



# JOURNEY MODE

⚙️ RYAN FARMER



**“The path ahead is shrouded in darkness,  
and what lies beyond is unknown.”**

## **JOURNEY MODE OVERVIEW**

In Journey Mode, players embark on a quest through the Shattered Wastes. During this Journey, they will battle in an Encounter against each enemy, facing off in the major landmarks of the Wastes. When an Encounter is won, characters will retain their current HP, MP, and Threat before the next Encounter. Using the new Travel Phase, characters can heal, change Abilities, or equip powerful new Relic Cards 🗡️.

## **OBJECTIVE**

If players have won the final Encounter outlined in this guide, the Journey succeeds.

If players cannot field at least 2 Characters in an Encounter, the Journey fails.

This Journey Mode Guide contains several key changes to the base Encounters: Shattered Wastes Rulebook. If a rule from the Journey Mode Guide contradicts the Encounters: Shattered Wastes Rulebook, the Journey Mode Guide takes precedence. It is recommended that players are familiar with the core rulebook before embarking on their first Journey.

## **JOURNEY STARTING PLAYER SETUP**

### **1. Choose the Party Size**

- » Journey Mode can be played with up to 4 players.
- » Players choose whether a maximum of 2, 3, or 4 characters will participate in **Encounters** for the entirety of the Journey. This is known as their **Party Size**.
- ≡ Once a **Party Size** has been chosen, it cannot be changed for the rest of the **Journey**.






» Players may choose to play with fewer characters in an Encounter than the maximum Party Size. However, Enemies will always consider the number of characters participating in an Encounter to be equal to the Party Size when creating their starting Strength Card 🐉 pool.


≡ For example, if the **Party Size** is 4 and players can only field 3 characters, the Enemy will still be set up as if they fielded the **Party Size** of 4. If players cannot field at least 2 Characters, the **Journey fails**.



## 2. Choose the Character Roster

- » Players choose how many Characters will participate in the Journey. This is known as the **Roster**.
- » The Roster size is between 2 and 8 characters. During their first Journey there is no advantage to having a Roster with fewer than 8 characters.

## 3. Equip Ability and Item Cards

- » Players equip  all characters in the Roster with any **3 Ability** or **Items** from the **Martial** , **Sorcery** , **Support** , and **Item**  Decks. When equipping an Ability or Item, characters cannot exceed the number printed on their setup value for that type.

≡ **EXAMPLE:** The Ronin's Setup Value for Sorcery Cards is 0, therefore the Ronin cannot equip  Sorcery Cards.

- » Some **Abilities** and **Items** function differently in Journey Mode than in a standard game of Encounters. See "Ability and Item Changes" for more information.
- » All characters begin the **Journey** with their starting **HP** and **MP** set to their Maximum values. All characters' **Threat**  values begin at 0.
- ≡ **HP, MP, and Threat**  **are not reset after an Encounter is completed.** Traveling in such an inhospitable place wears your party down. The necessity to be on guard at all times means that there are few opportunities for characters to rest and manage the constant accumulation of corruption that the Shattered Wastes has on them.

## 4. Choose Characters for the Encounter




- » Before an **Encounter**, players choose which character or characters they will control from their **Roster**.
- » These characters are placed on the **Board** as standard with their **Abilities** or **Items** already equipped from Step 3 and cannot be changed.

# CHARACTER ABILITY RECOMMENDATIONS

Choosing which Abilities to equip to each character can be a daunting endeavor. Here are some character loadouts that can be used as a guide for players struggling to choose. It is encouraged to explore different combinations and find interesting synergies.

### ARITHMAGICIAN



Glacial Blade   
Comet Storm   
Reversing Teleport 




### ARROWMANCER



Hex Bolt   
Tempest Blitz   
Aim 




### RONIN



Blade Blossom   
Blurring Feint   
Ghost Nectar 




### LANCER



Wind Run   
Forbidden Technique   
Double Reposition 




### MONK



Duel of Honor   
Finisher   
Fundamentals 




### SEER



Lightning Bloom   
Necrotic Arts   
Superior Recovery Serum 




### SIREN



Healing Zephyr   
Inspiring Verse   
Strategic Mastery 

### SLAYER



Smiting Impale   
Tactical Instincts   
Flash Beam 

# JOURNEY ENEMY SETUP

## ENEMY SETUP & ENCOUNTERS

- » Enemies are fought sequentially based on the order in this guide. The guide outlines which **Location** ⚡ an enemy is fought in using a predetermined **Location Card** ⚡. This **Location Card** ⚡ may alter or add various game rules, making the Encounter more difficult.
- » Players choose the difficulty in which to face the Encounter. Playing on a higher difficulty adds new challenges to the Encounter, which grant various bonus rewards upon completion.
  - ≡ There are 3 Difficulties: Normal, Hard, and Shattered. Difficulties are cumulative, if players choose the Shattered Difficulty they are going to follow the modifiers for the Hard Difficulty as well, with the added benefit of earning the rewards from each should they succeed.
- » Proceed with Enemy Setup using the **Party Size** even if fewer characters are participating than the chosen **Party Size**. Also include any changes based on the selected difficulty.
- » Place the Enemy's **Relic Cards** 🗺 in a pile face down next to the board. Each enemy has 5 **Relics** 🗺 whose icon (🗺🗺🗺🗺🗺) matches that on the enemy card.
- » During an Encounter, if a Character Shatters 🗑 or is Reclaimed ⚡, all equipped Abilities/Items are **Expended**. **Expended** cards are removed from play. (See *Ability and Item Changes*).



## TRAVEL PHASE

After characters have completed an Encounter, they enter into a new Phase called the **Travel Phase** regardless of whether or not the previous Encounter was won.

**HP, MP, and Threat** ⚡ are not reset after an Encounter is completed.

### 1. Receiving Rewards

#### » If the Encounter was WON:







≡ Claim Encounter Rewards: Players randomly draw a number of **Relic Cards** 🗺 equal to the number of characters who participated in the Encounter from the Enemy's Relic pile. These are added to the **Roster Supply**, the shared pool of cards all characters may equip.

≡ Players then gain any additional bonuses based on the difficulty the Encounter was fought at.


≡ The remaining **Relic Cards** 🗺 that were not drawn from the encounter are placed back in the game box, removing them from the **Journey**.

» If the Encounter was LOST skip this step.


## 2. Receiving Rewards









- » Standees and Stat cards for Shattered Characters who have **succumbed** (*removed from the board whilst Shattered*) are placed back in the game box, removing them from the **Journey**. Shattered Ability cards are placed at the bottom of the Shattered Ability Deck.
- » Any equipped  face down Items  are **expended** and placed back in the game box, removing them from the **Journey**.
- » Equipped  face down Ability and Relic  cards may be flipped face up. See “*Ability and Item Changes*” for more information.
- » Each character may equip  1 Item Card  from the Roster Supply (*or swap out a currently equipped Item*) if it does not exceed their Item Setup Limit and they do not already have 3 Abilities/Items equipped.

## 3. Equipping and Expending Relic Cards

- » The Shattered Wastes hold ancient Relics containing tremendous power. These are sometimes born from the vestiges of felled enemies, or are trinkets they were guarding. Regardless of where they came from, Relics have special magical properties and are one of the few ways to purge a character of its corruption.
- » Relic Cards have a Setup Limit of 1. This means each character can equip  a maximum of 1 Relic Card.

### REMEMBER

**HP, MP, and Threat**  are all maintained after an Encounter ends moving into the next one.

- » Each character may **expend** 1 **Relic Card**  from the Roster Supply. When  card is **expended** it is placed back in the game box, removing it from the **Journey**. All players must agree to the Relic being **expended**. If players cannot agree, it is not **expended** by default. When a character **expends** a **Relic**, it is rewarded with **ONE** of the following effects:
  - ≡ Increase **HP** to its Maximum
  - ≡ If Shattered , Reclaim  the character.
  - ≡ If Reclaimed , return to the Heroic  side with all stats and Abilities remaining the same.
  - ≡ Replace any equipped  Ability with any other Ability contained in the Ability Decks, as long as it does not exceed the character’s setup value. Shattered Characters can only equip Shattered Abilities.
    - × If a character ever has fewer than 3 Abilities/Items equipped , they may equip any Ability at this time as long as it does not exceed their setup value.

## 4. Preparing for the Next Encounter

- » Players choose their Party for the next Encounter. Characters who are at **0 HP** cannot be chosen.
  - ≡ If the previous Encounter was **WON**, players move onto the next enemy in the guide.
  - ≡ If the previous Encounter was **LOST**, players must attempt the failed Encounter again.
  - ≡ If players cannot field at least 2 Characters, the **Journey fails**.
- » All characters, even those not participating in the Encounter, perform a **Recover Action**. No abilities or additional effects can be resolved during or after this **Recover Action**.

# TRACKING CHARACTER PROGRESS

Journey Mode Progress and Character status can be tracked at the bottom of each Enemy Encounter page in this guide. A printout is also available to be filled out digitally or printed out by visiting [Almanacgames.com/eswrules](http://Almanacgames.com/eswrules)

## ABILITY AND ITEM CHANGES

There are a few changes to how some Abilities and Items work from what is described in the core rules. During a Journey these rules take precedence.

### 1. Cycled ♻️ Abilities

- » If any **Martial** 🗡️, **Support** 🛡️, or **Sorcery** 🌀 Ability instructs a character to cycle ♻️, they may choose one of two options:
  - A. Draw a new Ability from the same Ability deck. The old Ability is **expended** instead of returned to the bottom of the Ability deck. **Expended** cards are placed back in the game box, removing them from the **Journey**.
    - \* NOTE: It is possible during a Journey for all Abilities of a certain type to be **expended** if characters Shatter too often. If this occurs then a character will have to enter an Encounter with fewer than 3 equipped 🗡️ Abilities/Items.
  - B. Flip the Ability Card face down. It is still considered equipped 🗡️, but unusable until it is flipped face up again. This is done during the **Travel Phase**.
  - C. Shattered 🌀 Abilities can never be **expended**. If a card instructs the player to cycle ♻️, it is instead placed on the bottom of the Shattered s Ability deck as normal.

### 2. Items

- » All 20 Items are available in the **Roster Supply**, the shared pool of Abilities, Items 🗡️, and Relics 🌀 all characters may select from. If an Item 🗡️ Card instructs a player to place it at the bottom of the Item 🗡️ Deck, it is instead Expended. The Item card is placed back in the game box, removing it from the Journey.
- » After an Encounter during the Travel Phase, any equipped 🗡️ face down Item Cards are Expended (see *Travel Phase*).

### 3. Relic Cards

- » After winning an Encounter during a **Journey** players will earn powerful **Relics** 🌀 of the Shattered Wastes. One **Relic Card** 🌀 may be equipped to each character, and unlike Abilities and Items, **Relic Cards** A are NOT expended when a character Shatters.



# ENCOUNTER 1: THE GUARDIAN





Remove the “Minotaur Shield” Relic  from this Enemy’s Relic a Pile. This can only be obtained by completing this Encounter on Shattered Difficulty.



LOCATION  | FRACTURED BADLANDS






## MODIFIER

At the start of the **ACTION PHASE**:

- » Each  and  character: **GAIN 1**  (to a Maximum of 11)
- » Each  character: **GAIN 1**  or **Reduce HP by 1**

















































*It is widely known that any intrepid traveler who should dare to venture into The Shattered Wastes shall inevitably be confronted with a monstrous being wrought of metal, known as the Guardian. Yet, what remains shrouded in mystery is the origin of this fearsome entity. In the days before the sundering of magic, when legendary heroes roamed the land, the Guardian was among their ranks. His noble duty to safeguard the innocent and vulnerable had become so deeply ingrained within him that even as he was the first of these champions to succumb to the insidious corruption of the wastes, a fragment of his valiant spirit persisted. Thus, he remains steadfast in his vigil to ward off any who would venture into this cursed realm, whether it be to save them from a cruel fate or to shield his dark master from their intrusion - this, none can say.*



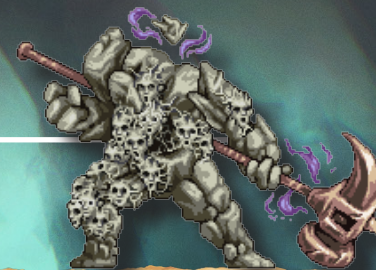
DIFFICULTY	MODIFIER	BONUS REWARD
<b>NORMAL</b>	None	None
<b>HARD</b>	Replace the Healthy  Setup values with the following:  3    3	All characters in the Roster set their HP to its Maximum Value.
<b>SHATTERED</b>	<p><b>“You know not what lies are beyond!”</b></p> <p>During the <b>Defend Phase</b>:</p> <p>When a  Card is revealed, the character or characters suffering its effects <b>reduce</b> their <b>HP</b> by <b>1</b> to a minimum of <b>1</b>.</p>	Gain “Minotaur Shield” Relic 



## JOURNEY TRACKER

  	  	  	  	  	  	  	  
							
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# ENCOUNTER 2: THE HARVESTER




LOCATION  GRAVE OF FACES

## MODIFIER

At the start of the **DEFEND PHASE**:  
All characters **must** move 1 **space**  
into an **adjacent Area** if able.

Throughout the realm of Gradia, the infamous Grave of Faces stands as a foreboding landmark, its eerie forest of petrified people visible even from the distant coastline. Scholars and historians alike concur that these hapless individuals had attempted to flee the cataclysmic shattering that rent magic asunder, only to be halted by an unknown force.

What happens when nature yearns to experience emotion, yet is unable to do so? The Harvester is the answer to that enigmatic question. Once a dutiful worker golem, it has since developed an insatiable desire for emotions. Its form is encrusted with the frozen visages of those it has claimed in its relentless pursuit, and those who dare to traverse the Grave of Faces must remain ever wary, lest they too be ensnared and transformed into yet another addition to the Harvester's collection.

DIFFICULTY	MODIFIER	BONUS REWARD
<b>NORMAL</b>	None	None
<b>HARD</b>	When this enemy flips to its Injured  side, shuffle its Healthy  RAGE cards into its Injured  RAGE Deck.	All characters in the Roster may replace any Ability card with any Ability of the same type.
<b>SHATTERED</b>	Replace the Healthy  values with the following:  2    3	Gain +1 <b>Relic</b> 

## JOURNEY TRACKER

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# ENCOUNTER 3: THE EATER OF CHILDREN

Remove the “Tome of Secrets” Relic from this Enemy’s Relic Pile. This can only be obtained by completing this Encounter on Shattered Difficulty.



LOCATION | BOG OF LOST SOULS

## MODIFIER

Characters can only move 1 space when performing a MOVE ACTION.

As the insidious tendrils of the Shattered Wastes continue their relentless spread, their infectious whispers are borne upon the winds, luring the unsuspecting into their malicious embrace. Among their victims, the pure and unblemished souls of the young are particularly vulnerable, and it has fallen upon the dreaded Eater of Children to ensnare them in her fetid bog. Once, she had journeyed into the wastes with her brothers, seeking to free those who had succumbed to its corruption, but the shadows in her own heart proved all too easy to manipulate. With the fall of the Guardian, the last vestiges of her resolve - much like the magic she commanded - shattered soon after. Now, she serves a vital purpose for her master: siphoning the purity out of those who have the most to give.

DIFFICULTY	MODIFIER	BONUS REWARD
NORMAL	None	None
HARD	Replace the Injured values with the following  3    5	Players return <b>ONE expended Item</b> or <b>Ability</b> to its original Deck in the <b>Roster Supply</b> .
SHATTERED	<p>“WHAT DID YOU DO TO HIM?”</p> <p>During setup, add 1 Random Healthy and 1 Random Injured <b>RAGE</b> Card from the <b>Guardian’s RAGE</b> Deck into <b>STAMINA</b> for each character in the Party. These are considered with a of 5.</p>	<p>Gain “Tome of Secrets” <b>Relic</b></p> <p>Return <b>ONE expended Relic</b> to the <b>Roster Supply</b>.</p>

## JOURNEY TRACKER

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# ENCOUNTER 4: THE WINGED TERROR

Remove the “Crystal Egg” Relic from this Enemy’s Relic Pile.  
This can only be obtained by completing this Encounter on Shattered Difficulty.

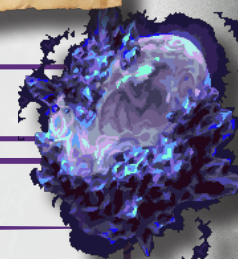
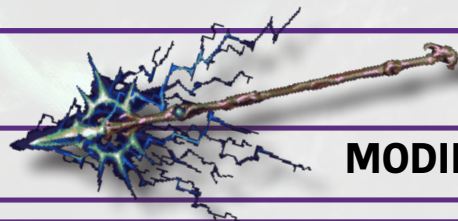


**LOCATION** | | **BOTTOMLESS HATCHERY**

## MODIFIER

At the end of the **DEFEND PHASE**:  
Each **character** rolls **dice** equal to the **Enemy's**,  
Place a card from **Fatigue** into each **Area** rolled.

The Shattering rent Gradia, creating a breeding ground for monstrosities born of the first wave of corrupting magic. The Bottomless Hatchery is home to one such creature, a monstrous hybrid of bat and dragon, feared by even the most experienced adventurer. The Winged Terror dominates the skies with thunderous wingbeats, its talons sharp as steel, and its tail a whip of razor wire. Yet its most dangerous feature are its eyes, hypnotic and malevolent, casting those who chance upon its gaze into an abyss that subjugates their will to the creature's own baleful desires. Even if one were strong enough to slay the beast, millions of eggs containing its children are about ready to hatch...

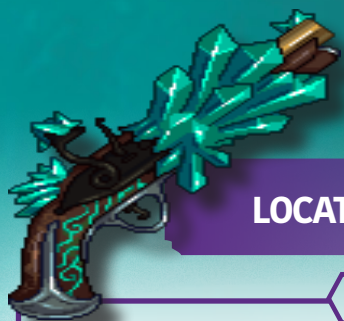


DIFFICULTY	MODIFIER	BONUS REWARD
<b>NORMAL</b>	None	None
<b>HARD</b>	Shuffle both Healthy  and Injured <b>RAGE</b> cards together. This combined <b>RAGE</b> deck is used for the entirety of the Encounter.	All characters in the Party may replace ONE of their equipped  Abilities with any Martial , Support , or Sorcery  Ability of a different type from their respective deck, even if it exceeds their setup value.  Shattered Abilities cannot be chosen.
<b>SHATTERED</b>	Replace the Healthy  Setup values with the following: :7 :7	Gain “Crystal Egg” Relic Reclaim  any Shattered  Character.

## JOURNEY TRACKER

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# ENCOUNTER 5: THE SPECTER



LOCATION  | CRYSTAL SPIRES

## MODIFIER




A character is not considered to be in the same **Area** or **Adjacent** to any other character.

During the **DEFEND PHASE**:  
When a  or  card is revealed it targets all characters in the **Area**.



















































*"Hear me, if you will. Can anyone hear my plea? My body is numb, my very essence consumed by darkness. I see through eyes that are no longer my own, and with each passing moment, the skin of my flesh is devoured further. I was arrogant, a fool to believe that I could control this power, that I could save my dear friends from their cruel fate. But in my hubris, I invited this malevolent specter into my heart, and now it feeds upon me, feasting on my very being. Soon enough, it will seek out another to sate its endless hunger. I beseech you, my love, protect my soul, for it is all that will remain of me. The coldness seeps into my bones, and I am left alone with nothing but my shattered spirit and the unquenchable hunger of the specter that now possesses me. So cold..."*  
-The Second Chosen.



DIFFICULTY	MODIFIER	BONUS REWARD
NORMAL	None	None
HARD	All Abilities cost +1.	Gain +1 Relic 
SHATTERED	<p><b>"THE CHOSEN TOOK HER SOUL, SO WE'LL HAVE YOURS INSTEAD!"</b></p> <p>During the Refresh Phase: When a character rolls a 6, deal them the Weaken Affliction </p>	<p>Each character may return 1 expended Ability card to the bottom of its Ability deck.</p> <p>All characters in the Party may replace any of their equipped  Abilities with any Abilities of different types, even if it exceeds their setup value.</p> <p>Shattered Abilities cannot be chosen.</p>



## JOURNEY TRACKER


  	  	  	  	  	  	  	  
							
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# ENCOUNTER 6: THE SUNKEN BEAST






LOCATION  OLD CAPITAL

MODIFIER

If there is more than one character in an **Area**:  
Each character's  value on their Character card is considered to be 7.

















Once, the Old Capital reigned over Gradia as a majestic jewel, a city of unparalleled beauty and grandeur. Its pristine white stone structures floated high above a shimmering expanse of magical water, where a menagerie of wondrous creatures roamed. Yet, their forms became twisted into grotesque nightmares by The Shattering, which had originated from the very heart of the once great city. As the Old Capital collapsed into the depths of the lake, its former inhabitants perished, and the monstrosities that had been mere curiosities of the deep claimed it as their own.

Now, those who venture toward the beckoning light at the center of the wastes must navigate the waterlogged ruins of the fallen city. But as they traverse the eerie silence, the surface of the lake ripples, and the spiked shell of a colossal horror breaches the surface. From its slimy, purple tentacles, there is little chance of escape.

DIFFICULTY	MODIFIER	BONUS REWARD
NORMAL	None	None
HARD	Replace "Protective Shell" with " <b>Serrated Shell</b> " When a character performs an <b>ATTACK</b> against this enemy, before dice are rolled: <b>Gain 2</b> 	<b>Gain +1 Relic</b> 
SHATTERED	Replace "Flurry of Tentacles" with " <b>Tentacle Lord</b> " At the start of the <b>DEFEND PHASE</b> : <b>Reveal</b> a <b>RAGE</b> Card, targeting the character with the highest  <b>AND</b> the character with the lowest <b>MP</b> .	For the remainder of the Journey, Characters may expend an additional Relic during the Travel Phase.



## JOURNEY TRACKER

							
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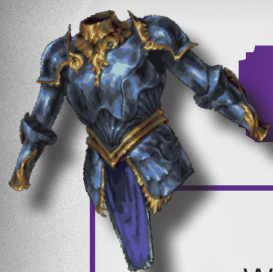
# ENCOUNTER 7: THE FIRST CHOSEN

Remove the “Awakened Soul” Relic from this Enemy’s Relic Pile. This can only be obtained by completing this Encounter on Shattered Difficulty.



In the aftermath of *The Shattering*, the world plunged into darkness and chaos. Magic, once the bedrock of civilization, now ran amok, its powers unpredictable and dangerous. To stem the tide of destruction, the ruling powers handpicked the most renowned heroes in the land to journey into the newly formed wastes. Tasking them with unraveling the mystery and putting an end to its corruption. This family of four, dubbed the “Chosen,” were selected for their legendary abilities and unimpeachable morality.

The First Chosen was a devout worshiper of *The Beyond*, the deity responsible for the land’s many blessings. His sorceress wife was the Second Chosen, while his younger twin siblings were the Third and Fourth. But now, standing alone in the Throne of the Last King, the First Chosen holds a terrible secret. A secret that freed him of his faith in *The Beyond* and forced him to trap the souls of his fallen comrades within his magical blade. He trusts no one with this knowledge, for who would aid him if they knew what he had done to obtain it?



LOCATION | THRONE OF THE LAST KING

## MODIFIER

When any character is **removed** from the board, players **LOSE** the Encounter.

## DIFFICULTY

## MODIFIER

## BONUS REWARD

### NORMAL

None

None

### HARD

At the end of the **ACTION PHASE**: Search characters and deck for the Possessed affliction and assign it to the character with the lowest

Any character removed from the Journey may be added to the **Roster** as though they are being set up for the first time.

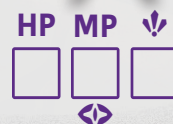
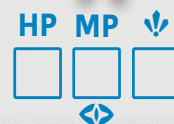
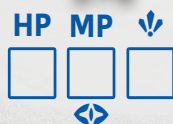
### SHATTERED

#### “THE BEYOND SHALL NOT CLAIM MY FRIENDS’ SOULS!”

When this enemy flips to its Injured Side:  
Add all **RAGE** Cards from The Guardian, The Eater of Children, and The Specter into the Rage Deck.  
When one of these cards is revealed it is removed from the Encounter.

The **Awakened Soul Relic** is equipped to the character with the lowest **HP** in the **Party**. This does not count as that character’s equipped Relic.

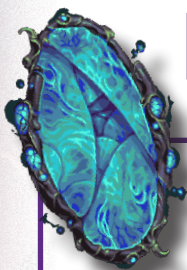
## JOURNEY TRACKER



# ENCOUNTER 8: THE SHATTERED GOD



There is no Hard difficulty available for this Encounter. Remove the “The First Key of The Beyond” Relic from this Enemy’s Relic Pile. This can only be obtained by completing this Encounter on Shattered Difficulty.



**LOCATION** | THE REFLECTED ARCHWAY

**MODIFIER**

Characters cannot take the **SHATTER ACTION**.

Deep in the heart of the Shattered Wastes stands a tower that reaches towards the heavens, its peak crowned with a relic beyond imagining. The Reflected Archway, a window into the infinite possibilities of reality, holds power beyond mortal comprehension. Legends say that only a deity of the highest order can control the Archway and harness its dark magic.

The court mage of the Last King dared to pray for such power, and his twisted wishes were granted by The Beyond, a being that masqueraded as a divine force but sought only to use mortal souls as pawns in its own celestial game. In repayment for this power the mage awakened the Reflected Archway for The Beyond, shattering the magic of the land and plunging the world into chaos, ascending on the other side as a god of this new broken dystopia.

The First Chosen, a once devout follower of The Beyond, uncovered this plot and feigned loyalty to the self-proclaimed Shattered God in order to find a way to subvert him. In his words, “To restore balance and order to the land, the Reflected Archway must be destroyed, but to do so, one must first slay a god.”


DIFFICULTY	MODIFIER	BONUS REWARD
NORMAL	None	Journey+ Unlocked
HARD	None	None
SHATTERED	<p><b>“THE TRUE POWER OF THE BEYOND!”</b></p> <p>Replace the the Injured Setup values with the following: 12</p>	<p>Gain “The First Key of The Beyond” Relic</p>


## JOURNEY TRACKER

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# JOURNEY+

In Journey+ Mode you can begin the Journey again. You can change your Party Size, and keep any relics in your Roster Supply. All expended cards return to their original decks.

In Journey+ Mode, any character not in the Roster is replaced with a special Class Relic Card. Players may choose to acquire these **Class Relic Cards** at the start of their Journey+, or acquire them when a character is removed from the Journey normally. Class Relic Cards do not count toward your equipped  Relic limit.

A character can only have one Class Relic equipped . Class Relic Cards have a character's pixel artwork on them, differentiating them from other Relics.

## ARITHMAGICIAN

Vector Staff



## ARROWMANCER

Shattered Bracers



## MONK

Gi of Enlightenment



## SEER

Abyssal Blindfold



## RONIN

"Yun"



## LANCER

Hurricane Lance



## SIREN

Blasting Baton



## SLAYER

Reclaimed Blade



*The archway could be shattered, itself no more than carved stone. But the solution does not lie in merely breaking the object. Rather it lies in breaking the magic, and in so doing, breaking the spirit of The Beyond. For in each reflection of the archway lies another reality, another chance for The Beyond to achieve its ends.*

*And so for a true mending of what has been shattered, these heroes must needs step through the Reflected Archway and into the myriad realities it has laid bare to purge each and every one of the creeping taint that so ruined Gradia. But in this great undertaking lies even greater danger, for just as the heroes labored to lay low the monstrosities birthed by the shattering and grew in strength. So too did The Beyond grow in fel cunning, reaching into the magic of the Reflected Archway and twisting these new realities to challenge the heroes with ever mightier foes...*



TO LISTEN TO BATTLE MUSIC  
DESIGNED FOR E:SW VISIT:  
[ALMANACGAMES.COM/ESWMUSIC](https://almanacgames.com/eswmusic)

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*If you have a rules question email us at  
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# JOURNEY TRACKER

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# JOURNEY PROGRESS



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