

Flight of

The Royal Fortune



a fan-made KeyForge adventure by Mason Lehto

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Overview

Flight of The Royal Fortune is a fan-made *KeyForge* adventure. This unique and cooperative game mode tasks one to three players with recovering the Dark Æmber stolen by the pirates aboard the ship *The Royal Fortune*.

Each player uses a 36-card *KeyForge* deck from their collection, a set of keys, and sufficient tokens and counters, while *The Royal Fortune* is represented by an oversized card and a special adventure deck. Players follow all of the standard rules of *KeyForge* with the modifications described in this document.

The players lose the game if *The Royal Fortune* successfully escapes to the open ocean (typically by resolving its “**Action:**” ability). In an act of desperation, players may destroy a forged key to prevent the ship from escaping. Players win the game by breaking each Treasure Chest and depleting all Æmber from *The Royal Fortune*’s pool (see “Winning and Losing”).

Players can lose the game on any single turn - strategy and preparation are vital to keep pace with the fleeing ship!

Components

Printed Materials:

- Adventure Cards (x36)
- Location cards (x9)
- “The Wind” card (double-sided)
- Player reference card (double-sided)
- The Royal Fortune oversized card

Not Included:

- Dark Æmber Tokens
- Treasure Chest Tokens
- All tokens used in a standard game of *KeyForge*
- One Archon deck per player

Enemy Play Area

ADVENTURE
DECK



ADVENTURE
DISCARD



ENEMY ARTIFACTS



ENEMY
ÆMBER
POOL



TREASURE
CHEST
TOKENS
(according to player count)



THE WIND

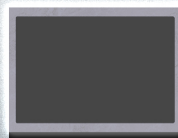


enemy battleline



THE ROYAL FORTUNE

LOCATION DECK



GAME
TOKENS



Game Setup

1 Place The Royal Fortune, Treasure Tokens, and Æmber Pool.

Gather all required tokens for a standard game of KeyForge, as well as tokens to represent Dark Æmber and tokens to represent Treasure Chests.

Place the oversized Royal Fortune card in the center of the play area. Next to The Royal Fortune, place 6 Dark Æmber tokens (this will be The Royal Fortune's Æmber Pool). On top of The Royal Fortune, place one Treasure Chest token plus an additional Treasure Chest token for each player in the game. (Ex. In a three player game, place 4 Treasure Chest Tokens).

2 Place the reference cards.

Place the double-sided wind card near The Royal Fortune with the Headwind side up. Place the player reference card within easy reach. Finally, if one or more players are using an Archon deck that references "the tide," place a copy of the tide card in the game area oriented in the neutral position.

3 Prepare the location deck.

Gather the 9 location cards and set aside "Foggy Harbor" and "The Final Stretch." Shuffle the remaining 7 location cards. From these cards, form a facedown location deck containing a total number of cards based on accompanying chart >

Finally, place "The Final Stretch" on the bottom of the location deck and "Foggy Harbor" on the top of the location deck. Remove any unused Location cards from the game, they will not be used.

Place the completed location deck in a central gameplay area where it is easily visible to all players.

4 Shuffle the adventure deck.

Shuffle The Royal Fortune adventure deck, which consists of all the remaining The Royal Fortune cards. Place it face down to the left of The Royal Fortune, within easy reach of all players.

5 Create the common supply.

Put all tokens and counters used in a standard KeyForge game within easy reach of all players to create the common supply, including a supply of Dark Æmber tokens as well as Treasure Chest tokens.

6 Select a difficulty.

As a team, players decide which difficulty level to play this game on. Each difficulty level sets a different number of cards to be drawn by The Royal Fortune on its turn. Players may use the accompanying table to help determine which difficulty level may be appropriate for them >

(Note: When playing with a full 3-player team, it is advised to play on the Standard difficulty.)

7 Players set up their decks.

Each player shuffles an Archon deck chosen from their collection and draws a six-card starting hand. Each player may mulligan their starting hand once as in a standard KeyForge game. Each player begins the game with three unforged key tokens.

NUMBER OF PLAYERS	LOCATION CARDS
1	3
2	5
3	7

"You shouldn't need a telescope to find the location deck - put it somewhere easy to see!"



ADVENTURE CARDS PER TURN		
DIFFICULTY	NUMBER OF CARDS	RECOMMENDED FOR...
BEGINNER	1 CARD	...players new to KeyForge.
STANDARD	2 CARDS	...KeyForge players with average-power Archon decks.
ADVANCED	3 CARDS	...very experienced KeyForge players with strong Archon decks.
EXPERT	4 CARDS	...very experienced KeyForge players with top-tier Archon decks.



"Looking for an additional challenge? Check out the 'Modifiers' section!"

8 Begin the game!

Players determine who will go first, and if applicable, who will go second and third. After a turn order has been established it cannot change. Flip the top card of the location deck to reveal "Foggy Harbor" and begin the game with the first player.

Fundamental Concepts

This section contains the fundamental concepts for Flight of the Royal Fortune that provide context for players who are learning how to play the game.

Concepts marked with **NEW!** are unique to Flight of The Royal Fortune.

The Royal Fortune **NEW!**

In this adventure, the opponent is the pirate ship named The Royal Fortune. It is represented by an oversized card which begins the game in play, on the enemy battleline. As the opponent, The Royal Fortune has its own deck, discard pile, archives, and Æmber pool. **The Royal Fortune is a creature with a few key differences:**

- The Royal Fortune cannot be destroyed, purged, or removed from the battleline. Card effects may still cause The Royal Fortune to move in its own battleline.
- Each time The Royal Fortune would be dealt damage, it instead loses one Æmber from its Æmber pool. **The amount of damage dealt does not change the amount of Æmber lost this way.** If there is no Æmber in its Æmber pool, a Treasure Chest is broken instead (see “Treasure Chests”).
- The only tokens that can be placed on The Royal Fortune are Treasure Chest tokens and Stun tokens. If any game effect would cause Æmber to be placed on The Royal Fortune, it is instead added to The Royal Fortune’s pool.
- The Royal Fortune does not have power or armor and it cannot fight or reap. If it is ready, The Royal Fortune will instead perform one of its two “**Action:**” abilities (unless it is stunned, in which case it removes the stun instead). The action ability chosen is based on the wind card (see “The Wind & Other Reference Cards”). Using this action exhausts The Royal Fortune.



Headwind Action: Change the wind.

Tailwind Action: If there are more enemy Pirate creatures than creatures controlled by players on your team, The Royal Fortune escapes (your team may destroy a forged key instead).

The Location Deck **NEW!**

This adventure contains 9 location cards. During the game, there is always a single revealed location card in play, this card is referred to as the “**current location.**”

The current location has a persistent card effect that may affect the players, The Royal Fortune, or both the players and The Royal Fortune.

During the game, the current location may change as adventure cards are played and resolved. If a card ever instructs a player to “replace the current location,” remove the current location from play and draw a new location card to take its place. **When the “The Final Stretch” is revealed, the current location can no longer be changed.**

Location cards cannot be targeted by card effects and are not under the control of any player. After the game is set up, the location deck can never be shuffled.



Be careful! The Final Stretch makes it a lot easier for The Royal Fortune to escape!

Fundamental Concepts (continued)

The Wind & Other Reference Cards **NEW!**

The Wind

The wind is a new double-sided reference card included in this adventure that affects the gameplay for both the players and the enemy. A tailwind causes the first creature played each turn to enter play ready (this applies to The Royal Fortune's creatures as well).

The wind is always either a Tailwind for the enemy and all players or a Headwind for the enemy and all players, as indicated by the faceup side of the wind card.

During the active player's turn, they may use the ability "Omni: Lose two Æmber. If you do, change the wind." This ability is granted by the game rules and not by a card ability. Unlike most "Omni:" abilities, this ability does not require a player to exhaust any card. A player can use this ability any number of times in a turn.



The Tide

Players using a *Dark Tidings* deck may wish to raise and lower the tide. The state of the tide is the same for each player on your team, and the opposite for The Royal Fortune.

General/Enemy Reference Card

This adventure contains an additional double-sided reference card which serves to remind players of the new mechanisms unique to *Flight of The Royal Fortune*.

This card does not grant any game effects and is optional.



Dark Æmber is represented by this blue Æmber symbol on adventure cards.

Dark Æmber **NEW!**

Flight of the Royal Fortune contains a new game element called Dark Æmber. Before playing for the first time, find a set of tokens distinct from, but similar to, regular Æmber and use these tokens to create a common supply of Dark Æmber for this adventure.

Dark Æmber is very similar to regular Æmber in that it can be stolen, lost, captured, and spent to forge keys. However, each creature without the "Mutant" trait can be damaged by Dark Æmber.

! When Dark Æmber enters an Æmber pool:

When Dark Æmber enters a player's Æmber pool, each non-Mutant creature on that player's battleline is dealt 1 damage for each Dark Æmber added this way. (This rule applies to The Royal Fortune's pool & battleline as well.)

! When Dark Æmber is placed on a creature:

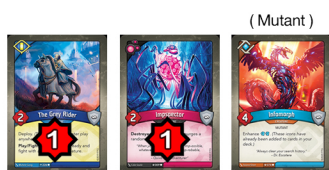
If Dark Æmber is placed on a non-Mutant creature, that creature is dealt 1 damage for each Dark Æmber token added. Creatures with the "Mutant" trait are never damaged by Dark Æmber.

Any KeyForge card effect that references Æmber with the yellow Æmber symbol (🟡) can affect both Dark Æmber and regular Æmber, however, a card that references Dark Æmber with the blue Æmber symbol (🟢) can only affect Dark Æmber.

Whenever a player modifies Æmber tokens to resolve effects or forge keys, they may choose any combination of Dark Æmber and regular Æmber.

Dark Æmber only enters play by breaking Treasure Chests (see "Treasure Chests") or from adventure card effects. If a non-adventure card would put Dark Æmber into play, put regular Æmber instead.

EXAMPLE 1 Dark Æmber enters an Æmber pool...



(Mutant)



1. You play a card that allows you to steal two Æmber from The Royal Fortune.
2. You choose to steal 1🟡 and 1🟢. The Æmber is added to your pool.
3. Because you added 1🟢, each non-mutant creature on your battleline is dealt 1🔴 (one point of damage for each Dark Æmber added.)

EXAMPLE 2 Dark Æmber is placed on a creature...



1. Your *Charette* enters play and resolves its play effect: "Play: Capture 3🟡."
2. Three Dark Æmber is captured from The Royal Fortune's pool and placed on Charette.
3. Charette does not have the Mutant trait, so it will be damaged by Dark Æmber.
3. Charette is dealt 3🔴 (one point of damage for each Dark Æmber placed on it.)

Fundamental Concepts (continued)

Treasure Chests **NEW!**

The Royal Fortune begins the game with Treasure Chest tokens on it based on the number of players (see “Game Setup”). Before playing for the first time, find a small set of tokens to represent Treasure Chests.

Treasure Chests take the place of Keys for The Royal Fortune. Any game effect that would reference The Royal Fortune’s “keys” reference Treasure Chests instead. Each Treasure Chest token on The Royal Fortune is considered to be a forged key when resolving card effects.

In order to win the game, **player’s must break open Treasure Chests to remove the Æmber inside.** Treasure chests can be broken in two ways:

- By resolving an Adventure card that reads: “Break a Treasure Chest.”
- By damaging The Royal Fortune when it has no Æmber in its pool.

To break a Treasure Chest, remove one Treasure Chest token and place 6 Dark Æmber tokens in The Royal Fortune’s pool (if there are no Treasure Chest tokens to remove, a treasure chest cannot be broken).

When breaking a Treasure Chest, Dark Æmber tokens are not considered to be “added” to The Royal Fortune’s Æmber pool for the purposes of game effects or card interactions. **The Royal Fortune’s battleline is never damaged by Dark Æmber when a Treasure Chest is broken.**

On its turn, The Royal Fortune will attempt to create a Treasure Chest (see “The Royal Fortune’s Turns”). There is no limit to the number of Treasure Chests The Royal Fortune can have. The cost for creating Treasure Chests can be modified by cards that affect key cost for The Royal Fortune.

If any card effect would cause a player to “unforge” a Treasure Chest, this removes a Treasure Chest token without adding Dark Æmber to The Royal Fortune’s pool.

Player Turns

During a player’s turn, they follow all of the rules described in the *KeyForge* Rulebook regarding choosing a house, playing/ discarding/using cards, readying cards, and drawing up to a six-card hand. However, players ignore the First Turn Rule, which restricts the first player from playing more than one card during their turn. Players may use their cards and abilities as normal during their turn. If a creature is used to fight, it may fight The Royal Fortune or any other creature on the enemy battleline.



Some creatures will prey on your entire battleline if you aren't careful!

Team Play

In *KeyForge: Adventures*, all players work together as a team. In this adventure, each player on the team has their own Æmber pool, but players’ cards can assist other players’ creatures as they face the same battleline of enemy creatures together. When the active player is resolving a card ability, creatures in other players’ battlelines, upgrades attached to those creatures, and artifacts controlled by other players are all considered to be in play and can be affected by the cards played or drawn by the active player.

Prey Keyword

Some of The Royal Fortune’s creatures feature the prey keyword. A creature that has this keyword fights when it is used if the active player controls a creature described by the keyword. If a creature has the prey keyword but no eligible creature exists for it to fight against, the creature reaps instead of fighting. If multiple eligible creatures exist in the active player’s battleline, that player chooses which of their creatures is fought.

When a creature that has the prey keyword is used to fight a creature that does not have taunt, and one of that creature’s neighbors has taunt, the creature with taunt is fought instead.

How To Play

When playing *Flight of The Royal Fortune*, players take turns in sequence, each taking a turn for The Royal Fortune after taking their own turn. During each of The Royal Fortune's turns, the player who is taking The Royal Fortune's turn is the active player.

The Royal Fortune's Turns

During The Royal Fortune's turn, it performs several steps that mirror the steps of a player's turn. It attempts to create a Treasure Chest, and then the active player draws and uses adventure cards. To resolve The Royal Fortune's turn, the active player follows these steps:

1 The Royal Fortune makes one Treasure Chest, if able.

At the start of The Royal Fortune's turn, it attempts to make a Treasure Chest by spending 6 *Æmber* of any type from its *Æmber* pool. This cost is modified by card effects that modify key costs. If The Royal Fortune does not have enough *Æmber* to make a Treasure Chest, it does not do so and none of its *Æmber* is spent. The Royal Fortune can only make one Treasure Chest during this step.

2 The active player draws adventure cards.

During The Royal Fortune's turn, the active player draws **each card in The Royal Fortune's archives** (see "The Royal Fortune Archives and Hand of Cards"), and **then draws cards from the adventure deck according to the difficulty level of the game** (see "Game Setup" step #6).

Each time a player draws an adventure card, they play that card immediately before drawing the next card. These cards are considered to be played by The Royal Fortune—the opponent—for the purposes of card abilities. If cards are added to the archives during this step, they are not drawn during this turn. The following explains how a drawn adventure card is played, by type:

- **Creature:** Each creature enters play exhausted on the left flank of The Royal Fortune's battleline unless otherwise stated.
- **Artifact:** Each artifact enters play in The Royal Fortune's play area exhausted, near The Royal Fortune but distinct from its battleline.
- **Upgrade:** Each upgrade card designates a specific creature to be attached to.
- **Action:** Each action card has a play effect, which the active player resolves. Then, the action card is placed in the adventure discard pile.



Resolving a Wind Bonus Icon

Some cards in the adventure deck have a wind bonus icon on them. When a card with this icon is played, immediately perform the following steps:

1. Change the wind (flip the wind card).
2. Exhaust The Royal Fortune.

3 The Royal Fortune's battleline is used from left to right.

During this step, each creature on The Royal Fortune's battleline is used **from left to right** until each creature on The Royal Fortune's battleline is exhausted or unable to be used.

As it is a creature on the enemy battleline, The Royal Fortune will be used if it is ready. The Royal Fortune cannot fight or reap, instead it performs either its printed "**Headwind Action:**" ability or "**Tailwind Action:**" ability, according to the state of the wind card. If The Royal Fortune is stunned, it will remove the stun instead.

When one of The Royal Fortune's creatures is used, that creature reaps unless it has the prey keyword (see "Prey Keyword"). When a creature reaps, it always gains regular *Æmber* (as opposed to Dark *Æmber*.)

4 Each enemy artifact is used.

After The Royal Fortune and its creatures are used, each of The Royal Fortune's artifacts is used. Exhaust those artifacts and trigger their "Action:" abilities, one at a time. If a player uses a card ability to give one or more of their artifacts to The Royal Fortune, and those artifacts have "Omni:" abilities, those abilities trigger one at a time during this step.

5 Ready the enemy's cards.

Ready The Royal Fortune and each of its creatures and artifacts.



Winning and Losing

Players win this adventure if there is no Æmber in The Royal Fortune's pool and there are no Treasure Chest Tokens on The Royal Fortune at the end of any turn.

The team of players does this collaboratively by attacking the ship, capturing, stealing, or using other effects to deplete The Royal Fortune's Æmber.

Players do not win the game by forging keys, but doing so allows the players to destroy certain enemy upgrades and artifacts. **Players may also destroy a forged key to prevent The Royal Fortune from escaping.** When a forged key is destroyed, remove it from the game permanently.

Players lose the game when The Royal Fortune successfully escapes.

Each time The Royal Fortune takes a turn, if there is a tailwind it may attempt to escape by performing its **"Tailwind Action:"** ability if able.

Additionally, when "The Final Stretch" becomes the current location, The Royal Fortune will escape if an adventure card with a wind bonus icon is played.

If The Royal Fortune would successfully escape, and players are unable to destroy a forged key to prevent it, players lose the game.

Additional Rules

Because no player controls The Royal Fortune and its cards, the following additional rules explain how to use them during cooperative gameplay.

The Royal Fortune's Archives & Hand of Cards

The Royal Fortune has archives, which are a facedown game area where adventure cards may be put during the game. Each time The Royal Fortune takes a turn, the active player draws each card from The Royal Fortune's archives before drawing cards from the adventure deck. Only cards that were in The Royal Fortune's archives as the step began are drawn—any cards added to its archives while the active player is drawing adventure cards stay in its archives to be drawn on The Royal Fortune's next turn.

If a card effect instructs a player to archive a number of adventure cards, that number of cards are taken from the top of the adventure deck and added to The Royal Fortune's archives. If the deck has no cards in it when an adventure card must be archived, reshuffle the adventure discard pile to form a new adventure deck and archive the top card of the new adventure deck.

If a card effect would cause The Royal Fortune to draw cards, those cards are archived from the top of the adventure deck instead.

If a player's card effect instructs that player to look at and/or discard cards from the opponent's hand, the appropriate cards are looked at and/or discarded from The Royal Fortune's archives instead.

If a card effect would return an adventure card to The Royal Fortune's hand, archive that card instead.

A player's card effect that interacts with the opponent's archives also interacts with The Royal Fortune's archives.

Reading Adventure Cards

Abilities on adventure cards or location cards are written such that the player drawing the card, using the creature, or using the artifact reads and resolves the text against themselves. Any time the words "you" or "your" appears on adventure cards or location cards, it refers to the person reading the card and resolving the ability.

Any time a card ability refers to The Royal Fortune, it refers to the opponent represented by the adventure. When resolving effects on a player's cards that refer to that player's opponent, The Royal Fortune is that opponent and performs the actions indicated by that player's card effect.

Any non-adventure or non-location card ability that affects "each player" also affects The Royal Fortune.

On a player's cards, only creatures controlled by that player are considered friendly. Teammates' creatures are considered neither friendly creatures nor enemy creatures.

Unlike a standard game of KeyForge, if an adventure card ever instructs a player to "search" for a card during The Royal Fortune's turn, that player must find the specified card/s or card types if able.

All adventure cards in this adventure belong to House Fortune.

The Words "Enemy," "You," and "Your"

When resolving adventure cards, the word **"enemy"** always refers to game components controlled by The Royal Fortune.

When playing adventure cards, using enemy creatures, using enemy artifacts, or resolving location card effects, watch carefully for the words **"you"** and **"your."** When these appear, they always refer to the player reading the card (the active player).

Modifiers

Add any of the following optional rules to make the game more challenging upon repeat plays! Experiment and have fun!

Blustery Terms

When resolving a wind bonus icon (☪), do not exhaust The Royal Fortune.

Seasoned Crew

Each enemy creature (except for The Royal Fortune) gains the Pirate and Mutant traits.

Lost at Sea

During game setup, shuffle all 9 locations together to form the location deck.

Note: When The Final Stretch is revealed, the location cannot change.

Hold Yer' Breath

Players may only win the game at the end of The Royal Fortune's turn.

Thank You!

A special thanks to my wife for encouraging me to finish this project, to BalanceSheet for giving me feedback on my artwork for The Royal Fortune, and to everybody else who offered help in any way (especially playtesters who had to suffer through the earliest versions)!

And thanks to you for trying this adventure! If you have any feedback for me I would love to hear it :)

- Mason Lehto

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