


A circular emblem with a light blue-to-white gradient. A sword is positioned vertically through the center. A stylized, blue, metallic-looking letter 'S' is superimposed over the sword's blade.

SEVEN  
SWORDS



## *Between Adventures*


### *Quest and Adventurer Selection*

*At the start of the session, players should consult the Town Card  for a list of available Quests and Townsfolk, and to determine Party Experience Earned by all Adventurers. Players should then discuss and select a Quest. Noting that some Quests require specific Adventurers, players should then select which adventurers to bring on that Quest. As quests are completed, additional quests are Unlocked and will be available in a pool of available quests. (See Special Rules for details)*

### *Quests:*

*Each campaign of Seven Swords is broken up into a series of quests. Victory on a quest (not including Awakening) earns the group one Party Experience Point, and is then marked on the Town Card as Successful. Successful quests may not be repeated, but the experience earned is available to all Adventurers. In case of Defeat or Retreat (see Special rules), check one of the failure boxes on the Town Card. Most quests are designed to be repeated, but defeat on a quest often opens up new knowledge or equipment that will allow the campaign to move forward.*

*The Victory/ Defeat cards often unlock new quests that should be written on the Town Card, and indicated on the Map when they appear. New quests come in an envelope that contains all the new cards, and any special rules for that quest.*

*The Quest Card  will determine how to set up and include the contents of that quest's envelope. Though similar, the Adventure Set Up section on each Quest Card is unique and should be read each time. The Envelopes often contain additional envelopes, that should be opened only when another card tells you to do so.*

*While it is not necessary to complete all the quests, it may become advantageous for a group of characters to go back and complete Quests available to them, especially if they have tried a quest and feel they are vastly unprepared.*

### *Experience:*

*Victory on a quest is rewarded with one Party Experience Earned. Though not all adventurers may be present in a quest, it is assumed they are busy in town performing other tasks and so still share in the experience earned. This Party Experience may then be spent by each character individually on Allies, Path Skills, and Legendary Equipment when they become available. Party Experience Earned is recorded on the Town Card, while Character Experience Spent is recorded on the Adventurer Card.*

*Example: After two party experience has been earned, Eloria the Huntress is chosen to go on the next adventure. Though no player has previously selected her, she still is able to spend these two experience. She decides to select a Path, but chooses to save one of her character experience so that she is able to use it later.*

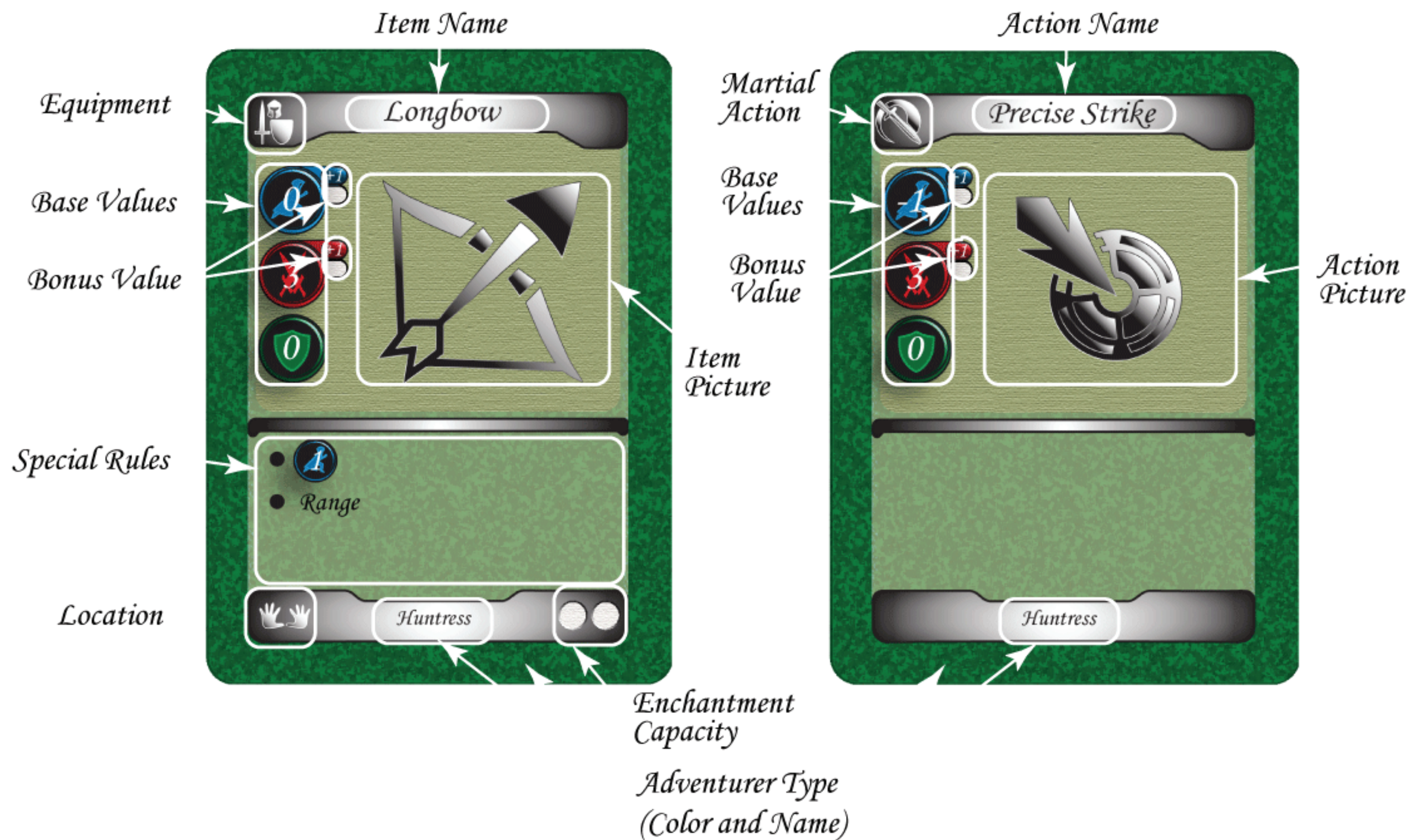


## Allies:

As the Adventurers complete quests and gain experience, they will draw the attention of powerful Allies. It is often helpful to review the benefits of Allies at the start of the Quest as they may provide valuable support. The support these Allies provide can often be improved by progression through the quests or by spending Character Experience. (see Special Rules)

## Adventurer Cards:

All Adventurers start the game with 10 cards available to them. These cards may never be traded away to other players, and represent core skills and familiar equipment that the Adventurer uses. As the game progresses, Adventurers are given opportunities to upgrade these cards, typically by increasing bonus values or by Enchantment. These bonuses are not used in combat resolution until they have been purchased.



## Trading Equipment:

When outside the Quest, adventurers may trade or discard any Common or Magic Items, and then record any such activity on the Adventurer Card and update adventurer decks as appropriate. Note that any Bonus from enchantment, or to Bonus Values remain on the traded item.




## *At the Start of Each Adventure*


### *Adventurer Setup*

*Adventures are set up and often contain unique rules as listed on the back of the Adventure card, and often require a specific Adventurer to participate. This is divided into the following sections:*

### *Adventurer Preparation:*

*Before each quest, consult the back of the Adventurer card  for Additional Cards available to the Adventurer's deck. In addition, consult the Character Experience Spent section to determine any bonuses available from Allies, Paths or other situations. Players may spend any Available Experience (Party Experience Earned - Character Experience Spent = Available Experience) at this time, and makes anything purchased available immediately.*

### *Quest Preparation:*

*At the start of each quest, read the front and back of the Quest Card.  The Adventure Setup Rules determine setup of the game and what obligatory adventurers and cards must be used (if available), what decks to prepare, and any special rules for the Quest. The story on the reverse of the this card will often provide helpful insights into optimal character selection.*

*Finally, put into play the Scenario Card indicated by the Quest Card, and the appropriate 5-7 player card if there are more than 4 Adventurers participating on the quest.*

### *Deck Preparation:*

#### *Monster Enhancement Deck:*

*Shuffle all available Monster Enhancement cards and place these cards face down in a draw pile in the center of the play area.*

#### *The Monster deck:*

*Add all scenario Monsters to the Monster Deck as noted on the Quest Card. Add additional Monsters from those available until there are 4 monsters per player in the Monster Deck. Place these cards face down in a draw pile in the center of the play area.*

#### *The Wound Deck:*

*Shuffle all wound cards available together to create the Wound Deck. Place these cards face down in a draw pile in the center of the play area.*



*Adventurer Decks:* 



Each player selects the deck matching their selected adventurer, and adds any cards indicated in the Additional Cards available section. Shuffle these cards and place them face down in the player's personal play area. Each player then draws 5 cards at the beginning of the game.




*Treasure Deck:* //

Use the Treasure deck setup table to add Common items/Treasure / Legendary items to the treasure deck based on Party Experience and number of players. Shuffle and place these cards face down in a draw pile in the center of the play area. After this deck is created, it should contain 4 cards per player.

Legendary items that have previously been unlocked, but have not been claimed, are those used to fill the Legendary slots when creating this deck. In order to keep these Legendary Items, the player must fulfill any experience or other special requirements. Legendary Items may be traded only when they are first revealed from the Treasure deck.

Finally, in the rare case that no cards of a given type are available, substitute with Common Items.

*Example:* A group of 5 players has earned 4 party experience from completing various quests. The Treasure Deck is constructed by selecting 6 random Common Items  and 14 random Treasure Items  for a total of 20 cards (4 per player)

Treasure Deck Setup  /  / 							
Party Experience	1 player	2 player	3 player	4 player	5 player	6 player	7 player
0	3/1/0	6/2/0	9/3/0	12/4/0	15/5/0	18/6/0	21/7/0
1 <input type="checkbox"/>	2/2/0	4/4/0	7/5/0	9/7/0	12/8/0	15/9/0	18/10/0
2 <input type="checkbox"/>	1/3/0	3/5/0	5/7/0	5/11/0	10/10/0	13/11/0	16/12/0
3 <input type="checkbox"/>	0/4/0	2/6/0	3/9/0	4/12/0	8/12/0	11/13/0	14/14/0
4 <input type="checkbox"/>	0/4/0	1/7/0	2/10/0	3/13/0	6/14/0	9/15/0	12/16/0
5 <input type="checkbox"/>	0/4/0	0/8/0	1/11/0	2/14/0	4/16/0	7/17/0	10/18/0
6 <input type="checkbox"/>	0/4/0	0/8/0	0/12/0	1/15/0	2/18/0	5/19/0	8/20/0
7 <input type="checkbox"/>	0/4/0	0/8/0	0/12/0	0/16/0	0/20/0	3/21/0	6/22/0
8 <input type="checkbox"/>	0/3/1	0/7/1	0/11/1	0/15/1	0/20/0	1/23/0	4/24/0
9 <input type="checkbox"/>	0/2/2	0/6/2	0/10/2	0/14/2	0/19/1	0/24/0	2/26/0
10 <input type="checkbox"/>	0/1/3	0/5/3	0/9/3	0/13/3	0/18/2	0/23/1	0/28/0
11 <input type="checkbox"/>	0/0/4	0/4/4	0/8/4	0/12/4	0/17/3	0/22/2	0/27/1









## *Adventure Rules and Turn Order*


*Each Game turn is divided into 6 phases as follows:*






### *Phase 1 : Prepare*

*Adventurers put equipment and actions into play to aid them in combat. Note that Equipment (including Stacking and Augmenting cards) **remains in play** until the player discards it, or it is replaced by a piece of equipment in a subsequent Prepare phase. Actions cannot be Stacked or Augmented and **are discarded** at the end of the turn.*



**Equip:** *A Player may put any Equipment  in their hand directly into play with the limitations that only one piece of armor  may be worn, and only 2 hands  worth of equipment may be played. Additionally up to 3 other items may be worn (generally not counting as cards in play) The items provide their indicated Speed  Offense  and Defense  values toward Combat Resolution.*

**Stacking:** *A player may stack Equipment cards with a matched picture by placing them face up under a previously Equipped item. This may be done once per equipped item, and doubles only the Base Value (both positive or negative) of the equipped item.*

**Augmentation:** *Some items may be augmented with other magical items. Any item with a Magic  symbol may be placed face down under an item that has the Augmentation ability. The augmentation bonus is given each time this is done, up to the augmentation level indicated on the card.*

**Actions:** *A Player may normally select one action (either a Martial Action  or Spell Action ) which represents a technique that the adventurer will use during the upcoming combat resolution. All actions add their Speed  Offense  and Defense  values to combat resolution. Alternately a player that does not play any actions will Rest automatically (healing a wound at the end of the turn ) in Phase 3: Wound Resolution.*

**Healing Effects:** *As the last part of Phase 1: Prepare, any Healing effects on cards in play or on actions played during this phase resolve now. Adventurers may heal themselves or any other adventurer with healing, and may target any wound. Monsters may only heal themselves and all wounds that monsters heal are selected randomly unless otherwise noted. If a Wound Card is discarded before combat, its penalty does not apply toward combat resolution.*




**Healing 1:** *This form of healing can heal any Single  wound. The Wound Card is discarded and any penalties that were present are removed. If instead Healing 1 is used on a Double Wound  a new Wound Card is drawn to replace the first. Note: this can be another double wound card.*

**Healing 2:** *This rare and powerful form of healing allows any Wound Card to be discarded and is extremely powerful as it will fully remove even a double wound.*



## Phase 2: Combat Resolution

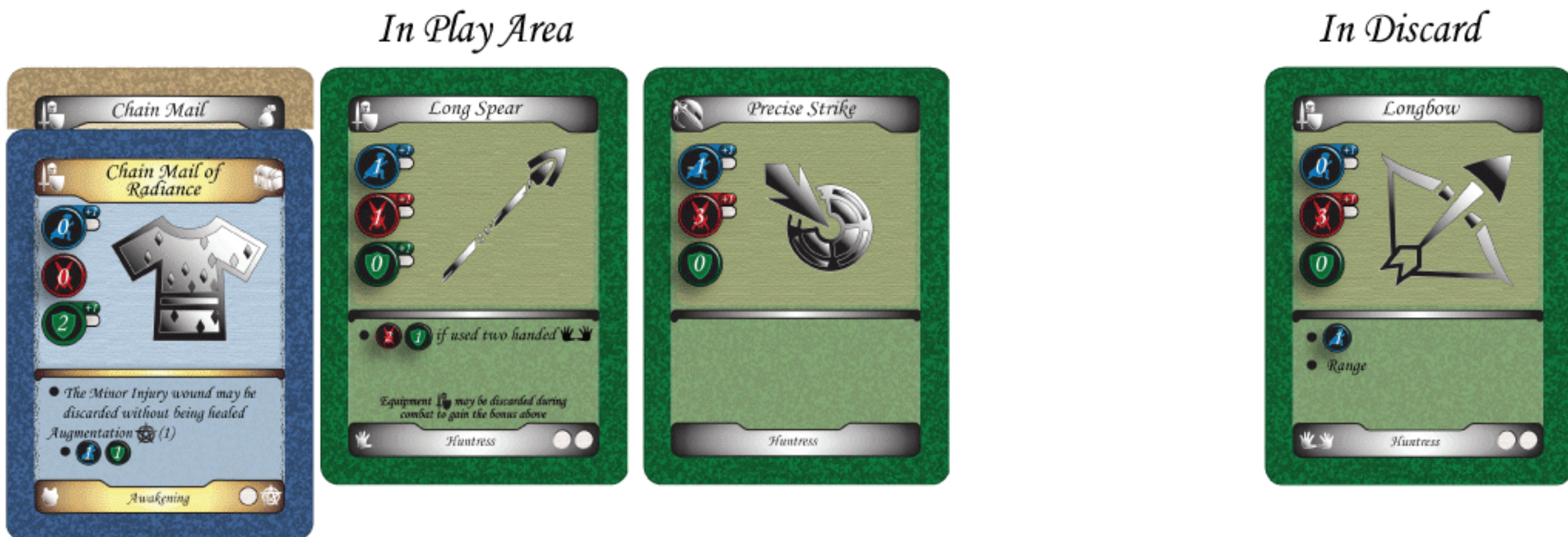
**Distribute Monsters:** Deal one random monster to each Adventurer from the Monster Deck. When the Draw deck is depleted, shuffle any monsters that were not previously defeated into a new draw pile. When there are not enough Monsters to distribute one to each player, consult the Adventure card.

**Calculate Values:** Each player adds all bonuses and penalties from all sources (Equipment, Actions, Skills, Wounds, Injuries, etc) to find their combat resolution scores for Speed  Offense  and Defense  and tracks these scores. Any bonuses from other players may be applied here, or reserved to add these bonuses later.

Monster add all bonuses and penalties from all sources available to them. (Monster cards, Monster Enhancements, Scenario Cards, etc.)

### Example: Phase 1

Eloria's draw includes base deck's Chain Mail, Long Spear, Longbow, Chain Mail of Radiance, and the Precise Strike action. She Equips the Chain Mail of Radiance, and Stacks the Chain Mail underneath it. (This doubles the base scores on the chain Mail of Radiance.) She then decides to Equip the Long Spear, and Discards the Longbow. This allows her the option of equipping a second weapon or shield on a subsequent turn. Finally, she plays the Precise Strike action to add to combat resolution.



### Example: Phase 2

Eloria's combat Values are:

$$\text{0} \text{ Total} = \text{1} \text{ Long Spear} + \text{1} \text{ Precise Strike}$$

$$\text{6} \text{ Total} = \text{3} \text{ Long Spear} + \text{3} \text{ Precise Strike}$$

$$\text{5} \text{ Total} = \text{4} \text{ Chain Mail of Radiance} + \text{1} \text{ Long Spear}$$

Note that the Stacked Chainmail Doubles the Base Values on the card and the Long Spear is used two handed to achieve the combat Values above.



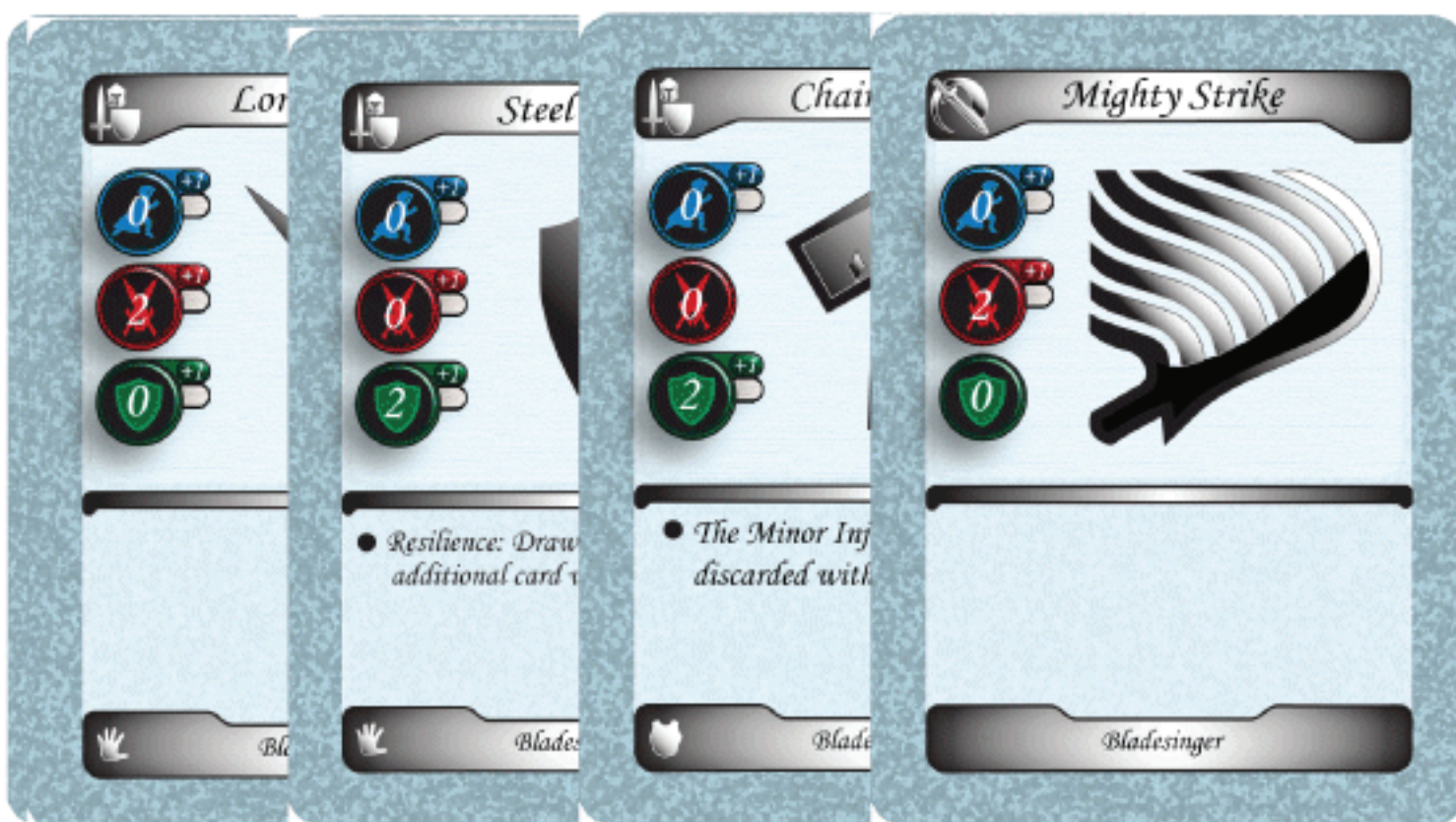
## Resolving Hits and Assigning Wounds:

**Normal Attacks:** Compare Speed values. The combatant with the greater Speed adds the difference in speed to their Offense value. If this Offense value + speed difference is **greater** than the opponents Defense value, a Wound Card is Drawn and given to the slower combatant.

Next, the slower combatant compares their Offense value to their opponents Defense value. If this Offense value is greater than their opponent's Defense value, a Wound Card is also given to the faster combatant. Note: New Wounds Cards do not come into effect until Phase 3: Wound Resolution

**Preemptive Attacks:** If a Wound is scored by the faster combatant and they have a Ranged attack, the slower combatant must also have Range, or they lose their opportunity to attack entirely. In this way, a high speed combatant that also has Range can attack without being injured regardless of their defense.

**Wounding Attacks:** These wounds bypass defense entirely and are resolved in addition to the Normal attack. The Wound from a Wounding attack can only be avoided by a Preemptive Attack, or by being immune to Wounding.



Example:

The Bladesinger has Equipped the Longsword, Steel Shield, Chain Mail and is using the Mighty Strike Action. The Bladesinger adds all scores from equipment and has Combat Resolution values of

The Bandit King adds the values on his card to those of the Monster enhancement in play and has a Combat Value of






The Bandit King has the greater speed, and adds his Offense value (4) to the difference in speed (2):  $4 + 2 = 6$  This is compared to the Defense of the Bladesinger (4) and a wound is scored.  $6 > 4 = \text{wound}$

Normally the Bladesinger would strike back and would injure the Bandit King. Offense value of 4 compared to defense value of 2.  $4 > 2 = \text{wound}$ . But because the Bandit King has Range, and the Bladesinger does not, the Bladesinger loses his attack.

The Bladesinger draws a Wound card for being injured. Because the Bladesinger's Steel Shield has Resilience, he draws a second wound card, and selects one of these Wound cards to discard.



### **Phase 3: Wound Resolution**

**Wounds on Adventurers:** Wound Cards often cause a Single Wound  but rarely cause a Double Wound . If an adventurer is Resting (played no actions this turn) or Regenerating (regaining one wound at the end of the turn) one wound may be healed as per Healing 1 (see Phase 1) This will often be the only way for a highly wounded adventurer to survive in dire circumstances from round to round until they can be healed. Normally an Adventurer that has any combination of three  at the end of their turn is Defeated. (See special Rules)

**Wounds on Monsters:** Most monsters can only take a single wound before being defeated. Most monsters that would normally gain a wound card are instead defeated, and put in a defeated monster stack.

**Regenerating Monsters and Monsters with Multiple wounds:** In rare circumstances monsters can regenerate or take multiple wounds. In this case, give the monster a Wound Card from the draw deck. A monster that is wounded but not defeated is placed with other undefeated monsters.

### **Phase 4: Treasure**


**Gaining Treasure:** An adventurer that defeats a monster in wound resolution may draw a card from the treasure deck. This card may be put on top of the Adventurer's deck to be drawn at the end of the round, or discarded into any adventurer's discard pile with their permission, including their own.

### **Phase 5: Discarding and Drawing Cards**

**Discarding:** A Player may discard any Equipped card (including with it any Stacked cards or Augmentations) at the end of the round. This discard may allow the player to draw more cards during Phase 5. Players must discard any actions played, and any remaining cards that were not played from their hand.

**Drawing Cards:** Players normally draws 5 cards, less any Equipment they have in play. Note: Stacked Cards, Augmenting cards and some Equipment cards do not count as cards in play. If an Adventurer's draw deck is ever depleted, shuffle any discarded cards and form a new draw deck.

### **Phase 6: Fortify Monsters:**

**Monster Enhancement:**  At the end of the turn, count the cards in the defeated monster stack. When one monster per player has been defeated, set these aside, add a Monster Enhancement into play, and start the count over. The effects from monster enhancements are cumulative, and stack with the Scenario Card.

*Example:*

There are 4 players Playing a Quest. When the 4th, 8th, and 12th monsters are defeated, a Monster Enhancement card is added to the play area, and the monsters grow stronger each time. A fourth Monster Enhancement



## Monster Lords:


Monster Lords are unique to each quest and are generally spawned when there are not enough monsters available to distribute 1 to each player. After reading the monster lord card, Spawn the Monster Lord and proceed immediately to the fight with the Monster Lord.

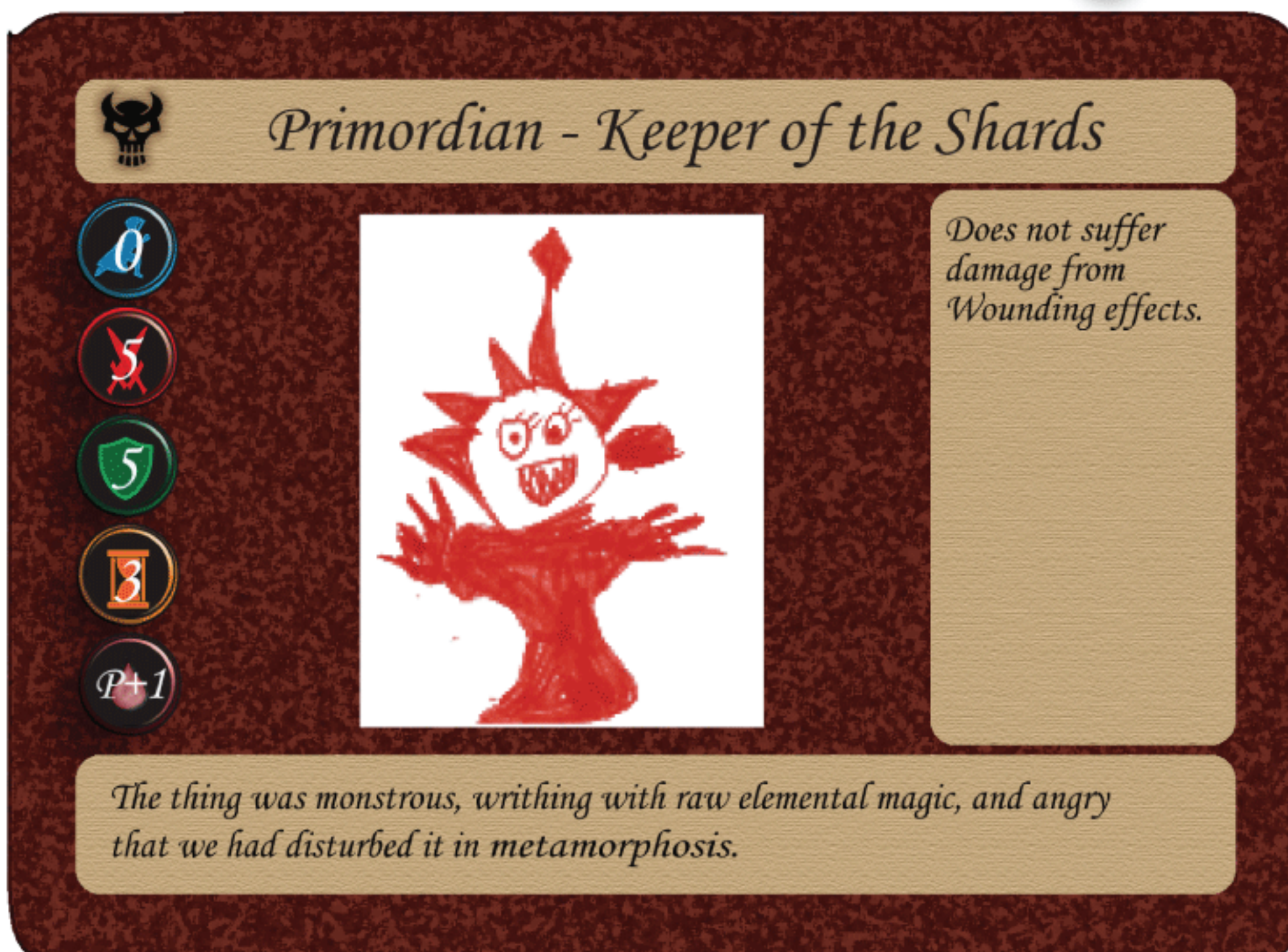
Monster Lords fight similarly to other monsters but have the following additional rules:

**Time Limit:** Once a Monster lord is spawned, the Adventurers have a maximum number of turns to defeat it described on the monster lord card. If the monster lord is not defeated before the time limit is reached, the Quest ends in Defeat.

**Combat Values:** Each adventurer calculates their combat value individually against the Monster Lord (including any bonuses from the scenario and monster enhancements) and determines both if they score a wound or are wounded by the Monster Lord.

**Wounds:** Monster Lords have multiple wounds which are indicated on their card and adjusted by the number of Players (P) that started the game. When a wound is scored on the Monster Lord, a wound card is drawn and placed next to it. Accumulated wounds affect the statistics of the Monster Lord, and reduce its combat value in subsequent turns. When the total number of wounds accumulated equals or exceeds the wounds on the Monster Lord, it is defeated and the Quest ends in Victory.

Example: Eloria, Magnus, and Jannus are fighting Primordion Keeper of the Shards. After the first round of combat, Eloria and Magnus have scored a wound on Primordion. Drawing Two Wound Cards, (Hobbled and Marked) Primordion will fight the next round of combat with  and one wound remaining  $(P+1) - 3 = 1$



**Primordion - Keeper of the Shards**

Does not suffer damage from Wounding effects.

The thing was monstrous, writhing with raw elemental magic, and angry that we had disturbed it in metamorphosis.

Attributes: 0, 5, 5, 3, P+1



**Hobbled**

2, 0, 0

**Marked**

1, 0, 0

Counts as 2 wounds

The Great Tower



## **Game Resolution:**

*When a Quest has ended in Victory, Defeat or Retreat, players perform Game Resolution.*

**Tithe:** *First, pool all treasure, common, and legendary items in the center of the play area.*

**Common Items:** *Any Common items may be recorded, redistributed, or discarded at the discretion of the players.*

**Treasure Items:** *Select and discard one treasure card for each of the following:*

*Each participating Adventurer that started the Quest*

*Each point of Party Experience Earned*

*Each hero that was Defeated in the game*

**Legendary Items:** *Any Legendary Items that were gained from the treasure deck during the adventure may be purchased for 1 Character Experience Point, or otherwise must be discarded.*

### **Record:**

*Any remaining Equipment or Actions may be distributed to any Adventurer and Recorded on the Adventurer's Card for use in future games provided the Adventurers Card has enough room left in the Additional Cards area. Recorded Cards should be set aside and stored with the character, and should not be used in the construction of future treasure decks until they are discarded.*

#### **Example:**

*At the end of the Quest, a group of 4 Adventurers defeat a monster Lord and earn 1 party experience bringing their total experience to 4. During the quest, one of them was Defeated, but they gained a total of 14 Treasure Cards and 4 Common items.*

*When they return to Ander to resupply and get healed they pay:*

*1 Treasure per player = 4 Treasure Cards*

*1 Treasure for each Party Experience Earned = 4 Treasure Cards*

*1 Treasure for their fallen Adventurer = 1 Treasure Card*

*14 gained - 9 Tithed = 5 to Distribute and Record*

*Adventurers may keep and Record any number of Common items gained, and have 5 new Treasure cards to distribute and Record.*



## *Special Rules*

**Allies:** *As the game progresses the adventurers will attract the attention of powerful allies from the town that assist them on their quests. Generally the townspeople becomes available at the end of the quest and can be raised one or more levels. If a Character Experience cost is associated with the townspeople, each adventurer must spend the Character Experience individually to use higher levels associated with those townspeople.*

**Paths:** *When Paths become available, (through the Mystic) indicate the Path selected by writing it on the character card and spending the appropriate experience. A Path may only be selected if its card is available and adds the bonus indicated by the level purchased.*

*While it is possible for a single adventurer to select multiple paths, the pool of paths available to other adventurers will be reduced. When a level III path is selected the player chooses which side of the path will be chosen for the adventurer for the remainder of the campaign, and the level I-II card becomes once again available to other adventurers.*

### *Path Costs:*

*Level I > 1 Character Experience Point*

*Level II > 2 Character Experience Points*

*Level III > 4 Character Experience Points*

**Upgrades:** *When Upgrades become available, (through Smithy and Veteran Adventurers) indicate the Upgrade selected by checking one of the Bonus boxes on the equipment or action card being upgraded. Some Items may be upgraded multiple times, by selecting a different box on the card. Upgrades add to the combat resolution score, but are never doubled by Stacking, Augmentation or Path Skills unless they are specifically mentioned.*






**Enchantment:** *When Enchantment becomes available, (through the Enchanter) indicate the Enchantment by drawing a star in the Enchantment Capacity section of the Equipment Card. Enchantment may only be performed on any non-magical piece of equipment (○○), until Enchanter II has been purchased by an adventurer. Once Enchanter II has been purchased, that adventurer may Enchant any item by spending one Character Experience point.*



**Defeated Adventurers:** When an adventurer is defeated, that adventurer is removed from play for the remainder of this adventure. Additionally, one Treasure is discarded during the Tithe section of Game Resolution. Finally, any adventurer that is defeated gains a random Permanent Injury. An Adventurer may suffer two permanent injuries, but is retired when they either receive a third permanent injury or when they suffer the same Permanent Injury a second time. When an Adventurer is Defeated the group is given the choice to keep going or to Retreat.

**Retreat:** Sometimes an adventure will turn sour. Either one or more adventurers will fall in battle or the group will just decide things are going too poorly to continue. Players may decide to end the Quest immediately. In this case, go immediately to Game Resolution. No additional treasure is gained or lost from the treasure pool, and the Quest Victory/Defeat card is not resolved or read.

**Unlocking Quests:** At the end of most of the quests, additional quests will become available. When a Quest becomes **Unlocked** the following things occur after opening the quest envelope.

- Any Treasure  Monster  Wound  and Enhancement  cards are added to the pool of available cards when constructing those decks.
- The Quest is written onto the Town Card and added to the Map, and the Quest  card is added to the pool of available quests.
- Monster Lord cards, Victory/Defeat cards, and Reward Envelopes should be set aside and revealed when they are called upon.



## Your First Game: Setup


### Adventurer Preparation

Each player selects one of the seven Adventurer cards  and takes their corresponding deck of cards, indicated by color.

### Quest Preparation

Players read the front of the “Awakening” quest and then set up decks as follows:

### Deck Preparation



Monster deck: 

Shuffle all available monster cards together and then create a deck of cards that contains four monsters per player. Add additional Monsters from those available until there are 4 monsters per player in the Monster Deck. Place these cards face down in a draw pile in the center of the play area.

Wound Deck: 


Shuffle all available wound cards together to create the wound deck. Place these cards face down in a draw pile in the center of the play area.

Treasure Deck:

Instead of using the treasure deck table, set up the Treasure deck by randomly drawing one treasure card  per player and three common items  per player, shuffle these together and place them face down in the center of the play area.

Adventurer Decks:

Each Player shuffles their Adventurer deck, and places it face down in the player’s personal play area. Each player then draws 5 cards at the beginning of the game.

Play then proceeds as described in  Adventure Rules and Turn Order section (Page 6-9) following the rules for Phases 1-5.

## Symbol Reference



Speed



Martial Action



Treasure Item



Affects Self



Magical



Offense



Spell Action



Legendary Item



Affects Others



Magical \*



Defense



Equipment



Worn



Affects Others/Self



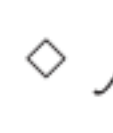
Wounds



Path



1 Handed



Affects Opponents



Turns



Common Item



2 Handed



Non Magical

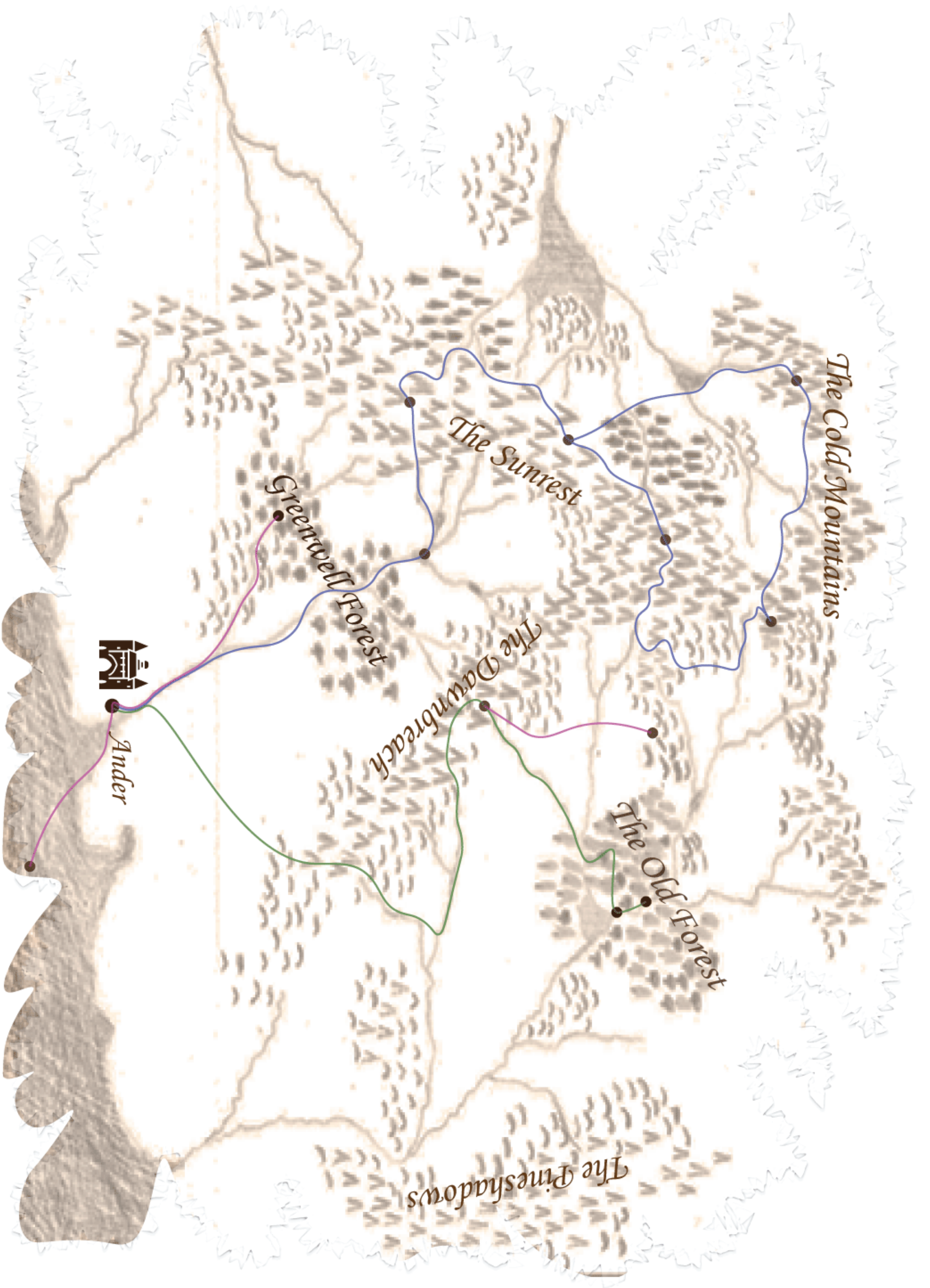


"I" ... it's a word people use when they talk about themselves, but its still something I need to get accustomed to. It is really difficult to even know when it first started, when I figured it out. I have been serving others for so long that it never really came to me to think about my own existence.

The "I" came much later than other things. Sound first, then light, then pain. Pain... That amazing sensation. That part of life that makes awareness of the self possible. Then came thought, language, sight, magic. Magic... awareness of the thing that makes you possible seems like it should be first, but its buried past many layers of perception.

Before I came to understand the concept of self, I was a servant. I was an object whose existence served others but had no other reason to exist. Time and magic changed that. Time, measured in millennia, and magic flowing across the world, shaping it and being shaped by it. Here since the beginning of the world, much older than I, but as far as I know, I am the oldest living thing. But there are stories of other things, and my suspicion is perhaps the Seven Swords are among them.





*The Cold Mountains*

*The Sunrest*

*Greenwell Forest*

*The Dawnbreach*

*The Old Forest*

*The Pineshadows*



*Ander*