



ENCHANTERS

RAFAŁ CYWICKI

RULEBOOK

Game overview

You are the Enchanters - mighty heroes who defend helpless villages with their magic and wits. During the game each of you will be crafting a powerful magical artifact to defeat hordes of attacking monsters.

*The aim of the game is to collect as many **Glory Points** (☉) as possible. The easiest way to get them is by defeating the Monsters. On the Journey Track **Item Cards** (☞), **Enchantment Cards** (👁), **Monster Cards** (👹) and **Dragon Cards** (🐉) will be appearing. To prepare to fight the Monsters you should equip yourself with Items and Enchantments from the Journey Track.*



Box content

160 cards in total



150 Kingdom Cards in 6 decks, each one consisting of 25 cards:

3 Items and 3 Enchantments (2 of each); 6 Minor Monsters, 4 Medium Monsters and 2 Major Monsters; 1 Dragon



33 Wound markers and 40 Crystal tiles

Wound: 25 with -1, 8 with -5;
Cristal: 25 with 1, 8 with 3 and 7 with 10



6 Village Cards



Item Card



Enchantments Card



Monster Card



1. Illustration; 2. Card type; 3. Village Rules; 4. Additional Glory Points; 5. Attack Points (♣) or Negative Attack Points (♣) (inactive after been covered); 6. Defense Points (♣) or Negative Defense Points (♣) (inactive after been covered); 7. Title of card; 8. Attack Points (♣) or Negative Attack Points (♣) (always active);



Dragon Card



Village Card



**Back of a card
(with deck symbol)**

9. Defense Points (🛡️) or Negative Defense Points (🛡️) (always active); **10.** Monster's Health Points (❤️); **11.** Monster's Strength (👊); **12.** Card's Rules; **13.** Glory Points (⚙️); **14.** Sometimes monster can modify players Defense or Attack Points; **15.** Deck symbol; **16.** "2" sign (for two player games).

Game setup

Village Card



Journey Track



Adventure Deck



1. Each player takes 5 crystals. The rest of the Crystals and Wound Markers should be laid in an easily accessible place.
2. Players choose or randomly take one Kingdom Deck each. Then the decks have to be shuffled together to create Adventure Deck.

In a two player game take only cards marked with a “2” on the back and shuffle four Kingdom decks together to form the Adventure Deck.

3. Look at the bottom card of the deck. If it is a Monster (👹) or a Dragon (🐉), put it aside, otherwise place it on the Journey Track. Proceed this way until you have 6 cards (Items (🔱) or Enchantments (👁️)) on the Journey Track. Then place the Monsters and Dragons back on the bottom of the deck.
4. Randomly choose one of the Village Cards (🏠) and place it before the first card on the Journey Track. The rest of the Village Cards are removed from the game and placed back into the box.
5. The player who was most recently underground is the starting player and takes the first turn.

Your magical artifact

Each of the players will be crafting one (and only one) Magical Artifact, which consists of Item Cards (🔱) and Enchantment Cards (👁️).

The first Item Card and Enchantment Card taken from the Journey Track is placed in front of the player taking

them, with the Item Card on the left side and the Enchantment Card on the right. Subsequent cards are placed on top of the previous ones of the same type (Items on Items, Enchantments on Enchantments) so that the lower part (under the horizontal line) of the previous card is always visible.

Defeated Monsters (🐉) and Dragons (🐲) have to be placed on the table in the same way as Items and Enchantments - this creates third stack on the right side of the Enchantments Cards.



Flow of the game

The game is played in turns. In each turn a player has to take one Major Action and as many Minor Actions as she wishes, but each of them only once (unless they are described as “Multiaction”).

Major Actions are:

- **Journey** - the player pays with Crystals to take a card from the journey Track, that’s the only way to obtain new Items/Enchantments and fight Monsters/Dragons.
- **Rest** (⊗) - the player uses one of the options (⊗) from the Village Card or one of her own cards to heal Wounds or collect Crystals.

After each Major Action slide cards toward the village and refill the Journey Track so it consists of 6 cards.

Minor Actions are specifically described on the cards.

Some cards have passive effects which trigger upon certain events. For example “after using (⊗),” “after taking (👁)” or “when your turn begins.” - Those effects are not considered to be an action and are mandatory.





Actions in general

All the actions available in the game are described in the following manner:

Cost ➔ ***Effect***

Only after the cost is paid, does the effect takes place. The cost must be fully paid, while the effect has to be implemented as much as possible. The actions a player can undertake are the ones described on the Village Cards and that players top cards.

Each action can be played only once in a turn, unless it's described as "Multiaction". The effect of a taken action stays in play till the end of the player's turn.



Example (Scimitar): "  ➔ 3  " *John pays 1 Crystal and receives a +3 bonus to his attack till the end of his turn.*



Example (Normaltown): "Multiaction: 2  ➔  " *Martha pays 6 Crystals to get 3 Attack Points, so that she wins a fight with a Dragon Turtle. Should she wish to fight another Dragon Turtle in the following turn, she would have to take this action again, or find another way of getting the 3 Attack Points she lacks.*

Major Action: Rest (⊗)

The Rest action a player can take depends on the Village Card and the top cards the player has in front of him. The Rest actions are always marked by a ⊗ mark preceding its cost.

⊗ *should be read as: Take your Major Action as described on the card, then at the end of the turn remove the card on the Journey Track nearest to the Village Card and refill as usually.*

Actions of this type are on every Village Card, but they can be also found on some of the Item or Enchantment Cards. Taking a Rest is a standard way of regaining Crystals (⬠) and healing Wounds (🩸).



Example (Normaltown): “ ⊗ → 3 ⬠ ” Jack uses his Major Action to get 3 Crystals. Because he can't do anything else, he finishes his turn, discards the card nearest to the Village, moves the remaining 5 cards on the Journey Track nearer to the Village Card, draws a new card and places it after the last card on the Journey Track.



Major Action: Journey

Taking a Journey as your Major Action allows you to get a card from the Journey Track. A player who takes this action, has to pay a number of Crystals equal to the number of cards between his chosen card and the Village Card. Journeys are the main source of getting new cards, whatever type they are: upgrades for the artifact or monster trophies.

Journey Track



Adventure Deck





Example: Ralph wants to get the third card on the Journey Track he passes 2 cards, so he has to pay 2 Crystals. Beth takes the first card, so she gets it for free, as she didn't pass any other cards.

If a player has chosen an Item (🔨) or an Enchantment (👁️), he just takes the card and puts it in front of him as described in the section “Your Magical Artifact”. If he decided to take on a Monster (🐉) or a Dragon (🐲), he has to fight it before he may take the card as a trophy. Rules of a fight are described in the section “Combat”.

Immediate Effect

Some of the cards have an Immediate Effect symbol (⬇️), which means that the described effect has to be implemented right after the chosen card is taken, but just before it's considered to be part of the current players collection.



Combat

If during a Journey a player chooses to take Monster (👹) or a Dragon (🐉) card, the fight will happen in the following order:

- 1. The Monster attacks the player.** The player is given a number of Wound Markers (💧) equal to the difference: **Monster's Strength** (♥️) **minus player's Defense** (🛡️).
- 2. The player attacks the Monster.** To be successful the player has to gather at least as many **Attack Points** (🗡️) **as many Health Points** (♥️) the Monster has. If the player meets this condition, he can take the the Monster he fought and put it on top of Monster Stack. Sometimes it's necessary to buy some Attack Points in the Village or activate cards to win a fight with a Monster.

There is no limit to the number of Wounds (💧) players can take, but at the end of the game each one becomes a negative Glory Point (👤).



Example: Susan decided defeat a Manticore 2 (👁️) 5 (♥️). Susan has 3 Attack Points (🗡️) and 1 Defence Point (🛡️). The monster attacks first and deals her 1 Wound (💧). Susan decides to use an action available in the Village of Normaltown - she pays 2 Crystals (💎) to get + 1 Attack

Point (✂) twice. Now she has a total of 5 Attack Points (✂), which is just as much as the Health (♥) of the Manticore. She defeats the monster and takes its card.

End of the game

The game ends when all the cards from both the Adventure Deck and Journey Track are taken or discarded. Every player sums all his Glory Points (☼) from his cards: Monsters, Dragons, Items and Enchantments. Each player then has to add or subtract Glory Points according to the rules below:

- Minus 1 Glory Point for each Wound (💧).
- Additional Glory Points as described on the Village Card (🏰).



Example: Beth has killed 5 Goblins, 3 Gnolls, 2 Ogres and the Red Dragon - that gives her 38 Glory Points. Unfortunately she was dealt 9 Wounds (💧) throughout the game, so after subtracting this number from her score she is left with 29 Glory Points. The game is being played in Dwarfburg, so Beth gets an additional 1 Glory Point for every Defence Points (🛡) she has. On her cards she finds 8 Defense Points (🛡), so she adds 8 Glory Points and gets a final score of 37 Glory Points.

Frequently Asked Questions

1. When a rule on a card refers to particular supplies, this always means supplies of the player the card belongs to, unless the text on the card indicates something different.

Example: Richard has a Necklace on top of his Items Pile (☞), so during his turn he may remove one of his Monster (👹) Cards to get 7 Crystals (📦).
2. If a rule on a card doesn't refer to a particular card (e.g. Top Item), the player who the mentioned cards belong to chooses which card will be affected by the rule.

Example: John picked up Bolas and chose Ann to discard one of her Monsters (👹). Ann has three Monsters (👹): a Gnoll on the bottom of her pile, a Unicorn in the middle and a Manticore on top, so she chooses to discard the Unicorn, as it's worth the least amount of Glory Points (🌟).
3. All **visible symbols** and special rules are always active - this means that the artifacts are getting stronger and stronger throughout the game.
4. All **hidden symbols** and special rules are inactive - a card loses all its properties once it is covered up - apart from the ones beneath the bottom horizontal line.

5. If you don't have an Item yet you can still use the rules and symbols on your Enchantment Cards - consider it as your Magical Fists. The same rule applies to Item Cards without Enchantments - a sword can cut, even if it's not magical.
6. Never take a fight if you can't get enough Attack Points! Shall such situation occur, after resolving the fight leave the Monster's Card (👹) where it was and discard the first card of the Adventures Track, as if a Rest Action (⊗) was taken.
7. The same Combat rules apply to the fights against Dragons (🐉), but keep in mind that some special rules may apply only to Monsters (👹), not to Dragons (🐉) and the other way round.
8. Broken Sword icon means negative Attack Points, and Broken Shield icon means negative Defense Points. Players Attack and Defense Points can never go below zero.





Trap:

after taking this card from the Journey Track, the player has to give this card to another player. The card is placed on top of his Item Card stack.



Bolas:

after taking this card from the Journey Track, choose a player. That player has to remove one Monster Card (👹) of his choice from his own Monsters Pile (👹) and put it on the discard pile. The discarded card doesn't have to be the top card of the pile, from which it was taken.



Roc:

after winning a fight with this Monster (👹), but before adding it to your Monsters Pile (👹) choose a player who has to give you one of his Monsters (👹) of his choice. Put that Monster (👹) on top of your Monsters Pile (👹), then put the Roc on top of it.



Manticore:

Manticore: after winning a fight with this Monster (👹), two things happen:

The winning player discards one of his Monsters (👹) before adding the Manticore to his Monsters Pile (👹). If the Manticore is his first Monster (👹), he doesn't have to discard any card.

The winning player chooses one of the other players; the target player has to remove one of her Monster Cards (👹), but she chooses which one.

Bronze Dragon:

check the Manticore ruling above. Remember that the Dragon is not a Monster.



Axe:

after taking this card, but before adding it to your Items Pile (🔨), every other player is dealt 1 Wound (💧) for every 2 Attack Points (🔪) you have. The 1 Attack Point (🔪) that the Axe adds to the number of Attack Points (🔪) you have, shouldn't be taken into consideration when the damage dealt is being counted.

Consider raising your Attack Points, before taking an Axe.



of Fire:

upon activation, the player receives an Attack Point for every Defense Point he has. His Defense Points remain at the same value.

of Rage:

upon activation, the player receives an Attack Point for every two Monsters he has.

Ogre:

double damage means that player receives twice the number of Wounds.

Example: Jack has 3 Defense and decides to take on an Ogre. Normally he would receive 3 Wounds, but since he's fighting an Ogre, he is dealt 6 Wounds instead.



Giant:

when a player fights this Monster (👹), during the “Monster’s Attack” phase of the combat, resolve it individually with each player. Players may NOT use actions during this attack (i.e. activate a Helmet). The number of Wounds (💧) dealt may differ between the players. The rest of the Combat goes by standard rules.



Pink Dragon:

after winning a fight with this Dragon count the number of Wounds (💧) you have, take the same number of Wound Markers (🍷) from the box and add it to the Wounds (💧) you had.



Icon rundown



Monster Card



Dragon Card



Item Card



Enchantment Card



Village Card



Player's Attack



Player's Defence



Monster's Strength



Monster's Health Points



Wound Marker



Cristals, the game's currency



The Cost — Effect action



Immediate Effect Action



Glory Points



Player's Negative Attack



Player's Negative Defence



The Rest Action

Credits

Author: Rafał Cywicki

Game Developer: Jacek Gołębiowski

Illustrations: Bartosz Repetowski, Marta Fleter (UI/Layouts and DTP), Tomasz Mroziński (Villages)

Proofreading: Rachael Mortimer

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Jacek: to my love Beata for testing the game with me. Long live the Fox King!

The Help Page

Quick Setup:

1. Each player takes **5 crystals**.
2. Shuffle Kingdom decks (**one per player**) together.
 - *Note: Use halves of 4 decks in two player game.*
3. **Place 6 cards** (Items (🗡️) or Enchantments (👁️)) on the Journey Track.
4. Choose **Village Card** (🏰).
5. Pick first player and **start the game!**

During his turn a player may:

Go on a Journey to get a card from the Journey Track, paying 1 for every passed card.

OR

Rest and use one of the available actions. The first card on the Journey Track has to be discarded.

ADDITIONALLY

Use each of the available Actions (Cost ➡ Effect) from the Village Card or his own cards once .

Combat:

1. A Monster attacks a player. The player gets a number of Wound Markers (💧) equal to the difference between the Monster's Strength (👊) and the player's Defense (🛡️).
2. The player attacks the Monster. The player has to gather a number of Attack Points (🗡️) equal to the number of the Monster's Health Points (❤️).

Final score:

1. Glory Points from the Cards collected by the player.
2. - 1 Glory Point for each Wound (💧).
3. Additional Glory Points (🌟) as described on the Village Card (🏰).