

THE MAGICAL LAND OF YELD

FRIEND'S
GUIDE



WELCOME TO YELD!

The Friend's Guide is a simplified rulebook, designed to be a handy reference for players during their early adventures in Yeld. And you can color the pictures!

This guide contains all kinds of useful stuff from the Yeld rulebook, including:

- An introduction to dice! Yeld has a ton of different dice, including Core dice, Special dice, Weapon dice and more! Learn how to use them!
- Create a Friend! Follow the simple steps to create a child character and start your adventure in Yeld!
- Choose a Job! Once you have a few adventures under your belt select a Heroic Job, like Oathbreaker or Witch! There are 8 Jobs to choose from, each with a Job ability and unique Special dice!
- Discover Special dice! As you adventure you'll discover, learn and win all kinds of different skills and moves. We call these Special dice. Check out the list to see how they work and which ones you want!
- Learn to fight! Master the Action Board and practice teamwork with the Action Chain! Find out all rules of combat in this handy guide!
- Collect all the Stuff! Get your weapons and armor, plus tasty food and helpful gear!

So sharpen your sword, gather your best friends and don't forget the dog! It's time to go to Yeld!



The Magical Land of Yeld Friend's Guide & Coloring Book

By Nick Smith & Jake Richmond

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All about dice!

Yeld is a game where your Friends will fight monsters, explore ruined temples, argue with adults, climb trees, tie up bad guys, cook pies and so much more! You'll perform all of these actions by rolling dice. So, let's learn how to use our dice!

We'll always roll plain old 6-sided dice while we play, but we'll call those dice by different names depending on what we use them for. Mostly we'll roll Core dice, Special dice, Weapon dice and Armor dice.

Core dice

We'll roll Core dice whenever our Friends do anything. Each Friend has a set number of Core dice they can always roll. These will be written on our Friend's Character Sheet. Every time a Friend takes an action she'll roll Core dice to see if she succeeds. Friends start with just a few Core dice, and gain a few more when they take a Job. There's no other way to gain Core dice.

There are four types of Core dice, and you'll roll different types to perform different actions. If you want to take an action, check to see which type of Core die you should roll. If you're not sure, you can ask the Game Master. If the Game Master isn't sure, then you can all just come to a decision together. Here are the four Core die types:

Strong: Your Strong dice tell you how physically powerful your Friend is. You'll roll Strong dice to lift heavy rocks, climb over walls, jump over fences, run races or do anything else that involves strength or athleticism. You'll also use Strong dice to hit Monsters during Fights.

Tough: Your Tough dice tell you how resilient your Friend is. You'll roll Tough dice to walk all day, hold your breath underwater or do anything else that involves stamina or endurance. You'll also use Tough dice to determine what kind of armor you can wear and to resist damage when you are hit in a Fight!

Smart: Your Smart dice tell you how intelligent your Friend is. You'll roll Smart dice to notice enemies, understand languages, solve puzzles, pick locks, guess at clues or do anything else that involves intelligence and imagination. You'll also use Smart dice to cast and resist magic spells!

Brave: Your Brave dice tell you how brave your Friend is. You'll roll Brave dice to overcome your fears, interrupt monsters during fights and move on the Action Board. You can also use Brave dice to gain back lost Core dice by using a Restore Roll. If you become a ghost during a fight you can use Brave dice to take Ghost Actions or escape the Ghost World!





Special dice

Special dice are earned as you adventure through Yeld. Special dice represent things your Friend is good at, like Cooking or Karate Chops. Your Friend may gain dozens of different Special dice on their journey through Yeld. Special dice are always rolled in combination with Core dice. For example, if you wanted to climb a tree you could add your "Climb" Special dice to your Strong Core dice and roll them together.

You'll gain a few Special dice when you create your Friend and again when you choose a Heroic Job. Friends can also gain Special dice by spending Reward dice. Some Weapons, Armor and Items give Special dice as well when you use, hold or wear them.

Weapon dice

Many Weapons give Friends extra dice when they use them. Weapons provide extra Strong, Smart or Brave dice. These dice are called Weapon dice, and spells and abilities that affect Core dice don't affect them. A Friend only needs to hold a weapon in their hand to benefit from its dice.

Some Weapons also grant Special dice. The dice a weapon or item provides is listed in its profile.

Armor dice

Armor provides Armor dice to the Friend that wears it, but requires a certain amount of Core Tough dice to be worn in the first place! This means that Tough Friends get to wear hard armor, but weak Friends are stuck with soft armor! Friends add Armor dice to their Tough rolls to avoid taking damage in fights.

Some Armor also grants Special dice. The dice provided by Armor are listed in their profile.

Conflicts and rolling dice

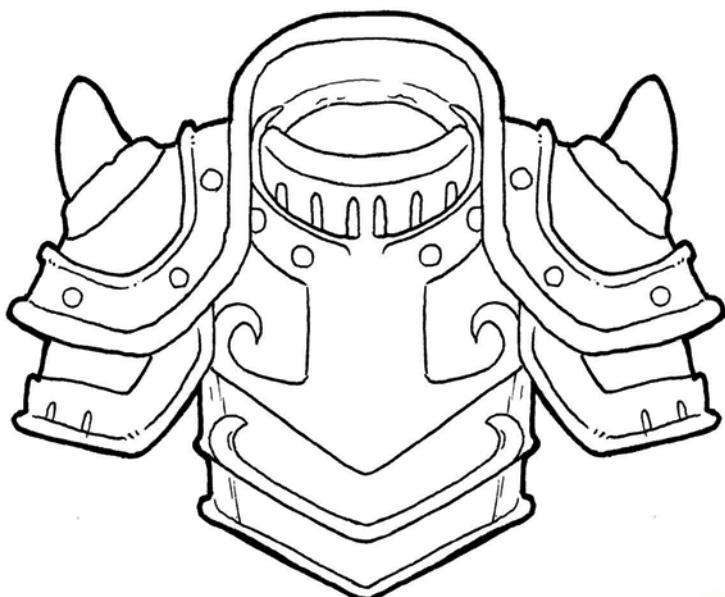
When confronted with a conflict Friends will roll dice against the Game Master or each other to see who wins. Conflicts will range from arguing with an adult to leaping off a cliff, fighting a gang of monsters or overcoming a fear. When you engage in a conflict you'll roll the appropriate Core dice. If you want to kick a monster roll your Strong dice. If you want to try to figure out a language or solve a riddle roll your Smart dice. The Game Master will roll Challenge dice against you to represent the difficulty of the action.

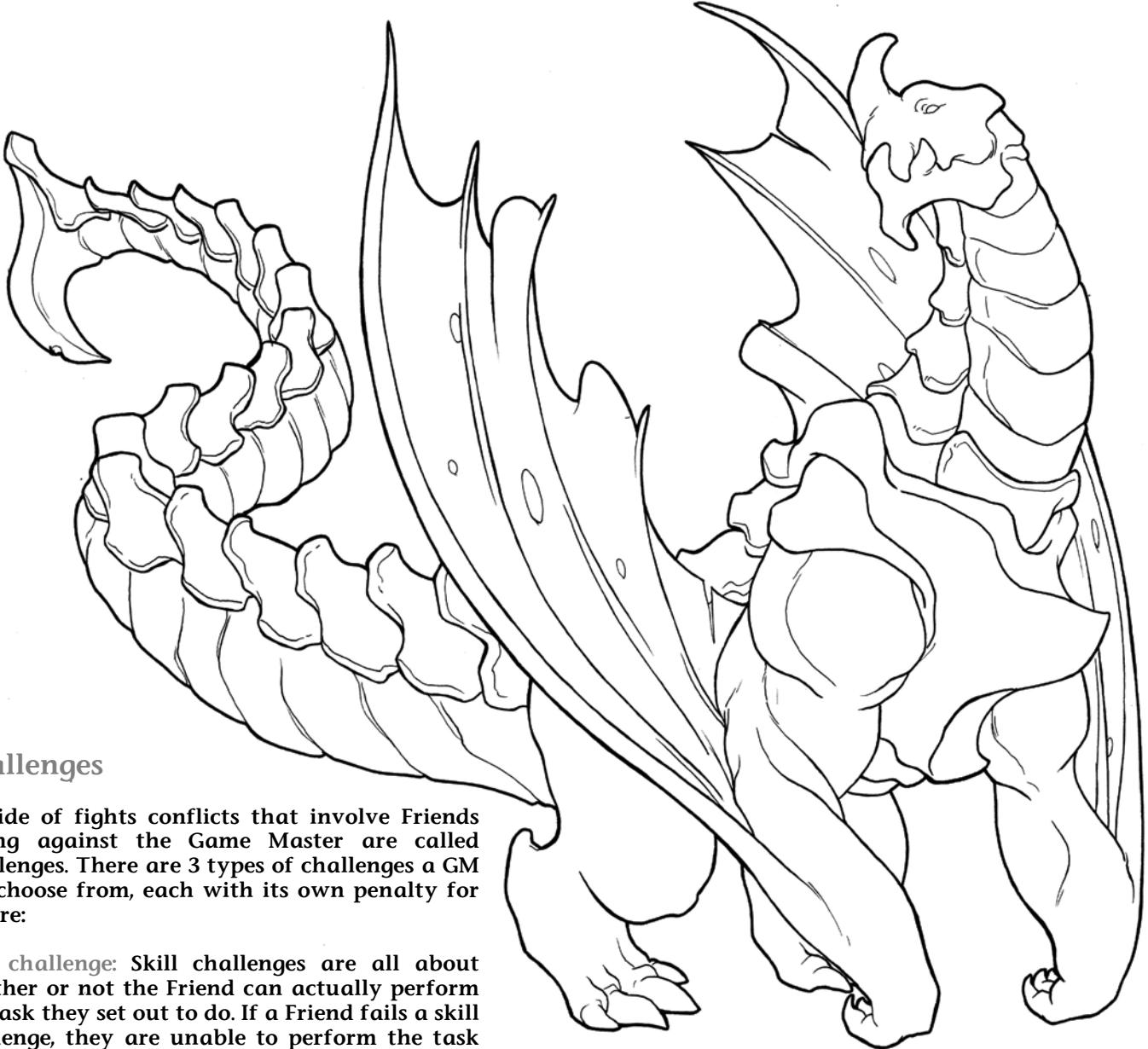
1. Roll the appropriate Core dice to overcome the conflict. This will always be your Strong, Smart, Tough or Brave dice. For most rolls you'll also be able to add in Special dice, Weapon dice or Armor dice.

2. Total the result of your roll and compare it to the Game Master's total. If your total is higher you've won the conflict. Ties are always won by Friends. If the conflict is between two Friends, roll tied results.

What happens when I win? If you win the conflict your character will get to do whatever they were trying to do. They'll be able to solve that riddle or understand that strange language. Sometimes success will mean applying the results of a specific kind of Special dice. If your conflict is a fight, a success allows you to deal damage to a Monster and cause it to lose Core dice!

What does failure mean? In a fight, failure to hit a Monster will mean that the Monster will survive long enough to hit back! Worse, failure to get out of the way or block a Monster's attack will lead to your Friend losing Core dice!





Challenges

Outside of fights conflicts that involve Friends rolling against the Game Master are called Challenges. There are 3 types of challenges a GM can choose from, each with its own penalty for failure:

Skill challenge: Skill challenges are all about whether or not the Friend can actually perform the task they set out to do. If a Friend fails a skill challenge, they are unable to perform the task they were attempting. The Friends will have to try something different in order to succeed. The Game Master should be careful not to use this type of challenge if its results would prevent the Friends from progressing through their adventure.

Effort challenge: An Effort challenge isn't about whether the Friend succeeds or fails but how much time and energy the task they wish to perform takes. A Friend who fails an Effort challenge will succeed at their intended task but lose 1 Core die of the GM's choice. Effort challenges are a great way to threaten the Friends without preventing them from progressing forward in the adventure!

Heroic challenge: Heroic challenges are a combination of Effort and Skill challenges. Failure on the part of the Friend means they will lose 1 Core die of GM's choice and fail at the task they wish to perform. A GM should be wary of using Heroic challenges and save them for only the most dire situations!

Who describes what happens? Any time your Friend does anything, you get to describe what happens. If you are describing the outcome of a roll your description must reflect the roll's success or failure. You can't fail a roll to jump over a hole and then describe how your Friend jumps over it anyway. Instead, you get to describe just exactly how your Friend almost makes it!

While the other players get to describe what their Friends do, the Game Master gets to describe what everything else does! The Game Master will describe the actions of the people the Friends meet, the Monsters that attack them and the strange things they see in the land of Yeld.

MAKING FRIENDS

Each player (including the Game Master) will build a character called a Friend. Our Friend is like a character in a play. We'll describe everything they do, and when we speak in the game we'll pretend to be them! Build a Friend that you think will be fun to play.

Players will use a Character Sheet to record all their Friend's information (Find the Yeld character sheet and instructions for filling it out on page 250).

Follow these steps to make your Friend:

Step 1. Age and birthday

Figure out your Friend's age by rolling a die, and adding 6. This will give you an age between 7 and 12. You'll get extra stuff based on your Friend's age.

Age You get this extra stuff!

7-8: 3 Restore Rolls per game

9-10: 2 Restore Rolls per game, 1 Special dice

11-12: 1 Restore Roll per game, 2 Special dice

You'll also need to write down your Friend's birthday. You'll use this to choose a birthday on the Yeld Calendar.

Step 2. What type of Friend are you?

Choose what type of Friend you'll play. As a group we'll look at the Friend list that starts on this page and talk about what kind of Friend each of us should be. Once we all decide, we'll write our choices down on our character sheet. We need to make sure that two of us don't end up playing the same kind of Friend.

Each type of Friend starts with a Core and Special die (listed below). Mark those on your Character sheet.

Each Friend also has a role-playing reminder that starts with the words "Just remember". If you're not sure what your Friend should do or how they would act, just remember those words!



BIG SISTER

Big Sister or Big Brother is all about protecting your friends and making sure they make it home. Big Sister is tough but caring, and not afraid to step into a fight to make sure everyone else remains safe!

Just remember: "I'll be the best role model I can be".

Special: Must be the oldest Friend

The Big Brother or Sister gains the following benefits: Core dice: +1 Strong Special dice: Tease



RIVAL

The Rival is confident and competitive, but also a little jealous. She's always tried her best, but rarely gets the same respect as her older friends, and sometimes that makes her mad.

Just remember: "Anything you can do I can do better!"

The Rival gains the following benefits: Core dice: +1 Brave Special dice: Charge



BULLY

The Bully is strong but also insecure. During his adventures in Yeld the Bully starts to realize that when he pushes his friends around he's really pushing them away.

Just remember: "Violence solves problems".

The Bully gains the following benefits:

Core dice: +1 Strong Special dice: Trip



PRINCESS

The Princess is used to being the center of attention and getting anything she wants. She's the most popular child in school, and maybe comes from the wealthiest family too.

Just remember: "I'm the most important person here!"

Special: The Princess cannot be the oldest or youngest Friend. A boy can be a Princess too!

The Princess gains the following benefits:

Core dice: +1 Smart

Special dice: Choose Cooking, First Aid, Sewing, Cleaning, Letter Writing or Fishing



BABY

The Baby is young and innocent. Far from home and lost in a strange land, the Baby will try hard to be as brave as his older friends.

Just remember: "I'll feel braver if you hold my hand"

Special: The Baby must be the youngest Friend and cannot be older than 8.

The Baby gains the following benefits:

Core dice: +1 Brave Special dice: Cry



LIAR

The Liar is the friend that tells the best stories but always seems to get into trouble. He isn't always honest, but he's the coolest kid you know!

Just remember: "Just trust me!"

The Liar gains the following benefits:

Core dice: +1 Tough Special dice: Lie



KNOW-IT-ALL

The Know-it-all is always right, and he's happy to tell you about it! As they explore Yeld the Know-it-all will absorb knowledge like a sponge, and share it with his friends whether they want to hear it or not!

Just remember: "I always know what I'm talking about."

The Know-it-all gains the following benefits:

Core dice: +1 Smart

Special dice: Choose "I know about animals", "I know about grownups", "I know about kids" or "I know about nature"



DOG

The Dog is faithful and fast. They've been a constant companion to the kids on all of their adventures. Now that they've stepped through the magical door to Yeld and have a voice of their own the Dog is finally more than just a pet; they're a true friend!

Just remember: "I'll always protect my friends!"

The Dog gains the following benefits:

Core dice: +1 Strong, +1 Brave

Special dice: Bite, Run, Barf

Note: The Dog only gains the ability to speak while in Yeld. The Dog doesn't have hands, but can hold a single Item or Weapon in its mouth. While holding an Item or Weapon the Dog cannot speak.

Step 3. Core and Special dice

You received a single Core dice when you chose your Friend Type. Now you'll receive 5 more. Add 1 Core Strong, Tough, Smart and Brave die to your character sheet, then add one more Strong, Tough, Smart or Brave die. You'll have 6 Core Tough dice in total, with at least one of each type.

Choose a Special die from the Special die list in the Player's Guide (page 68). Special dice represent neat things that your Friend can do, so choose one that sounds cool. You can have more than one of the same kind of Special dice if you want, but not more than three! For example, a Brat, who already gets a Break Special die can choose a second Break die. Write your choice down on your sheet in the Special dice section.

Step 4. Choose a name!

Choose a name for your Friend (or have your friends choose a nickname for you).



BRAT

The Brat is kind of a jerk. She's loud, rude, never wants to cooperate and throws tantrums when she doesn't get her way. The Brat is also fierce and brave and will stand up to any monster that gets in her way!

Just remember: "I better get my way, or else!"

The Brat gains the following benefits:

Core dice: +1 Tough Special dice: Break

CHOOSE A JOB!

We'll start our adventures as ordinary children, exploring Yeld from the safety of the door that connects the magical land to our home in the real world. Eventually the magic door will close, and we'll be trapped in Yeld. Each of us will take a Heroic Job as we start our long journey to find our way home.

We'll choose one of the 8 Heroic Jobs listed in this chapter. Two of us can't take the same Job, so we should talk about who wants what Job and why we want it.

Each Job grants a unique Job Ability as well as two additional Core dice, two additional Special dice, a list of weapons that we can use and access to a list of Job specific Special dice. When we take a Job we'll also receive the Jobs traditional costume and any other equipment that the Job requires.

Heroic Jobs represent the traditional heroes of the land of Yeld, heroes that have been scarce since the Prince took power hundreds of years ago. By accepting these Jobs the Friends are taking on an important responsibility. The people of Yeld will recognize the Friends as heroes and expect their help and protection. In return, the Friends can expect the gratitude and support of grateful villagers, rebels and travellers across the land. Dragul's minions and lieutenants will also recognize the Friends as heroes and go out of their way to capture, harass or even kill them. If the Friends cause enough trouble eventually they'll catch the eye of Prince Dragul himself!

It's important to take a Job that's right for you as a player. If playing an Oathbreaker sounds boring, then please don't take that Job! Choose a Job that does the kind of things you want to do. If you want to blow things up and flirt with evilness, then choose Black Mage! If you want to shrug off magic and taunt spell casters, choose Witch Hunter! Keep in mind that you can change your Job later in the game if you want by visiting a Job Trainer.

If you're having trouble deciding, you might want to try Freelancer or White Mage. The Freelancer does a little bit of everything, and playing one lets you try out all kinds of fun stuff. The Freelancer also has access to some of the most unique and useful Special dice in the game! White Mages are universally useful for their healing magic and will always be welcome in any adventure.

Just Remember

Each Job also has a role-playing reminder that starts with the words "Just remember". If you're not sure what your Friend should do or how they would act, just remember those words!





BLACK MAGE

The Black Mage protects her friends by using magic drawn from the night, the cold, loneliness and the evil places of Yeld. Black Mages are the most destructive of all the Heroic Jobs, harnessing evil magic to inflict pain and suffering on their enemies. Black Magic corrupts, and even the most heroic Black Mages often fall to evil.

The first Black Mages were scholars turned warriors, commissioned by ancient rulers to unlock the secrets of magic and turn their mystic knowledge into tools of war. But these mages were too successful, unleashing terrible energies that could barely be contained, warping and twisting the land, giving birth to horrible monsters and tearing open the barriers between Yeld and the Ghost World for the first time. Corrupted by power they could barely understand, the Black Mages waged a war of conquest across the land, seizing entire cities and kingdoms for themselves as they practiced their dark magics on the unprotected villagers of Yeld. The Witch Hunters put an end to the Black Mages cruel and destructive rule, and ever since the students of dark magic have been looked on with distrust but tolerated and begrudgingly respected for their power and knowledge.

The people of Yeld look to Black Mages for understanding of both the world of magic and the realm of ghosts. When a village fears a mighty monster, a grieving widow wishes to speak to her dead husband or a host of zombies claws its way out of an ancient cemetery, the people of Yeld will look to a Black Mage for help.

Black Mages receive the following benefits:

Just remember: "I don't have to hurt you... but I can!"

Core dice: +2 Smart dice

Weapons: The Black Mage can use Staffs and Daggers

Special dice: Black Magic Protection, I know about Magic

Kit: Black Mage Costume, Black Magic Spell Book containing the 10 Black Mage spells, 1 Weapon of current Rank

Job Ability: Black Magic

The Black Mage can cast Black Magic using her Smart dice. She must hold a Spell Book or scroll in one hand to cast spells. Black Mages can cast each of their Spells a number of times per Adventure equal to their Core Smart dice.

Black Mage Special dice list

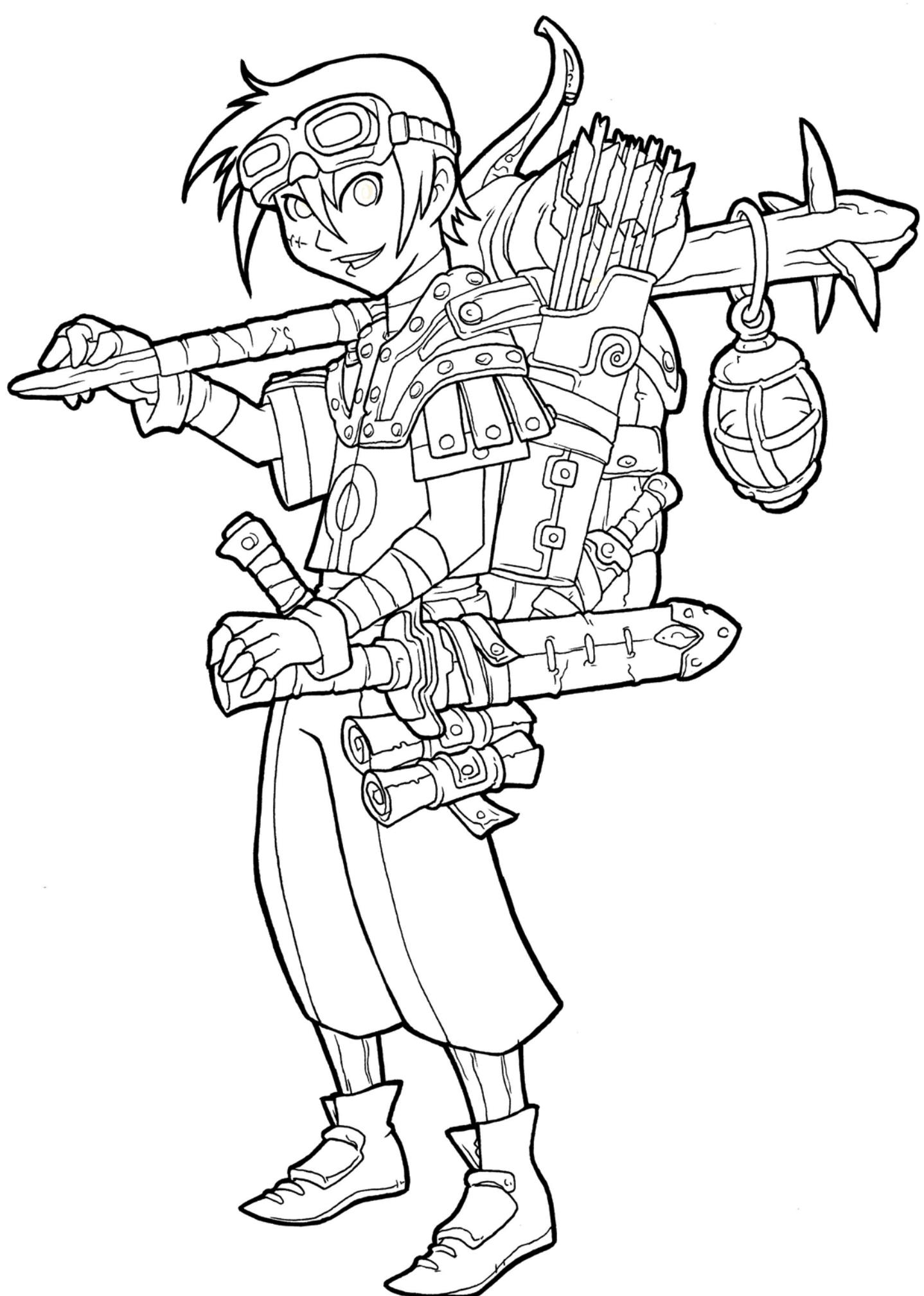
Here's a list of Special dice that only Black Mages can buy:

Sacrifice: Add to Strong when attacking with a Dagger. If this attack kills a Monster, add your Sacrifice dice to your roll when you cast your next spell! (Bonus)

Hate: Add to Smart or Strong dice when casting a spell or making an attack against a Monster that has caused you to lose Core dice during this fight. (Bonus)

Blood Draw: Lose a Core die and add one die to your roll to cast a Spell. Spells cast in this way do not count toward the number of spells you can cast this Adventure. (Challenge) (Solo)

Maniacal Laugh: Banking an Action counts as a successful Action for the Action Chain. If you choose not to Move during the same turn you Bank an Action Monsters will roll 1 less die against you until the beginning of your next turn. (Solo)



FREELANCER

The Freelancer uses speed, intelligence and courage to protect his friends. Freelancers travel the roads and waterways of Yeld, selling their services to those good men and women who can afford them and helping those that can't. Freelancers are well loved for their competence, resourcefulness and ingenuity.

The Freelancer Unions have been active since the First Kings arrived in Yeld. The first Freelancers were explorers tasked with mapping out the land of Yeld and unlocking all of its secrets. People from all walks of life joined the Freelancer Unions; blacksmiths, farmers, scholars and warriors all signed up for the promise of wealth and adventure! As time passed the Freelancers settled into towns and cities, working out of towering union halls and providing their services as masters of all crafts and trades. Eventually the Unions reputation began to decline, the quality of their work became shoddier with each new generation and their services less vital as the Old Kings grew in power. When Yeld finally unified under a single royal family the Freelancer Unions saw this as an opportunity to rebrand themselves. The Unions took a positive stance on magic, advertising that each Freelancer was also a certified mage that could assist you with your magic related issues. Once again, the unions popularity boomed, and for years they were the most admired heroes in all of Yeld.

The Freelancers of today carry on the great traditions of Yeld's first Heroic Job, and although the union halls have crumbled and Yeld has seen better days, The Freelancers maintain their role as explorers, crafters and adventurers ready to pledge their skill to any good cause, preferably for a bit of coins!

Freelancers receive the following benefits:

Just remember: "Being pretty good at everything is better than being great at just one thing!"

Core dice: +1 Brave, +1 Smart dice

Weapons: The Freelancer can use swords, axes, clubs, bows, daggers, polearms, staffs and knuckles.

Special dice: Gamble, Trade

Kit: Freelancer Costume, 2 Weapons of current rank

Job Ability: Improvise

Freelancers do a little bit of this and a little bit of that, picking up the slack for their friends. During each Adventure the Freelancer has 4 Improvise dice that he can spend at any time. The Freelancer can use these dice for any Core or Special die roll, any attack or can add them to his Smart dice to try to cast spells from a Spell Book or Scroll. Once an Improvise dice is spent it can't be used again until the next Adventure.

Freelancer Special dice list

Here's a list of Special dice that only Freelancers can buy:

Looter: Reroll Loot Table rolls once. (Solo)

Throw: You can throw any weapon! Roll with your Strong dice to make a ranged attack using any weapon you own. Don't add any Weapon dice to this attack. The weapon will be lost after this attack. (Bonus)

Karma: Reroll any roll that includes 3 or more dice with the result of 1. (Bonus) (Solo)

Trailblazer: After the Freelancer succeeds at a Challenge his Friends can add these dice to their Rolls for the same Challenge. (Challenge)



OATHBREAKER

The Oathbreaker uses strength and rage to protect her friends. The men and women of Yeld are forced to swear loyalty to the Vampire Prince, but those that choose to fight against him are labeled as Oathbreakers. These mighty warriors roam the forests and mountains of Yeld, striking against Dragul's armies where they can.

When the Vampire Prince Dragul first came to Yeld he swore an oath to the last King to serve and protect the people of the land. Dragul remained loyal for many years until the King grew frail and sickly and died from old age. This is when the Vampire Prince's true intentions were revealed. Dragul claimed regency over Yeld and its people, inviting the Fairies back from exile to act as his personal army. When the Old King's most trusted knights realized they couldn't defeat Dragul and his Fairy minions, they escaped the castle with the only living heir to the throne; a young princess. The knights fled into the dark forests of Yeld with the hope that one day they could take back the throne for the royal family. In the face of this betrayal the Prince declared all who fought against him to be Oathbreakers. Any warrior who could defeat an Oathbreaker would be rewarded with land, riches and a special title: Hunter of Yeld. Many years have passed since the Oathbreaker rebellion but the fight against Dragul lives on in the hearts of the people of Yeld!

A Friend who takes on the Job of Oathbreaker has seen the people's suffering and will not stand for it! As an Oathbreaker it is their duty to protect the people from the evil Vampire Prince and his Fairy army. To the villagers and townsfolk of Yeld an Oathbreaker is the most valiant of heroes, and to the monsters of Yeld and the lieutenants of the Prince they are the most dangerous foe. The Oathbreaker's heavy armor keeps them safe while their axe slices through their enemies like butter. As an Oathbreaker you will fight everything for anyone who can't fight for themselves.

Oathbreakers receive the following benefits:

Just remember: "Defy the Prince. Protect the people."

Core dice: +1 Strong and Tough dice

Weapons: Oathbreakers can use clubs and axes

Special dice: Charge, Break

Kit: Oathbreaker Costume, 1 Weapon of current rank, Light Armor and Shield of current rank

Job Ability: Oath to the Old King

At the beginning of each Adventure Oathbreakers choose one of the Oaths below. Each Oath provides the Oathbreaker a benefit and a drawback. The Oathbreaker can break the Oath at any point during the Adventure to gain a one-time benefit. Once they break their Oath the Oathbreaker cannot choose a new Oath until the beginning of the next Adventure.

Oath of Courage: The Oathbreaker's Actions can not be interrupted by Monsters, Friends can not cast spells on the Oathbreaker. Break this Oath to immediately regain a lost Core Die.

Oath of Honor: A Monster can never roll more Core dice than the Oathbreaker when it attacks or is attacked by the Oathbreaker. The Oathbreaker never gains Bonus dice from the Action Chain. Break this Oath to reroll a failed roll.

Oath of Vigilance: Monsters cannot use Break, Hard, Disarm or Snatch Special dice against the Oathbreaker. The Oathbreaker cannot use Food items or regain Core dice from sleeping in an Inn. Break this Oath to allow a Friend to Bank a free Action.

Oathbreaker Special dice list

Here's a list of Special dice that only Oathbreakers can buy:

Rally: Add to Brave dice if you have defeated a Monster this fight. (Bonus)

Brutal Courage: Choose to roll Strong instead of Tough and Armor dice when defending against attacks. If successful the attack still hits you and you still suffer the results of the attack, but the attacker will lose a Tough die. (Solo)

Wanted: Boss Monsters add your Wanted dice to attacks against you, but subtract them from attacks against other Friends. This Special dice has no effect while the Oathbreaker is a Ghost. (Bonus)

Oathbreaker Parade: The people of Yeld love Oathbreakers! When an Oathbreaker visits a town for the first time roll with Brave on the Oathbreaker Parade table (in the Yeld rule book) to see how the town honors them. (Challenge)



SHEPHERD

The Shepherd protects his friends with wisdom, caring and his bow. The Shepherds of Yeld are more than simple sheepherders. Shepherds lead their flocks through the wild lands of Yeld, carrying messages and warnings between isolated towns and bringing hope to men and women on the brink of despair.

Some of the oldest tales in Yeld are about Shepherds. The people of Yeld sing songs about Shepherds in bustling taverns and stories of their bravery are told to children all across the land. Stories like the tale of flock master Tambin, who shot a giant eagle out of the sky with a single arrow or Lorea the mistress of sheep who walked 20 days and 20 nights to tell the people of the Old King's passing. More than just simple sheep herders, Shepherds are the protectors of roads and the keepers of Yeld's history. Shepherds can be found traveling across the land, helping those in need and bringing news to the most secluded towns in Yeld. The strength of a Shepherd can be measured by the size of their flock. Some say the wild sheep of Yeld will even seek out the Shepherds of purest heart to join them on their travels!

A Friend who takes on the Heroic Job of Shepherd is one who believes in the power of friendship and the kindness of strangers. Shepherds are always a welcome site to the people of Yeld and as a Shepherd you will find it hard to leave a town without making a few new friends. Shepherds feel the most at home when traveling the roads and wild spaces between towns and villages, and are eager to discover new places and new adventures!

Shepherds receive the following benefits:

Just remember: "My friends are like my sheep. It's my job to keep them together."

Core dice: +1 Brave and Strong dice

Weapons: The Shepherd can use bows and staffs

Special dice: First Aid, I know about animals

Kit: Shepherd Costume, 1 Weapon of current rank

Job Ability: Flock

As a Shepherd you can cast a spell to call a Flock of Sheep! Shepherds do not require a Spellbook to cast this spell. These sheep are your companions and friends, and will stay by your side throughout your adventures. Your Flock is a Called Monster and uses the rules for Called Monsters found on page 72.

Shepherd spells:

(Call) Flock of Sheep

Challenge: 0 Range: 1 Space

Normal Shepherd Spell

Summon a flock of loyal sheep!

Effect: The shepherd summons a flock of friendly and loyal sheep!

Sheep (Called Monster)

Duration: Unlimited

Core dice: Strong 1 Tough 2 Smart 1 Brave 1

Special Dice: Bite 1, Charge 1

After defeating your first Hunter of Yeld and obtaining your first Key your Flock will become more powerful, gaining a Strong, Tough and Brave Core die. They'll receive the same bonus when you acquire your 4th Key. Flocks also gain their own Reward dice every other time their Shepherd would gain a Reward die.

Shepherd Special dice list

Here's a list of Special dice that only Shepherds can buy:

Thump: Add to Strong when attacking with a Staff. Instead of losing a Tough die, the Monster you attack won't be able to make an attack this round. (Combat)

Fire Arrow: Add to Strong when attacking with a bow. In addition to causing a Monster to lose a Tough die this attack may cause Fire. This Special die cannot be used to attack Monsters already on fire. (Combat)

Shepherd Song: Spend an Action. Until the beginning of your next turn your Flock will add your Shepherd Song dice to all of its rolls, your Friends will add your Shepherd Song dice to rolls to defend against magic and Ghost Friends will add your Shepherd Song dice to Restore Rolls to return to life from the Ghost World. (Utility)

Traveler: Decrease overall Map travel time by two days for all Friends travelling with Shepherd. (Solo)



SOUL THIEF

The Soul Thief uses stealth, shadows and cutting blades to protect her friends. The Soul Thief is a terrifying opponent, able to rip the life essence from their enemies and use it as a weapon against them. Although the good people of Yeld respect the Soul Thieves that stand against Dragul, few can bring themselves to look these frightening warriors in the eye.

No one can remember when the order of the Soul Thief first appeared in Yeld; Their work is often done in the shadows, behind closed doors and in dimly lit hallways, making them difficult to track through history. Accounts of Soul Thieves selling their services as assassins, spies and of course thieves, can be found in dusty ledgers or inscribed on stone monoliths across the land. Though the order itself remains very secretive, its members do not. Each Soul Thief possesses a tattoo below one eye, making them immediately recognizable to most citizens of Yeld. This tattoo symbolizes a Soul Thief's service to the order and their mysterious connection to death. Though many Soul Thieves died during the Oathbreaker Rebellion, the order still lives on, whispering secrets into greedy ears and sliding daggers into the backs of selfish nobles.

A Friend who takes on the Heroic Job of Soul Thief sees Yeld as a broken and corrupt place and feels no remorse when doing what must be done to protect her friends. Soul Thieves walk a fine line between good and evil, their courageous deeds can paint them as saviors, but their mercenary code keeps the people of Yeld constantly suspicious of their actions. As a Soul Thief you will find that you have a strange connection to death, gaining strength when you take a life, allowing you to perform inhuman feats of cunning and grace. This mysterious power makes the Soul Thief the deadliest of all the Heroic Jobs!

Soul Thieves receive the following benefits:

Just remember: "I can't be afraid to kill."

Core dice: +1 Strong, +1 Brave dice

Weapons: The Soul Thief can use swords and daggers

Special dice: Hide & Sneak, See in the Dark

Kit: Soul Thief Costume, 1 Weapon of current rank

Job Ability: Steal soul

Whenever one of your attacks reduces a Monsters Tough dice to 0 you Bank an Action.

Job ability: Soul Charged

Whenever the Soul Thief uses a Banked Action they may gain the benefits of one of the following abilities for that action:

Drain: If you successfully attack a Monster with a Banked Action you may immediately make a Restore Roll with an extra die! Can only be used if the Soul Thief has available Restore Rolls.

Disappear: You may spend your Banked Action to make a Hide and Sneak roll to vanish from the fight. Reappear on the next turn on any square of the Action Board.

Dance: You may make a free Move after performing your Banked Action.

Doom: This Banked Action benefits from the Action Chain. If the Banked Action is successful it adds to the Action Chain.

Soul Thief Special dice list

Here's a list of Special dice that only the Soul Thief can buy:

Backstab: Add to Strong and Brave during the turn you enter a fight after using the Hide & Sneak Special die! (Bonus)

Lightning Strike: Add to Strong when you take the first Action in a Round. (Bonus)

Combo: Add to Strong if you are attacking a Monster that you have already used Backstab, Charge, Lightning Strike, Headbutt, Fight Dirty or Trip against during this fight. (Combat)

Daredevil: Roll with Brave against any attack or spell that would cause the Soul Thief to lose a Tough die. If your roll wins the Soul Thief loses a Brave die instead. This roll replaces the Soul Thief's normal defense roll (Combat)



WHITE MAGE

The White Mage protects his friends with magic based on imagination, warmth and love. Filled with light and grace, White Mages bring the power of White Magic to the choked and dying land of Yeld. White Mages know their job is to protect their friends as they heal Yeld of the blight of Dragul's vampire followers and the undead plague.

White Magic came after the fall of the Black Mages. Those mages who survived the Witch Hunters inquisition changed the focus of their work from corruption and pain to something purer; something made of light and kindness. This lead to the birth of the White Mage, an order of spellcasters with a focus on non-violent magics, healing and protection. White Mages became a common sight throughout Yeld, healing the damage done by their darker counterparts and working to change the perception of magic to one of trust and harmony. The Order of White Mages was eventually disbanded after Dragul claimed control of Yeld. Now the White Mages are few and far between, most living their lives hidden away in ancient temples or secret monasteries. But there are still those who wander the land, bringing the innocent dead back to life, curing disease and summoning great guardians to protect the people of Yeld!

A Friend who takes on the Heroic Job of White Mage has impressive willpower and knows the value of kindness. No matter how dark the night or how scary the monsters, the White Mage is always a beacon of hope for his friends! Most of the people in Yeld have forgotten about the White Mages and their quest for a peaceful world. It will be up to you to remind the people that they are not alone and that magic is nothing to be afraid of.

White Mages receive the following benefits:

Just remember: "I'll protect everyone if I can, but I'll protect my friends first!"

Core dice: +1 Smart and Brave dice

Weapons: The White Mage can use staffs and clubs

Special dice: I know about Magic!, Black Magic Protection

Kit: White Mage Costume, White Magic Book containing the 10 White Mage spells, 1 Weapon of current rank

Job Ability: White Magic

The White Mage can cast White Magic using his Smart dice. He must hold a Spell Book or scroll to cast spells. White Mages can cast each of their Spells a number of times per Adventure equal to their Core Smart dice.

White Mage Special dice list

Here's a list of Special dice that only White Mages can buy:

Holy Warrior: Add to Strong when making attacks against Monsters with the Undead, Shadow or Vampire titles. (Bonus)

Last Chance: Add to Smart dice when casting a spell if this is the last time you can cast that spell this Adventure or if you are using a Scroll to cast the spell. (Challenge)

Spell Store: Cast a White Magic spell without having to hold a Spell Book a number of times each Adventure equal to your number of Spell Store dice. (Utility)

Patience: Add to all rolls if you were interrupted this Round. (Bonus)



WITCH

The Witch uses cruelty, mystery and wild magic to protect her friends. The Witches of Yeld can never be caged, captured or controlled! They ride through the night skies of Yeld on magical flying brooms, and rain wild curses on any Monster that crosses their path!

Most believe the new Witches are actually lost little girls from another world who were kidnapped by Dragul during his hunt for the Old King's daughter. The people of Yeld mistook these strange children for witches in disguise, running them out of towns and into the dark forests. As the children fought to survive, they grew older and the magics of Yeld became a part of them. These children took on the Witch name and wielded power unlike anything Yeld had seen before. These new Witches flung curses at Fairy soldiers, flew through the night sky on magical brooms and crafted elixirs and potions from bat wings and bog water. Each of their powers stranger than the last, as if the magic of Yeld shifted and changed to fit what the children believed a Witch should be. At first the people were terrified of this new force in Yeld but, as time passed they realized there was nothing to fear. All that these lost children wanted was freedom from the Vampire Prince and to find a place they could call their own. A place where no one would judge them or tell them what to do.

A Friend who takes on the Heroic Job of Witch loves the land of Yeld and never wants to leave! Of course they will help their Friends unlock the door home, but that doesn't mean they'll have to go back with them! To a Witch Yeld feels like home. Here in Yeld they are a hero that people look up to and praise, while back in their old world they are just another child. Why go home? Ever?

Witches receive the following benefits:

Just remember: "No one understands me. But that's fine! I understand myself!"

Core dice: +1 Brave and Smart dice

Weapons: Witches can use brooms and daggers.

Special dice: Fire Proof, Excuse Me!

Kit: Witch Costume, Broom

Job Ability: Witch Curse

Any time a Witch makes a successful attack against a Monster she may place a curse on that Monster. The Monster will roll a die for each curse placed on it. On a roll of 6 the Monster suffers the effect of the curse. Curses are rolled for at the beginning of each Round until the end of the fight.

Lazy Curse: Make a Monster feel sleepy!

Effect: Monster cannot Move on its next turn.

Sunburn Curse: Give a Monster a really nasty burn.

Effect: Monster catches Fire on its next turn.

Rusty Curse: Turn a Monster's armor old and brittle.

Effect: Monster rolls 1 less Armor die until the end of the round..

Sad Curse: Make a Monster feel sorry for itself!

Effect: Monster can't use Special dice on its next turn unless they are granted by Weapons, Armor or Items.

Greasy Curse: Make a Monster drop its weapon.

Effect: Monster cannot use Weapons on its next turn.

Moldy Curse: Make a Monster's stuff gross and sticky!

Effect: Monster cannot use Clothes or Gear on its next turn.

Witch Special dice list

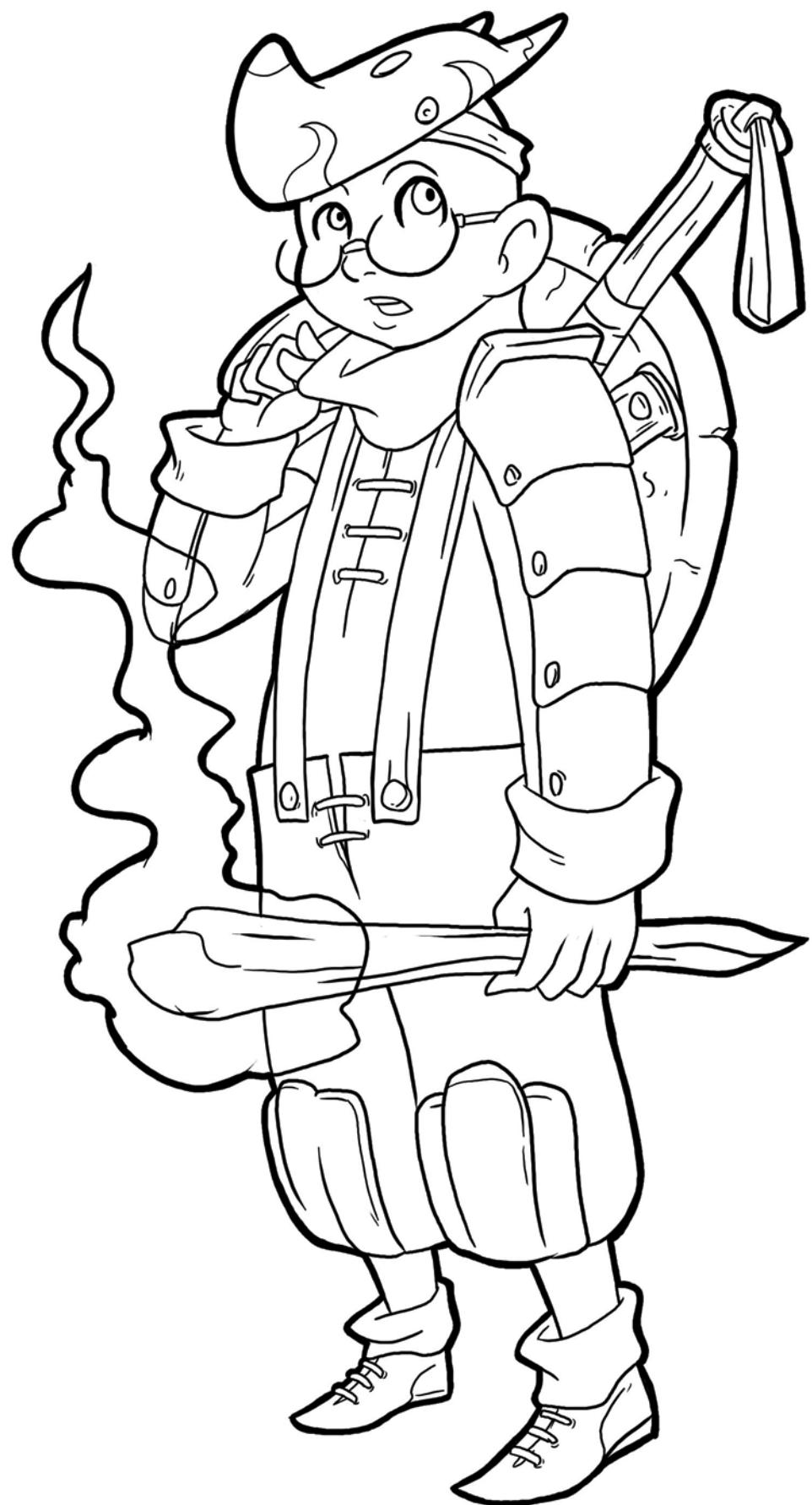
Here's a list of Special dice that only Witches can buy:

Voodoo Doll: Roll with Smart against a Monster. If you win, that Monster must make an attack or cast a spell against another Monster of your choice with its next Action if possible. You cannot use Move during the turn that you use Voodoo Doll. Monsters resist Voodoo Doll by rolling Smart. (Combat)

Dive Bomb: Add to attacks if you used the Fly Special dice to successfully defend against an attack this Round. You inflict a Witch Curse on your target even if your attack misses. (Combat)

Witch Courage: Reroll once any failed attack or defense roll if you rolled less dice than your opponent. (Solo)

Magic Potion: Create Magic Potions that can be used by any Friend! Once per game roll Smart dice to see how many potions you can create! Potions can be used before any Action during a Fight. Roll a die and check the Magic Potion Chart to see the result. Magic Potions count as Food Items. (Challenge) (Chore)



WITCH HUNTER

The Witch Hunter protects his friends from magic. Witch Hunters know that magic is a destructive and unnatural force. Magicians cannot be trusted, and the Witch Hunters stand ready to strike down any magic user that abuses their power. Because Yeld is a magical land, Witch Hunters have long been unpopular and despised by the people of Yeld. To protect themselves, Witch Hunters wear masks that obscure their identities.

When the First Kings came to Yeld the land was ruled by tribes of savage warriors who worshipped immense magical powers called Witches. As the First Kings slowly conquered Yeld they pushed the nomadic tribes far past the Angry Mountains and into the distant Fairylands. The Witches however went into hiding, disguising themselves among the King's People and sewing chaos through the land.

Fearing an enemy that could hide among their own people, the First Kings assembled a small army of their bravest warriors and gave them a single goal: hunt every Witch in the magical land. The Witch Hunters scoured Yeld in search of their prey, burning entire towns to the ground and hounding innocents they believed were Witches. Though the Witch Hunters did finally drive the last Witches from Yeld, it came at a great cost to the land.

A Friend who takes on the Heroic Job of Witch Hunter knows better than to trust the treacherous magics of Yeld. A Witch Hunter knows that a Monster can be killed and that a Vampire Prince is still just a man. These are not the real threats his Friends face. It's magic that has trapped them in Yeld. It's magic that transforms them into Monsters on their thirteenth birthdays! Magic is the enemy!

Witch Hunter receives the following benefits:

Just remember: "Don't trust magic. Ever."

Core dice: +1 Smart and Tough dice

Weapons: The Witch Hunter can use staffs, clubs and daggers

Special dice: Tease, Smell Magic

Kit: Witch Hunter Costume, 1 Weapon of current rank, 1 Mask

Job Ability: Sanctuary

If the Witch Hunter is the closest Friend on the Action Board to a spell casting Monster or Friend that spell caster must target the Witch Hunter when casting a spell that has a target.

Job Ability: Mask Making

The Witch Hunter can make special masks that protect their identity and ward off magic. Once each Adventure the Witch Hunter can make a mask by spending 3 Bones and 3 Rope. If a Witch Hunter enters a fight without a mask or loses their mask during a fight the Game Master may give 1 Monster in the current Adventure the Bounty Hunter Monster Title.

Witch Hunter masks are Clothing Items worn on the head. The Witch Hunter can make the following masks:

White mask: Double your Core Smart dice when resisting a spell. Roll an extra die on any roll against a Called Monster.

Black mask: Add your Core Smart and Tough dice together when resisting a spell. Ghosts roll 1 less die against you for all Actions.

Red mask: Add your Core Smart and Brave dice together when resisting a spell. If you failed to resist a spell this turn your attacks may cause Fire.

Blue mask: Add your Core Smart and Strong dice together when resisting a spell. If you successfully resist a spell Bank an Action.

Witch Hunter Special dice list

Here's a list of Special dice that only Witch Hunters can purchase.

Investigate: Add to Smart rolls when looking for clues, examining or interrogating. (Challenge)

Shield throw: If holding a shield, add to Strong to make a ranged attack against a Monster. If successful the Monster loses a Strong die and drops any held Gear items. Monsters must spend an Action to pick up any dropped Gear. Using this Special die causes attacker to drop their shield in the Action Board space occupied by the Monster. (Combat)

Right to fire: Add to attacks against targets who are on Fire. (Bonus)

Revenge: Add to Smart and Brave rolls if a Friend has died this fight. (Bonus)

SPECIAL DICE

Special dice represent a Friend's skills and abilities. Special dice can be purchased for the cost of 1 Reward die. Some Items, Weapons or Armor grants Friends the use of Special dice while it is used, held or worn. You can't buy more than three of the same Special dice for your Friend, but a Friend who has more than three of the same Special die from a combination of purchased Special dice and equipment can roll those dice together. For example:

Maria has 3 Break Special dice. She can't buy a 4th Break die because of the 3 die limit. But she can use a Club, which gives her an extra Break die. She can roll all 4 dice together when she uses a Club to make an attack to break a Monster's Armor!

Special dice tags

Each Special die has one or more tags that define how they can be used.

Bonus Special dice: Add these dice to other Bonus, Challenge or Combat dice on any applicable roll.

Challenge Special dice: Add these dice or their effect to any applicable non-combat rolls. You may only use a single type of Challenge Special dice in a roll.

Combat Special dice: Add these dice or their effect to any applicable combat roll. You may only use a single type of Combat Special dice in a roll.

Utility Special dice: Don't add these dice to any rolls. Instead, simply having these dice provides a specific benefit.

Solo Special dice: You can only buy this Special die once. Having more than one of this Special die provides no effect.

Chore Special dice: Some Special dice allow Friends to gather resources, create items or repair equipment. Chore Special dice can only be rolled once per Adventure. A Friend can only ever use a single type of Chore Special die each Adventure.

Dog Special dice: These Special dice can only be used by the Dog.

Special dice list

Here's the list of Special dice which are available to all Friends. The entry for each Special die includes a description and instructions on how to use the die. If the instructions for a Special die don't indicate which of the 4 Core dice to add it to, choose whichever one you think is most appropriate for the situation.

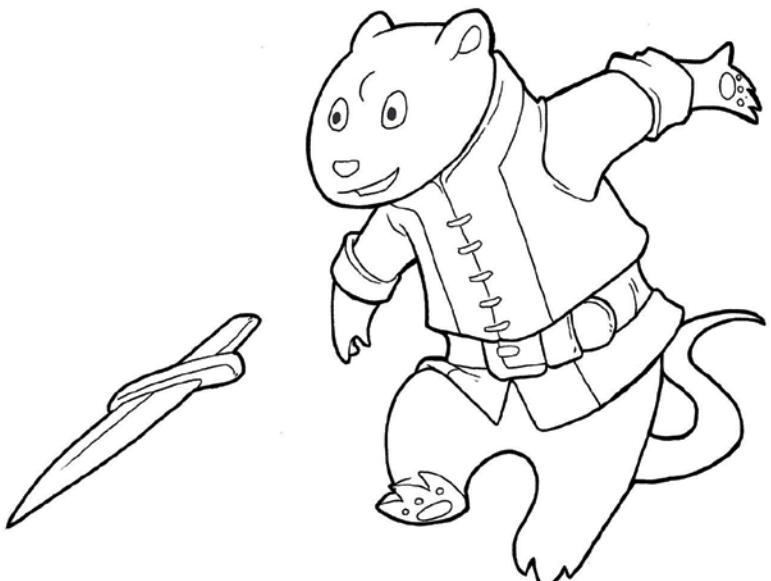
Barf: Anytime during a fight after using a Food item a Dog can spend an Action to barf on the same square of the Action Board it is standing on. The Barf becomes a Food item located on that square, providing the same bonus as the original Food item. The Dog must be on the same square as the Barf to use it. Barf can not be barfed again. (Solo) (Dog)

Beg: Add to Smart rolls when your Coin Level is None to convince a Shop to give you an Item for free. You can only use this special die to acquire Items that you could buy with the Some Coins Level. Shops can resist Beg by rolling Smart dice. (Challenge)

Bite: Add to attacks instead of using a weapon. Biting makes the Friend vulnerable. Monsters who survive the Bite attack will roll 1 extra die if they attack the Friend during the same round. (Bonus) (Dog)

Black Magic Protection: Add to Smart rolls to resist Black Magic. (Bonus)

Break: For breaking Armor! Add to Strong dice when you make an attack. If your attack is successful the target will not lose Tough dice. Instead, its Armor's dice will be reduced by 1. Armor reduced to 0 is destroyed! You can also add Break dice to Strong rolls to break doors, traps and other objects. (Combat) (Challenge)





Bullseye: Add to ranged attacks against Monsters. If successful, for the rest of the fight when the target rolls Special dice they will roll 1 less die (minimum 1) of each type. (Combat)

Charge: Add to Strong and Brave dice during the first round of a fight. (Bonus)

Clean: Clean someone's house! Add to Tough when cleaning homes, stables, weapons, ancient treasures or yourself! As a Chore, roll with Tough and consult the Labor Table for rewards. (Chore) (Challenge).

Climb: For climbing up ropes, over walls and across giant monsters! Add to Strong. (Challenge)

Cook: Cook up a storm! Add to Smart when preparing meals, picking ingredients or challenging chefs in a cookoff! As a Chore, roll with Smart and consult the Cooking Table for rewards. (Chore) (Challenge)

Cry: Roll with Smart to defend against an attack instead of rolling Tough. If successful the attacker hits the closest Friend instead. Does not work if you are the only Friend left alive or Cry has already been used on the attacker this Round. (Combat)

Disarm: Add to attacks against a Monster within 1 square. If successful the Monster drops any held Weapons. Monster can spend an Action to pick weapons back up. Monsters resist Disarm with Strong. (Combat)

Do things with rope: Roll with Strong to tie stuff up with ropes or tie ropes to stuff! During fights add to Strong against a Monster with 0 Strong dice. If successful the Monster is captured and counts as defeated. Monsters resist by rolling their total remaining Core dice. Costs 1 Rope to use this Special die. (Challenge) (Combat)

Excuse Me! Add to Brave dice when rolling to interrupt Monsters! (Combat)

Fight Dirty: Add to attack rolls! If your attack is successful the target will lose Strong and Smart dice instead of Tough dice. (Combat)

Firebug: Add to Brave dice against a Monster within 1 square. If successful the Monster loses a Clothes item until the end of fight and catches Fire. Friend must spend 1 Matches or be holding a Torch to use this Special die. Monsters resist Firebug with Brave dice. (Combat)

Fireproof: Add to Tough dice to resist attacks, spells and Special dice that cause Fire. (Combat)

First Aid: Roll with Brave to restore a Core die to a Friend. Using First Aid costs one of your Restore Rolls. You can not use First Aid during a fight! (Challenge)

Fish: Catch some fish! Add to rolls when trying to catch fish or competing in fishing contests! As a Chore, roll with Strong and consult the Fishing Table for rewards. (Chore) (Challenge)

Gamble: Add to Smart rolls to win at games of chance. During a fight replace your Core dice with your Gamble dice when you make an attack or cast a spell. If your attack or spell fails lose a Tough die. (Challenge) (Utility)

Headbutt: Add to attacks! If your attack is successful your target will lose Smart and Brave dice instead of Tough dice. (Combat)

Hide and Sneak: Add to Brave when hiding from or sneaking past Monsters! Use to hide before a Fight! Roll Hide & Sneak with Brave dice at the beginning of a Fight before Friends and Monsters are placed on the Action Board. This Friend will not be placed on the Action Board and cannot participate in the Fight until placed. Instead, this Friend can choose to be placed on the Action Board after the end of any round of fighting. The Friend can appear on any square touching the edge of the Action Board after the first round of the Fight, or on any square of the board after the 2nd round of the Fight! A Monster can use its Action to try to find a hiding Friend by rolling Smart dice against the Friend's Brave roll. If the Monster wins the Friend will be placed next to the Monster on the Action Board. (Challenge)

Hungry: Carry 1 extra Food item. (Solo)

I know about animals! The secret knowledge of animals! Add to non-combat rolls against or about animals. (Bonus)

I know about grown ups! The secret knowledge of Grown-ups! Add to non-combat rolls against adults or about adult stuff. (Bonus)

I know about kids! The secret knowledge of children! Add to non-combat rolls against or about children. (Bonus)

I know about magic! The secret knowledge of magic! Add to non-combat rolls against or about magic. (Bonus)

I know about monsters! The secret knowledge of Monsters! Add to non-combat rolls against or about monsters. (Bonus)

I know about nature! The secret knowledge of nature! Add to non-combat rolls against or about nature. (Bonus)

I know about... Choose a single subject! Add to non-combat rolls about or against that subject. (Bonus)

Jump: Add to Strong to jump high and far! When moving on the Action Board Friends may move through a number of spaces occupied by other Friends, Monsters or obstacles equal to their Jump dice, as long as they end their Move on an empty square. (Challenge) (Combat)

Karate Chop: Add to attacks when you aren't using a weapon! Doesn't work against Monsters with Medium, Heavy or God Armor. (Bonus)

Languages: Add to Smart when trying to read, understand or speak other languages. (Challenge)

Last One Standing: Add to Strong, Smart, and Tough rolls if you are the last living Friend during a Fight. (Bonus)



Letter Writing: Add to Smart to compose letters, contracts and other documents. As a Chore, give your letter to the Postman (or leave them in a letterbox) along with Some Coins. When you next encounter the Postman roll with Smart dice and consult the Correspondence Table for rewards. (Chore) (Challenge)

Lie: Add to Brave to tell a fib, tall tale or outright lie! (Challenge)

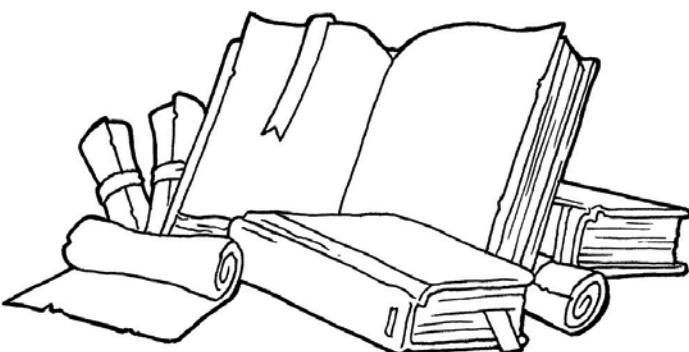
Lift: Pick up a heavy load! Add to Strong to pick up, drag or move large objects. Add to Strong to carry a Friend within 1 square of you a number of squares equal to your Lift dice. (Challenge) (Combat)

Nap: Add to your Restore Roll if this isn't the last one you can make this Adventure. You can't use Nap if you are a Ghost! (Challenge)

Negotiate: Roll with Smart dice to reach an agreement or compromise. In a fight add to Smart against a Monster with 0 Smart dice. If successful the Monster surrenders and counts as defeated. Monsters resist by rolling their total remaining Core dice. (Combat)

Pain Train: Add to attacks if you have reduced a Monster's Tough dice to 0 in this fight. (Bonus)

Perform: Add to Brave to sing, dance, act or throw your voice. In a Fight roll with Brave to impress a Monster. If successful the Monster will not attack or cast a spell on you with its next action. Monsters can remain unimpressed by rolling all of their Strong, Smart and Brave Core dice. (Challenge) (Combat)



Play: Add to Brave dice if this is the last Restore Roll you can make this Adventure. Can't be used as a Ghost. (Challenge)

Pick Locks: Add to Smart when trying to pick locks. (Challenge)

Red Magic Protection: Add to Smart rolls to resist Red Magic. (Bonus)

Roll: Add to Tough when defending against an attack if you used your Action to Dash this round. (Bonus)

Run: Run fast! Add to Brave when trying to get somewhere fast or outrun a Monster. During fights you'll move an extra space on the Action Board for each Run dice you have. (Challenge) (Combat)

Scare: Roll with Brave against a Monster with 0 Brave dice. If successful the Monster retreats and counts as defeated. Monsters resist Scare by rolling their total remaining Core dice. (Combat)

See in the dark: Add to Brave to see in darkness. During fights in the dark you can see one extra square on the Action Board for each of your See in the dark dice. (Challenge) (Combat)

Sew: Add to Smart when patching pants, knitting sweaters or creating a quilt. As a Chore, roll with Smart dice and consult the Sewing Table to repair damaged Armor and Clothes items. (Chore) (Challenge)

Shove: Add to Strong to push people around. During a Fight add to Strong to push a Friend or Monster one square on the Action Board. Friends and Monsters resist Shove with Tough. You must be in a square next to your target to use Shove. (Combat)

Smell Magic: Magic has a unique smell and you can tell if a magic user or artifact is nearby! Add to Smart dice to detect nearby or recent magic or to identify magic users and the spells they use. Magic users can try to resist your detection by rolling Smart dice. (Challenge)

Snatch: Roll with Smart against a Monster within 1 square. If successful take 1 Gear item from the Monster. You are now holding that Gear item. Can only be used if you have at least one empty hand. Gear item is lost at end of fight. Monsters resist Snatch with Smart dice. (Combat)

Sniper: Add to attacks with a non-thrown ranged weapon if the target is 5 or more spaces away on the Action Board. If this attack causes the target to lose a Tough die they'll be unable to participate in the Monster Chain during their next action. (Combat)

Steal: Steal an item! Roll Smart or Brave dice against a Monster and refer to the Steal table. Steal is resisted with Smart dice. To use Steal in a Fight you must be within 1 square of your target. (Challenge) (Combat)

Swim: Roll with Strong to float, dive and fight while in the water. Friends with three Swim dice automatically pass any Challenge roll to Move as normal on Water spaces of the Action Board. (Bonus)

Tease: Force a Monster to take their next Action against you and Move toward you. Roll with Brave dice against a Monster's Smart dice. (Combat)

Trade: Roll with Smart to negotiate and barter for goods. Use Trade to reduce the cost of an item in a Shop. Shopkeepers resist Trade with Smart. If successful, refer to the Discount table. (Challenge)

Trick shot: When a ranged attack you made with a Banked Action misses you may target a different Monster who must defend against your original roll or suffer the effects of the attack. (Solo) (Combat)

Trip: Add to attacks! If your attack is successful your target will lose Strong and Brave dice instead of Tough dice. (Combat)

White Magic Protection: Add to Smart rolls to resist White Magic and Armor rolls to defend against attacks from White Magic Called Monsters. (Bonus)



LETS FIGHT!

Fights are the most common kind of conflict in Yeld. In fights Friends will use attacks, spells and teamwork to defeat monsters. Let's learn how to fight!

The Action Board

Fights take place on a special 8 by 8 grid called the Action Board. You can use the Action Board in the back of the Yeld book, make your own or just use a chess or checkers board. You'll need a game piece to represent each Friend, plus one for each Monster. Normally, only up to 3 Monsters can participate in a fight.

At the beginning of a Fight place a game piece representing each Friend on any of the 8 squares along the top of the Action Board. Place game pieces representing the Monsters on any of the 8 squares along the opposite edge. Now you're ready to fight!

Starting a fight and taking turns

A fight starts whenever a Friend announces they want to take an action against a Monster (or a Monster announces they want to take an action against a Friend). Whichever Friend or Monster speaks first gets to take the first turn! This turn starts a round where all the Friends and Monsters will get to take a turn.

After the first Friend takes a turn they'll choose who gets to go next by selecting either another Friend or a Monster. They must select a Friend or Monster who has not yet gone this round. Once each Friend and Monster has taken a turn the round ends and the next round starts, with the same player taking the first turn again. The fight is over when all the Monsters or Friends have been defeated!



Turns, Actions and Move

Turns are divided into two parts, Action and Move. During the Move part of their turn a Friend or Monster can move a number of squares on the Action Board equal to their Brave dice (including dice provided by Weapons). Friends and Monsters cannot move diagonally and cannot move through or stand in the same space as other Friends or Monsters on the Action Board.

An Action can be used to attack a Monster, use Special dice, cast a spell or use an item. Actions can also be spent to Dash, allowing the Friend to move a second time. Friends and Monsters can choose to take their Move either before or after they use their Action.

Excuse Me!

Monsters don't always want to wait their turn, and will sometimes try to take a Friend's turn! When a Friend chooses another Friend to take the next action, a Monster who has not gone yet that round can try to interrupt by making a Brave roll against that Friend. If the Monster wins it gets to go instead, and will choose who goes after it!

Friends can interrupt Monsters in the same way. Only one Friend or Monster can try to interrupt at a time.

Attack!

Friends can use their Action to attack Monsters (or each other). To attack a Monster in a Fight, roll all your Strong dice and add the result. Many Special dice can be added to Strong dice to create special attacks, so if you have appropriate Special dice you can add those to your roll as well. Usually Friends and Monsters have to be within one square of each other on the Action Board to attack each other, but Friends with ranged weapons can attack from any square on the board as long as they can see their target. For example:

Shin the Shepherd wants to shoot the Skeleton with his bow. Shin has 2 Strong dice, but his bow also gives him an extra Strong die! He can also add an extra dice from "Holy Warrior", a Special dice that gives him +1 dice when attacking Undead! So Shin will roll 4 dice against the Skeleton (3 Strong dice and 1 Holy Warrior die).

To resist an attack, you'll roll your Tough dice and add the result. Make sure to add in any extra dice given to you by Armor! You can describe your roll as a quick dodge, a parry or as your armor blocking the blow. For example:

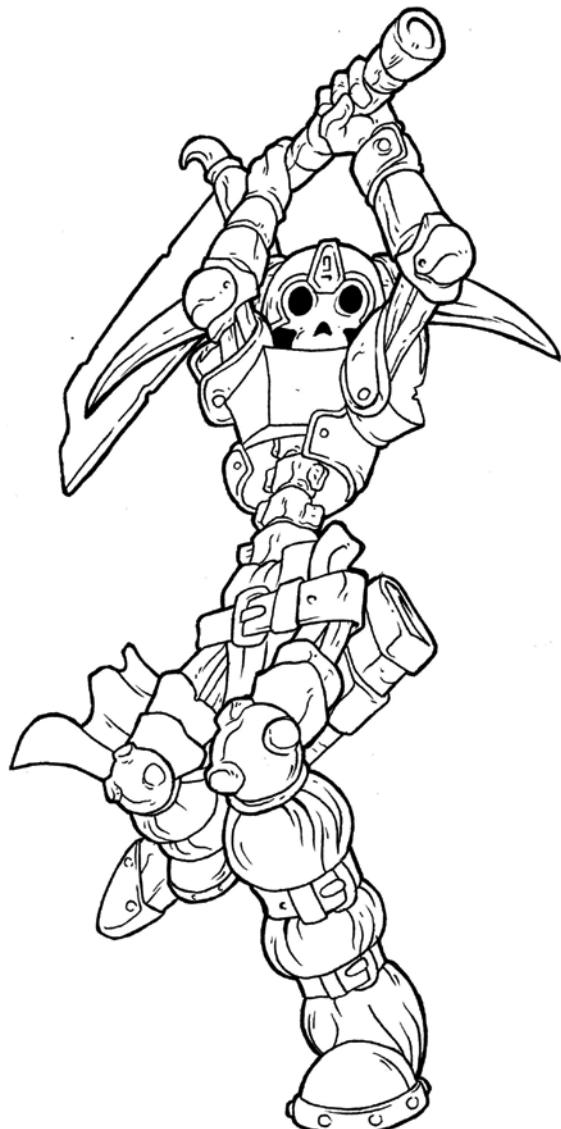
The Skeleton only has 1 Tough dice, but it has a Shield that gives it an extra Armor die! The Skeleton will roll 2 dice to see if it can get out of the way of Shin's attack!

The higher die roll wins (and in the case of a tie, Friends always win). For example:

Shin rolls 4 dice to attack. He adds the result and gets 13! The Skeleton rolls 2 Tough dice to dodge. It gets a total of 10. Shin hits!

When a Friend or Monster is hit by an attack they lose one of their Core Tough dice. If a Friend or Monster runs out of Core Tough dice then they die. Friends turn into Ghosts! A Ghost Friend won't be able to take normal Actions until they gain back at least 1 Tough die!

Friends don't have to kill a Monster in order to defeat it. Check out the Monster Guide on page 171 for different ways to defeat Monsters!



Magic in Fights!

Some Friends and Monsters can cast spells during a fight. Casting a spell requires a Friend to hold either a spell book or scroll and to roll Smart dice to meet or beat a Challenge number listed in the Spell's profile. For example:

Naomi the Black Mage wants to cast the spell "Fire Hat" on a Vampire. The spell requires Naomi to roll at least 12 on a Smart roll. Naomi can add any Weapon or Special dice that she has that will help her cast the spell. Naomi has 3 Smart dice, plus 2 extra Smart dice from her Staff. She'll roll 5 Smart dice and add the results. Naomi rolls a total of 13! The spell works!

Of course, just because a spell works doesn't mean that the Monster it is cast on can't resist it! To resist a spell, roll Smart dice. Add in any bonus dice from Weapons or Special dice that help you resist magic. You'll need to beat the caster's roll (not the target number required by the spell) to resist the spell's effects. For example:

The Vampire tries to resist the Fire Hat spell. The Vampire has 3 Smart dice, but no other dice that he can add. He rolls all 3 dice and gets a 10. The Vampire fails to resist Naomi's Fire Hat spell, and his head catches fire!

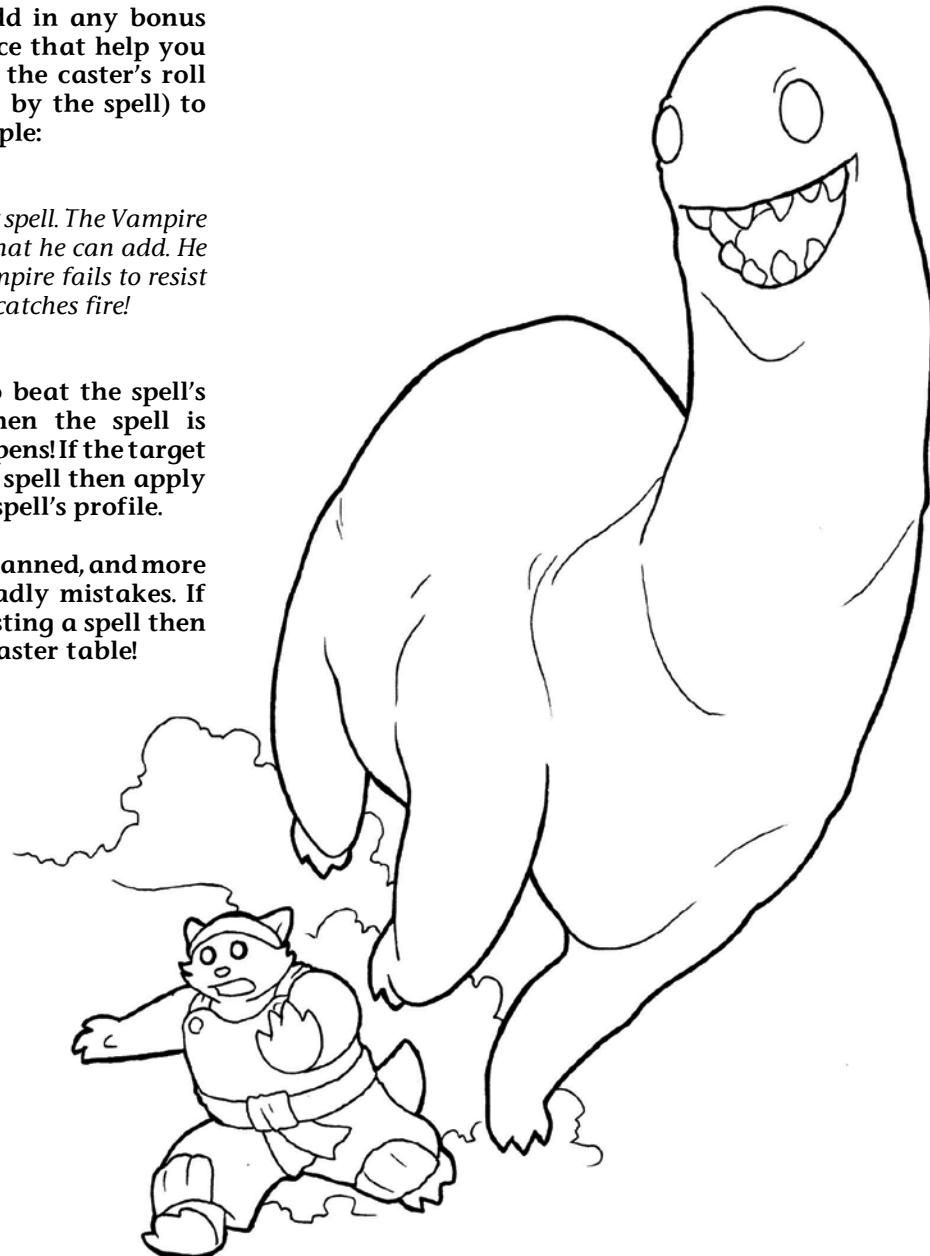
If a Friend or Monster is able to beat the spell's caster on a Smart dice roll then the spell is completely negated. Nothing happens! If the target of the spell isn't able to resist the spell then apply the spell's effects as listed in the spell's profile.

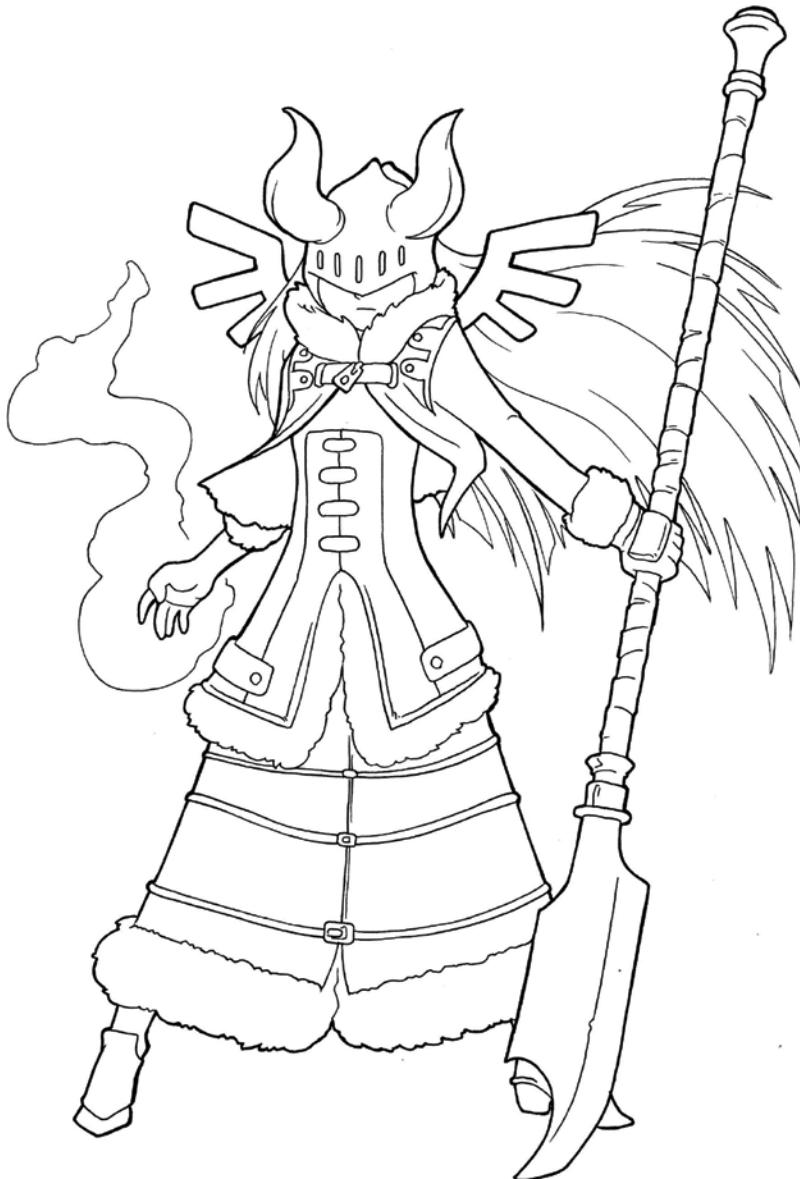
Not every spell works exactly as planned, and more powerful casters often make deadly mistakes. If you roll two or more 1's while casting a spell then you must roll on the Magical Disaster table!

Using Special dice in fights!

During fights you may be able to gain extra benefits by adding Special dice to your attack or magic casting rolls. If the result is successful the Monster will suffer the effect of the Special die instead of losing a Tough die. For example:

Kiandra is fighting a heavily armed Fairy Soldier. She decides to add her two Break Special dice to her attack roll. Kiandra rolls 3 Core Strong dice, 2 Axe Weapon dice and 2 Break Special dice for a total of 7 dice. The result is 21, which beats the Fairy's roll of 16. Instead of causing the Fairy to lose 1 Tough die, Kiandra's successful roll will trigger the Break Special dice's effect. The Fairy will now roll 1 less Armor die for the rest of the fight.





The Action Chain

After completing your turn you can choose which Friend or Monster will take the next turn. If your Action was successful and you choose another Friend to take the next turn you'll create an Action Chain. The Action Chain continues as long as each Friend is able to make a successful Action and chooses another Friend to follow them. The Action Chain breaks if a Friend fails her Action, takes an Action that doesn't result in a successful roll (like Banking or Dashing), chooses a Monster to follow her or if a Monster interrupts the chain. The Action Chain always ends at the end of the round and can't carry over to the next round.

The longer the Action Chain lasts the more powerful it becomes. Friends will roll extra dice during their turn depending on how strong the Action Chain has become.

1st Action: No Bonus

2nd Action: This Friend will roll 1 extra die for the rest of the turn.

3rd Action: This Friend will roll 2 extra dice for the rest of the turn.

4th Action: This Friend will roll 3 extra dice for the rest of the turn.

5th Action: This Friend will roll 4 extra dice for the rest of the turn.

6th Action: This Friend will roll 5 extra dice for the rest of the turn.

7th Action: This Friend will roll 6 extra dice for the rest of the turn.

Banked Actions do not contribute to the Action Chain, but will still benefit from Action Chain bonuses. If a Banked Action that is part of the Action Chain fails, the chain will break. Pets and Called Monsters neither benefit from the Action Chain or contribute to it.

What counts as a successful Action for the Action Chain? If a Friend uses an Action to do any of the following it counts as a Successful Action:

- Make an attack that beats a Monster's Armor roll.
- Cast a spell that beats a Monster's resist roll.
- Beat a Monster with a Special dice roll.
- Beat a Monster with a Ghost Action roll.

Banking Actions

Instead of using their Action during their turn a Friend can choose to save the Action and use it later. This is called Banking. A Friend can choose to use Banked Actions during a future turn (either before or after their normal Action or move). A Friend can Bank as many Actions as they want and use as many Banked Actions during a single turn as they'd like, but any Actions not used at the end of the Adventure are lost. Banked Actions are also lost when a Friend enters a Ghost Coma. For example:

Dino the Witch Hunter isn't close enough to the Fairy Soldier his friends are fighting to attack it, so he decides to Bank his Action and use it later. On his next turn Dino has moved closer and can now hit the Fairy. He uses his Action to make an attack, then decides to use his Banked Action to make a second attack!

Ghosts

When a Friend loses all their Tough dice they become a Ghost, floating around after their Friends and watching them do stuff. Being a Ghost sucks! You can see your Friends, but you can't communicate with them at all! Friends remain as Ghosts until they are able to gain back at least one Tough die or until their Friends return to an Inn.

Friends who become Ghosts are unable to interact with living Friends or Monsters, except by using Ghost Actions. Ghost Friends can interact with other Ghost Friends as well as Ghost Monsters and Ghost Vendors.



Ghost Actions

As a Ghost, Friends are unable to take normal Actions of any kind, and Monsters can't take normal actions against them. Instead, a Ghost Friend can take a Ghost Action. Ghost Actions happen just like normal Actions and can add to the Action Chain. A Ghost Friend must be in a neighboring square on the Action Board to use a Ghost Action against a Monster. Here's a list of Ghost Actions:

Haunt: Ghost Friends can try to Haunt a spell-casting Monster by rolling Brave dice against the Monster's Brave dice. The next spell cast by a Haunted Monster will cause a Magical Disaster.

Chill: Ghost Friends can try to Chill a Monster by rolling Brave dice against the Monster's Tough dice. A Chilled Monster will roll one less die on all rolls until the end of their next Action.

Spook: A Ghost Friend can try to Spook a Monster by rolling Brave dice against the Monster's Smart dice. A Spooked Monster can't use Special dice on their next Action.

Ghostly Cheer: A Ghost Friend can encourage a living Friend by rolling Brave dice against the Game Master's Challenge dice. If their roll is a success their Friend can re-roll one die from the next roll they make.

Ghost Loot: Ghost Friends can easily see the lost items the living leave behind. A Ghost Friend can roll on the Ghost Loot table as an Action. Ghost Friends can do this a number of times each Fight equal to their current Brave Core dice.

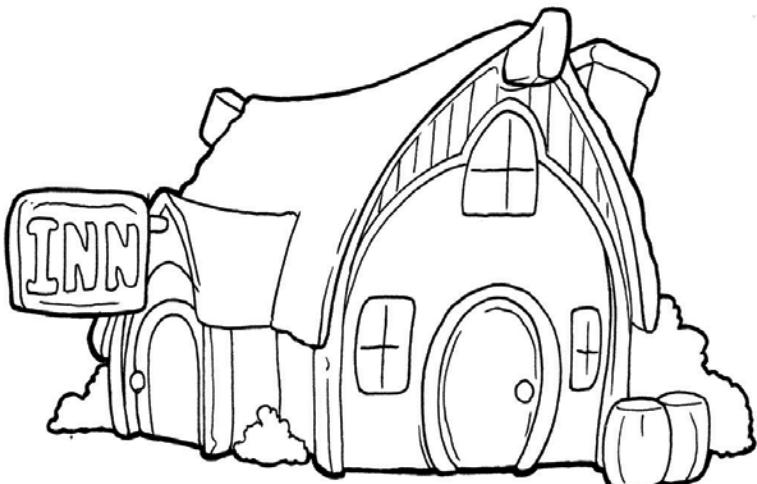
Ghost Fight: Monster Ghosts roam Yeld and will often attack Ghost Friends they come across. Ghost Friends fight Ghost Monsters in the same way that they fight normal Monsters. To resist being hurt by a Ghost Monster a Ghost Friend will roll their Brave dice instead of Tough dice (adding Armor as normal). If a Monster Ghost does hurt a Ghost Friend, the Ghost Friend will lose a Brave die instead of a Tough die. If a Ghost Friend loses all his Brave dice he'll go into a Ghost Coma and won't be able to take any more Ghost Actions until he's returned to life.

Giving up the Ghost

Ghost Friends return to life when they gain back at least 1 **Tough** die. This can happen a few ways.

- A Ghost Friend can gain back Tough dice by succeeding at a **Restore Roll**.
- A Ghost Friend can gain back Tough dice by having the **Refresh** spell cast on them.
- A Ghost Friend can gain back Tough dice by having the **First Aid Special** die used on them.
- A Ghost Friend can gain back Tough dice when their Friends visit an Inn.

Sometimes you may end up trying to bring a Friend back to life even if you left her body in some weird place and forgot to bring it with you. Don't worry! Whenever a Friend returns to life she'll appear next to the Friends who revived her with her body wholly intact and all her items and weapons. How does this work? It's a mystery!



Restore rolls and getting back Core dice

It's very likely that during a fight a Friend will lose several **Tough** dice. It's also possible that a Friend might lose some of their other **Core** dice. **Core** dice are never lost permanently. Friends gain back **Core** dice by succeeding at **Restore Rolls**. To do this a Friend will roll all their **Brave** dice and consult the **Restore Roll** table. If they have any **Special** dice that add to **Restore rolls** (like **Nap**) they should roll those as well!

Friends can attempt a number of **Restore Rolls** each game based on their age. Some items also allow Friends to make extra **Restore Rolls**.

7-8 year old Friends can attempt 3 **Restore Rolls** each game.

9-10 year old Friends can attempt 2 **Restore Rolls** each game.

11+ year old Friends can attempt 1 **Restore Roll** each game.

Restore Roll Table:

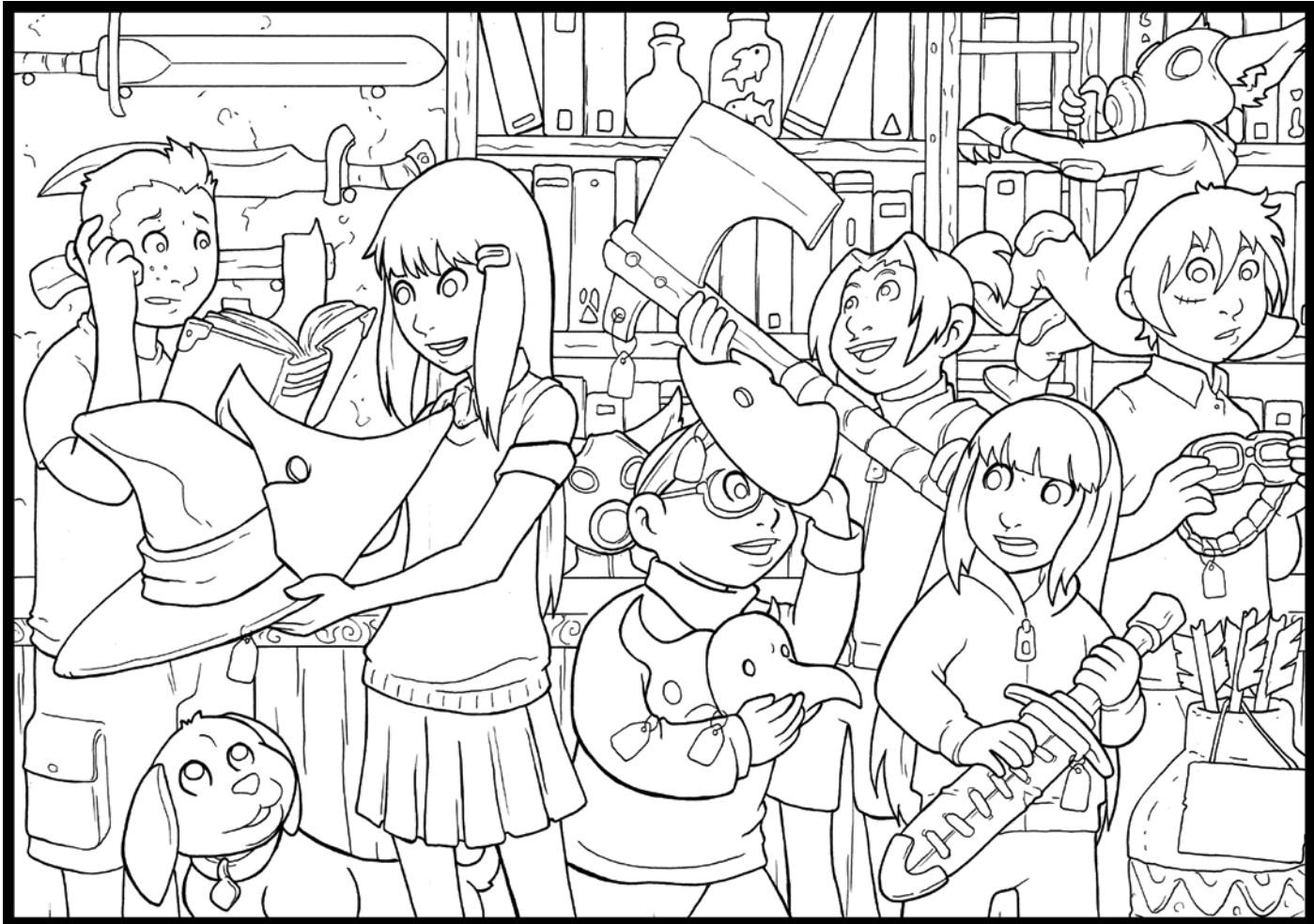
- Roll a 5 or better, gain back 1 **Core** die
- Roll a 14 or better, gain back 2 **Core** dice
- Roll a 20 or better, gain back 3 **Core** dice

For example:

*Shin the Shepherd lost both his **Tough** dice and is now a Ghost. Shin decides to try a **Restore Roll** to see if he can gain back his **Tough** dice. Shin has 2 **Brave** dice, and he rolls a total of 7. That's enough to gain back a single **Core** dice! Shin gains back a **Tough** die and is no longer a Ghost!*

If a Friend has at least 1 **Tough** dice left they can roll to regain **Strong**, **Tough**, **Smart**, or **Brave** dice. If a Friend is a Ghost and has no **Tough** dice left they must roll to gain back **Tough** dice first.

Living Friends cannot make a **Restore Roll** during fights, but Ghost Friends can try a **Restore Roll** when it is their turn to take an Action. Doing so can create or contribute to an Action Chain. If a Ghost Friend fails their **Restore Rolls** they will remain a Ghost until the other Friends can find a way to revive them.



COLLECT ALL THE STUFF!

In this section we'll learn all about Weapon, Armor, Gear, Clothes, Food and all kinds of other neat stuff.that you may come across in your adventures! Weapons, Armor, Gear, Food, Clothes and any other items are collectively called Stuff!

Weapons

Using a sword or bow takes a certain amount of practice and skill. When the Friends first come to the land of Yeld they won't know how to use the weapons they find. Friends will be able to swing around a sword or axe, but without the proper training it won't be any more effective than a big stick! Eventually the Friends will each take on a Heroic Job and learn how to use certain weapon types. Any Friend can pick up any weapon and use it, but unless that weapon is on their Job's weapon list they won't gain any Core dice from using it (they can still benefit from the weapon's Special dice, if it has any)!

Weapon dice: Each weapon grants Weapon dice. These are Strong, Smart, Brave and (rarely) Tough dice that you can add to your Friends Core dice as long as they are holding the weapon in hand. Some weapons also grant Special dice. Special dice given by a weapon can be used even if the Special dice is from another Job's list or the Monster Special dice list.

Holding weapons: Friends only gain the benefit of a weapon's dice if they are holding the weapon in their hand. Most Friends will gather a collection of weapons and items during their Adventures, but at the beginning of each Fight they'll have to decide which they'll be holding in each hand. If a Friend wishes to draw a new weapon or item during a Fight or pick up a dropped weapon they'll have to spend an Action to do so, sheathing or storing any weapon or item they were holding in that hand as part of the same Action.

Holding a two-handed weapon: Some weapons, like Axes and Staffs, require two hands to hold when attacking. It is not possible to attack with these weapons while holding them in one hand. However, holding these weapons in one hand does allow a Friend to benefit from the dice they provide.

Weapon types

There are 13 types of weapons: Swords, Daggers, Clubs, Axes, Staffs, Bows, Brooms, Polearms, Stakes, Knuckles, Guns, Whips and Torches. Melee weapons like swords can attack any neighboring space on the Action Board. Ranged and thrown weapons can attack any space on the Action Board that they have line of sight to.

Swords: Swords give extra Strong and Brave dice. Swords are melee weapons.

Daggers: Daggers give extra Brave dice. Daggers are melee and thrown weapons. If a Dagger is thrown it cannot be used again during that Fight.

Clubs: Clubs give extra Strong dice. Clubs also give Break Special dice! Clubs are less powerful than axes, but you can use them in one hand! Clubs are melee weapons.

Axes: Axes give extra Strong dice. Axes are more powerful than Clubs but must be used two-handed! Axes are melee weapons.

Staffs: Staffs give extra Smart dice. Mages prefer staffs for casting spells in fights! Staffs are two-handed weapons, but a mage who wants to cast a spell can still benefit from the Staff's extra Smart dice if she holds it in one hand. Staffs are melee weapons.

Bows: Bows give extra Strong and Brave dice. Bows come with plenty of arrows, so Friends and Monsters never need to worry about running out. Bows are two-handed ranged weapons.

Brooms: Brooms are special weapons used only by Witches that give Strong and Fly dice. Brooms are melee weapons. There are no Rank 0 Brooms.

Polearms: Polearms are used by Drudge Angels and some Monsters. There are no Rank 0 or 1 Polearms. Polearms usually give a combination of Core dice and the Reach Special die. Polearms are melee weapons that can be used to attack short distances.

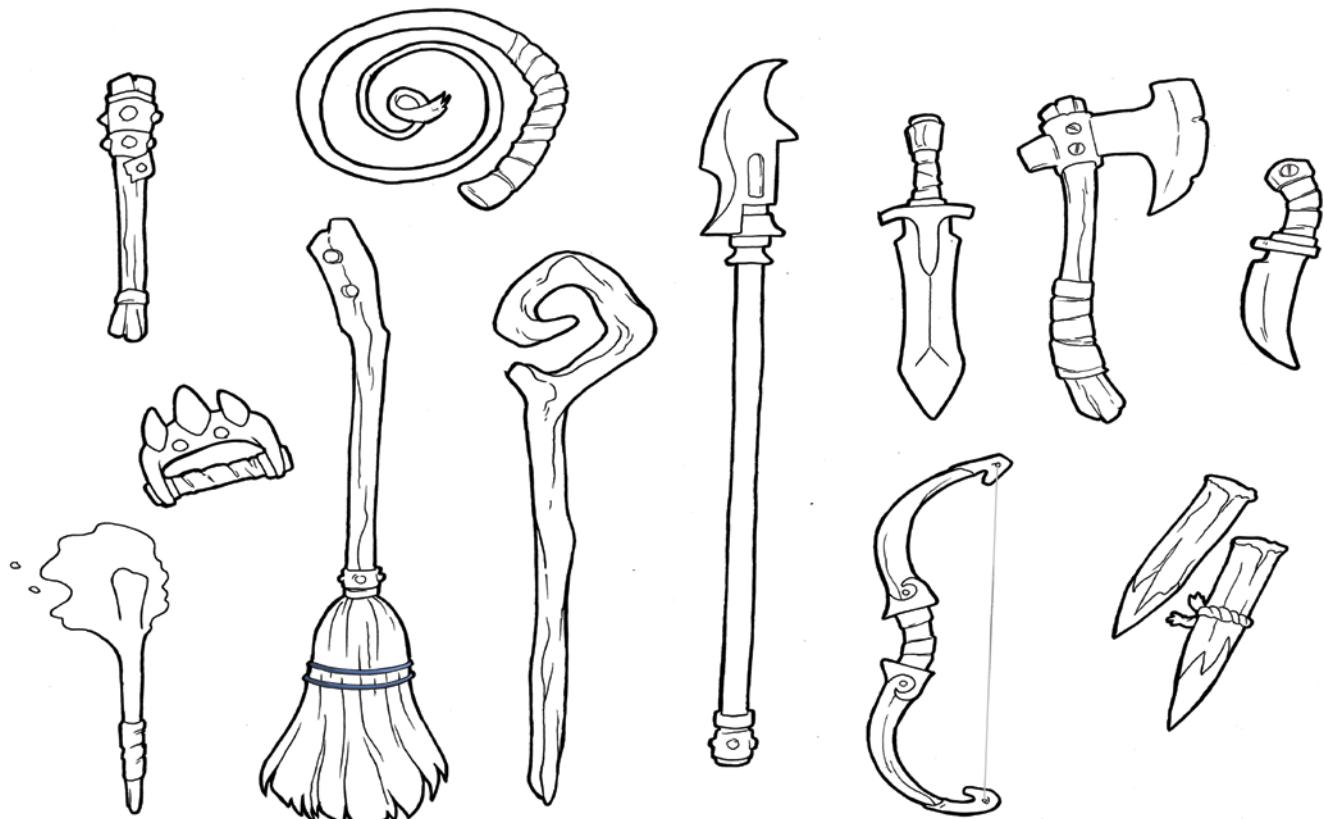
Stakes: Stakes are created by Vampire Hunters and give Strong dice. There are no Rank 0 or 1 Stakes. Stakes are melee weapons.

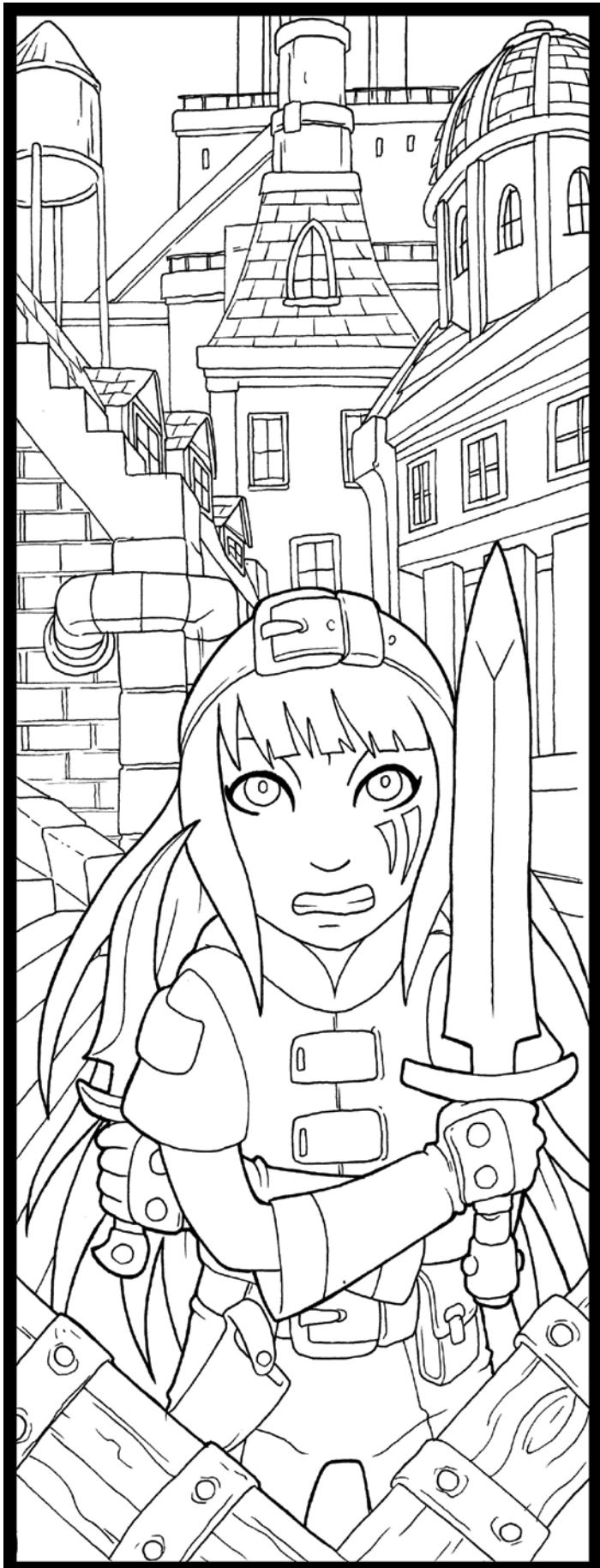
Knuckles: Knuckles give extra Strong and Poison dice! There are no Rank 0 or 1 Knuckles. Knuckles are melee weapons.

Guns: Guns are dangerous weapons sometimes used by Monsters. Guns provide Strong dice but can only be fired if the user spends 1 Match. Guns are ranged weapons. There are no Rank 0 or 1 Guns.

Whips: Whips allow for quick attacks at short distances and provide Smart and Brave dice. There are no Rank 0 or 1 Whips.

Torches: Torches are melee weapons that provide Strong dice and cause Fire. All Friends can use Torches, regardless of Job. There are only Rank 1 Torches.





Weapon Ranks

Weapons come in 5 ranks, new ranks becoming available as Friends defeat Hunters of Yeld and gather their keys.

Rank 0 Weapons are meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Sometimes these are the weapons the Friends carry with them from home, like baseball bats and pocket knives. Rank 0 Weapons provide a single Strong, Smart or Brave die, but never Special dice.

Rank 1 Weapons are acquired when the Friends first take their Heroic Job, and can be found, won or bought from that point on. Rank 1 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 2 Weapons can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 3 Weapons can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 4 Weapons can be obtained after the Friends defeat 6 Hunters. Rank 4 Weapons are rare and hard to find. Don't expect to see many of them!

Weapon specific Special dice:

Here's a list of Special dice commonly found on weapons:

Big Weapon: Roll +1 Strong dice when attacking with this weapon. Monsters who lose Core dice from this attack can be moved up to 1 square on the Action Board. At the beginning of each Round that a Friend is holding this weapon roll Core Strong dice against a Challenge of 15. If the roll fails the Friend is unable to lift the weapon and must Bank their Action instead. Friends can add Lift Special dice to this roll. (Weapons only) (Solo) (Combat)

Fly: Add to Tough when rolling to resist damage from non-ranged weapons. (Brooms only) (Bonus)

Reach: This weapon can be used to attack Monsters two squares away on the Action Board. (Weapons only)

Normal Weapons

Normal Weapons are the most basic of all weapons and are always available from shops in every town.

Swords Price: Lots of Coins

The weapon of choice for kings and soldiers.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Brave
Rank 2	+2 Strong, +2 Brave
Rank 3	+3 Strong, +3 Brave

Axes Price: Lots of Coins

For those who value strength over all.

Rank 0	+1 Strong
Rank 1	+2 Strong
Rank 2	+3 Strong
Rank 3	+4 Strong

Bows Price: Lots of Coins

The traditional weapon of hunters and shepherds.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Brave
Rank 2	+2 Strong, +2 Brave
Rank 3	+3 Strong, +3 Brave

Daggers Price: Lots of Coins

A tool of robbers, killers and spies.

Rank 0	+1 Brave
Rank 1	+2 Brave
Rank 2	+3 Brave
Rank 3	+4 Brave

Clubs Price: Some Coins

Sometimes a blunt weapon is better than a blade.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Break
Rank 2	+2 Strong, +2 Break
Rank 3	+3 Strong, +3 Break

Staffs Price: Some of Coins

The wisdom of ancient forests linger in these weapons.

Rank 0	+1 Smart
Rank 1	+2 Smart
Rank 2	+3 Smart
Rank 3	+4 Smart

Brooms Price: Some Coins

Magic for Witches, mundane for everyone else.

Rank 1	+1 Strong, +1 Fly
Rank 2	+2 Strong, +2 Fly
Rank 3	+3 Strong, +3 Fly

Extra benefit: Only Witches can make use of the Broom's Fly Special dice.



Polearms Price: Lots of Coins

A weapon for warriors who like to keep their enemies at a distance.

Rank 2	+1 Strong, +1 Smart, +1 Reach
Rank 3	+2 Strong, +2 Smart, +1 Reach
Rank 4	+3 Strong, +3 Smart, +1 Reach

Stakes Price: -

For killing vampires.

Rank 1	+1 Strong
Rank 2	+2 Strong
Rank 3	+3 Strong
Rank 4	+4 Strong

Extra benefit: Stakes are made by Vampire Hunters and cannot be bought.

Knuckles Price: Lots of Coins

When a bare fist isn't enough.

Rank 2	+2 Strong, +1 Poison
Rank 3	+3 Strong, +1 Poison

Guns Price: Unavailable to children

Strong but slow.

Rank 2	+2 Strong
Rank 3	+3 Strong

Whips Price: Lots of Coins

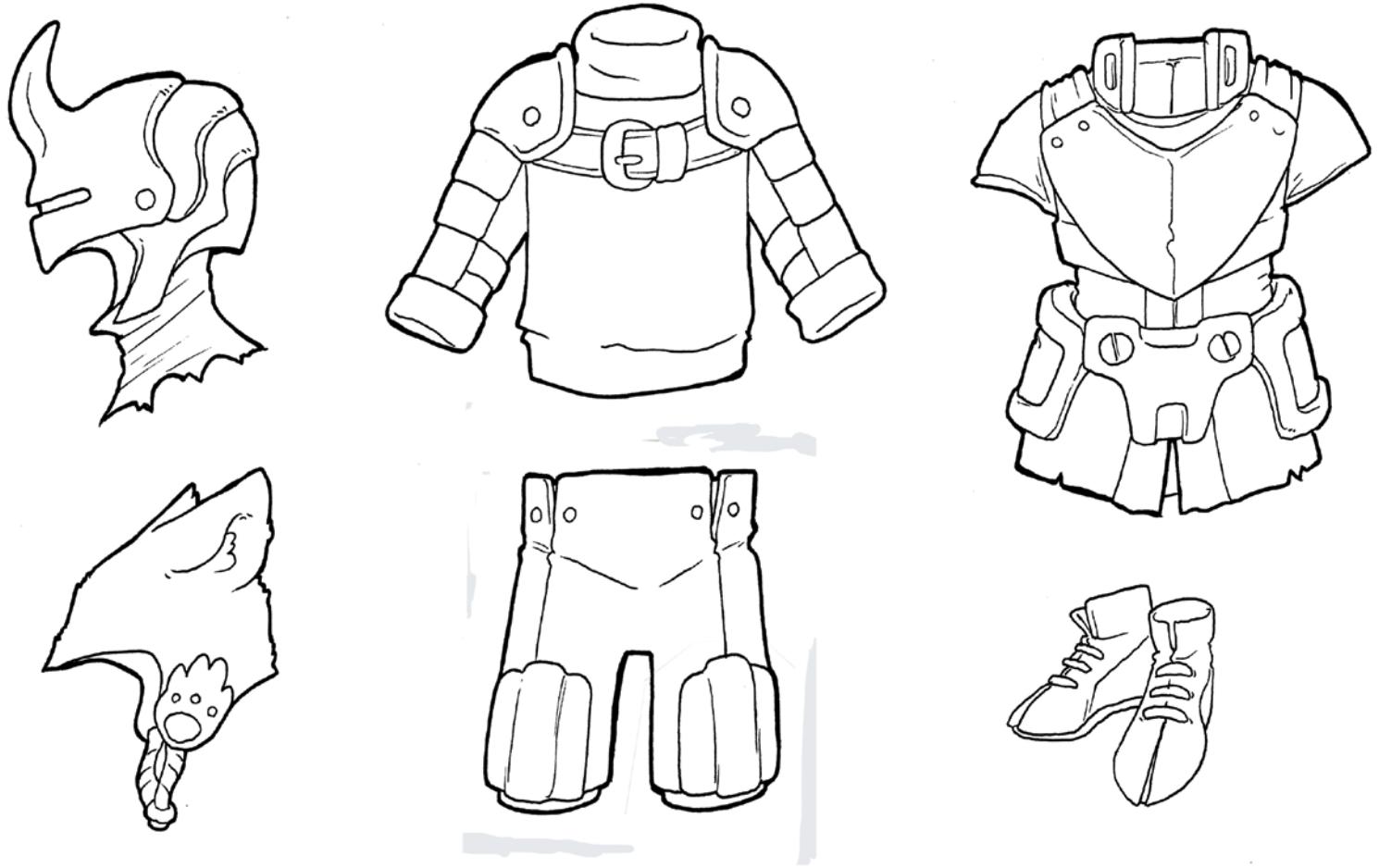
For attacks that sting!

Rank 2	+1 Smart, +1 Brave, +1 Reach
Rank 3	+2 Smart, +2 Brave, +1 Reach
Rank 4	+3 Smart, +3 Brave, +1 Reach

Torches Price: Some Coins

For bringing fire and light into the darkness.

Rank 0	+1 Strong, causes Fire
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Armor

Friends wear armor to protect themselves from attacks. While some Armor comes as full suits of mail or impressive sets of plate, often Friends will find Armor that is simply a single studded glove, a sturdy pair of leather boots or a rusty helmet.

Friends can only wear a single Armor item at a time. Each Armor item takes up one of 4 slots: Head, Chest, Arms and Legs (these slots are shared with Clothes items)

Armor comes in 4 types: Light, Medium, Heavy and God Armor. Each Armor type requires a certain number of Tough dice to wear it. So tougher Friends can wear heavier armor!

Light Armor requires 1 Core Tough dice and gives +1 Armor dice

Medium Armor requires 2 Core Tough dice and gives +2 Armor dice

Heavy Armor requires 3 Core Tough dice and gives +3 Armor dice

God Armor requires 4 Core Tough dice and gives +4 Armor dice

Armor Ranks

Armor types come in 5 ranks, new ranks becoming available as Friends defeat Hunter of Yeld and gather their Keys.

Rank 0 Armor is meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Often this armor is actually heavy coats, soccer shin guards or other items Friends bring to Yeld from our world. Rank 0 Armor provides a single Armor die, but never Special dice.

Rank 1 Armor can be found, won or bought when the Friends first take their Heroic Job. Rank 1 Armor provides only Armor dice.

Rank 2 Armor can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Armor provides Armor dice as well as a single Special die.

Rank 3 Armor can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Armor provides Armor dice as well as 2 Special dice.

Rank 4 Armor can be attained after the Friends defeat 6 Hunters. Rank 4 Armor provides Armor dice as well as 3 Special dice

Shields

Shield can be used by any Friend or Monster and give +1 Armor dice. Shields can be used with other pieces of armor. You'll need a free hand to use a shield.

Shield Ranks

Shields come in 5 ranks, new ranks becoming available as Friends defeat Hunter of Yeld and gather their Keys.

Rank 0 Shields are meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Friends often use trashcan lids, Captain America toy shields or other items from our world as shields. Rank 0 shields provide 1 Armor die, but never Special dice.

Rank 1 Shields can be found, won or bought when the Friends first take their Heroic Job. Rank 1 Shields provide a single Armor die.

Rank 2 Shields can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Shields provide a single Armor dice as well as +1 Shield Bash or +1 Big Shield Special die.

Rank 3 Shields can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Shields provide a single Armor dice as well as +2 Shield Bash or +1 Big Shield Special dice (or a combination of those benefits).

Rank 4 Shields can be attained after the Friends defeat 6 Hunters. Rank 4 Shields provide a single Armor dice as well as +3 Shield Bash or +1 Big Shield Special dice (or a combination of those benefits).

Shield specific Special dice:

Here's a list of Special dice commonly found on shields:

Big Shield: Roll +1 Armor dice when defending with this Shield. At the beginning of each Round that a Friend is holding this shield roll Core Strong dice against a Challenge of 15. If the roll fails the Friend is unable to lift the shield and must Bank their Action instead. Friends can add Lift Special dice to this roll. (Shields only) (Solo) (Combat)

Shield Bash: Roll with Strong dice as a free attack against a Monster after successfully using Armor dice to defend against its attack. If your Shield Bash attack is successful the Monster will be forced back 1 Square on the Action Board. You must have a Shield in hand to use this Special die. (Combat)

Normal Armor and Shields

Normal armor and shields are basic equipment and are always available from shops in every town.

Light Armor Price: Some Coins
Soft armor for those who would rather not fight.

Rank 0	+1 Armor
Rank 1	+1 Armor
Rank 2	+2 Armor, 1 Special die
Rank 3	+3 Armor, 2 Special dice

Medium Armor Price: Lots of Coins
Flexible armor for nimble fighters.

Rank 1	+2 Armor
Rank 2	+2 Armor, 1 Special die
Rank 3	+2 Armor, 2 Special dice

Heavy Armor Price: Lots of Coins
Solid protection for serious warriors.

Rank 1	+3 Armor
Rank 2	+3 Armor, 1 Special die
Rank 3	+3 Armor, 2 Special dice

God Armor Price: Tons of Coins
Ultimate defense.

Rank 1	+4 Armor
Rank 2	+4 Armor, 1 Special die
Rank 3	+4 Armor, 2 Special dice
Rank 4	+4 Armor, 3 Special dice

Shields Price: Some Coins
A reliable tool for defense.

Rank 0	+1 Armor
Rank 1	+1 Armor
Rank 2	+1 Armor, +1 Shield Bash or Big Shield
Rank 3	+1 Armor, +2 Shield Bash or Big Shield

Food items

Food items include any item that can be consumed to grant Friends a bonus on their next die roll or some other benefit. A single Food item can be consumed at any time, including right before a Friend takes an Action or defends against an attack or spell. Each Food item can only be used once. Each Friend can carry one Food item.

Food items are rank 0 and can be found or purchased once Friends arrive in Yeld.

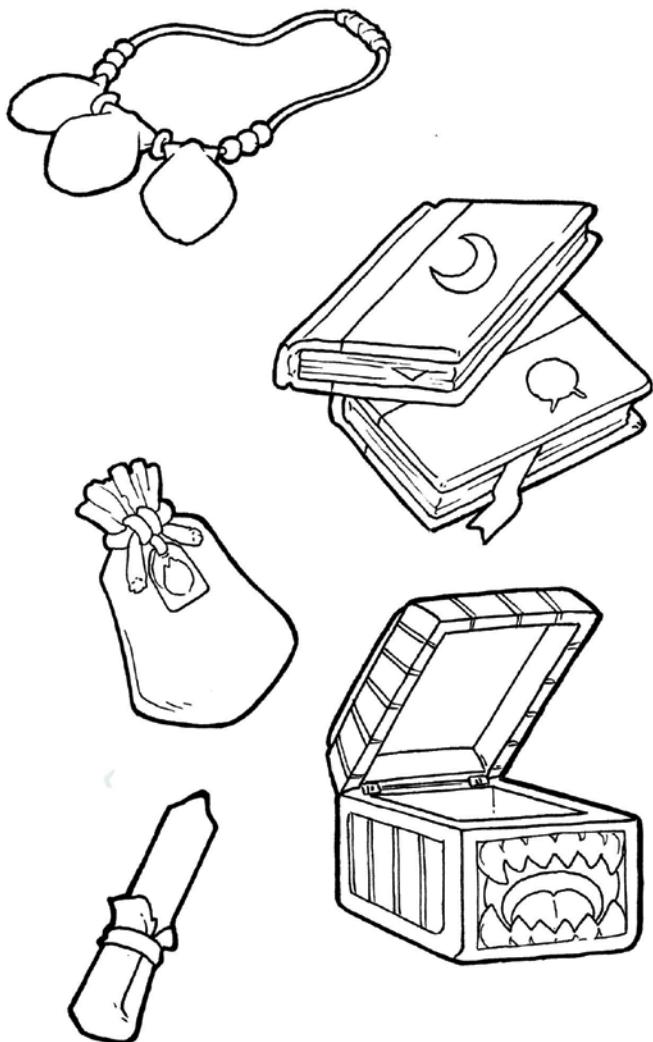
The 4 most common Food items:

Berry Pie +1 Tough on your next roll

Hot Sausage +1 Strong on your next roll

Jerky +1 Brave on your next roll

Sushi +1 Smart on your next roll



Clothes Items

Clothes give Friends Special dice or increase the number of Food items they can carry. Because they are tailored for certain climates and weather or adhere to strict seasonal fashion trends clothes items only provide their benefits during certain seasons. Each Clothes item takes up one of 4 slots: Head, Chest, Arms or Legs (these slots are shared with Armor). Friends can wear up to 4 clothes items.

Clothes items come in 3 ranks:

Rank 1 Clothes can be found after Friends take on Heroic Jobs. They provide 1 Special die or allow Friends to carry 1 extra Food item during a single season.

Rank 2 Clothes can be found after Friends defeat 2 Hunters of Yeld. They provide 1 Special dice or allow Friends to carry 1 extra Food item during 2 seasons.

Rank 3 Clothes can be found after Friends defeat 5 Hunters of Yeld. They provide 1 Special dice or allow Friends to carry 1 extra Food item during 3 seasons

Gear Items

Gear items provide benefits while a Friend holds them in hand. A Friend can carry up to 3 Gear Items, but can only hold two at a time (one in each hand). All Spell Books and Scrolls are Rank 1 Gear Items. Other Gear items provide Special dice, Restore Rolls or Banked Actions.

Rank 1 Gear items can be found after Friends take on Heroic Jobs. They provide 1 Special die, 1 extra Restore Roll each Adventure or allow a Friend to use 1 Free Banked Action each Adventure.

Rank 2 Gear items can be found after Friends defeat 2 Hunters of Yeld. They provide 2 Special dice, 2 extra Restore Rolls each Adventure or allow a Friend to use 2 Free Banked Actions each Adventure (or a combination of those benefits).

Rank 3 Gear items can be found after Friends defeat 3 Hunters of Yeld. They provide 3 Special dice, 3 extra Restore Rolls each Adventure or allow a Friend to use 3 Free Banked Actions each Adventure (or a combination of those benefits).





**YELD
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