



CALL TO Adventure

Rulebook

THE
NAME OF THE WIND



Call to Adventure: The Name of the Wind - 1st Edition; 2nd Printing

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THE NAME OF THE WIND

HEROIC FANTASY EXPANSION

The Kingkiller Chronicle™, by Patrick Rothfuss, is a story within a story. Over the course of *The Name of the Wind* and *The Wise Man's Fear*, a narrative unfolds as the protagonist tells the tale of his life. These books were a key source of inspiration for **Call to Adventure**, a game about character development and storytelling. So it's fitting that the game's first expansion takes you to the Four Corners, and gives you the chance to create a story in the world of Kvothe, Denna, Auri, and the Chandrian.

Call to Adventure: The Name of the Wind is your chance to become a Cealdish trader, an Edema Ruh trouser, or a Vintish noble. Perhaps you'll survive the streets of Tarbean, attend The University, venture into the Fae, or earn your Pipes. For fans of the books, this is a chance to follow in Kvothe's footsteps... or choose a different path. For anyone who loves heroic fantasy, this set includes new character options and introduces Naming, a system of magic driven by deep understanding.

Contents



9 Character Cards
3 Origin • 1 Motivation • 5 Destiny



53 Story Cards
12 Act I • 20 Act II • 21 Act III



16 Hero & Antihero Cards
8 Hero • 8 Antihero
5 Adversary Quests



Naming Rules
Reminder Card



Name Tokens
4 Wind • 4 Iron • 4 Fire

Objective

Call to Adventure: The Name of the Wind does not change the core objective of the game. Your goal is still to become the hero with the greatest Destiny. This expansion includes new cards that change the game's theme and setting to match the Heroic Fantasy world of the Kingkiller Chronicle™. It also adds one new rule: Naming.

Preparing the Game

To accurately convey the setting of the Kingkiller Chronicle™ and provide a fresh play experience, this expansion includes many cards that replace cards in the core game. Before you play a game of ***Call to Adventure: Name of the Wind***, set aside the following cards from the core game:

Destiny:

- Blood of the Dragon
- High Arcanist
- Intrepid Explorer
- One With Nature

Act I:

- Adventurous
- Animal Companion
- Armed Robbery
- Cruel Winter
- Dangerous Artifact
- Magical Test
- Mentor
- Missing Person
- Raging Inferno
- Restless Spirit
- The Academy
- Thieves' Guild

Act II:

- Daring Heist
- Desert Caravan
- Distant Lands
- Enlightened
- Naval Battle
- Perilous Dungeon
- Savage Beast
- Sidekick
- Street Gang
- Trench Warfare
- The Crime Lord
- The Dark Rider
- The Mad Cultist
- The Warlock
- The Wolf

Adversary Quests:

- Crime Wave
- Demon's Curse
- Doomsday Cult
- Hunted by the Rider
- Madness of the Sorceress
- Night of the Wolf
- High Priest's Inquisition
- War for the Throne
- Warlock's Blight

Act III:

- Ancient Evil
- Army of the Dead
- Assassins' Guild
- Crypt of Horrors
- Dark Colossus
- Dark Revelation
- Demon Horde
- Divine Calling
- Dragon's Hoard
- Force of Nature
- Into the Abyss
- Queen's Chambers
- Rogue Elemental
- Supernatural
- Sword of Darkness
- Trial of the Magi
- Witch's Den
- The Demon
- The High Priest
- The Sorceress
- The Warlord

New Story Icon

In *Call to Adventure: Name of the Wind*, the Nature story icon is not available. Instead, players may earn the Music icon. The story icons available in this set are:



Divinity



Justice



Music



Arcana



Royalty



Villainy

Gaining more than one copy of a Story Icon will give you extra Destiny points at end of game. All sets of Story Icons are scored in the same way, adding directly to your Destiny score at end of game:



=2




=4




+ =8

Naming

This expansion adds one new rule to *Call to Adventure*. Naming is the profound and volatile art of understanding a thing so deeply that it is yours to command. In *Call to Adventure*, you can learn the name of the Wind, Fire, and Iron.

- Once per turn, if you fail a challenge, you may **attempt a Name**.
- Check to see if you have a bonus to the attempt.
 - Each Name has an associated **pair of Ability icons** that gives you a +1 to your attempt. You may only gain this bonus once per attempt.
 - Each copy of the **corresponding Name icon** in your story gives you an additional +1 to your attempt.
 - The only Hero/Antihero cards that you may apply to a Name attempt are Bind With Iron, Command the Flame, and Call the Wind.
- Cast the **core runes only**.
 - You may not add Dark runes to your attempt, or any Ability runes.
 - You do not draw a Hero or Antihero card on a result of .
- If the result of your attempt is **4 or higher**, you learn that Name.

Each Name token you gain is worth  at end of game. For the rest of the game, when you would attempt a path of that type, you automatically succeed **without** casting the runes for that challenge. You may learn each Name only once.



Wind



Fire



Iron

Play Example: Gaining a Name Icon

A challenge may have a Name icon on one or both of its paths. In this example, the “Navigate to Safety” path has the Name of the Wind icon.

If you don’t have the Name of the Wind and wish to take the top path, face the challenge as normal. The top path of this card grants you one Intelligence icon and one Wind icon. Each Wind icon in your Story gives you **+1** to any future attempts to learn the Name of the Wind.

If you prefer to take the “Ship’s Only Survivor” path, face this challenge as normal. Any Name icons you have will not help this attempt, and you do not gain a Name icon for overcoming this path.



If you already have the Name of the Wind and want to take the “Navigate to Safety” path, you do not attempt the Challenge. You simply gain the card, adding it to your Story with that path revealed.

And remember, any time you fail a Challenge, you may attempt one of the three Names (see page 3).




New Cards, New Adventures

All other cards in The Name of the Wind expansion follow the rules specified in the core Call to Adventure rulebook. We hope you enjoy this expanded experience and the chance to tell your story in one of the greatest worlds in fantasy fiction! For questions and expanded FAQs, please visit www.brotherwisegames.com.



FAQs

When a Hero or Antihero card (or other game effect) makes me re-attempt a challenge I have just attempted, do I have to repurchase the Dark runes I have just thrown?

No, you do not. Any Dark runes previously purchased via Experience, or extra runes or advantages earned through previously played Hero or Antihero cards, may be used in the second attempt. Note: If the runes cast in your first attempt showed a , , or other special rune icon, they are gained immediately. Resolve those before your re-attempt. You do not gain corruption from any  icons that were part of your initial result.

Can I customize my Call To Adventure decks by mixing and matching cards from the core game and the expansion?

Yes! Every new expansion gives you the opportunity to craft a custom deck that features the kind of stories you want to tell. But when crafting your own deck, we recommend that you take care to keep the number of Ability runes balanced.

Can a Hero or Antihero card like Comrade in Arms or Parting of Ways give you a bonus to a Name attempt?

No. The only Hero cards that can apply to a Name attempt are Bind With Iron, Command the Flames, or Call the Wind. The Kingkiller destiny, Namer destiny, and the Re'lar trait can also affect Name attempts. Other effects that affect your Challenge attempts do not affect your name attempts.

When I use a Name to gain a challenge card without needing to make an attempt, can I gain either path?

No. You may only gain the path with the corresponding Name icon.

Traits like Broken and Rags to Riches can be gained if you fail a Challenge. Can you gain more than one of these Traits in a turn?

No. You may never gain more than one Challenge or Trait card per turn, so you must choose one or the other.

For cards that say “reveal this Destiny,” how and when do I do that?

Kingkiller, Prodigy, and Namer each have a one-time ability that you can use at any time. To mark that you have used this ability, turn your Destiny card face-up. It remains visible through the end of the game.

If I have the Loyal Friends Ally card, and I gain ☾☾ from Dark runes, does using the ability cancel ☾ or ☾☾?

This ability allows you to cancel one ☾, so you still move one level down the Corruption track.

Can I use a card like Inner Strength to give myself an ability icon to qualify for a Name attempt bonus?

No, Inner Strength (and related cards) are only useable “before you attempt a challenge,” not a Name attempt.

Can a Hero with the Fae Origin still take paths that have Iron icons?

Yes. They may never learn the Name of Iron, but they may acquire Iron paths, and even score those paths with a Destiny like Namer.

If someone plays Dangerous Truth on me, can I select another challenge to attempt?

You may not. You must attempt the path you declared.

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