

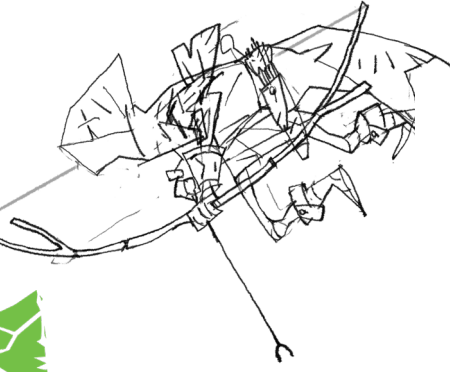
Enjoy the Print & Play version of both the base game as well as the expansion Forgotten Legends. Please let us know if you have any questions regarding the cards or if you spot an error. Thank you and cheers, the BFF Team

HIDDEN LEADERS



RATE US ON BGG

SHAKY SHARPSHOOTER



+1 **OR** **-1**

Bury any 1

DEPRESSED DRUID



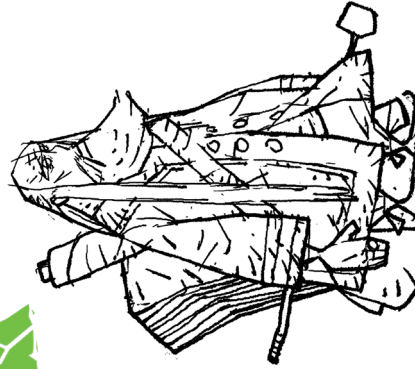
-3 **AND** **-1**

BLIND EYE COLLECTOR



+1 **AND** **+3**

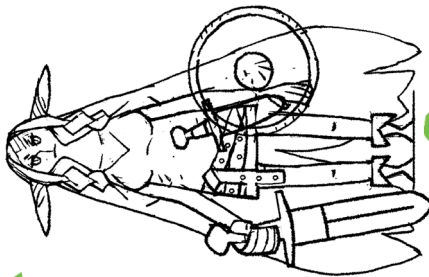
HAIRY HERMIT



-1

OR -2 **IF** the marker is the leading marker.

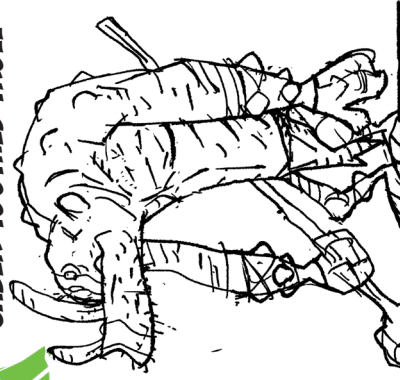
LONG-EARED LONER



+1

Pick another . Turn over 1 of their **OR** .

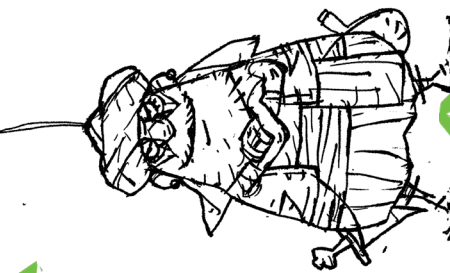
SABER-TOOTHED TROLL



+

Take a from another into your hand. They decide: **+2** **OR** **-2** .

POTATO PRIVATEER



+X

Pick 1 . X is the number of in their party. max. +3

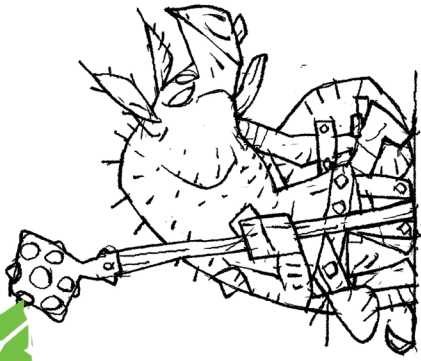
SPIRITED SHAMAN



-1 **AND** **-1**

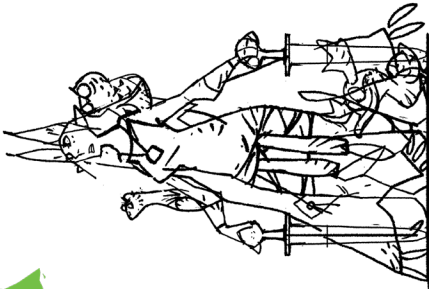
Pick another . Turn over 1 of their **OR** .

PIGMENTED WAR PIG



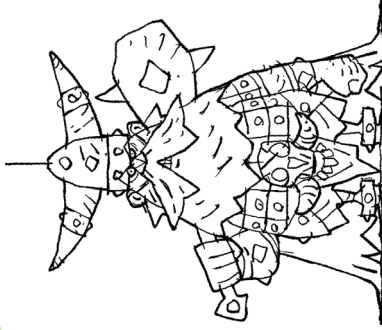
-1 **AND** **+1**

BATTLE PET MASTER



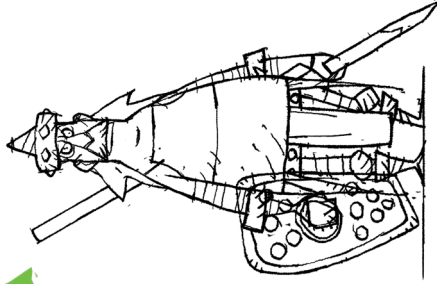
+1 **AND** **+1**
Place 1 card from your hand into your party

HANGRY BARBARIAN



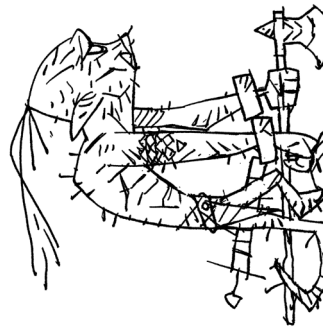
-X **AND** from .
Discard all **AND** from .
X is the number of cards discarded.

GRUMPY GUARD



+2 **IF** you have 1 or more in your party.

BORED GOBLIN



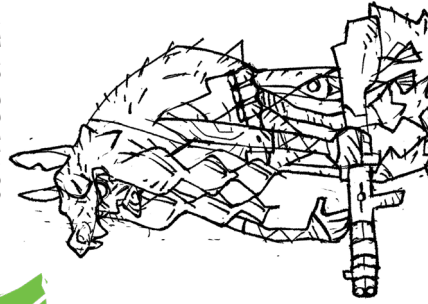
-2 **IF** you have 1 or more in your party.

CURIOUS TROLL



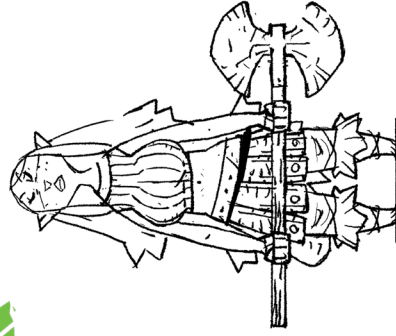
+1 **OR** **+1**
You may look at any 2

JOYLESS CHIEF



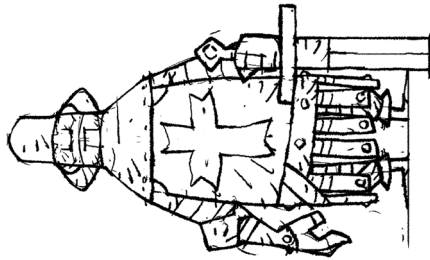
+1
Look at the top 2 cards from .
Place 1 of them into your party

OVERWORKED AMAZON



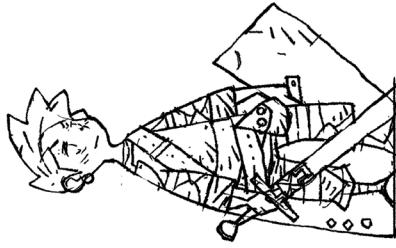
+1 **OR** **-1**
Pick 1 . They have to bury 1 of their .

UNDERPAID MERCENARY



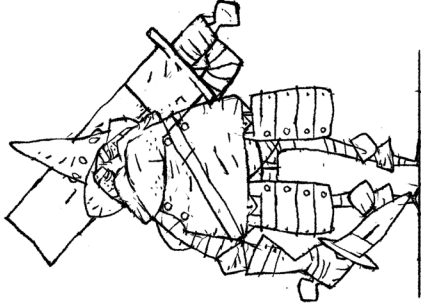
+3 AND **+1**

UNDERESTIMATED SQUIRE



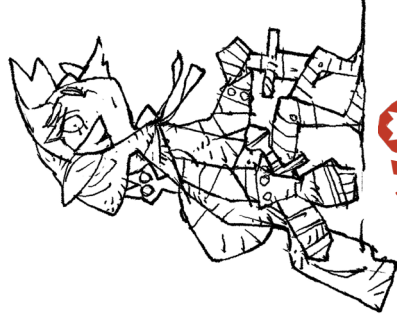
-1 AND **-1**
You may exchange 1 of your with 1 card from your hand.

SHORT-SIGHTED SOLDIER



+1 AND **-1**

CURIOUS CAT LOVER



+1

Draw 1 card from another hand. Place it in your party.

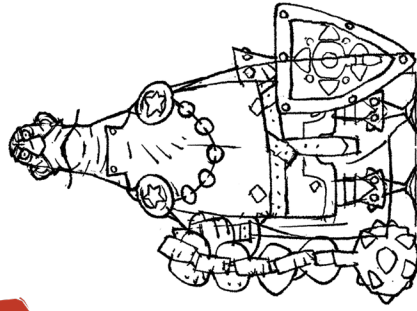
HEART-BENDING BARD



-X

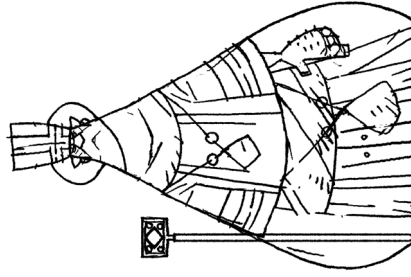
Discard all AND from . **X** is the number of cards discarded.

FLAILING KNIGHT



-1 AND **-3**

DOUBTFUL PRIEST



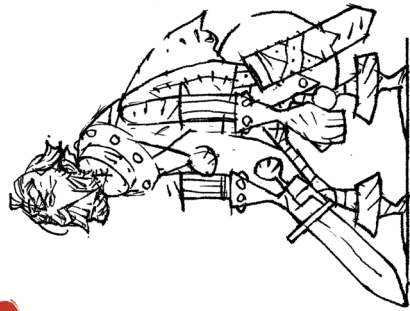
next in turn decides:
+2 OR **-2** . You may play another card that is not .

WATCHFUL WITCH



-1 OR **+1**
You may look at any 2 .

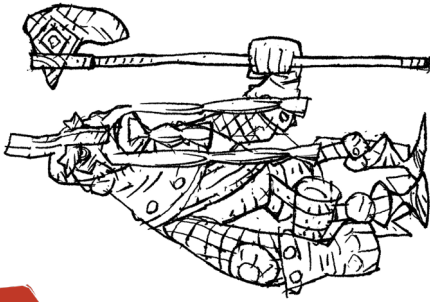
WELL-AGED WARRIOR



+7 **AND** **+7**

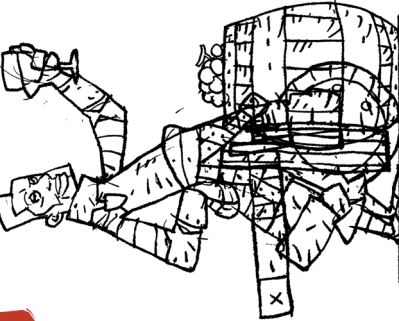
Place 1 card from your hand into your party .

NAGGING NORTHMAN



+2 **IF** you discard a from .

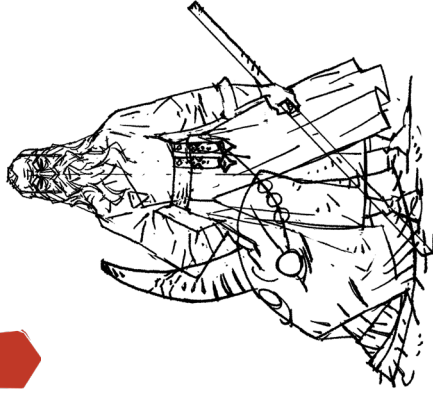
BATTLE CONNOISSEUR



+7

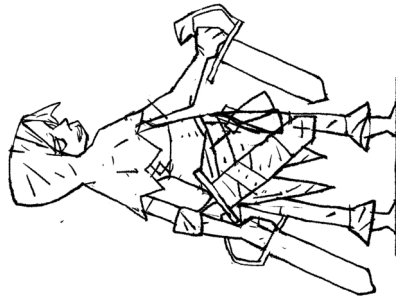
Take all cards from . Place 1 of them into your party . Discard the others.

MODEST MONSTERSLAYER



Take 1 card from . Perform that card's abilities as if you played it. Then place it into your party .

ANDROGINOUS ASSASSIN



-7 **OR** **+7**

Turn over 1 of another . Bury that **IF** you guessed correctly. Guess 1 faction.

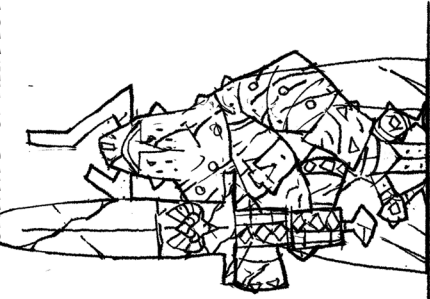
ALMOST-EVIL SCHOLAR



+X

Pick 1 . **X** is the number of in their party. max. +3

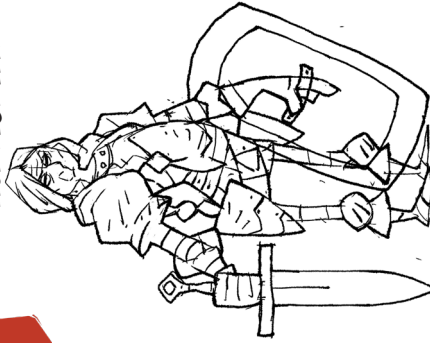
CANNED CHAMPION



-7 **OR** **+7**

Bury any 1 .

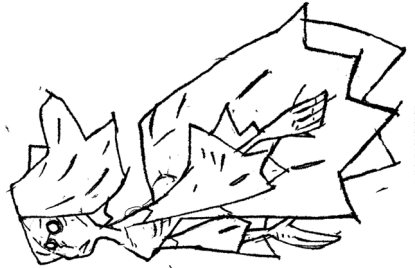
ACE FIGHTER



+7

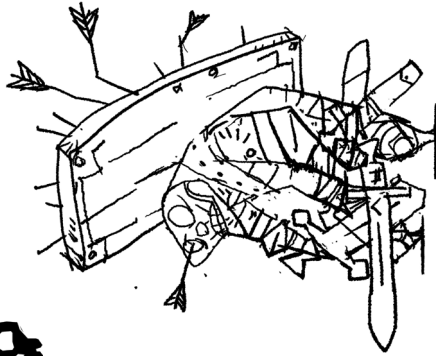
OR **+2** **IF** the marker is the leading marker.

GHAISTLY GRANNY



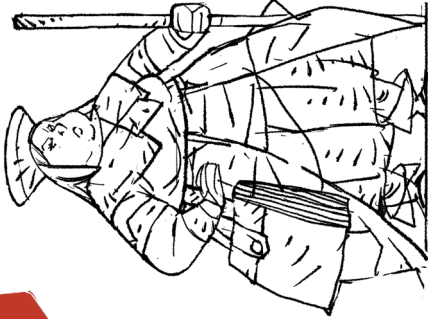
Pick 1 of your .
Perform that card's abilities
as if you played it.

ARROGANT SKELETON



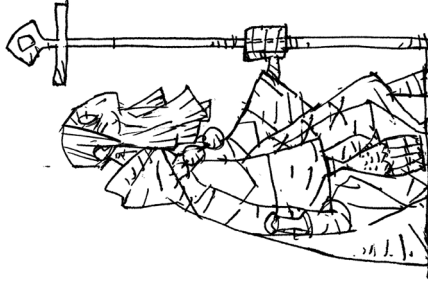
+2 AND/OR **+2**

ANGRY PRIESTESS



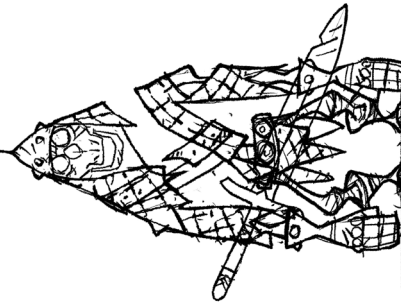
-2 IF you discard
a from .

GROGGY PREACHER



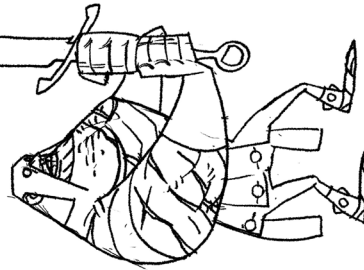
+1 OR **+1**
Exchange 1 card from
with 1 of your .

ROTTING ORANGUTAN



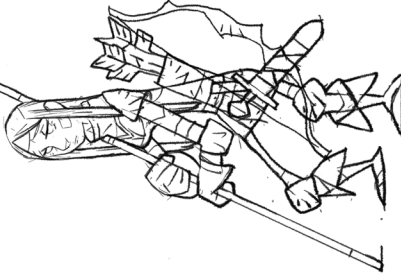
+2 OR **+2**

UNCONFIDENT EXECUTIONER



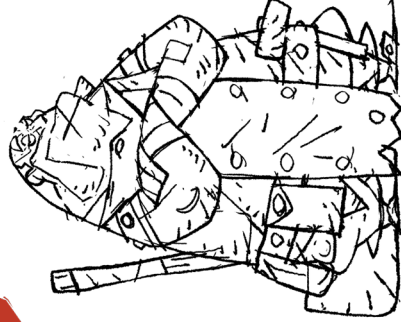
-1 AND **-1**
Bury any 1 .

RESILIENT REARGUARD



+1 OR **-1**
Draw 1 card from
another hand.

QUEER QUARTERMASTER



+1
You may exchange 1 of your that
is not with 1 card in your hand.

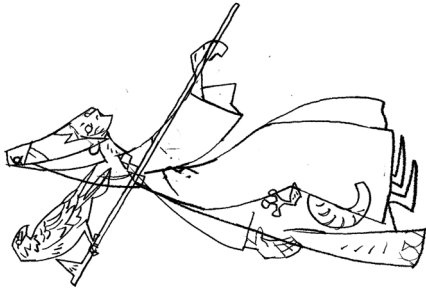
LETHARGIC LEECH



-1 OR **-1**

Place 1 card from your hand into your party.

CROW CARRIER



-1 AND **-1**

Draw 2 cards from . Place 1 of them into your party. Discard the other.

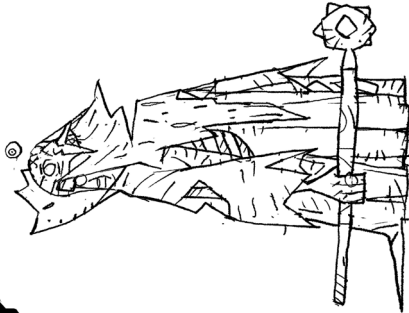
HALF-EATEN BULL



+2 AND **+1**

Bury any 1.

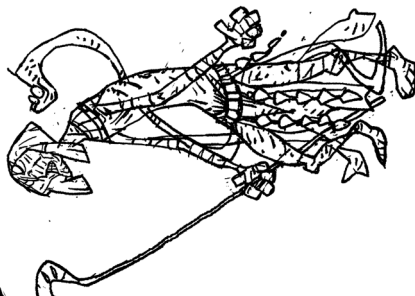
HALF-HEADED WIZARD



+1 AND **+1**

Exchange 1 card from with 1 of another.

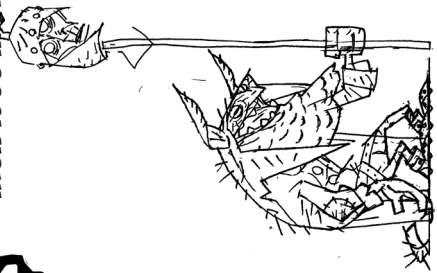
WILL-BENDING WITCH



+1 OR **+1**

All other have to discard 1 card from their hand.

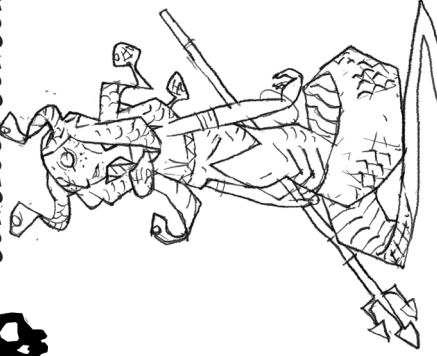
INSIDIOUS IMPALER



Pick 1 card in .

Perform that card's abilities as if you played it, then bury it.

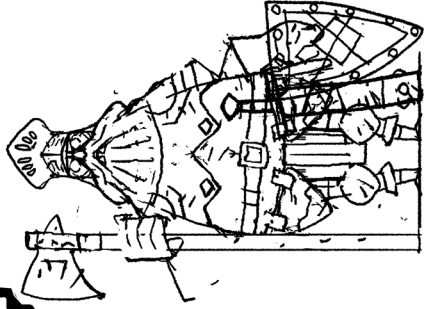
GORGEOUS GORGON



+1 OR **+1**

Pick 1. Bury 1 of their at random.

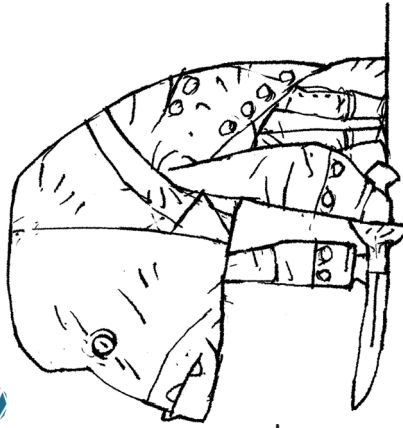
NIGHTMARIISH NORTHMAN



+2 AND/OR **+2**

Bury 1 of your AND 1 of another.

PESSIMISTIC WHALEMAN

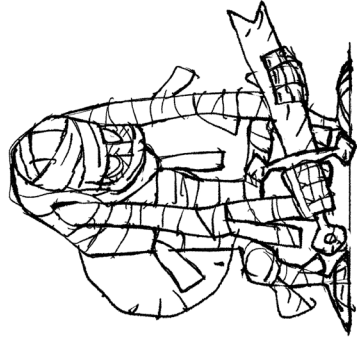


+

+10 OR +1

Draw 2 cards from . Place 1 of them into your party . Discard the other.

WRAPPED WARRIOR

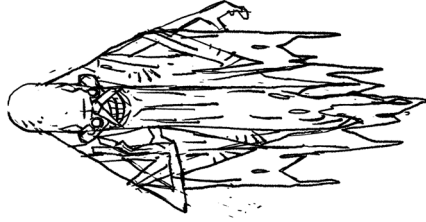


+

+10 OR +1

Take any 1 card from into your hand.

NAUGHTY NECROMANCER

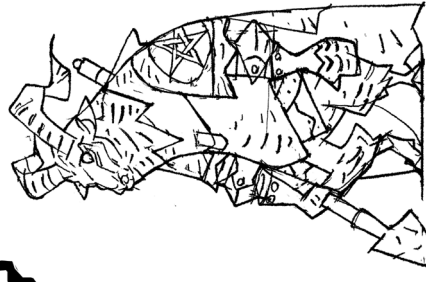


+

+X AND +X

X is the number of cards in max. +3

RESURRECTED RAM

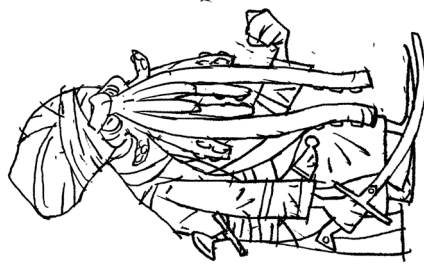


+

+10 OR +1

Discard all cards from . Then refill with the top cards from .

TENTACLED ORACLE



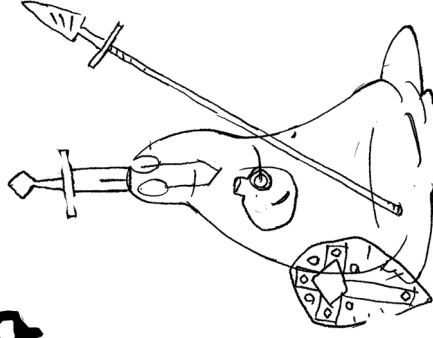
+

Reveal the top card from .

-30 AND -3

IF that card is not .

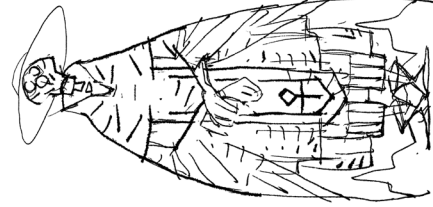
SLAUGHTERED SLIME



-10 OR -1

Bury any 1 .

SUN-SHY SKELETON



Perform the abilities of the top card from as if you played it.

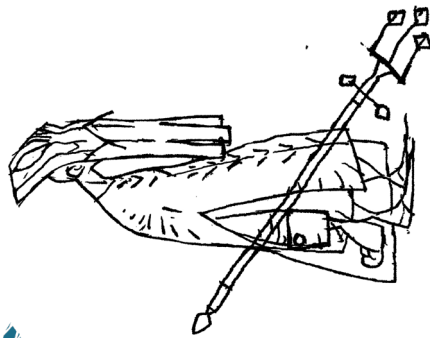
MUMMY MYSTIC



+10 AND +2

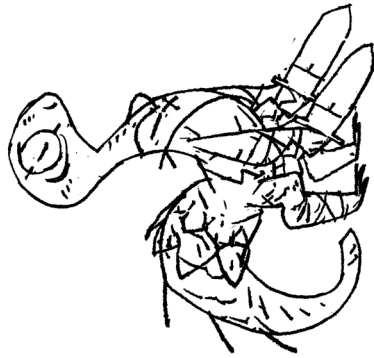
You may exchange the top card from with 1 of your .

APATHETIC WATERPRIEST



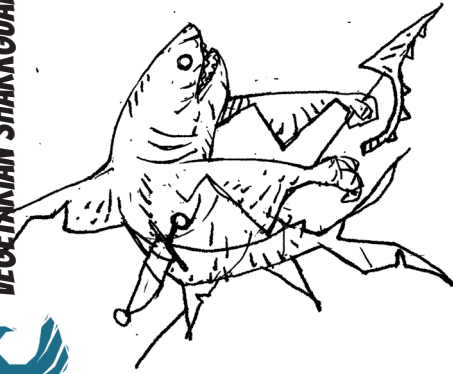
-2 OR **-1**

LEERY LIZARD



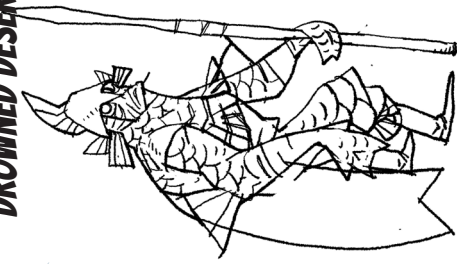
-1 OR **-2**

VEGETARIAN SHARKGUARD



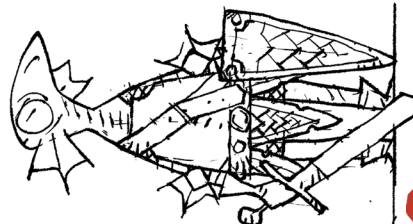
+2 AND/OR **+2**
Discard 1 of another .

DROWNED DESERTER



IF there is a leading marker,
-1 leading marker
OR **+2** trailing marker.

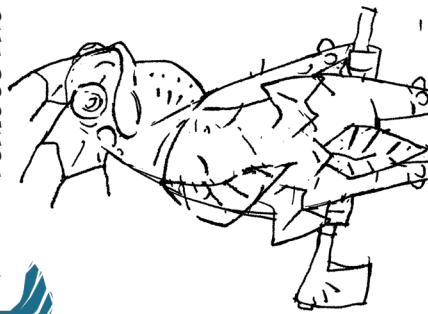
HOPEFUL SALAMANDER



+1 AND **+1**

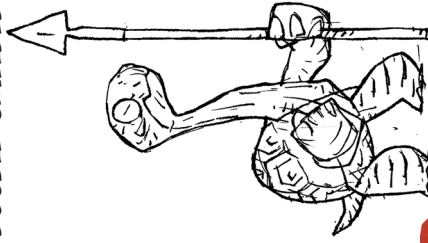
Take 1 card from .
Place it in your party .

FURIOUS FROG



-2 AND/OR **-2**

DOUBLE-SHIELDED TURTLE

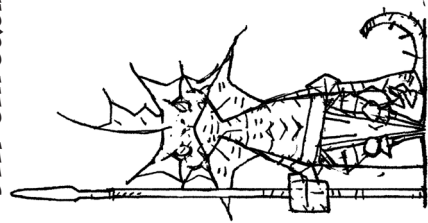


-X AND/OR **-X**

Pick 1 faction. Discard all cards
of this faction from .

X is the number of cards discarded.

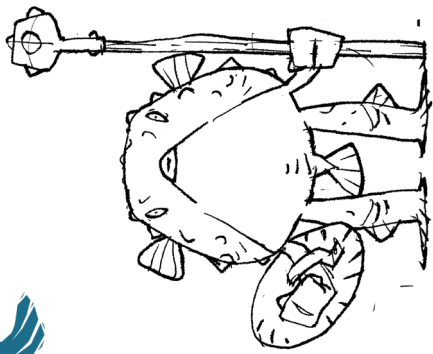
DEEP SEA SQUIRE



+1 OR **+1**

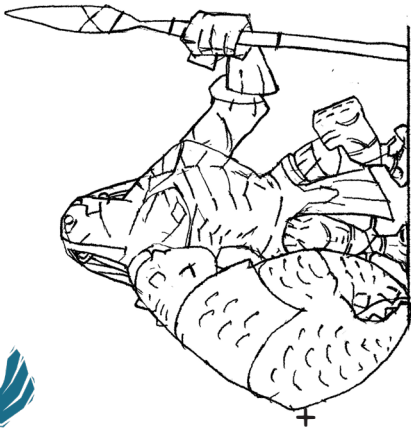
Draw 2 cards from . Place 1 of them
into your party , keep 1 in hand.

BLUDGEONING BLOWFISH



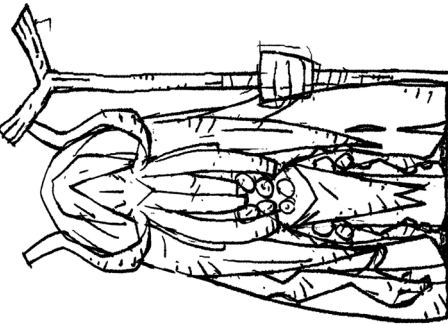
+10 OR **-7**
Turn over 1 of another
OR look at any 1 .

KRILL KEEPER



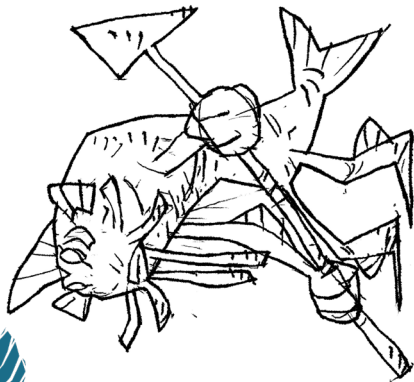
-X AND **-X**
Pick 1 . X is the number
of in their party. max. -3

SALTWATER SAGE



Turn over 1 of your .
Perform that card's abilities
as if you played it.

KEEN KOI



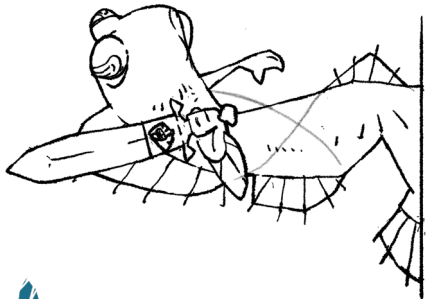
IF there is a leading marker,
-1 leading marker
AND **+1** trailing marker.

FRIENDLY FROGMAGE



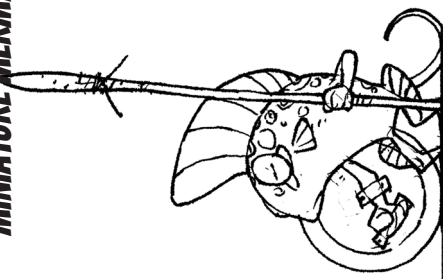
+10 AND **+7**
Place 1 card from your hand
into your party .

AIMLESS EEL



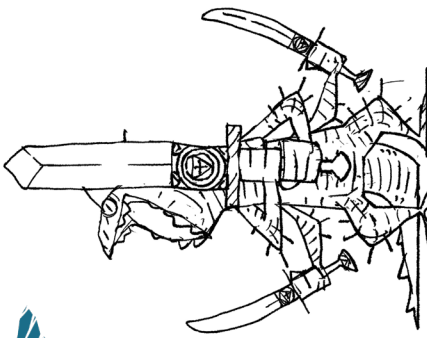
+10 OR **+7**
Bury any 1 .

MINIATURE MERMAN



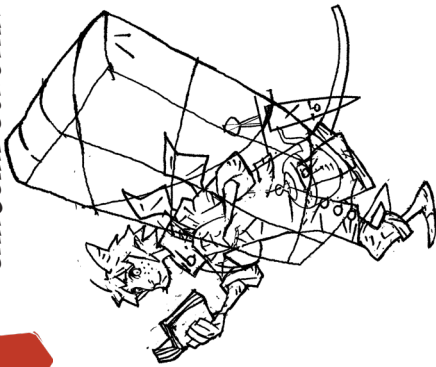
-10 OR **+7**
Draw 2 cards
either from OR .

TRIPLE SWORD LIZARD



IF there is a leading marker,
-1 leading marker
OR **-3** leading marker.

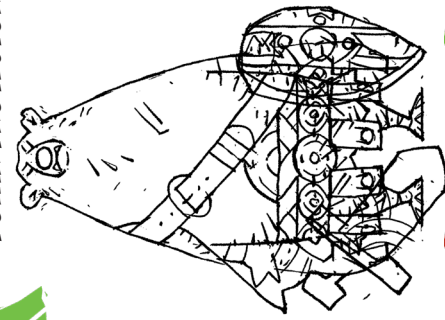
SANGUINE SCHOLAR



*

Pick 1 from the next in turn. Perform that card's abilities as if you played it.

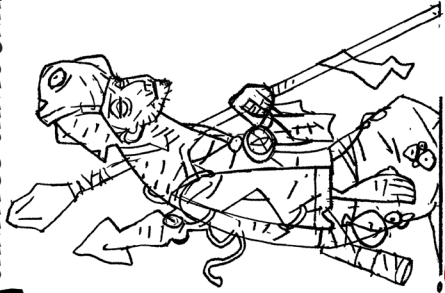
POLAR PROTECTOR



*

-X OR **+X**
X is the number of in your party. max. +/-3

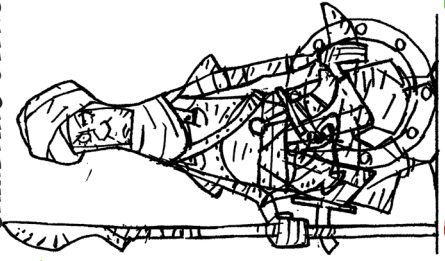
CARELESS CARTOGRAPHER



+

+1 AND/OR **+1**
Exchange 1 of another with 1 of your .

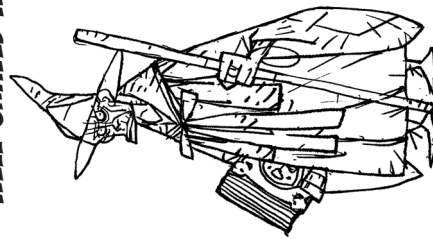
GAMBLING OIERSEER



+

-1 AND **-1**
Bury 1 of your . Then place 2 cards from your hand into your party .

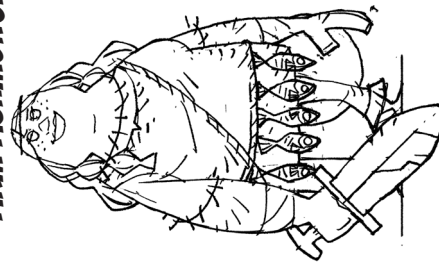
WELL-SHAVED WIZARD



*

+X OR **-X**
X is the number of factions other than in your party.

FIRM FISHMONGER



*

-1 AND/OR **+1**
Look at the top 3 cards from . Exchange 1 of them with 1 of your .

UNDERWATER ARTIST



+

+1 AND **+1**
Pick 1 faction and 1 . If able, that reveals 1 card of that faction from their hand. Add it to your hand.

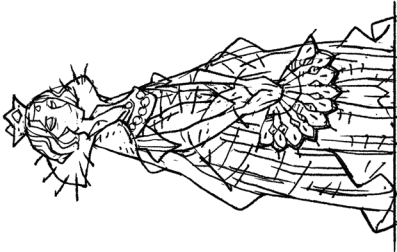
GOBLIN CRYPTOGRAPHER



+

-1 AND/OR **-1**
You may take 1 and place it in the party of a other than you.

WELL-FUNDED QUEEN

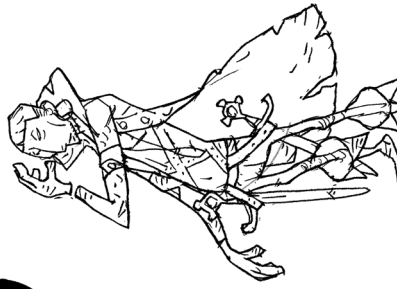


*

+2 OR **-2**

At game end: IF this card is in the party of Enned or Cyra, it counts as 2 for the winning faction.

EMPEROR'S BEST FRIEND



*

-2 OR **-2**

At game end: IF this card is in the same party as the Buried Emperor, it counts as 2 for the winning faction.

CAREFUL CHAMELEON

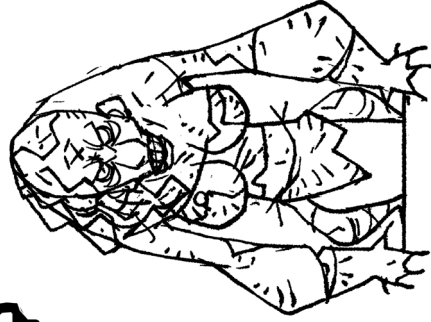


*

+1 OR **+1**

Exchange 1 card from your hand with 1 of another.

HALF-SLICED GHOUL



*

Turn over 1 of another.
IF that card is **OR**, **+2** AND/OR **+2**.

QUEEN OF THE STREETS

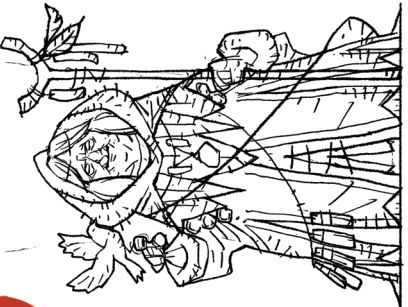


*

+2 OR **+2**

At game end: IF this card is in the party of Pavyr or Xiadul, it counts as 2 for the winning faction.

QUEEN OF THE WILD

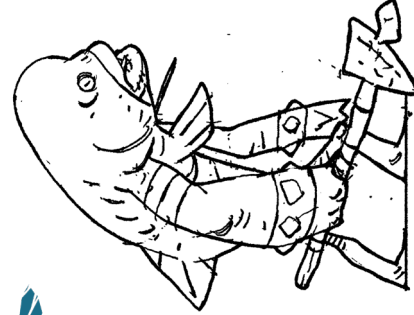


*

-2 OR **+2**

At game end: IF this card is in the party of Myrad or Lemron, it counts as 2 for the winning faction.

SEAWEED CUTTER

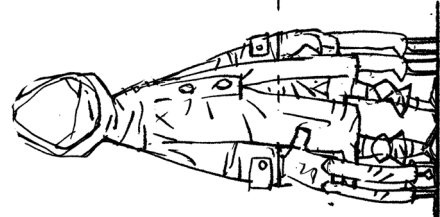


*

-1 OR **-1**

Draw 2 cards from . Place 1 of them into your party, keep 1 in hand.

KIND KING-SLAYER



*

IF there is a leading marker, **-2** leading marker.
Bury any 1 OR

GAME END

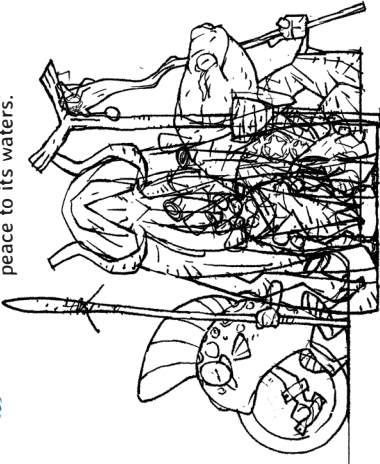
2 Players

8

 Heroes

WATERFOLK

Balance the land to bring peace to its waters.



OR

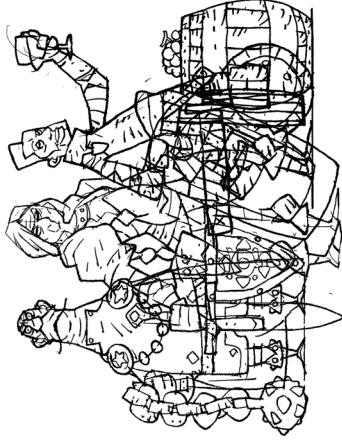


On the same space

next to each other

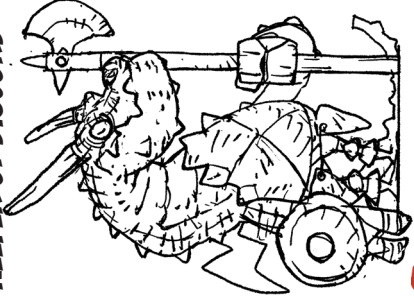
IMPERIAL ARMY

Uphold the law to make prosperity flourish.





At least 2 steps ahead of **HILL TRIBES**

KEEPER OF DISCORD



*

-10 AND/OR **-7**

While this card is  in your party: IF another  in your party would be buried, it is turned over instead.

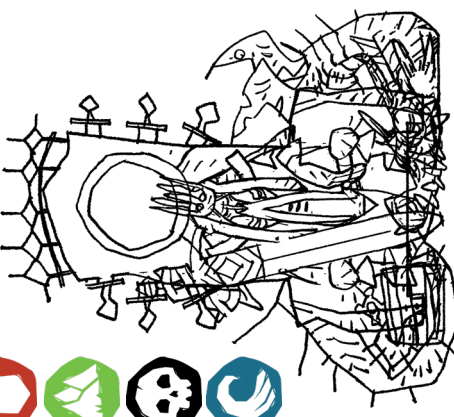
GAME END

3+4 Players

7

 Heroes

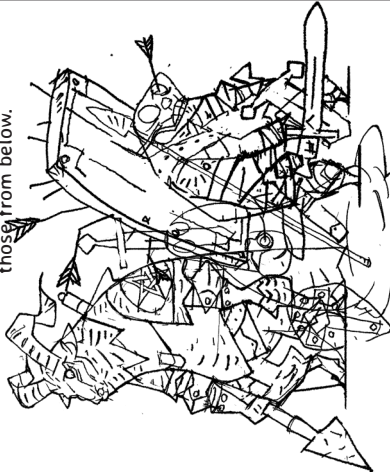
BURIED EMPEROR



This card is 1 Hero representing all factions at any time.

THE UNDEAD

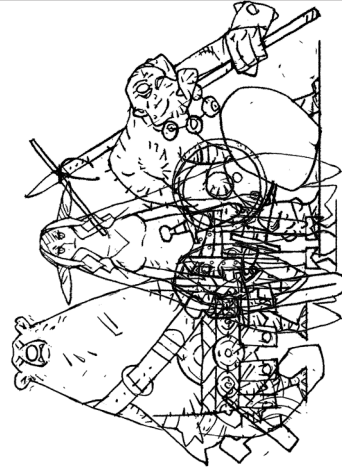
Reclaim the surface and free those from below.



Both markers on spaces in the dark area

HILL TRIBES

Destroy the oppressor and dance with the oppressed.



At least 2 steps ahead of **IMPERIAL ARMY**

WIN CONDITIONS



Both on spaces in the dark area



On the same space **OR** next to each other



At least 2 steps ahead of **HILL TRIBES**



At least 2 steps ahead of **IMPERIAL ARMY**

WIN CONDITIONS



Both on spaces in the dark area



On the same space **OR** next to each other







At least 2 steps ahead of **HILL TRIBES**

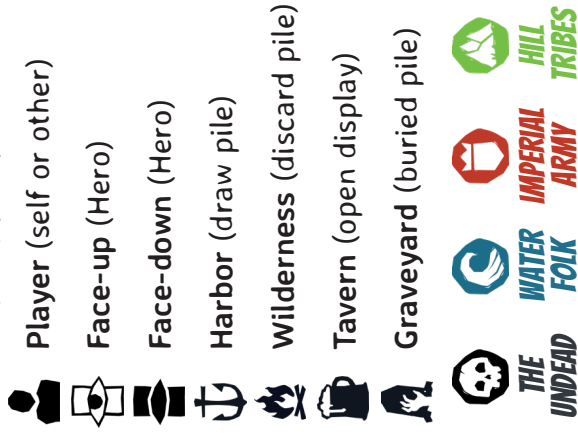


At least 2 steps ahead of **IMPERIAL ARMY**

TURN OVERVIEW

1. Play 1 card and perform its abilities.
OR
Discard up to 3 cards.
2. Draw cards from  **AND/OR**  until you have 4 cards in hand.
3. Discard down to 3 cards in hand.
4. Refill  with cards from .

ICON OVERVIEW







GAME END

5 Players

6



TURN OVERVIEW

1. Play 1 card and perform its abilities.
OR
Discard up to 3 cards.
2. Draw cards from  **AND/OR**  until you have 4 cards in hand.
3. Discard down to 3 cards in hand.
4. Refill  with cards from .

ICON OVERVIEW



GAME END

6 Players

5



Enjoy the Print & Play version of both the base game as well as the expansion *Forgotten Legends*. Please let us know if you have any questions regarding the cards or if you spot an error. Thank you and cheers, the BFF Team



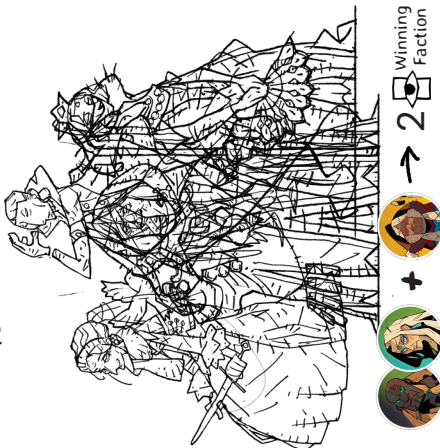
RATE US ON BGG

ICON OVERVIEW

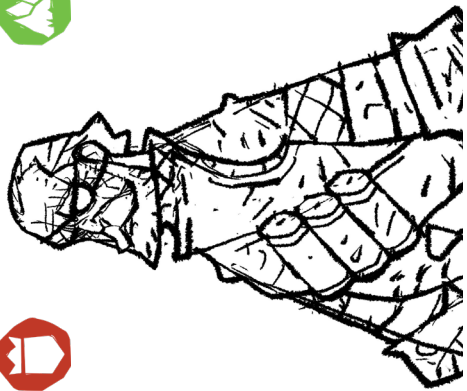
- Player (self or other)
- Face-up (Hero)
- Face-down (Hero)
- Harbor (draw pile)
- Wilderness (discard pile)
- Tavern (open display)
- Graveyard (buried pile)

- THE UNDEAD
- WATER FOLK
- IMPERIAL ARMY
- HILL TRIBES

QUEENS & FRIEND



When the Queens are not with their children, they are held captive and support their enemies (indicated by the faction icon on their card).



PAVYR - THE OPPORTUNIST

As a well-traveled man, Pavyr's ties within Oshra are weak. He will ally with anyone to claim the throne.

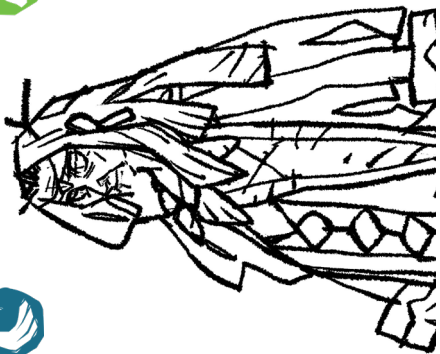
5



MYRAD - THE BANISHED

Once Myrad challenged the broken promises of his father. Defeated, he is gathering an army for his revenge.

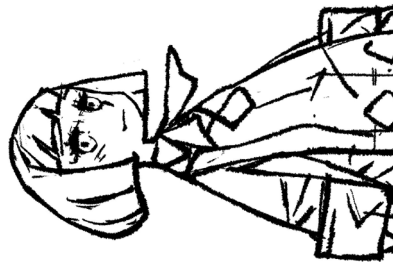
3



LEMRON - THE WISE

Although Lemron lost her sight, she never turned a blind eye to the countless injustices of the Empire.

1



ENNEED - THE INNOCENT

Enned was raised to be a diplomat. However, due to her young age she is easily frustrated.

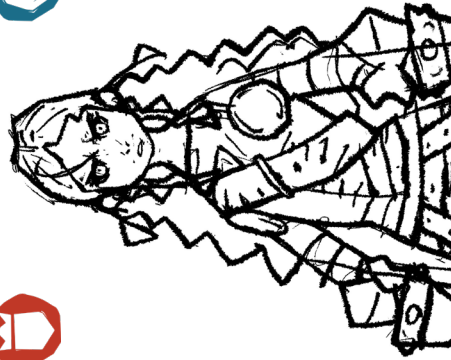
6



XIADUL - THE CUNNING

As child of the streets, Xiadul has no claim to the throne. As a compensation, he seized half the treasury.

4



CYRA - THE RIGHTEOUS

As a general, Cyra follows in the footsteps of her father. She wants to restore order and peace within Oshra.

2

