster.

Map Tile - Square cards containing portions of the Ecology used to build the Ecology's layout.

Monster Difficulty - There are three difficulties possible, Light (I), Medium (II) or Heavy (III). The Monster's difficulty corresponds to the Monster Action Card deck they use for Combat.

Monster Health State - A special table present on Non-Singular Monster Types that states the number of Action Cards they play in a Round of Combat based on how many individual Monsters in the set are still alive.

Node - A special symbol on the edge of a Map Tile used to match Rune Patterns for Discovering Legendary Locations.

Pair - A Monster Type with 2 Individual Monsters

Passive - An Ability that doesn't require Activation. It is always on.

Played - Action Cards that have been laid face up.

Power Activated Ability - An Ability that takes a Power Card to Activate. Ie. it's paid for by a Power Card.

Power Card - Cards in a Hero's or Monster's Action Card deck that have a Power icon (⬥) on them.

Refresh - Make an Exhausted Spell ready to be used again. (Card rotated right-side up)

Remove - Remove a specified number of Action Cards from your Action Card Deck.

Reposition - Place your Action Cards where you want in a Combat Pair.

Resolve (**Encountering**): Complete the interactions required by an Ecology Element. This includes completing the instructions on a Feature card, completing instructions on a Legendary Location's cards, drawing an Item from a Chest, or Resting at a Campfire.

Resolve (Combat): Apply the results of a Combat Pair; Block, Monster Hit or Hero Hit.

Retrieve - Collect a Card from your Discard Pile and put it on top of your Draw Pile.

Return Damage - Damage done by a Hero or Monster who has been Hit.

Rune Pattern - The pattern of symbols on a Legendary Location's card backs. Each square Rune in the pattern represents a Map Tile, and each circular hole in a Rune represents a Map Tile Node.

Spell - Wizard's Abilities are referred to as Spells.

Stair Guardian - A special Monster fought at an Ecology's stairs that lead down to the next Ecology.

Swap - Trade the positions of two Played Action Cards.

Unlock - Use a Key, Item, Spell or Ability to open a Door.

Value - Numeric value on the face of an Action Card.

Word of Command - A special Item that can be used when a card calls for it specifically.

ICONS

ECOLOGY ELEMENTS

Monster	
Feature	
Door	
Chest	
Campfire	
Stair Guardian	

MAP TILE ICONS

Water	
Boat	
Sword	
Map Tile Node	
Level Stairs	

HEALTH STATE ICONS

Action Cards	
Monster Killed	

OTHER ICONS

Health Value	
Experience Points	
Power	
Hand (Equipping Items)	

Game Design by Peter Albertson
Illustrated by Marian Churchland

ACTION CARD VALUES

HEROES (starting Action Card Decks)

Fighter	3, 3, 4, 4, 5, 5, 6, 6, 7, 7, 8, 8
Wizard	2, 2, 3, 3, 4, 4, 5, 5, 6, 6, 8, 8
Rogue	2, 2, 3, 3, 4, 4, 5, 5, 6, 6, 7, 7

MONSTERS

Light	2, 2, 2, 2, 3, 3, 3, 3, 4, 4, 4, 4, 5, 5, 5, 5, 6, 6, 6, 6
Medium	3, 3, 3, 3, 4, 4, 4, 4, 5, 5, 5, 5, 6, 6, 6, 6, 7, 7, 7, 7
Heavy	1, 1, 1, 1, 2, 2, 2, 2, 5, 5, 5, 5, 6, 6, 6, 6, 7, 7, 7, 7

COMBAT SEQUENCE

1. **Draw** Cards
   • Draw a **Hand** of 3 Cards

2. **Play** Cards
   • 2 Cards typically. 1 Card if indicated by **Monster Health State**.

3. **Evaluate** Combat Pairs
   • **Blocks** are optional and may be chosen over Monster or Hero Hits
   • **Monster Hits** take priority over **Hero Hits**
   • **Hero Hits** can be chosen instead of a **Block**

4. **Activate** Hero Abilities
   • One **Block** Ability or unlimited **Power-Activated** Abilities

5. **Resolve** Damage
   • **Direct** and **Return Damage**

6. **Discard** All Played Cards

SPECIAL THANKS...
First to my daughter Gemma. Playing board games with her was the original impetus for creating Forgotten Depths. She was the first person I shared the game concept with, and she's been my primary playtester and source of feedback all the way through. It's fair to say none of this would have occurred without her.

And a special thank you to Brent Ritchey as well. His unofficial version of the rulebook was a revelation, simplifying and clarifying each aspect he touched. His version formed the basis of my own re-working of the rules, which I willfully admit was often lifted directly from his. Thank you Brent!