

SPIRE'S END[®]

VOLUME TWO • EPISODE ONE



*A Game by Gregory Favro
Illustrations by Bertho Horn & Charlie Potter*

FAVRO

SURVIVAL GUIDE: V1



WARNINGS FROM AFAR

A century of warnings from beyond this world came to a head late last night.

I am no Seer, but I share their curse of immortality. I know them, and I heed their warnings. An acquaintance from the Dust Drifts told me in passing, a spire would rise from the soil of SeaCrest with questionable motivations. It was strongly recommended I return and recruit others to help. Furthermore, I was assured that other, greater plans were already in motion to make things right. Plans that would unfold in concert with my own should I decide to play my role.

~

This morning as I make my way through the Hushed Bends into Orchard Valley, I receive word the Spire has risen. I travel with a sordid group of down-on-their-luck travelers. But I know my company is not yet complete.

What awaits me, I do not know, nor do those who come with me.

[THE ACCOUNT OF MORWEN WHITELOCK HAS BEEN TRANSCRIBED INTO THE PRIVATE RECORDS OF THE SEER'S RESIDENCY AT DUST DRIFTS.]

LET'S BEGIN!

Your adventure starts on Card 1. You move through the game like a book, but instead of pages, the narrative is told through a stack of cards. Flip them over, make exciting and often challenging choices, and let the story unfold.

The Story Cards are in numerical order.

NAVIGATION

Before your journey begins, familiarize yourself with these important keywords.

REVEAL: Advance to the next indicated card number.

PULL: Draw a card out of sequence without advancing from the current Story Card. Once you have finished with the pulled card, return to the previous Story Card and continue from the navigation prompts.

DISCARD: Remove a card from the game entirely. This card will not be used again.

RETRIEVE: Draw a card that has already been played or from a non-story deck, such as the smaller event cards or Milestones.

NOTE *Once you have begun, do not look at any cards you are not instructed to see. Exploring alternate timelines can contaminate the mind, causing you to slip into a numb, vacant state of consciousness in the eternal plains, from which you may never return.*

COMPONENTS

EPISODE CARDS x 149 · MILESTONE/ITEM CARDS x 27
EVENT CARDS x 60 · HIVE DICE x 5 · SHOT DICE x 6
20-SIDED DICE x 3 · MARKER DISCS x 8 (Yellow) 10 (Black)
MARKER CUBES x 40 (Red) x 30 (Black)

CARD TYPES

There are various types of cards in the game that enhance your adventure. Here's an overview of each:

STORY CARDS: These large cards are the heart of the game. They drive the narrative and guide your journey forward.

PULL CARDS: These cards aren't numbered and will come into play out of order.

STORY CARDS
Numerical Card



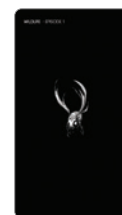
PULL CARD EXAMPLES
Non-Numerical



ALLY
DECK



DUSTER
DECK

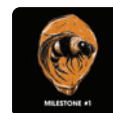


WILDLIFE
DECK

MILESTONES: These cards mark significant achievements or turning points in the story. Instructions will come up naturally on when to use them and how they affect the story, if at all.

EVENT CARDS: These cards are used for “waterfall events” that feature unique gameplay mechanics. For more details, see page 8.

TRADING POST CARDS: If you visit a Trading Post, you can trade for items. For more details, see page 9.



MILESTONE
CARDS



EVENT
CARDS



TRADING POST
CARDS

SETUP

To begin what may well unravel the fabric of infinite realities is actually quite simple.

1 | Get the Chapter 1 Story Deck.

2 | Flip over Story Card 1 and begin. The rest should happen naturally as the story unfolds.

FINNIAN & FRIENDS

All Allies share the same six core stats:

A | HIT POINTS LIMIT: *An Ally's lifeforce, but there's a catch. HP isn't just health; it's the fuel for your attacks. Every die you roll costs 1 HP. When HP hits 0, that Ally is KO'd. If all Allies in play are KO'd, it's game over. Allies cannot exceed the HP Limit without additional gear.*

B | ARMOR POINTS LIMIT: *Your first line of defense. AP soaks incoming damage before HP is touched. Once your AP is gone, every hit goes straight to HP. Allies cannot exceed the AP Limit without additional gear.*

C | ACCURACY: *Accuracy equals the HP you spend this Turn. Spend 3 HP, roll 3 dice. The stat is fluid. You decide how much to risk each Turn.*

D | RECOUP: *The amount of HP an Ally automatically recovers at the end of the Round.*

E | DICE ACTION COMBINATIONS: *Each Ally has unique Actions triggered by specific dice results. Roll the right combinations to attack or activate special abilities.*

F | ABILITIES TAB: *Every Ally comes with unique abilities.*

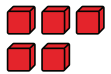


HEALTH & ARMOR

Managing your Allies' health is crucial. Finnian has 5 Hit Points (HP) and 3 Armor Points (AP). Use Health Cubes to track HP (red) and AP (black). The same cubes are used on all Allies and Enemies when in play.

ALLY SETUP

HP CUBES



AP CUBES



BEE AND POLLEN DISCS

(1 Bee, 1 Pollen)

NOTE At the start of every game, place 1 Bee and 1 Pollen Disc under Finnian. On Story Card 1, you'll be instructed to pull the Finnian Ally Card and collect these tokens. This setup is the same for every playthrough. Bee and Pollen mechanics are explained on page 4.

KOs AND DEATHS

Once an Ally's HP is reduced to 0, that character is Knocked Out and removed from play until the current Encounter ends. If all 3 active Allies are Knocked Out, the game is over. Additional Allies cannot be brought in once the 3 in play have fallen. If Finnian is Knocked Out, all Bees and Pollen are lost.

As long as 1 Ally survives an Encounter, all Allies' HP and AP are fully restored once the Encounter concludes.

ENCOUNTERS

ROUNDS, TURNS, ACTIONS

When you're confronted by evil, you'd better be ready. Let's look at the core elements: Rounds, Turns, & Actions.

ROUNDS

Encounters are divided into Rounds, with each Round made up of Turns taken by all Allies and Enemies, and ending with Ally Recoups.

ROUND: is a complete cycle of Turns, 1 for each Ally and 1 for each Enemy.

The number of Rounds an Encounter will last is determined by the **RETREAT** value shown on the Enemy's card.

If no **RETREAT** number is present and this symbol is there ∞, the Enemy will not flee. The Encounter continues until either the Allies in play or the Enemy are defeated.

TURNS

On each Encounter, Finnian must be present. Choose up to 2 additional Allies to join him (for a maximum of 3 Allies). If fewer are available, use only those. Finnian goes first, followed by the other Allies in any order.

TURN (ALLY): On their Turn, an Ally performs an Action by following these steps:

1 | DETERMINE ALLY ACCURACY: Decide how much HP to spend. For each HP spent, you may roll 1 Action Die. You can roll as many dice as you're willing to pay for, but you must keep at least 1 HP to stay alive.

2 | ROLL ACTION DICE: Roll the number of dice that equals your Accuracy (HP spent).

3 | FINESSE: After rolling your Action Dice, Finesse the results.

To Finesse, you must lock in at least 1 or more results. Then, re-roll the remaining dice. Repeat this process—locking at least 1 result each time—until you're out of dice to Finesse.

Finessing is optional, but often necessary to complete the desired combinations.

4 | ACTION RESULTS: Preform and Actions triggered by your locked Action Dice results.

5 | UPKEEP: Any conditions that trigger at the applicable time (end of Turn, end of Round, etc.) are resolved immediately when that time occurs.

FINNIAN/HIVE OVERVIEW & ACTIONS

Finnian relies on his Bees for combat and Pollen for support. He begins with 1 Bee and 1 Pollen and may carry up to 4 of each. Bees add +1 DMG to any successful attack when spent, while Pollen heals +1 HP to any Ally when spent. Bees and Pollen are removed from your Hive when used.



BEES - COMBAT ACTIONS: Deployed during Encounters to add +1 DMG per Bee to an attack.



POLLEN - SUPPORT ACTIONS: Deployed during Encounters to heal +1 HP per Pollen on Finnian or an Ally.

HIVE INVENTORY LIMIT: Finnian can hold up to 4 Bees and 4 Pollen at a time.

STING: Deploy a Bee to add +1 DMG to any successful attack.

HEAL: Deploy a Pollen to restore +1 HP to an Ally.

HIVE DEPLOYMENT: You only need 1 Hive to deploy up to 4 Bees and/or Pollen. A Hive remains active until all Allies have completed their turns.

DEPLOYMENT LIMIT: You may deploy up to 4 Bees/Pollen per turn if a Hive is rolled.

NOTE Deployed Bees or Pollen are spent and removed from your Hive.

HIVE DICE SIDES



SICKLE x 2



BEE



POLLEN



HIVE



BLANK

HIVE DICE ACTIONS



1 DMG per Sickle (Max 2)
Finnian wields two sickles; only two may count per attack.



GAIN 1 BEE
Per locked roll.



GAIN 1 POLLEN
Per locked roll.



Add +1 DMG per Bee (max 4) to any successful attack
Bees only augment successful attacks; they cannot deal damage on their own. Bees may come from your Hive inventory or locked rolls.



Heal +1 HP per Pollen (max 4) to any Ally
Pollen may come from your Hive inventory or locked rolls.

COMBINATION EXAMPLES



2 DMG (Sickles) + 1 DMG (Hive/Bee).

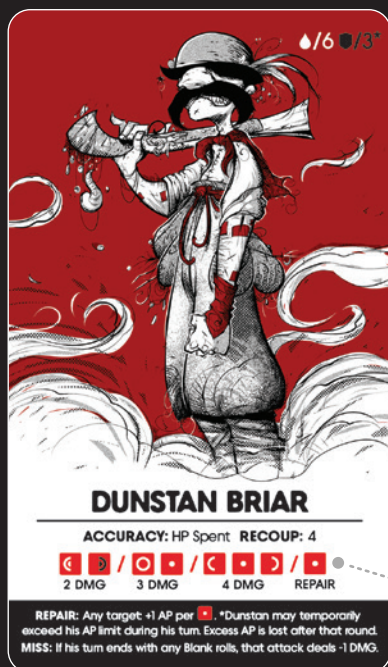
Notice: Bees add damage to a successful attack; they do not deal damage on their own.



1 DMG (Sickle) + 1 HEAL (Hive/Pollen).

ALLY OVERVIEW

Every Ally brings something different to the fight. Understanding their role is key to survival.



RECOUP

After all characters and enemies have taken their Turns, the Round ends with the **RECOUP PHASE**.

Each character has a Recoup value. During Recoup, they regain that amount of HP—no dice, no Actions, no cost.

If a character is reduced to 0 HP before Recoup, they are KO'D. Recoup will not bring them back. You may not Recoup beyond an Ally's maximum HP or AP Limits (unless instructed otherwise).

As shown, Dunstan has a Recoup of 4. At the end of every Round, he automatically regains 4 HP.

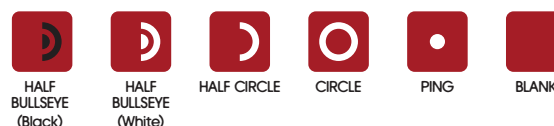
Please note: Recoup occurs at the end of the Round, not at the end of an individual Ally's Turn.

ALLY ACTIONS

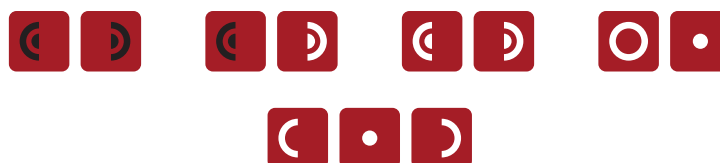
Each Ally follows the same Turn structure as Finnian: determine Accuracy, roll Action Dice, and Finesse as needed to perform attacks or other Actions. The difference lies in the dice they use, and the combinations required.

Allies use Shot Dice instead of Hive Dice. These dice contain various Bullseye parts. To trigger damage or other effects, you must form specific combinations based on the Ally's Action Card.

SHOT DICE SIDES



BULLSEYE COMBINATIONS



COMBINATIONS

Each Ally has a unique set of bullseye combinations above.

Damage from a single combination must be applied to one target. You cannot split or distribute that damage between multiple enemies.

Refer to each Ally's character card for full combination logic.

FINESSING

Like Finnian, Allies can Finesse their rolls to improve results. After your initial roll, you may lock in 1 or more dice and reroll the rest. Repeat this process until all dice are locked.

SUPPORT ACTIONS

Support Actions (e.g., Dunstan's REPAIR) usually require a single die face and don't need a Bullseye.

TIP *Don't be afraid to spend most of your HP on Actions during Encounters. Your AP is your true defense. Use Pollen to restore HP before the next enemy attack.*

ENEMY OVERVIEW

Enemies use a core set of stats similar to Allies, but some function differently in practice.

A | HIT POINTS (HP): When an Enemy's HP reaches zero, they are defeated. Enemies do not spend HP for Attacks.

B | ARMOR POINTS (AP): Once an Enemy's AP is depleted, all damage is applied directly to HP.

C | REWARDS: Items received if this Enemy is defeated.

D | FEROCITY: Add this number to each of the Enemy's D20 attack rolls (not to the damage result).

E | ATTACKS: Indicates how many times the Enemy rolls on its D20 Damage Table during its Turn.

F | RETREAT: Indicates how many Rounds this Enemy will fight before they are no longer in play. This symbol ∞ means they will not retreat.

G | D20 DAMAGE TABLE: For each attack, roll a D20. The result points to how much damage they inflict (See *Rules of Engagement* to determine which Ally, page 7).

H | ABILITIES TAB: Unique abilities that impact gameplay.



ENEMY ACTIONS

After all Allies have taken their Turn, the Enemies act. You will control the Enemies during this phase, following the instructions on their card.

Follow these steps during an Enemy Turn:

1 | ROLL DICE: Roll a D20 for each attack the Enemy makes (see ATTACKS stat).

2 | ADD FEROCITY: Add the Enemy's Ferocity to each result.

3 | CHECK DAMAGE TABLE: Match each result to the Enemy's D20 Damage Table to determine damage.

4 | DEAL DAMAGE: Apply the listed damage to the targeted Ally (see *Rules of Engagement* on the next page, page 7).

5 | TRIGGER ABILITIES: If the Enemy has any triggered abilities, apply them now.

Important: Enemies do not Finesse, spend HP, or make choices. Their behavior is automated based on their stats and abilities.

If there is more than one Enemy, they take turns left to right.

STATUS EFFECTS & ABILITIES

Each Enemy has abilities listed in their Abilities Tab. These can affect gameplay in strange, frightening, discouraging, or even amusing ways.

For example, Wade Slocum (seen on the left) has the ability: QUICKDRAW, which states, anytime Wade rolls a 4 or lower, he gets another attack. Abilities vary from 1 Enemy to the next.

NOTE If an ability says (stacks), its effect increases each time it is triggered and does not reset at the end of a round.

DAMAGE TABLE – ENEMY DICE RESULTS

Enemies rely on a simple D20 system to determine the outcome of each attack.

The Damage Table, shown at the bottom of the Enemy card, lists the results for each possible roll. These outcomes are straightforward—most deal damage, while some may miss or trigger additional effects.

After rolling, apply the Enemy's Ferocity bonus, then reference the Damage Table to see how much damage is inflicted.

5-15 → 3 / 16-19 → 4 / 20 → 5

For example, Wade Slocum's Action Bar shows the following:

- Rolls of 5–15 deal 3 DMG
- Rolls of 16–19 deal 4 DMG
- Roll of 20 deals 5 DMG

ALLY SELECTION

DETERMINE WHO FIGHTS

At the start of an Encounter, you'll review the Enemy card and choose up to 3 Allies from your available party. Study the Enemy's Ferocity, Abilities, and potential damage output. Select a team that best fits your strategy.

The Allies you choose will remain in play for the entire Encounter unless instructed otherwise. No swapping or substitutions occur during the fight.

If all Allies in play are KO'd, the game ends immediately.

Once you've made your selection, this is the Round flow you'll follow for the rest of the Encounter:

ROUND FLOW

1 | FINNIAN'S TURN

Spend HP, Roll Hive Dice, Finesse, Perform Actions

2 | ALLIES TURNS (Any Order)

Spend HP, Roll Shot Dice, Finesse, Perform Actions

3 | ENEMY TURN

Target Roll, Roll D20, Add Ferocity, Perform Actions

4 | RECOUP

All surviving Allies regain HP equal to their Recoup value.

These steps repeat until the required number of Rounds are completed, all Allies in play are defeated, or all enemies are defeated.

NOTE Bees can be deployed to Sting or Heal during any Ally's turn. Once the Enemy's turn begins, the Hive is no longer in play.

RESET

At the end of an Encounter, all Allies restore their HP and AP to their Limit. Bee and Pollen counts do not reset—carry over whatever you have remaining.

RULES OF ENGAGEMENT

DETERMINING WHICH ALLY GETS HIT

Who takes the hit can make or break your team. The Target Roll Phase adds a layer of chance and tension to every Encounter, determining which Ally an Enemy strikes.

TARGET ROLL PHASE

Before each Enemy attack, determine which Ally is being targeted.

SINGLE PLAYER: Assign a color-coded d20 to each Ally (Red, Yellow, and Black). Roll all three dice together. The highest result determines which Ally is hit. If multiple dice tie for highest, roll again only for those tied Allies.

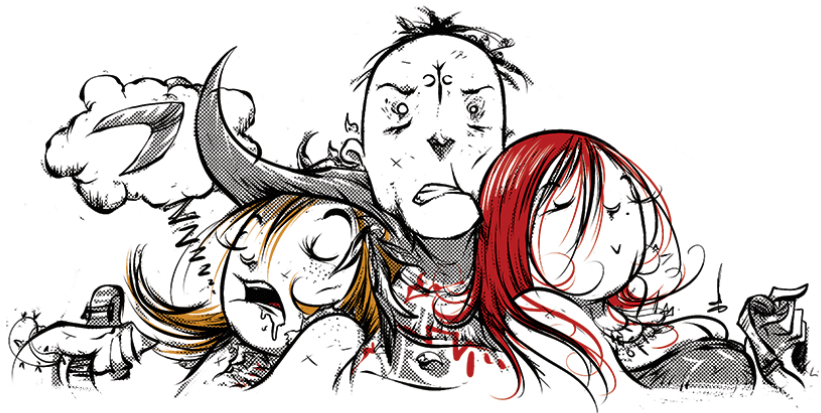
MULTIPLE ATTACKS: If an Enemy makes more than one attack in the same turn, roll separately for each attack.

MULTIPLAYER: Each player rolls 1d20 for their own Ally. The highest result is hit. If multiple Allies tie for highest, only those tied Allies roll again.

OPTIONAL OVERRIDE

At the start of the Target Roll Phase, you may spend 1 Bee to skip the roll and choose which Ally is targeted.

NOTE If a discrepancy arises and it is unclear which Ally an Enemy should attack due to an ability or special rule, resolve it with a Target Roll between the Allies in question.



WATERFALL EVENTS

At pivotal moments in the story, you will be prompted to reveal a specific set of Event Cards. When this occurs, retrieve the smaller-sized Event Cards listed and arrange them.

These events unfold in a cascading format. Your decisions in the first row shape what's available in the next. A single choice begins the drop, and what follows only gains force.

These aren't about combat or resolution. They're about interpretation. The card backs offer your only clues. Some are obvious. Others are not.

EVENT STRUCTURE

Each Event is organized into rows. The number of rows and cards per row will vary, but no Event will exceed 5 rows, and no row will contain more than 6 cards.

There are three Events in this episode: Dunstan Duel, Morwen's Carriage, and Saving Imrie.

When prompted by a Story Card, retrieve the matching Event Card set by name (e.g., "Retrieve the Dunstan Duel Event Cards"). Each set is clearly labeled and grouped for convenience.

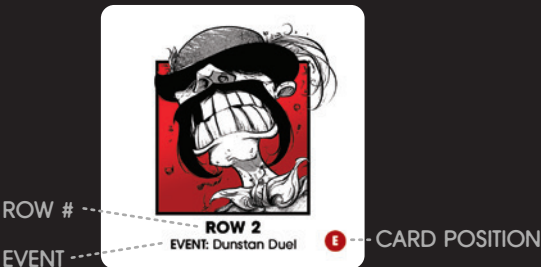
Keep these three Events separated for easier setup and play.

CARD ANATOMY

Each card displays:

- The Event Name
- The Row Number (Row 1–5)
- For Rows 2 and onward: Position Letter (A–F)

All cards feature an illustration on the back. These



EVENT SET UP

GATHER EVENT CARDS

When instructed by a Story Card (e.g., Retrieve the Dunstan Duel Event Cards), retrieve all the cards labeled for that event.

SORT BY ROW NUMBER

Arrange the cards into separate groups by Row (1 through 5). Not all rows will be used—refer to the Row Numbers printed at the top of each card.

ARRANGE WITHIN ROWS

Within each row, sort the cards by letter (A–F) if present. Cards in Row 1 have no letter. They are placed in Row 1 randomly.

LAYOUT THE GRID

All cards should be face down: Row 1 at the top, followed by Row 2, and so on.

ROW 1						
ROW 2	A	B	C	D	E	F
ROW 3	A	B	C	D	E	F
ROW 4	A	B	C	D	E	F
ROW 5	A	B	C	D	E	F

EVENT PROGRESSION

CHOOSE A CARD (ROW 1)

Select 1 card from Row 1. Reveal it and Discard the rest from that row.

RESOLVE

Follow the card's instructions. This usually means removing specific cards from the next row (e.g., Remove Row 2 cards B and F).

ADVANCE TO NEXT ROW

From the remaining cards in the next row, choose 1. Reveal it.

CONTINUE

Repeat the process: choose 1 card per row, resolve it, and move downward.

FINAL OUTCOME

When you reach a conclusion, Reveal the indicated Story Card.

EVENT CARD COUNTS

As mentioned, the number of cards per Event will vary.

Dunstan Duel: 27 Cards | Morwen's Carriage: 15 Cards | Saving Imrie: 18 Cards.

WILDLIFE CARDS

On some Story Cards, you'll see a pawprint icon. For each icon shown, pull a card from the Wildlife Deck and see what you've found—be warned, Wildlife fights back.

Shuffle the Wildlife Deck before use. When you're done, return the Wildlife Card to the deck and reshuffle for next time. Wildlife Cards function like Enemies and follow the same combat rules.

Until your party is more than one Ally, you may only pull a Minor Needlegrass Nibbler. Once you have two or more Allies, always pull from the full Wildlife Deck.

Hunting is the primary way to earn Pelts and Meat, which can be traded for gear (see right).

MILESTONE CARDS

Milestone Cards are the adventure's way of tracking events and achievements. They can influence the story to come, for better or worse.

At certain points in the story, you may be instructed to retrieve a specific Milestone Card. Each is numbered.

Once retrieved, place the Milestone Card face-up in your play area. It remains there unless instructed otherwise.



TRADING POST CARDS

Trading Post Cards show items and their cost in Meat and/or Pelts. The required amount is listed at the bottom of each card face. When revealed, decide if you can purchase, then return the card to the deck. Only 5 Trading Post Cards may be revealed each playthrough. Stocking up on Meat and Pelts will give you an edge in future encounters.

Note: Single use Items can only be used if at least one Ally is in play. If all Allies are KO'd, items can't be used.

MEAT, PELTS, & TRADING POSTS



MEAT: Defeat Wildlife or Enemy with this icon to gain 1 Meat.



PELT: Defeat Wildlife or Enemy with this icon to gain 1 Pelt.



TRADING POST: When you see this icon on a Story Card, shuffle and retrieve 5 Trading Post Cards. You may then trade Meat and Pelts for items.

PLAYERS & ROLES

This game is designed for 1 to 3 players.

In solo play, you'll control all Allies during events, hunts, and Encounters. With additional players, each may take on the role of a specific Ally, making decisions and rolling dice for them.

Furthermore, if there are more people hanging around, I encourage you to nominate a narrator, preferably someone with a little dramatic flair!

EPISODE PROGRESSION

This story is told in episodes. When an episode ends, you'll need to record your progress before continuing to the next episode.

MAKE NOTE OF THE FOLLOWING

- The Story Card your playthrough ended on
- Your current Allies
- Any Milestone Cards in play
- Your current Item Cards

This information will carry over into the next episode.

ROADS LESS TRAVELED

While this episode leads into future ones, it's designed to be played more than once.

You're encouraged to return, make different choices, and uncover what you missed. There are alternate paths and unique Encounters that only reveal themselves with bold or unexpected decisions.

This isn't a one and done experience. It's meant to be explored. To truly unearth all the Story Cards and nuances, you'll need to dig deep.



SPIRE'S END TEAM

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For mature players (18 +). Contains depictions of violence, sexual content, and strong language.

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