

Rules Changes

With the introduction of Version 1.3, the Aventuria Basic Rules change as follows:

- The rules for the **Brief Respite** have changed completely. See below.
- At the end of an Adventure combat, the heroes return all Fate Points (♦) to the middle of the table.
- A hero's deck must always include exactly 30 Action Cards. Reward cards are no longer placed on top of the hero deck, but shuffled in, and for each reward card added, the hero must remove one regular action card from their deck.

Brief Respite

Between each act of a multi-act adventure, the heroes have time for a **brief respite**, which allows them to regain some of their vitality and prepare for upcoming challenges. **Each hero** receives a number of **recovery points** equal to the number of Time Counters (time symbol) left on the Time Scale Card after the previous combat, **plus 2**.

Example: Carolan, Mirhiban, and Arbosh finish a combat with 2 (time symbol) on the Time Scale Card. Each hero gains 4 recovery points to use during the brief respite.

Each hero may use their recovery points for the following options in any combination:

- **Rest:** Heal 2 (♦) per recovery point you spend on this option. This cannot raise your life points (♦) above the starting value of 40.
- **Pray to the Gods:** For every 2 recovery points you spend on this option, take 1 Fate Point (♦). You may choose this action as long as there are Fate Points remaining in the middle of the table.
- **Prepare:** This option costs 4 recovery and only be chosen once by each hero. At the beginning of the next combat, search your Hero Deck for any card and add it to your hand, in addition to your normal starting hand of 5 cards.
- **Practice:** For 2 recovery points, you may take one of the four “Practice” cards and place 5 (X) on it. For each additional recovery point you spend, you may place 2 more (X) on the card.
- **Train:** For 2 recovery points, you may take one of the four “Training” cards and place 4 (X) on it. For each additional recovery point you spend, you may place 2 more (X) on the card.

After every hero has spent their recovery points, the adventure continues with the next act.



Practice Card



Training Card