How to Print & Play

The Curse of Talon Wrathmore

This guide walks you step by step through what you need, what to print, and how to get the game on the table with minimal hassle. No prior Print & Play experience is required.

Step 1: What to Expect
The Print & Play edition of The Curse of Talon Wrathmore is a fully playable early version of the game. It uses printable components in place of manufactured pieces and relies on a few common household items to keep setup simple.
You do not need to print every file provided in order to play. Some materials are optional, and others are best kept digital.

Step 2: What You'll Need to Provide
Before you begin, gather the following:
- Dice
  - The game uses standard 6 sided dice, but in the last encounter with Talon he rolls an 8 sided die.
  - If you do not have an 8-sided die (d8), you can still play:
    - Simply omit the final two attack options for Talon Wrathmore and use the first six results instead.
- Pencil or pen
  - For tracking health, skills, and notes if you choose not to print optional sheets.
- Scissors
- Adhesive (optional)
  - Tape or glue can help reinforce folded pieces, but is not required.

Step 3: What to Print (Required)
The following components should be printed to play the game as intended:
- Island hexes
  - These must be cut out and folded as indicated.
- Hero and enemy figures
  - All figures are designed to be cut out and folded into stand-up pieces.
- Any physical trackers or components that require placement on the board
These elements interact directly with the table and need to be physically present.

Step 4: What You Do NOT Need to Print
The following materials can be read digitally on a laptop, tablet, or phone:
- Rulebook
- Quick Reference Rules and Gameplay
Keeping these digital allows for easy updates and avoids unnecessary reprinting.

Step 5: Optional Printing — Character Skill Sheet & Island History Cards
The Character Skill Sheet and Island History Cards are optional.
- Island History Cards are not necessary to play the game, though they can add benefits, depth and enrich the lore of Stormvale Island.
- The skill trees are printed in color and will add a few extra pages.
- Having it in front of you makes tracking abilities and progression easier.
- However, it is completely viable to skip printing this sheet.

If you choose not to print it:
- Use a piece of scratch paper
- Write down:
  - Active skills
  - Current health
  - Any ongoing effects

The game fully supports this approach and plays just as well.

Step 6: Assembly
- Cut out all printed components.
- Fold figures and island hexes along marked lines.
- Keep the rulebook accessible digitally during play.

Take your time—neat assembly improves table clarity but perfection is not required.

Step 7: Playing & Adjusting
This Print & Play edition is part of an active development process. If something feels unclear, awkward, or in need of adjustment, that feedback is valuable.
Play the game. Break it. Question it.
Your experience helps shape what comes next.

Final Note
Print & Play is meant to be an introduction to a game that currently undergoing the final stages of refinement. As a player at this stage YOU really can make a difference in the final product and your input is *highly valuable*. Please write down questions as you go and send those along to me after you've finished your session.

There is a simple review form at the bottom of the PnP page where you downloaded the pdf's. If you could take a couple minutes and fill it out, that'd mean a lot to me. **Remember short notes are just as important as long ones. Your feedback is incredibly important.** If you have additional questions or need to reach out to me, please contact me at:

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That's it! Good luck hunting Talon! I wish you luck!

Best Wishes,

   Jared Sebring
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