

The Elder Scrolls V

SKYRIM®



THE ADVENTURE GAME
TUTORIAL

 Bethesda®

MÖDIPHIUS®
ENTERTAINMENT



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ABOUT THIS BOOK

This is the Tutorial for The Elder Scrolls V: Skyrim The Adventure Game. This book does not contain rules explanations, but will reference specific pages in the Rulebook when necessary.

You can start playing the Tutorial mission without reading the rules; the Tutorial will prompt you to read specific sections of the Rulebook when you need to. However, we recommend that you read through the Rulebook first. If you don't want to play the Tutorial, you can just flip this booklet to find the Scenario book and start playing the first Chapter of the first Campaign.

TUTORIAL MISSION

"Moivva Karnai, a servant of two masters. She obeys the commands of the Thalmor, the armed forces of the Aldmeri Dominion, and acts as their hands in Skyrim. But she also obeys me. For now, our goals are aligned but... how long will that last?"

Welcome to the Tutorial of The Elder Scrolls V: Skyrim The Adventure Game. Here, you'll learn the basic mechanics of the game and discover a little about the world. When playing

the game, you will draw random cards and roll dice; for the purposes of this Tutorial we will often ask you to find certain cards and set the dice to specific results, so it's easier to understand how everything works. This tutorial is a one player experience that you can go through on your own, or with your friends. It should only take between 20 and 30 minutes and will help make the whole gaming experience more rewarding.

Let's start with setting up the game.

COMPONENTS AND SETUP



Tutorial deck
Each card is marked "Tutorial"



Equipment deck



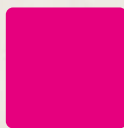
Character cards deck



Mudcrab and Bear cards
from the Animal (🐾) deck



All Skill Test dice



1 Enemy die



1 Khajiit player figure



Basic treasure
(📦) deck



Soul Gem (💎)
components



Plant (🌿)
components



Gold (👑)
components



Experience (🔮)
components



Threat (👁️)
tokens



Quest (🔱)
Markers

Once you've got the game board and Character Board set up (check the Rulebook, pages 6–10), do the following:

- ◆ Take the Khajiit card from the Character deck
- ◆ Take the Hide Armor and the Iron Dagger from the Equipment deck
- ◆ Take all the cards marked Tutorial
- ◆ Place the Tutorial Event cards on the Event deck space on the board and place all other Tutorial cards within reach
- ◆ Sort the Event cards so the first one you'll draw is T1, then T2, then T3 and finally T4
- ◆ Draw card T5 - this is a Main Quest; Quests are tasks that can be completed during the chapter (see Rulebook page 20 for more details)
- ◆ On the front of the card, you will find a line; read until you reach that line for information about your quest
- ◆ The line will indicate a specific location on the Gameboard; when you arrive at that location, the text below the line will give you further instructions
- ◆ Part of the text in the Main Quest is written in red; this is flavor text and in this case indicates that a Daedric Prince is speaking
- ◆ Place one of your colored Quest Markers (◆) in the location specified on the card; In this case: the Cave (◆) in Whiterun
- ◆ Place the Khajiit Player Figure in Whiterun

Quest Markers (◆) help you quickly find where to go on the game board. They are sometimes used for other purposes, like tracking progress during a Quest. These markers can either be colored (meaning the marker belongs to a specific player) or grey (meaning they are meant for any player who reaches that space on the Gameboard.) Once a player moves onto a Quest Marker (◆), and resolves their Quest there, the Quest Marker (◆) is removed from the game board.

Failing Main Quests may lead to negative consequences for your character's future. There are other types of Quests we will cover later.



FIRST GAME TURN

You start every turn by drawing an Event card. These cards indicate global events that happen in the world.

- ◆ Draw an Event card — T1 - Troll Threat — and read it
- ◆ Place a grey  in the Mine () in Hjaalmarch
- ◆ Place the Event card T1 (Troll Threat) in a World Quest slot on the game board (top of the board)

The Event card is a World Quest. Like Main Quests, these will give you a task to complete. Unlike Main Quests, World Quests can be completed by any player. Most Event cards will add Threat tokens () , these represent increasing chaos and disarray in the world. Every time a card prompts you to add a Threat token, you will choose to place it on either:

- ◆ A card with a Threat limit on the top right corner
- ◆ The Stronghold Chart on the top of the game board

Adding Threat tokens to the Stronghold Chart will Degrade the Strongholds, adding negative effects to each of them.

Take the Threat token that the Event card gives you and place it on the World Quest. After drawing an Event and resolving any additional game effects, players move on the game board. Each player can move 4 spaces, using the roads on the map to move from one space to another. Strongholds, Dungeons and Wilderness areas () are represented by diamond shaped spaces on the game board.

- ◆ Move to the Cave () in Whiterun

It's time to face the first Main Quest. Once you've reached the destination in the card (the Cave in Whiterun), read past the line. At the end of the card, you will see the Objective: "Clear 1 .

 This means that you'll have to explore the Dungeon and finish it to succeed in this Quest.

If you move to a Dungeon during your turn, you can explore it as your action for the turn. In this case, doing so also completes the Main Quest, so this action serves two purposes at the same time.

THE DRAW CARD () ICON

The  icon will often appear during the game and means "draw". For example, if a card includes the line " 100", you should draw card 100. If card 100 is not in the numbered deck, you would then need to draw the next card, in this case card 101. If card 101 is not present, you would need to draw card 102, and so on.

Some cards include the  icon. This means that you get to draw an additional card, and choose from the cards you just drew. For example, if you are prompted to  a treasure card () , you would draw 2 cards and select one of them to keep, return the other one to the treasure deck and shuffle it.

THREAT LIMIT

Most Quests have a Threat Limit, which means they can take Threat tokens. Once a Quest has as many Threat tokens as the number in the Threat Limit, the Quest is failed. In that case, flip the card and read the failure section (on World Quests, the Failure section is at the bottom of the card).

You would normally draw random enemies depending on the Chapter you are playing but, in this case, find the Mudcrab and the Bear in the Animal () deck.

- ◆ Find the Mudcrab in the Animal Dungeon deck, and place it face up next to the game board
- ◆ Find the Bear in the Animal Dungeon deck, and place it face down to the right of the Mudcrab
- ◆ Place a Red Armor cube on the second slot of the Mudcrab card's Armor track

Players begin combat with the "Sneak, Awareness, Ambush" phase (explained in full on page 25 of the Rulebook.)

Any player can choose to Sneak up on an enemy, as long as they are not wearing a Heavy Armor or using a Spell to do so. Moivva has Light Armor and a Dagger equipped, so she can Sneak.

Dice rolls in the game are called Skill Tests. In Skill Tests, you roll 3 Skill Test dice, plus an additional die if you've learnt the specific Skill. In this case, the Skill is Sneak, so Moivva would roll 3 dice. However, Moivva's equipment gives her bonuses to Sneak. The Hide Armor and Dagger both give her "Sneak (1)." This means that you gain an additional die for each item. Finally, the Khajiit character card says: "Once per turn you can spend 1 Health point to gain an additional Sneak die in Combat." This is as good a time as any to use this ability. Move the Health () cube on your Health track one slot to the left, indicating that you've lost that health.

Moivva will therefore test Sneak with six dice (the base three, two for her equipment, and one for her ability.)

SKILL TEST DICE

Each Skill Test die consists of three different symbols: a Circle () a Triangle () and a Diamond () Depending on which symbol and how many of it you're required to roll, the Skill Test will be easier or harder. Each die has 3 circles (50% chance), 2 triangles (33% chance) and 1 diamond (16% chance.)

DUNGEON SETUP

Each Chapter of the game has its own Dungeon Challenge card. This indicates which enemies the player will face when exploring different types of dungeons. In this case, you will not use a Dungeon Challenge card; instead you will face two Animal enemies.

The Mudcrab card has "Sneak: 1  ( is the Circle icon on the Skill Test dice.) This is the Mudcrab's overall awareness, and this is used as the difficulty of the Sneak roll. If you manage to beat that difficulty with your six dice, you'll succeed.

◆ Roll 6 Skill Test dice

For the tutorial, set every die to the . Moivva is an expert infiltrator, and her Sneak skills are the stuff of legends. Because you rolled equal or higher (in this case higher) than the Mudcrab's Sneak difficulty, the Skill test is a success!

When a Sneak succeeds, you can choose any attack from your equipped weapon, and resolve it.

On your Dagger card, you can find two different attacks: Swing and Stab. Attacks in The Elder Scrolls V: Skyrim The Adventure Game usually have a cost. Each time you attack, you pay the cost before you make the attack. To the right of the attack, you will see the damage you will deal. Swing deals 1 light damage () and Stab deals 2 light damage. Also, in the Sneak line of the Iron Dagger, you can see that Sneak attacks deal double damage.

As the Mudcrab only has 2 points of heavy armor () you can instantly defeat it by using your Stab attack — 2 light damage () times 2.

ARMOR TRACK

Enemy cards have a bar on the left side. This indicates the enemy's Armor. Enemies don't have a health track; all the damage they take is applied to their Armor. Once all their Armor is reduced to zero, the enemy is defeated.

◆ Spend 1 point of Stamina to Attack by moving the Stamina () cube on your Stamina track one slot to the left

◆ Remove the heavy armor token () from the Mudcrab card

After defeating an enemy, you reap your rewards. These are listed at the bottom of the Enemy card. The first reward is the experience gained. All players involved in the Combat gain this reward. In this case, Moivva gains 1 Experience ()

◆ Take 1 Experience () token and place it on its slot on your Character board

The Mudcrab doesn't have any additional rewards, so now you can go on and face your next enemy. After completing any Encounter within a Dungeon, and before starting the next one, Characters replenish their Magicka () and Stamina () completely. Health () is not recovered.

◆ Recover the point of Stamina () you spent

◆ Flip the second Dungeon card (the Bear) face up

◆ Place a Yellow Armor cube on the fourth slot of the Bear card's Armor track

Time to face the second enemy. A Bear. This is a tougher foe, so Moivva will have to make a real effort this time.

We start again by Sneaking. Most Innate abilities on character cards can only be used once per Game Turn, and Moivva already used her Khajiit innate ability this turn against the Mudcrab, so she will only be rolling 5 Skill Test dice. The Bear has a Sneak difficulty of 3 () which is significantly better than the Mudcrab. Let's hope Moivva lives up to her reputation.

◆ Roll 5 Skill Test dice

Again, we will set the dice to the result we need. In this case, we'll set 2 dice to  and the remaining 3 dice will be set to . It was very close, but Moivva failed. The Bear wakes up before Moivva can strike.

DAMAGE TO ENEMIES

When attacking an enemy, you compare your damage with the enemy Armor. If the color matches, the damage is reduced by the Armor value. For example, if you deal 5 heavy damage () to an enemy with 3 heavy armor () you would only deal 2 damage. That damage is taken from the enemy Armor of the corresponding color. If the enemy's Armor would block your attack entirely, the Armor track is still always reduced by 1. If the enemy doesn't have an Armor track that matches the color of your damage, the enemy takes the full damage to an Armor track of the player's choice. For example, if the enemy has 3 heavy armor () and 2 light armor () and the player deals 5 magic damage () they can choose whether to reduce the Red or the Yellow damage to zero. Any remaining damage is lost.

During Combat, after the Sneak, Awareness, Ambush Phase, each turn starts with the enemy action. To do this, roll the Enemy Die.

◆ Roll the Enemy Die

The result of the die tells you which action the enemy will use. The enemy card contains a list of attacks; some of them have more than one icon listed. If any of the icons listed in an attack is rolled, the enemy will take that action. For example, if the Skull () and the Axe () icon are listed in their Swing attack, rolling either of these icons will result in the enemy using that action.

For now, set the enemy die to the  side. This means that the bear will attack Moivva using its Crush attack. The damage on the right side of the Crush action is 2 . As Moivva only has 2 , she will suffer the full damage of the attack.

Right now, your health is nearly full, so you can afford to suffer some damage. Slide your Health cube two slots to the left to represent that damage.

Now, you'll attack your enemy.

◆ Choose an action from your Iron Dagger card

Let's start with the Stab attack. First, spend 1 point of Stamina (👤) by sliding your Stamina cube one slot to the left. Then roll a Skill Test. In this case, the One-Handed Skill would give you an additional die but, alas, Moivva hasn't quite mastered this Skill yet, so you'll only roll 3 Skill Test dice.

◆ Roll 3 Skill Test dice

We'll set the roll to 3 🌀. The difficulty of the Stab action is 1 Triangle (🔺) icon, so the attack is failed. Still, not all hope is lost. Most Skill Tests — and all Combat Skill Tests with the exception of Sneaking — allow you to Push. When you Push, you spend 1 resource (in Combat: 1 👤 unless attacking with a Spell, in which case it's 1 🌀) to roll an additional die. At the beginning of the game you can do this only twice per Combat Round (listed at the top of your character card.) As you level up you'll be able to Push more times each Round.

◆ Spend 1 Stamina (👤) and roll 1 Skill Test die

We'll set the die to 🔺. Moivva pushed through the challenge, and succeeded. The Stab attack deals 2 light damage (🔥), but the Bear has 4 light armor (🛡️). Because the enemy always takes at least 1 damage, the enemy armor is reduced by 1 point.

◆ Slide the Enemy's light armor (🛡️) one slot downwards

This ends the first Combat Round. Let's start the second Combat Round with the Bear attacking.

◆ Roll the Enemy Die

Set the result to a blank, meaning the bear will miss its attack on Moivva. We'll try the Swing action now. The advantage of this action is that it doesn't cost any Stamina, but succeeding is far more difficult, and the damage is lower.

◆ Roll 3 Skill Test dice

Let's set the result to 3 🌀, an absolutely epic roll. Rolling additional 🌀 doesn't change the effect of the attack; the Skill Test roll only determines whether you succeed or fail the attack.

◆ Reduce the Enemy Armor by 1 point

Now we start the third Combat Round.

◆ Roll the Enemy Die

This time, we'll set the result to a 🦴 icon. We check the enemy card, and see that the Bear will Maul Moivva. The damage for the Maul action is 3 🦴. Moivva only has 2 🛡️, so she would be seriously injured by this attack.

When an enemy attacks, the player suffering the attack can choose to attempt a Defensive action, instead of attacking. Defensive Actions are easy to spot on equipment cards: they look like attacks, but have no damage or any special effects attached to them. If you check the Iron Dagger card, you'll find the Dodge action. This action doesn't have any Skill attached to it, so just roll 3 Skill Test dice, against a difficulty of 1 🌀 icon.

◆ Spend 1 Stamina (👤) point

◆ Roll 3 Skill Test dice

Set the dice to 3 🌀. Moivva successfully dodges the Bear's attack! When a Defensive action succeeds, the enemy attack is cancelled, even though the player forsakes their own attack.

We could keep on playing Combat Rounds until either the Bear or Moivva is dead. Instead, by the grace of our Daedric masters, the Bear will just drop dead.

◆ Remove the Yellow Armor cube from the Bear card

The Bear has been defeated, time to reap the rewards. Defeating the Bear gives you 1 Experience point (🎲).

◆ Take 1 Experience (🎲) token and place it on its space on the Character Board

The defeated Bear also has a choice of two different rewards: a Basic Treasure (📖) or a Plant Component (🌿). For now, take the Plant Component.

◆ Take 1 Plant (🌿) Component

We have completed a Dungeon. Each time a Dungeon is completed, the player dealing the killing blow gains a Basic Treasure (📖). In the game, you would draw a random card. In this case, however, we'll take a specific card.

◆ Find the card "Jester's Gloves" from the Basic Treasure (📖) deck, take it and place it on the ○ slot on the Character Board

The Jester's Gloves will give Moivva a bonus to her Sneak, making her even more of a world renowned master of disguise and concealment. Completing a Cave Dungeon at this point serves another purpose: Moivva completes her Main Quest! Flip the Main Quest card, and read the Success section. Once you've taken your rewards (3 🎲), keep reading the back of the card.

At the bottom of the card, you'll be given a choice: either you follow the orders of your Thalmor masters, or you follow the directives of your Daedric Prince. Choose to side with the Thalmor, which will not make your Daedric Prince happy. This choice will prompt you to draw another Main Quest (card T6.) Read until you reach the line.

You'll see that the next part of your Main Quest takes place in Windhelm. Having completed the original Main Quest, you can now remove your colored Quest Marker from the board, and place it on Windhelm, where the next Main Quest will take place.

At the end of each Game Turn, all players restore all their Health (🩸), Stamina (🌿) and Magicka (🌀).

This completes the first Game Turn of the Tutorial.

COMPONENTS

There are three types of Components: Plants (🌿), Ore (⛑) and Soul Gems (💎). Plants are used to activate potions. Ore can be used to Upgrade your items, and Soul Gems are used to Enchant your items. Components are also used to give you advantages when rolling Skill Tests, so it's always a good idea to have a number of Components in reserve.



SECOND GAME TURN

The second turn starts exactly as the first one: by drawing an Event card.

◆ Draw an Event card - Excess Wares and read it

This Event is marked as an Active Event. Place it on the Active Event slot on the Gameboard. When an Event is Active, its effects remain in place until another Active Event replaces it, at which point it's moved to the Event discard pile. This card features the icon , which represents any Component ( or .

Much like the previous Event card, this one asks us to add one Threat token (). Since the World Quest is one Threat token away from being lost, we won't place it there. Let's place it on the Stronghold Chart, next to the symbol which represents Solitude (); its coat of arms.

Take the Threat token that the Event card gives you and place it on the Stronghold chart, on the Unstable slot of Solitude.

Placing the Threat token here means that the Stronghold degrades. It is now Unstable and the Market is inaccessible. Depending on how many Threat tokens a Stronghold has, the effects will be different. These effects can be found underneath the Stronghold chart, and are explained fully on page 18 of the Rulebook.

After the Event, you may move. Let's explore a Stronghold.

◆ Move the Player Figure four spaces to Falkreath

There are many things a player can do in a Stronghold. They can visit the Market to craft, purchase, sell, Upgrade and Enchant items and they can explore the area to meet new interesting people. Moivva is a social Khajiit, so she is keen on mingling with the locals. What we'll do now is called Narrative Exploration, (explained in full on page 34 of the rulebook).

NARRATIVE EXPLORATION

When travelling through Skyrim, players can often find themselves meeting other people or in perilous situations. Whenever a player is in a Stronghold or a  space, they may choose to use their action to explore the area. To do so, they draw a  or a  card and resolve it.

◆ Draw a Town Exploration card - Narince

The  deck is full of characters in need of assistance. When you resolve a City or Wilderness Exploration card, you often find useful Components along the way. The card will often first give the player a free Component of their choice, and then ask for their help.

◆ Gain 1 Component

Most Exploration cards also provide an additional Personal Quest. Having Personal Quests is useful, as they give you the chance to gain fantastic treasures, experience, and they serve as an extra place to put Threat () tokens, which can really help later on. Furthermore, due to the Active Event Excess Wares, you gain one extra Component, in this case one extra .

◆ Gain 1 additional Component

◆ Read the card

Narince is asking you for help crafting a sturdy chain. This requires a Skill Test. These are like the Combat Skill Tests, the only difference is that you can Push as many times as you want, as long as you have the necessary resources.

◆ Roll your Skill Test - 3 Skill Test dice

Set the Skill Test dice to 1  and 2 . You don't have enough successes, so let's Push using those Plant Components you found. First discard one Plant () Component.

◆ Roll a Skill Test die

Set this die to 1 . No luck. You have more Plant () Components, so you can try again. Discard 1 () for another Push.

◆ Roll a Skill Test die

Set this die to 1 . You failed Again! This Skill Test is becoming more complex than anticipated. Try once more. Discard 1 .

◆ Roll a Skill Test die

This time, we'll set the result to a . Finally! Now you have enough successes to help Narince make that chain. She is grateful, and gives you 2 Soul Gems () and some Septims ().

◆ Gain 2 Components and 2 Gold ()

The card also has a line that reads: "  =  T8" (the  icon means "Remove from the game".) This means that if you want to take Narince's Personal Quest, you'll have to remove Narince's card from the game. Otherwise, you would place Narince's card on the City () discard deck so that she may appear again later in the game.

◆ Draw card T8

Personal Quest cards are very similar to Main Quest cards. You'll find the same elements in the front and the back. You can only have up to 2 Personal Quests at any point of the game.

◆ Read the front of your Personal Quest until you reach the line

◆ Place one of your colored Quest Markers on the Ruin () space in Eastmarch

As there are two different  spaces in Eastmarch, you get to choose which one you want to go to. Place your colored Quest Marker in the southernmost  space in Eastmarch.

You now have two different objectives, represented by your colored Quest Markers. However, you are still exploring Falkreath. Whenever you are in a Stronghold, you can explore the Market, buy, sell, craft, Upgrade and Enchant items, all in the same turn. We will try to Enchant our dagger to make it more effective.

Check your Iron Dagger item. At the bottom, you'll see that the Enchantment price is 2  Components. This means that, by paying these Components, you get to draw 1 card from the Enchantment deck and apply it to your item. If you have more Components, you can pay 1 additional  Component to draw another card to choose from, and so on until you're satisfied with the result (see rulebook page 40 for more details.) Right now, we only have 2  Components, so we'll only draw 1 card.

◆ Spend 2 Components (return them to their stack)

◆ Find a Muffle Enchantment in the Upgrades and Enchantments deck

You would generally draw a random card but, for Moivva's sake, we'll choose one that benefits her. The Muffle Enchantment gives her an additional Sneak die when she has the item equipped, making her a well known authority in the matter of sneaking.

This completes the second turn of the game.



End of the second turn

THIRD GAME TURN

◆ Draw an Event card - Daedric Influence

This is an Instant Event (Rulebook page 15.) It is resolved immediately, and placed in the Event discard pile afterwards. The Event prompts you to add 1 Threat token to each Quest. You have 1 Main Quest, 1 Personal Quest, and 1 World Quest. Each one of them will now receive 1 Threat token. This is a problem for Moivva; the World Quest (Troll Threat) already has a Threat token, and its Threat Limit is only 2. By placing this Threat token, the Quest is failed.

◆ Read the Failure section of the World Quest - Troll Threat

The Failure section prompts you to place a Troll token on the game board. As the card says, you can put that token in any  space on the game board.

◆ Place a Troll token in the space in The Reach

ROAMING MONSTERS

Some enemies are placed as tokens on the board. These enemies move around, chasing the players and degrading the Strongholds.



That's far away enough. The Troll shouldn't be a problem for Moivva right now. Let's do our personal quest.

◆ Move your Player Figure four spaces to the space in Eastmarch where you placed your colored

◆ Read the text below the line on your Personal Quest (T8)

This Personal Quest involves a Track Test. These work like any regular Skill Test, however, instead of rolling 3 Skill Test dice plus bonuses for Skills, you roll as many dice as the maximum points you have in a specific track (, , or ). In this case, it is a Stamina () Track Test. Moivva has 5 maximum , so you'll roll 5 dice.

◆ Roll 5 Skill Test dice

The difficulty is 3 . So far, we've been mostly adjusting the rolls and cards to favor Moivva. It's time to show her that this world can be a hostile and challenging one. Set the dice to 5 . One roll in a million; unfortunately, an absolutely useless one in this case. You do have two Plant components and so could Push, however you need three successes and could only achieve two. As a result, you fail Narince's Quest. This may have consequences in the future. For now, flip the card (card T8) and read the Failure section. The result of failing this Quest is adding a Threat token. This can be added to a Quest or to the Stronghold chart. For now, add it to Morthal. The Quest is now resolved, so it is discarded. As the Quest is now resolved, remove your colored  from the  in Eastmarch.

That's the end of the third turn.

FOURTH GAME TURN

◆ Draw an Event card - Perfect Weather

Another Active Event. This means that the current Active Event (Excess Wares) is placed on the Event discard pile, and the new one is placed on the Active Event slot on the Gameboard. The effects of this Event will continue until this card is discarded. This is a pretty good card, so now is the perfect moment to attempt to complete the Main Quest.

◆ Move your Player Figure three spaces to Windhelm

It's time to attempt the last Main Quest. Read the contents of the card after the line. Another Skill Test. This time, we'll let you roll on your own.

◆ Roll your Skill Test - 3 dice

The difficulty is 2 . Not too hard. Should you fail the roll, you can Push using  tokens. You have 2 of these so you could Push up to two times.

Once you've rolled, flip the card, and read either the success or the failure section and the rest of the card.

CONGRATULATIONS, YOU'VE FINISHED THE TUTORIAL!

This Tutorial has given you a quick overview of the main mechanics of the game, and an introduction to the story, but there are more rules that apply in the full game. We recommend reading the rulebook before playing the full game, but for those of you who want to dive right in, make use of the Reference Guides to give you an overview of the most important mechanics.

