

VLAADA CHVÁTIL & FELIX PODLESNY

CODENAMES

CRITICAL ROLE ADVENTURES



RULEBOOK

In the shadow of Exandria's untold stories, a band of unlikely heroes gathers at the table. Guided by a watchful Game Master, they decipher cryptic clues that test their cleverness and teamwork. Together, they will embark on adventures spanning three continents, weaving their own tale. Every word matters, every guess carries weight—and in each mission lies a story waiting to be revealed.

HOW TO PLAY VIDEO



critrole.com



codenamesgame.com



Played Codenames before? Great!
But you still need to read this rulebook. This game is quite different. :)



COMPONENTS

COMPONENTS YOU NEED FOR YOUR FIRST MISSION



200 word cards



40 key cards



8 gold

COVERING TILES



2 blue



5 gray



5 burgundy



1 black



9 cardboard figures



18 Heart tokens



20 XP tokens

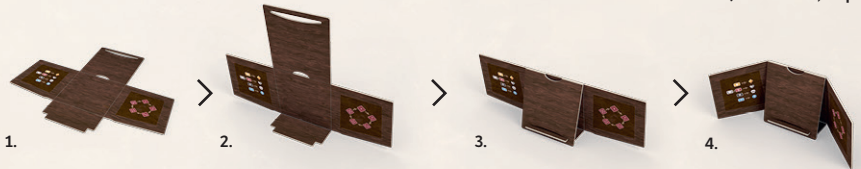


1 campaign book



1 paper pad
(hero sheets, maps)

1 GM screen



1.

2.

3.

4.

COMPONENTS YOU CAN LEAVE IN THE BOX FOR NOW

DOUBLE-SIDED DEDUCTION TOKENS



12x



3x



5x



6x



5x



2x in 5 colors



1 die (d20)
a.k.a. icosahedron

This symbol means 20!



25 item cards



19 coins



14 Prank tokens



3 Song tokens



5 Stress tokens

You may also want to find a spare pencil and drop it into the box.

IF YOU EVER RUN OUT...

The supply of all tokens is meant to be unlimited. In the unlikely event that you run out, use any available substitute.

Download additional hero sheets, maps, and other content at: cge.as/cncr-print



cge.as/cncr-print

OVERVIEW

WELCOME, TRAVELER, TO CODENAMES: CRITICAL ROLE ADVENTURES! IN THIS FULLY COOPERATIVE WORD GAME, A CLEVER GAME MASTER AND THEIR PARTY OF (BASICALLY) TALENTED HEROES WILL EMBARK ON A SERIES OF ADVENTURES THROUGHOUT THE WORLD OF EXANDRIA.

Each game you play is a **mission**. During a mission, one of the players will play as the party's game master (or GM, for short), giving **clues** to the party members to guide them towards completing the mission's objective. The other players collectively control a party of heroes, each of whom possesses unique abilities that will help them **guess words** according to the clues they receive.

Each mission you play will be one part of a larger **campaign**. In one sitting or over multiple sessions, a party plays through a series of missions, leveling up through both their successes and their failures. After completing a specific number of missions, the party will reach a campaign's finale. If you successfully complete the finale, you win the campaign!

STARTING A CAMPAIGN

Whether you're playing the game for the first time or are an over-the-hill veteran, your adventure in Exandria always begins with selecting a campaign to play.

There are 3 campaigns in the game, each one detailed in the campaign book and accompanied by a unique map.

TO START A CAMPAIGN:

1. Open the campaign book to **mission 1** of the campaign you'd like to play.
2. Retrieve the corresponding **map**:
 - ♦ Campaign 1: Tal'Dorei
 - ♦ Campaign 2: Wildemount
 - ♦ Campaign 3: Marquet
3. Choose **3 heroes** to form your adventuring party.

A party always consists of 3 heroes, regardless of how many people are playing. You will use the same 3 heroes for the entire campaign, and will follow their personal journey through each mission.





If this is the first time you're playing the game: open your campaign book to mission 1 of campaign 1, and take out the **Tal'Dorei** map. While you can choose to play with any heroes that strike your fancy, we recommend using these: **Grog, Vex'ahlia, and Nott/Veth.**


With a campaign selected and your party assembled, you're ready to begin your first mission. Leave the campaign book open to the first mission and proceed to **Setup**.

SETUP

1. Choose one player to be your GM for the mission. Everyone else will be a party member. All party members sit on the same side of the table, with the GM sitting on the opposite side.

2. Deal 21 random word cards into a grid pattern matching the one on this page.

3. Gather the covering tiles and place them in 5 separate piles: gold , blue , gray , burgundy , and black .

4. Create a pile of XP  tokens.

5. The GM draws a random key card and places it behind the screen so that no one else can see it. Any random side can be up.

Note: All key cards have the same number of squares – 8 gold, 2 blue, 5 gray, 5 burgundy, and 1 black.



THE GM SETS UP THE MISSION:

The GM opens the campaign book to the mission you're going to play.

Prepare the game by reading the Mission Setup.




PARTY'S SIDE




GM'S SIDE


WIN CONDITION

This shows you how many **gold** words the team must successfully guess to win.

Count this many  tiles on top and turn the rest of the stack 90 degrees, as shown above.

TIME AVAILABLE

This shows how many **burgundy** tiles you'll have available. Orient the  tiles so that the hourglass is facing up.



Shuffle them, then deal the indicated number into a stack. Leave any unused  tiles to the side.



?

This shows the results of guessing **blue** words during the mission.

6. The party members set up the **3 hero sheets** and matching standees for each hero in the party, along with any additional tokens or standees the heroes require.

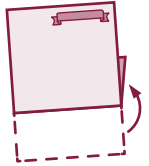
For your first game, make sure you prepare Vex'ahlia's companion Trinket.

7. **At the start of a campaign**, each hero receives Heart  tokens equal to the number of filled-in hearts on their sheet. (For example, Grog begins a campaign with 3 .)


As the campaign progresses, keep track of how many hearts each hero has remaining between missions. Each hero begins a mission with the same amount of  and  they had at the end of the last mission.

Note for your first game: The hero sheets contain a lot of information! At the start of a campaign, fold all of the ability tabs behind each hero sheet – you will read them after the heroes level up.

For now, all you have to do is read each hero's principal trait (the text boxes still visible on their sheet) and keep track of their hearts. The rest will come after you complete your first mission.



PLAYING A MISSION






In a typical mission, the party needs to guess a certain number of  words in order to win and progress to the next mission. However, the path to success is fraught with hazards. Incorrect guesses will hurt the hero who made them, and time is always working against the party.

Missions take place over a series of rounds. Each round consists of these phases:

- 1. The GM gives a clue.**
- 2. The party guesses at least once.**
- 3. The win condition is checked** at the end of the guessing phase.
- 4. The GM advances time.**

1. THE GM GIVES A CLUE

If you are the GM, you start every round of a mission by trying to find a clue for 1 or more words.

The words on the table correspond to the key card behind your GM screen. Typically, you want your party to guess the words you see as gold  and blue , and you don't want your party to guess the words you see as gray , burgundy , or black .

Your clue must be **1 word and 1 number**:

The **word** relates to the words you want to give a clue for.

The **number** tells how many words your clue relates to.

As the GM, make sure not to give any information to the party other than your clue. Don't give hints or tell the party that your clue is "a bit of a stretch." It's always a stretch.



eye: 2

GM

2. THE GUESSING PHASE

After receiving a clue, the party will collectively decide:

1. Which word they would like to guess.
2. Which hero will make the guess.



Take that hero's standee and place it on the selected word.




The GM resolves the guess, covering the word with a tile matching the color shown on the key (and putting it under the standee). Finally, the GM resolves a reward or penalty, depending on the tile's color.

CORRECT GUESSES

If the word is **gold**  or **blue** , you've made a correct guess.




You'll be able to continue guessing, and may earn an additional reward:

: The hero that made the guess earns **1 XP**  token. Place the token next to their hero sheet – you'll spend it once the mission is over.





: The effect of blue words changes with each mission you play. When a blue word is guessed, the GM follows the instruction in the campaign book to determine the consequence. Note that some missions differentiate between the  and  words depicted on the key card.



Note: If the players guess a word that is correct, but wasn't part of the clue, the GM must not disclose this information. Simply resolve the guess as usual.


INCORRECT GUESSES

If the word is **gray** , **burgundy** , or **black** , you've made an incorrect guess.

The party cannot guess any more words this round, and you'll receive these penalties:


: The hero that made the guess has failed, and must take **1 damage**  – flip one of their  tokens to its reverse  side.

: As a result of a burgundy tile being placed, the party now has 1 fewer round to complete the mission. The hero who made the guess must also take **1 damage** .

: **A critical fail!**
The entire mission is lost immediately.



Example:

1. Nott guessed the word **NEEDLE**.
2. The GM covered the word with a gold tile.
3. Nott received a reward of 1 .



FURTHER GUESSES

If you made a correct guess, you may guess again. Each guess must be made with a hero who has not been placed yet.

Once all three heroes have been placed, any hero may make the next guess. Simply move their standee from their previously guessed word to the new word. (This could result in the same hero guessing several times in a row.)

As long as you keep making correct guesses, you can keep guessing. You can even guess words you missed in previous rounds. Unlike regular Codenames, there is **no limit** to the number of correct guesses you can make in a round.

ENDING THE GUESSING PHASE – THE PARTY RETREATS

Guessing can end in two ways:


You make an incorrect guess.

OR


You choose to stop guessing voluntarily.



Before being able to stop guessing voluntarily, you need to make at least 1 guess. No matter how guessing ends, the **party retrieves their hero standees** and returns them to their hero sheets.



3. CHECK THE WIN CONDITION

After guessing ends, check if you have met the **win condition** listed in the campaign book. Typically, this involves finding a certain number of  words. If you have met the win condition, go straight to **Winning a Mission** on the next page.

4. ADVANCE TIME

This step only occurs if the win condition has not been met. After the guessing phase ends, the GM draws the top  tile and looks at the number on the other side. Place the tile face down on the word with the matching number on the key card. If the word is already covered, cover the next number in sequence. (After the number 5, the numbers loop back to 1.)

Note: Only look at the number on the tile when advancing time. Whenever a  tile is placed on a word, place it with the  side up.

The GM always places a  tile after the guessing phase ends – even if a  tile was also placed during guessing!

After advancing time, the round is over. If you haven't lost the mission, the GM now gives another clue.





ENDING A MISSION


LOSING A MISSION

You can lose a mission in 3 different ways:


Knocked Out:

A hero has flipped all their  to .






Critical Fail:

You guess the  word.

Time Runs Out:

The stack of  tiles made during setup is empty.

In every instance, **you lose immediately** and follow these steps:

1. Heroes keep all XP  tokens, the party keeps the coins  on the map.
2. Find the **mission fail counter** on the campaign's map. Increase the fail counter by marking the topmost unmarked checkbox. Split any  you gain from it as you like and round up when you heal . If you marked the last mission fail checkbox, you have lost the campaign.
3. Every hero spends the  they gained to level up (explained on p. 11).
4. You'll now replay the mission you just failed. Go back to the beginning of **Setup**: deal a new grid of words (or just flip the old words over) and draw a new key card. You can even change your GM if you like. (If, you know, you think it would help.)


WINNING A MISSION

You win a mission if, in step 3 of a round, you have met the mission's **win condition**.

Congratulations! **Now, gain all the rewards listed in the mission description.**

For experts only: *Once you've met the win condition during the guessing phase, you have a choice: you can stop guessing immediately for a safe win, or choose to keep guessing in the hope of earning more rewards. But be warned! If you meet one of the 3 mission loss conditions while taking further guesses, you still lose!*

Stop reading the rulebook and play your first mission.




Only read more after you win. If you lose, don't level up yet – just keep accumulating  until you win.



STOP! Did you win your first mission? No? Then **TURN BACK NOW!**

Reading the next 9 pages isn't going to make your first game any better.

MISSION CONCLUSION

After winning a mission, heroes keep their current  and , as well as their . The party's **1** are kept on the map. Reset everything else, then follow these steps to select your next mission:

1. The GM instructs the party to cross off the location on their map where they just completed a mission. This marks the mission as complete.
2. The GM reads the mission's Epilogue, then tells the party where they can travel next. **By picking their next destination, the party chooses their next mission.**




BETWEEN MISSIONS

Congratulations on completing your first mission! You and your party have made your first step on a path paved with adventure! (And, let's be honest, paved with a lot of bad stuff too.)

Before playing your next mission, you'll level up the party's heroes. This requires you to have a full understanding of how to read (and write on!) hero sheets.




UNDERSTANDING YOUR HERO

Heroes are made up of:

- 1 **A base roll modifier:** Whenever a hero is instructed to roll a die , add their highest unlocked modifier to their roll's result.
- 2 **A heart track:** This shows how many Heart tokens the hero can have.
- 3 **A principal trait:** Heroes begin a campaign with a principal trait. Principal traits can be an ability, or a set of rules that interact with the abilities the hero will unlock during the campaign.
- 4 **Item slots** : Items acquired during the campaign are equipped by heroes in their item slots. Each slot can hold 1 item. At the start of the campaign, your hero has only 1 item slot.
- 5 **An XP track:** Earned  are spent to fill a hero's XP track, unlocking permanent upgrades along the way.
- 6 **Unlockable abilities:** Abilities make heroes really special. They begin the campaign locked, folded behind your sheet.



LEVELING UP



Regardless of whether you won or lost, all  a hero earns are always spent between missions. Return spent  to the supply, marking a number of boxes of the XP track on their hero sheet equal to the  spent. Mark the boxes from left to right, top to bottom. When you mark a symbol, the hero unlocks a new upgrade.

UPGRADES

-  **Increase your base roll modifier.** Mark the next modifier on the hero sheet, then cross out the former modifier. By increasing your modifier, you'll ensure that your hero gets better rolls! (Well, in theory. If you received one of the randomly included cursed d20s™, a great modifier isn't going save you from its perpetually lousy rolls. No refunds.)
-  **Gain an additional  token.** Mark the next heart symbol on your hero sheet and immediately place a  token on it, red side up.
-  **Increase your hero's carrying capacity.** Mark an additional item slot.
-  **Unlock a new ability.** Unfold the matching numbered tab from behind the hero sheet. Using scissors or your delicate fingers, separate the dashed line between your abilities, allowing them to be unlocked one at a time. Your hero can use this ability for the rest of the campaign!
-  **Choose and mark one of the 2 listed upgrades.** Ignore the other.



NO HEALING!

While you always level up, you don't always get an opportunity to heal. Heroes don't naturally heal between missions – make sure they start the next mission with the same amount of  and  they had at the end of the last mission. Even a successful mission may leave your party in dire straits at its conclusion!

ABILITIES

While every hero has unique abilities, there are several principles that are shared across every unlockable ability:

TIMING

Using any ability is always optional. While every unlockable ability is unique, they all share one aspect: they can only be used at specific times.

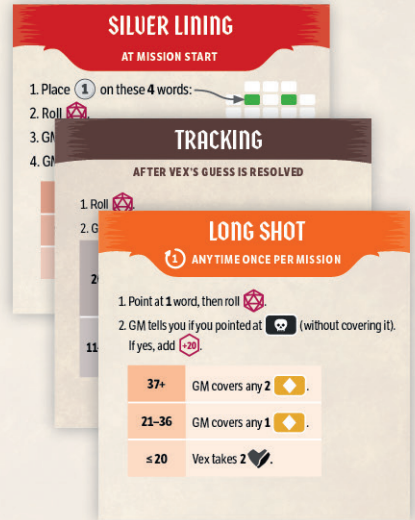
1. AT MISSION START: You may use these abilities after setting up a mission and reading the Prologue, but before the first clue is given.

2. AFTER THE GM GIVES A CLUE: You may use these abilities every time you are given a clue, but must do so before any hero guesses.

3. BEFORE A HERO GUESSES: You may use this ability every time the hero guesses. Use it immediately **before** placing the hero's standee on a word. You are still required to guess with that hero after their ability resolves.

4. AFTER A HERO'S GUESS IS RESOLVED: You may use this ability every time the hero guesses. Use it after placing a hero's standee and resolving the usual consequences, positive or negative. These abilities can be used even if you made an incorrect guess, but not if you lost the mission.

5. ANYTIME ONCE PER MISSION: This ability can be used during any of the previously mentioned times, or even before or after another hero makes a guess. Each of the abilities with this timing is very powerful, but can be used only once per mission.




Because of the intricate connections between hero abilities, mission rules, and items, it's possible that the timing of 2 effects may conflict with each other. The party always chooses the order in which to resolve effects. **Effects must be fully resolved before using another ability or item.**


PARTY COMMUNICATION

If there's an effect that heroes have forgotten to use or resolve, the GM can help the party by bringing it to their attention. However, these reminders cannot extend into the GM playing the game for the heroes: the GM can never give strategic advice – only rule reminders.

ROLL

Every time a hero is instructed to roll the 20-sided die , they must add their base roll modifier. Some items and abilities may provide additional modifiers – these are always applied in addition to the base roll modifier. Calculate the total result and consult the results table that corresponds to the ability you're resolving.





3. Place this many :

$13+5=18$	20+	1
	15-19	2
	9-14	3
	4-8	4
	≤ 3	5

Example: When using Party Starter, Jester rolls 13 and adds +5.

TOKENS

Some abilities place tokens with effects that are triggered when a hero is placed on the marked word. **Resolve the token's effect immediately, before the GM places a tile and reveals the consequences of the guess.**



- If the token is a  or , the hero claims it.
- If the token is specific to a hero, refer to the hero's sheet for instructions on how to resolve it.





Sometimes an ability tells the GM to cover a word card even though no hero has been placed on it. This does not trigger tokens on the word – keep them on top of the covering tile.

ADVANCED GUESSING – DEDUCTION TOKENS

Hero abilities can provide the party with a lot of extra information. To help keep track of everything you've learned, you can use the Deduction tokens.



Deduction tokens are double-sided. On one side, they have an icon that matches a tile (e.g. ). Use this side to indicate that a particular word is that color. On the other side, they have an X (e.g. ), which you can use to indicate that a particular word is not of that color.

Deduction tokens can be used in a multitude of ways. For example, when Nott's/Veth's Serendipity ability tells her that there are 2  words and 0  words around a specific space, you can place 2  Deduction tokens and 1  Deduction token on that space, the appropriate side up.



COINS AND ITEMS



Whenever a hero earns a coin (1), it is shared with the party: place it on the treasure space on the map. Coins can be spent at the shops you encounter during a campaign.

When a shop (👛) is encountered on a map, the GM will present a shop to the party, shuffling the deck of item cards and dealing a specified number face up in a row. While shopping, the party can do any of the following as many times as they can afford:

- **Buy any of the items** by paying the cost.
- **Sell any item** (get (1) less than its original value).
- **Heal:** Pay (1) to flip 1 ♠ to ♥.
- **Train:** Pay (1) to give 1 ♦ to any hero.

Spent coins are returned to the supply. Once you're done shopping, discard any items you didn't buy to the bottom of the item deck.

👛 Mark off the shop on the map once you use it. Even if you need to replay the mission, you only go shopping there once.

ITEMS

Items are shared between heroes. No hero "owns" a specific item – instead, acquired **items can be equipped by any hero at the start of a mission.**

After setting up a mission, but before you start playing, the party decides how to distribute their items among heroes. Each hero is limited in how many items they can equip, so the party will have to choose carefully who gets to hold what.

There are two different types of items in the game:

ORANGE items provide **once-per-mission effects** (1).

Each orange item can be used once per mission, after which it is flipped over. Orange items refresh between missions, regardless of whether the party succeeded or failed.

GREEN items provide **persistent effects** (∞). They are always active when held by a hero and apply for an entire mission.

COST — 3

NAME — DAMN GOOD COFFEE

EFFECT — After guessing, immediately guess with this hero once more (even if you guessed ♠ or ⚡).

ONCE PER MISSION — (1)

PERSISTENT — (∞)

NAME — LASTING BREAD-LOAF

EFFECT — Whenever you roll 1-5 (before modifiers), heal 1 ♥.

CONTINUE ON – OR SAVE YOUR PROGRESS?

You're ready to continue your campaign! You can play the next mission now, repeating all of setup steps on pages 4 and 5. That means you can (and in our opinion, should) choose a new GM for the next mission.

Alternatively, if you don't want to finish a campaign in a single session, it's easy to **save your progress for next time**. Make sure your map is up to date, so it's clear what missions you've already played and which missions you have available to play next.

For each hero, note how much health they have remaining directly on the back of their hero sheet. On the back of the campaign map, record how many coins you have and the names of the items you have acquired. When you play again, just retrieve your acquired items from the deck.

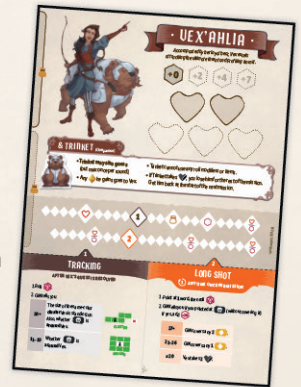


VEX' AHLIA (& TRINKET)

Vex is always accompanied by **Trinket**, her loyal bear **companion**. Keep Trinket's standee with Vex's on her hero sheet.



Trinket excels at keeping the party safe during a mission, and is well-suited to taking the riskiest guess the party can come up with. Trinket is not a hero – he is not required to make a guess, and does not prevent a hero from taking a second guess.



As a master tracker, Vex follows the trail of clues, seeing patterns where no one else can. Her **Tracking** ability identifies clusters – a group of words of the same color that are all connected orthogonally on the key card. When the GM is identifying the size of a cluster, they use the key card, ignoring whether the words are covered or uncovered.



Example: Vex is standing on a gold tile within a 5-tile cluster. The GM announces the cluster size is 5, without revealing its shape.

FRESH CUT GRASS

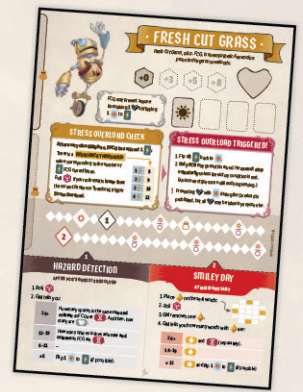
FCG starts a campaign with 1 **Stress token**, ☀️ side up. The other 3 are gained ☀️ side up by reaching ⚙️ upgrades on the XP track.

Despite his outward fragility, FCG is capable of protecting the entire party with his Stress tokens. When anyone (including FCG!) would take 1 damage, FCG can prevent it by flipping one ☀️ to its ⚡️ side.

At the start of every guessing phase, if FCG has at least 1 ⚡️, he must perform a Stress Overload check. If the result of his 🎲 roll is lower than his current resilience threshold, a **Stress Overload** begins. Stress Overload lasts for an entire guessing phase, ending only when FCG wins the mission or makes an incorrect guess.

While FCG cannot use ☀️ to prevent damage during an overload, he may still use items and other abilities. After a Stress Overload is finished, the game goes back to normal.

Stress tokens only flip back to their ☀️ side as the result of a Stress Overload. Keep track of the status of Stress tokens the same way you keep track of ❤️.



PERCY

Son of a noble house, Percy is well-versed in the secret art of marksmanship. He is unsatisfied with the banalities of close-range guessing, and instead **always guesses at range**. He can stand on any word or tile, but only guesses the orthogonally adjacent word that his weapon points to. He only resolves tokens that are on his actual space.



Percy uses the **Same/Not Same** Deduction tokens to keep track of information learned with his **Ingenuity** ability. When Percy is using this ability while standing on a word, you can point at any word: not just adjacent ones.



Example: Percy is guessing PHOENIX.



DORIAN

Dorian uses 3 **Song** tokens.

Every time Dorian unlocks an ability, he gains the corresponding Song token.



Dorian provides support and encouragement to other party members by performing songs. Dorian will always attempt to perform his unlocked songs **every time he guesses**, but he's never sure just how freely his creative juices will flow. Because Dorian's songs affect the other members of the party, it is often best to have Dorian guess first. That way, the rest of the party can benefit from his beautiful chords.

Shan'ty can prevent 1  that any hero on a protected space would receive during or after the resolution of their guess. And **Lulla-Bye** can even return the dreaded  to its stack!



Example: Song tokens from successfully performed songs stack underneath Dorian's standee.

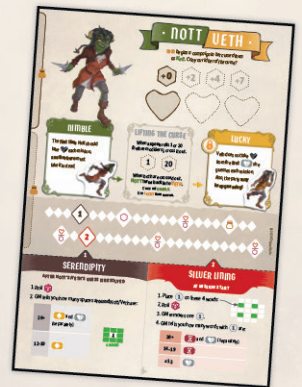
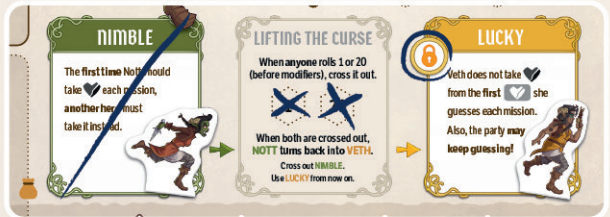


NOTT/VETH

This hero **begins the campaign in a cursed form**, afflicted with the identity of Nott. The curse seems to rub off on other members of the party, forcing them to take the damage she should receive.

Diligence (and a lot of luck) may see Nott regain her true form, transforming into Veth once a natural 1 and a natural 20 have been rolled (by anyone, even if rolled in different missions). At the moment both numbers are crossed out, **replace the Nott standee with Veth** for the remainder of the campaign.

Nott/Veth possesses seemingly preternatural deduction abilities, allowing her to easily glean information through circumstances that other characters may never find. Correctly figuring out exactly where and when to use Nott/Veth to guess can result in huge windfalls for the entire party.



JESTER

Jester uses **Prank tokens**. She won't need them at the start of the campaign, but will begin placing them on words once she unlocks her first ability.



Jester spreads mischief and whimsy across Exandria, covering the grid of words in colorful pranks. Pranks leave a nasty “surprise” for those who step on them, forcing them to roll at the risk of taking .



Don't be afraid of a bit of chaos. Trust me, extra helps a lot!

In return, pranks let Jester activate powerful abilities, healing the party and granting bonus . Working out the right balance between order and chaos is the key to mastering Jester's trickster ways.

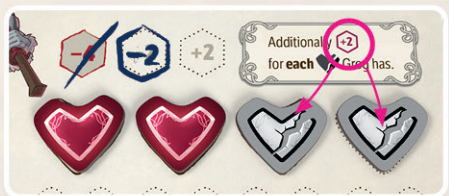


GROG

Blessed with more brawn than brains, Grog uses his immense physical strength to soak up damage, brute-forcing his way through difficult clues.

Both of Grog's abilities have the potential to damage him when used, but he makes the best of his injuries: his “special” modifier gives him +2 to every for each he has, and his principal trait heals 1 of his at the start of every mission. Don't be too afraid of damage – Grog can take it!

When using **Twin Fury**, you can always guess normally if you don't like the roll. When using **Face-First**, don't gain for the covered by the GM. Count only words around Grog that do not yet have / tiles on them to determine .



Example: Grog's base roll modifier is -2. But, each Grog has adds +2, for a total of +4. As a result, his current roll modifier is +2.

CODENAMES CLUES

Your clues should follow the spirit of the rules for the Codenames board game.

Give clues about the meanings of the words, not about the letters or their position on the table. Don't say *H: 2* for HORSE and HORN. Don't say *left: 3* for three cards on the left edge.

Don't say any form of the words on the table. Until EARTHBREAKER is covered by a tile, don't give clues like *earthy*, *earthquake*, or *broken*.

ZERO CLUES

Sometimes it's easier to say what **not** to guess. If the GM gives a clue like *moo: 0*, that means "Don't guess words related to *moo*."

So if PLAINSCOW is one of the words on the table, don't guess it!

Next ask, "Why not?" Maybe there are other animals out there that you should be guessing, but the PLAINSCOW makes it hard to give a clue for them. Or maybe "not PLAINSCOW" is the last piece of the puzzle and now you have enough information to win.

DON'T MISS OUT ON NEW CONTENT!

If you'd like to know when **something new for Codenames: Critical Role Adventures is announced** (free downloadable content, new expansion packs, updates, and more), make **sure to sign up to our newsletter**.



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ROUND OVERVIEW

- 1 The GM gives a clue consisting of 1 word and 1 number.
- 2 The party guesses, choosing which hero to guess with and placing them on the guessed word:

CORRECT GUESSES



The guessing hero gains 1 .



Refer to the mission rules in the campaign book.

The party **may continue** guessing.

INCORRECT GUESSES



The guessing hero takes one .



As a result of the tile being placed, the party now has 1 fewer round to complete the mission. The hero who made the guess must take 1 .



The entire mission is lost.

The party **must stop** guessing.

When the guessing phase ends, return the hero standees to the party.

- 3 Check the win condition.
- 4 **If the win condition has not been met, the GM must advance time:** Draw the top tile, look at the number on the other side, and cover the matching word. If the word is already covered, cover the next number in sequence.



Roll the die, adding your modifiers to determine the result.



Flip a to its side.

Heal

Flip a back to its reverse side.

Around

If you are ever asked to evaluate the spaces **around** something, consider every orthogonally and diagonally adjacent space.



AROUND

Acquire a Random Item

In the campaigns, you may be instructed to acquire a random item with a specific cost. To do this, draw items from the top of the deck until you find one that matches the specified cost. Acquire it, then shuffle the other cards you drew back into the deck.