WILDLANDS

THE ADVENTURING PARTY

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The Adventuring Party are a hard-edged group of wanderers and folk heroes, bringing glory and hope to the Wildlands. There are only four of them, but they're tougher than most.

This expansion can be used to replace any faction in *Wildlands*, or to introduce a new Encounter.

COMPONENTS

- Rulebook
- 4 Character miniatures
- 4 Character cards
- 30 Action cards
- 1 Faction card

If a player wishes to play as the Adventuring Party in a game of *Wildlands*, they should take all the miniatures and cards from this set and prepare to play as normal, with the following change: **the player controlling the Adventuring Party does not assign map cards to their individual characters**. Instead they choose five cards to pass to the player to their right, and keep the other five face-down. Every time a character is revealed, you may choose which map card to assign to them. That card is then discarded, and the fifth card is discarded once all characters have been revealed.

NEW ACTION – HEAL

Remove one damage token from a character in the same or an adjacent space. This may include the character who is taking this action.

A vicious group of thugs are looting everyone's stuff, and killing anyone in their way! If all players agree, this encounter can be added to any game of *Wildlands*. The encounter cannot be used if a player is using the Adventuring Party as a faction.

SETUP

Set up the miniatures, action cards, and character cards for the Adventuring Party, as though they are being used as a faction. Make sure the cards are within reach of all players. After dealing map cards to the players, but before they are assigned, assign one map card at random from those remaining to each character in the Adventuring Party, and place the miniatures on the relevant spaces.

If playing with four players, reveal the final two map cards, then shuffle the Adventuring Party's character cards and reveal two – these two characters begin the game on the lower numbered revealed map card, while the other two characters begin the game on the higher number. If one of the four players is using the Unquiet Dead as a faction, all four Adventuring Party characters should start on a single space. Once the Adventuring Party is on the board, continue with setup as in a normal game.

THEY'RE TAKING OUR STUFF!

At the end of every player's turn, after they draw their cards, they must reveal the top card of the Adventuring Party's action deck. The adventurer whose artwork is displayed on that card takes an action, and the card is discarded. These adventurer actions are not related to the action icons on the card. They are listed in full on the next page.

Each adventurer has a different target and condition for their action. It's likely that there will be multiple targets or spaces that meet the condition. In those cases, the player who revealed the card gets to choose what happens. For example, if Harm is an equal number of spaces from three different crystal shards, the active player gets to choose which shard he moves towards. Similarly, if Alena is adjacent to

two different spaces which contain characters who are not in the Adventuring Party, the active player will decide which space gets attacked. It is possible, though rare, that an adventurer cannot take an action when their card is revealed. If so, reveal another card until an adventurer takes an action. For example, if Thom is already in a space containing a member of the Adventuring Party who does not need to be healed, and there is no-one to attack, he cannot take an action. In this instance, reveal another card.

Any characters knocked out by members of the Adventuring Party are removed from the game, and do not grant points to any player. Members of the Adventuring Party are also not worth points if they are knocked out. When playing the Encounter rules, the Adventuring Party can ignore the additional movement cost for climbing.

Adventurer Actions

Harm the Barbarian
If there is a character that is not part of the Adventuring Party in the same space, Harm makes a heavy melee attack on them. If not, he moves towards the nearest crystal shard.

Thom the Cleric
If an injured member of the Adventuring Party is in the same or an adjacent space, Thom performs a heal action on them. If not, but there is a character that is not part of the Adventuring Party in the same space, Thom makes a melee attack on them. If neither, he moves towards the nearest member of the Adventuring Party. Thom may not heal himself in this version.

Kris the Rogue
Kris moves towards the nearest crystal shard. If she's already on a space with a crystal shard, she makes a ranged attack on the closest character within line of sight who is not a member of the Adventuring Party.

Alena the Sorceress
If there is a character that is not part of the Adventuring Party in an adjacent space, Alena makes an area attack on that space. If not, but there is a character that is not part of the Adventuring Party in the same space, she makes an area attack on that space. If neither, she moves towards the nearest crystal shard.

Hoarding the Loot

If any member of the Adventuring Party is in a space which contains one of your shards at the start of your turn, they steal your loot! Place the shard on that character's character card. If that character is knocked out, place all the shards they have stolen onto the space where they were knocked out before removing them from the game. Each shard must be collected by the players or the adventurers individually, even if there are multiple shards from the same faction on a single space.