



Vault Guardian optional extras

Choose what to add

An optional companion to the simplified Vault Guardian starter. Keep its six required paintings and six relics. These extras do not replace the starter rules or add extra Hero abilities.

1 Print and use instructions · 2-3 Player quick references · 4-5 Private Guide references · 6-7 Stag and Spider paintings · 8-9 Four reward cards · 10 Setup labels.

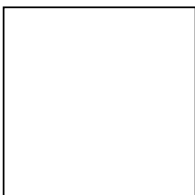
Print only what you need

Choose Color or Black and White. Print US Letter, single-sided, at Actual Size / 100%. Turn off Fit or Shrink. Keep pages 1-7 whole. Cut and fold only pages 8-9; cut labels on page 10. Large floor targets are in their separate optional booklet.

Guide only use the extras

False paintings: add one extra pedestal for Stag and one for Spider. Keep each whole picture visible. Neither has a matching relic; they never count toward the six correct placements. A wrong placement follows your normal choice: return the relic to its recorded start or allow another carry.

Rewards: keep one matching item per participating Hero at the Vault. When it opens, reveal and equip those items. Reading and equipping them gives no Action, movement, healing, Rally, recovery or activation. Each is usable once per adventure; a Guardian defeat does not refresh it.



1 inch test square

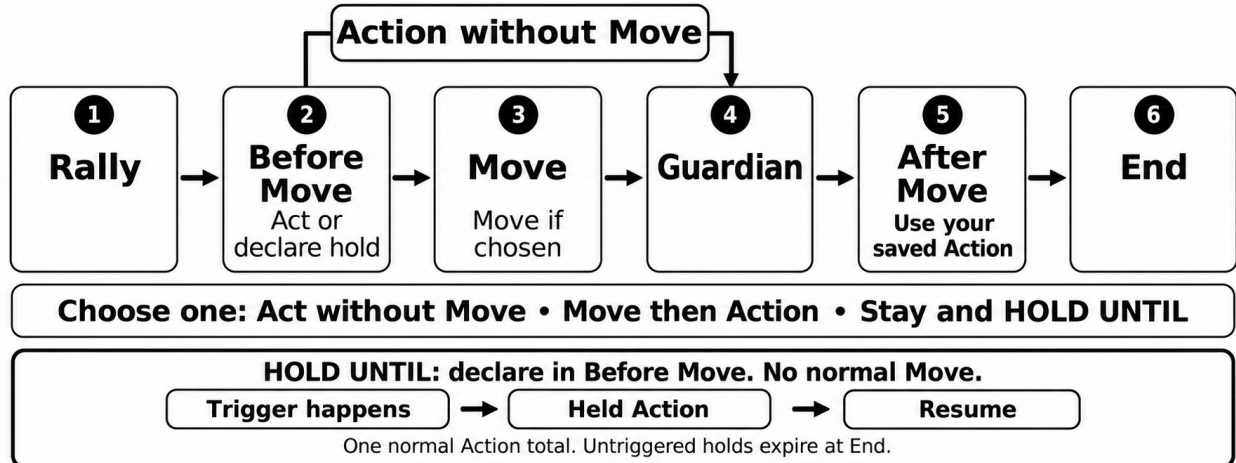
Check this before cutting cards or labels.



Rounds and Actions

ONE ROUND • SIX STEPS

Each Hero chooses one Action path.



Rally movement and Actions

Rally: gain 1 PWR OR return 1 eligible USED reusable Skill to READY. Never restore Defense. Clear once-per-round checks.

Move: Heroes may move up to 2 shared Steps, including not moving.

Guardian: move up to 1 Step (3 after final reform), then 1 normal Action. Advance movement is separate.

Basic attack or ACTION Skill: 1 normal Action. RESPONSE/FOLLOW-UP: printed trigger, cost and limit, not another normal Action.

End: finish end effects; no extra Action, healing or Defense reset.

HOLD UNTIL

Before Move, declare an available Action, a specific observable trigger, and target or target-selection condition. The target may enter range later. Commit your normal Action; no normal Move. On the trigger, recheck all requirements; resolve immediately if legal, then continue.

Pay costs and apply its actual READY/USED rule only on execution. No execution: no cost or state change. An unused hold expires at End unless a rule says otherwise. No extra Action; not automatically a Response. The Guardian cannot hold.



Attack and Defense

Power and printed limits

Start PWR 0; pay only when a rule says. Skills need a legal trigger/target, available use and enough PWR. READY does not erase limits; PWR cannot go below 0.

Make one attack

Basic attack: 1 Action, 0 PWR, HARM 1. Declare melee/ranged against a visible enemy; no listed range. Never attack through cover or throw at people. From the agreed safe place beside your target, make 1 soft underhand toss at its floor target. In or touching: HIT. Outside: MISS; spend the Action and committed costs. Pause to retrieve; no game movement.

On HIT draw one Defense piece

Defender randomly draws 1 eligible READY piece without seeing or choosing. Keep READY and USED separate.



Life, Armor or Dodge: it takes HARM 1. Move the drawn ordinary piece to USED.



Wild: prevents ordinary HARM. Move to USED for this fight.



Granted TEMP: prevents ordinary HARM. Remove it instead of moving it to USED.

TEMP and Knocked Out

Add granted TEMP to READY; it is not ordinary Life. No READY ordinary Life: Guardian defeated; Hero Knocked Out, even with TEMP. No Actions, Move, Responses or self-healing. An ally may legally restore ordinary Life, never above its starting total. Resume only remaining opportunities; no extra Action or turn.



Guardian quick reference

One Guardian

N = Hero players, not the Guide. Only one Guardian. Start with N+1 each Life, Armor, Dodge and Wild; maximum ordinary Life N+1.

2 Heroes: 3 of each (12 pieces). **3 Heroes:** 4 of each (16).

4 Heroes: 5 of each (20). Start PWR 0; Advance READY.

Normal Move: up to 1 Step; up to 3 after final reform. At Rally gain 1 PWR OR ready Advance. Rally never restores Defense.

One normal Action: basic melee/ranged attack (HARM 1, 0 PWR; soft toss, can MISS; no listed range), Advance, or legal relic retrieval. No held Action.

Advance 1 Action 1 PWR

1 Check. Choose an unbroken legal path exactly 1 Step long, ending where the Guardian can make a legal melee attack.

2 Commit. Spend its normal Action and 1 PWR; mark Advance USED. This movement is separate from normal Move.

3 Move. Go exactly 1 Step. Recheck that the Guardian can act and the chosen target is alive and legal.

4 Attack. One basic melee HARM 1 attack. Mara may Interpose; resolve against the actual defender.

5 Push on HIT. Move that defender 1 Step directly away, respecting obstacles. Orin ignores physical forced movement; HARM still applies. Never physically push a person or automatically move a newly Knocked Out defender.

A movement stop or defeat cancels unfinished Advance without refund. MISS: no push. Wild or TEMP does not prevent the push; Orin is immune. No extra HARM. Finish Advance before Skills triggered by completing its movement; held Actions still resolve on their declared triggers. Defeat prevents action; reforming gives no extra turn or attack.

Defeat and early reform

A Guardian defeat ends that fight. Heroes restore starting ordinary Defense, ready reusable Skills, renew combat uses, set PWR 0 and remove leftover TEMP. Pippa's Full Rest retry does not refresh. Next fight: follow each Hero's TEMP reminder. Hiding, search, patrol and opening the Vault do not grant this reset.

Before the Vault opens, reform at the original start: N+1 of each ordinary type, PWR 0, Advance READY, normal Move 1 Step.



Run the Vault

Spot search and patrol

Use the Guardian's actual view, not private knowledge. Before combat, explore freely while it slowly patrols. Spot a Hero: start rounds. Before a new fight, each time Pippa is spotted, look away for 1 second, then back: hidden, let her go; visible, start rounds. This chance does not renew in the same unfinished fight.

Pursue/attack only on legal turns; no extra attack from spotting or move from hiding. Lose everyone: check the last seen place, then scan a full circle. Spot someone: pursue. Nobody: patrol and pause rounds; resume free exploration. Same fight, no reset. Next spotting resumes at the next round's normal Rally. No Rally income while paused; no recovery or repeat of starting TEMP.

Relics and carrying

Correct match: say it locks; leave it there. Incorrect: return it to its recorded start OR let Heroes carry it to another pedestal using the agreed test.

Pickup/placement costs no Action.

Carry mistake: pause and safely reload, no recovery. Investigate that place; no hidden-Hero reveal, combat start or reset. Use normal spotting.

Before the Vault opens, retrieve a visible moved relic only with no Hero visible; leave correct matches. Reach it first; spend the normal Action during rounds, or retrieve during free patrol. Pause for safe set-down; return to recorded start. Never grab from a player.

Open the Vault and finish

All six match: announce the Vault opens; it stays open. Pause to announce treasure and set it safely beside the Vault. No free healing, recovery, Rally, Hero movement or Action.

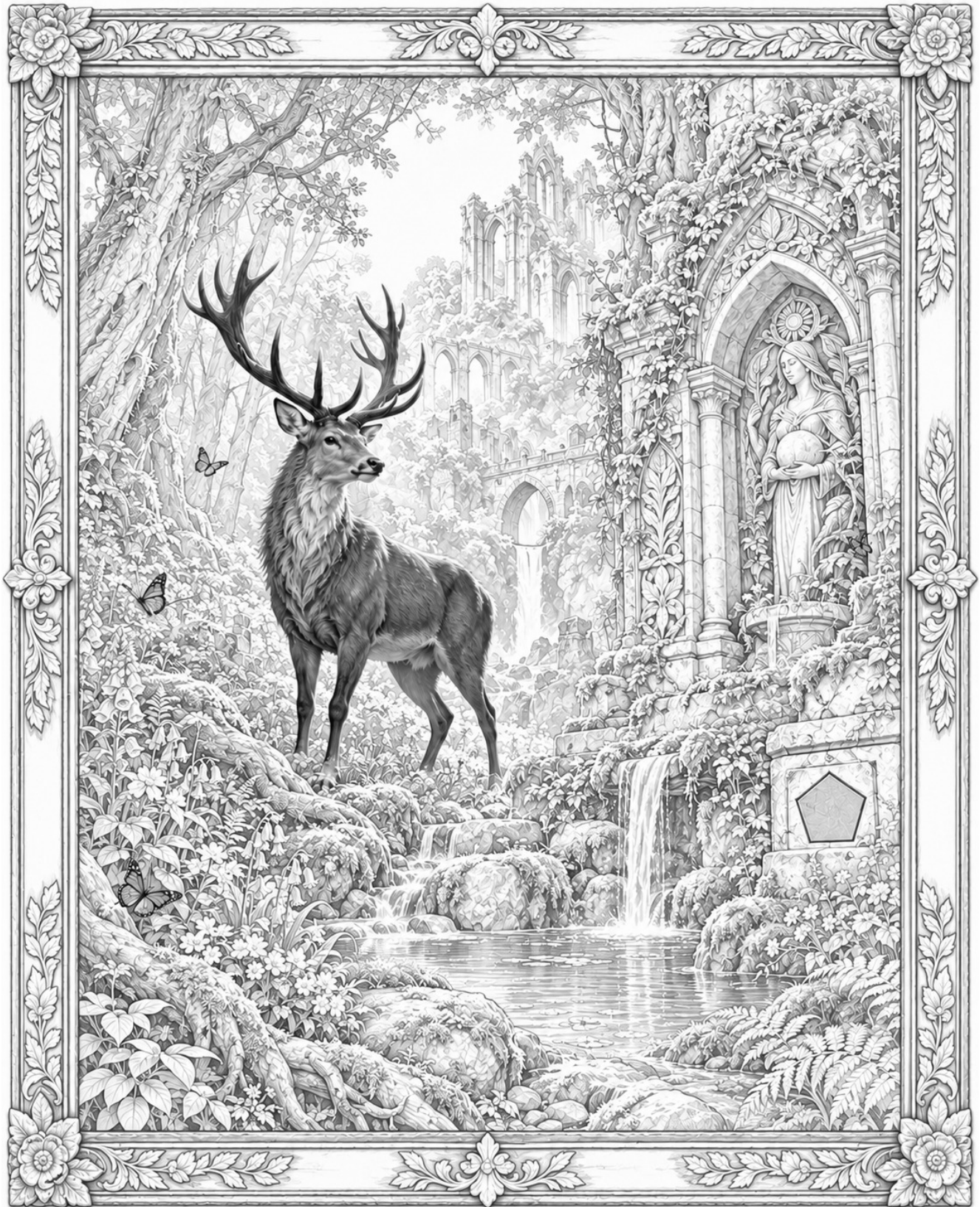
Reform one fresh Guardian at the fictional exit, active old one or not: N+1 of each ordinary type, PWR 0, Advance READY, normal Move 3 Steps. Still one Guardian; never block a real exit.

Unfinished fight: Heroes keep Defense, TEMP, Skill uses and PWR; no reset or new TEMP from reforming. **Last fight ended in defeat, no new fight yet:** Heroes already had the reset; apply their TEMP reminders as this fight starts. **No fight yet:** follow each Hero's TEMP reminder.

Win: final Guardian defeat ends reformation; take treasure and leave by fictional exit. **All Heroes Knocked Out:** pause, record result, agree any retry. No automatic free reset.



Stag





Spider





Cut and fold reward cards

Cut each outer rectangle. Fold on the dashed center line, blank sides together; tape or glue. Finished size: 2.5 × 3.5 inches.

<p>ANYSPEACE QUEST</p> <p>Second-Swing Knot</p> <p>MAGIC ITEM • VIRNOC</p>  <p>ONCE PER ADVENTURE FLIP AFTER USE • NO REFRESH</p> <p>While RAGING, retry one missed basic Melee attack from your normal Action. Keep the same target and position; the second result stands. No extra Action or PWR. Not a Response attack. No refresh during this adventure.</p> <p>Details on back</p> <p>© 2026 Spare-A-Game LLC</p>	<p>ANYSPEACE QUEST</p> <p>Second-Swing Knot</p> <p>MAGIC ITEM • VIRNOC</p> <p>Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.</p> <p>Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.</p> <p>© 2026 Spare-A-Game LLC</p>
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<p>ANYSPEACE QUEST</p> <p>Borrowed Footfall Anklet</p> <p>MAGIC ITEM • PIPPA</p>  <p>ONCE PER ADVENTURE FLIP AFTER USE • NO REFRESH</p> <p>When you use Slip Away, keep that Skill READY instead of marking it USED. Its normal trigger, movement and once-per-round limit still apply. You must already have Slip Away. No refresh during this adventure.</p> <p>Details on back</p> <p>© 2026 Spare-A-Game LLC</p>	<p>ANYSPEACE QUEST</p> <p>Borrowed Footfall Anklet</p> <p>MAGIC ITEM • PIPPA</p> <p>Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.</p> <p>Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.</p> <p>© 2026 Spare-A-Game LLC</p>
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<p>ANYSPEACE QUEST</p> <p>Twin-Dawn Pendant</p> <p>MAGIC ITEM • ORIN</p>  <p>ONCE PER ADVENTURE FLIP AFTER USE • NO REFRESH</p> <p>When you use Healing Light, choose two different eligible heroes within 2 Steps. Each returns one USED ordinary Life to READY. Apply normal Action and Skill-use rules. You must already have Healing Light. No refresh during this adventure.</p> <p>Details on back</p> <p>© 2026 Spare-A-Game LLC</p>	<p>ANYSPEACE QUEST</p> <p>Twin-Dawn Pendant</p> <p>MAGIC ITEM • ORIN</p> <p>Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.</p> <p>Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.</p> <p>© 2026 Spare-A-Game LLC</p>
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<p>ANYSPEACE QUEST</p> <p>Far-Reach Clasp</p> <p>MAGIC ITEM • MARA</p>  <p>ONCE PER ADVENTURE FLIP AFTER USE • NO REFRESH</p> <p>When you use Interpose, protect an ally within 2 Steps and move up to 2 Steps into a legal interposing position. Apply its normal limits; the attack resolves against you normally. You must already have Interpose. No refresh during this adventure.</p> <p>Details on back</p> <p>© 2026 Spare-A-Game LLC</p>	<p>ANYSPEACE QUEST</p> <p>Far-Reach Clasp</p> <p>MAGIC ITEM • MARA</p> <p>Reveal this reward when the Vault opens and equip it on the matching Hero. The reveal/equip teaching pause grants no Action, movement, healing, Rally, recovery or activation.</p> <p>Use once during this adventure; then turn this card face down. A Guardian defeat does not refresh it. Keep every normal Skill cost, trigger and limit unless the front explicitly changes it.</p> <p>© 2026 Spare-A-Game LLC</p>
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Setup markers

Optional labels for the real play space. Cut on dashed lines. Keep real exits and walking paths clear.

Relic numbers mark starting locations only, not matching answers. Record each relic's start on your private Guide sheet. Do not put answer labels on pedestals.

VAULT Treasure spot	FICTIONAL EXIT Keep real exits clear	GUARDIAN START Original starting place
RELIC START 1 Location label only	RELIC START 2 Location label only	RELIC START 3 Location label only
RELIC START 4 Location label only	RELIC START 5 Location label only	RELIC START 6 Location label only

These are location labels, not cards, floor targets or Step measures.