

EUTHIA

TORMENT OF RESURRECTION

APPENDIX

CONTENTS

Introduction	2	Scrolls and Potions	15
Hero Tiles	2	Chests and Flasks	16
Áel	3	Armor	17
Dral	5	Jewelry	17
Keleia	7	Weapons	18
Maeldur	9	Natural Resources	18
Skoldur	10	Gems	18
Taesiri	13	Essences	19
Special Storage Items	15	Elementals	19
		Silver & Gold Cards	20
		Quests - Encounters	21
		Quests - Legends	26
		Event Cards	27
		Achievement Sheet	28
		Symbols and Icons	29



INTRODUCTION

This booklet contains a detailed account about the specifics of your adventures in Euthia.



HERO TILES

The description of each Hero tile may contain:

Condition: You must satisfy the given condition to use the effect of the tile.



Armor Set of
3 or more parts



Armor Set of
4 or more parts

Timing: Determines when you can use the tile.

Action: You may perform an additional Action (Mining, Trade, or Combat) when using the tile.




Mining Action



Trade Action



Combat Action

Combat with Dragons: If a tile depicts the Dragon icon with a cross , you cannot use its effects during Combat against Dragons (but you may still have it placed on your Hero board).

Weapon and Combat / First Strike Ability tiles: All tiles used to attack the Monster in the First Strike or Hero-Attack Roll step work the same. The Hero-player rolls 2 dice and deals Damage according to the Final Combat Value, as described in the Combat Action section of the **Rulebook, page 16**. If a tile has any unique differences, you can find a more detailed description in this Appendix.



Timing icons
on Hero tiles
used for attack

GENERAL RULES FOR HERO TILES

You cannot choose to ignore an effect.

For example: Fury's effect is to deal 4 additional Damage and suffer 2 Injuries. You cannot choose to not suffer the 2 Injuries.



You must apply as much as possible of any effect. Any leftover part of it is lost, with no further effect.

For example: As Aél, you choose to use Healing Ability to heal by 2. However, your current Health is only 1 short of your Maximum Health, so you only heal by 1 as a part of the Healing effect. The rest of the effect is lost.



You may choose to use a tile with multiple effects, even if some of the effects result in nothing happening.

For example: As Aél, you choose to use Ray of Pain which deals 1 Damage and heals 1 Injury. You may still deal 1 additional Damage, even if you are at Maximum Health.



If a tile has multiple effects, which would occur at the same time, you may choose the order they occur, unless stated otherwise.

Timing



Equipment
(brown background)

Action



Abilities
(background in a color of your Hero)

Condition





STAFF OF LIGHT STARTING TILE

Timing: Hero-Attack Roll



MAGIC BARRIER STARTING TILE

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the total number of Injuries inflicted on Áel in this Combat Round.



2 CONTEMPLATION

Timing: Permanent effect

For each Move point spent (to move), heal 1 Injury.



Teleport note: You do not spend Move points to teleport. Due to this, teleporting does not trigger the Healing effect of this tile.

Fire Elemental note: If you enter a hex influenced by a Fire Elemental, you can choose to heal before or after getting Injured.

2 MERCHANT

Timing: During a Trade Action

Choose one of the following options:

- ◆ Reduce the purchase price of one Item or one service (Healing, Unveiling, or Training) by 1 Gold to a minimum cost of 0 Gold.

Note: You cannot combine this effect with any other effect allowing you to reduce the price.

- ◆ In addition to the standard rules for Changing the Offer, you may Change the Offer up to two additional times for free.



4 LIGHT BEAM

Timing: Hero-Attack Roll



4 LUNAR STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, subtract 2 from the Monster's Combat Value during the next Monster Attack of this Combat.



6 HAGGLE

Timing: Outside of Combat at a Place of Trade

Action: Trade

Perform one or both of the following effects:

- ◆ Perform a Trade Action.
- ◆ Reduce the purchase price of one Item, or the Training cost of one Ability, by up to 2, to a minimum cost of 1.



Notes:

You cannot combine this effect with any other effect allowing you to reduce the price.

You may perform any number of Trades before using the discount to purchase.

This may be used right after Training Haggle during an ongoing Trade Action.

6 SERENE WALK

Timing: Outside of Combat

Receive 2 Move points.



9 RAY OF PAIN

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 9 or more, deal 1 additional Damage and heal 1 Injury.



9 TREATMENT

Timing: Outside of Combat / Hero Healing phase

Make a Hero Roll: According to its Final Value, heal by the corresponding value.



12 GUARDIAN

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the Monster's Combat Value.



12 HEALING

Condition: Armor Set of 3 or more parts.

Timing: Outside of Combat / Hero Healing phase

Heal by 2.



15 ENHANCED GAAR

Timing: At the same time you use a Gaar to modify a roll, both during Combat or outside of Combat

The Gaar being used adds or subtracts 4 (instead of the usual 2). You still must re-roll a die as usual. You may use additional Gaar tokens, but they modify by 2 as normal.

Additionally, if used during Combat, the Monster-player cannot use Gaar tokens to modify this roll anymore (even through the use of the Ongoing effect of Soul Control card).

Note: The effect of Enhanced Gaar does not affect Gaar tokens that were already played.



15 SHII'S HEALING

Condition: Armor Set of 4 or more parts

Timing: Outside of Combat / Hero Healing phase

Heal by 2 and add 2 to the next Hero Roll.



18 IMPLOSION

Timing: Hero-Attack Roll



18 STARLIGHT STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, heal by the corresponding value.



21 DIVINE GEMS

Timing: Anytime effect

Flip all inactive Gems on your Equipment tiles to their active side.



21 LIGHTNING

Timing: Hero-Attack Roll



25 SACRED ARMOR

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the Injuries inflicted on Ael in this Combat Round.



30 STARLIGHT RITE

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, heal by the corresponding value.



35 SHII'S BLESSING

Timing: The timing of the Ability that is being used by Shii's Blessing

Choose one of your exhausted Abilities (except for Starlight Rite and Divine Strike), then perform its effect as usual. Leave the tile exhausted.



40 DIVINE STRIKE

Timing: Hero-Attack Roll



DRAL



RUSTY SWORD STARTING TILE

Timing: Hero-Attack Roll



2 FURIOUS CHARGE

Timing: Outside of Combat

Move to a hex with an undefeated Monster or to the Lair of an Elite Monster, up to 3 hexes away and in a straight line. As usual, you must have an available Combat Action, and immediately use it to fight the Monster (after entering such a hex).

You cannot move through Monsters.

You cannot use Furious Charge if standing in the center of a Special tile.

Subtract 2 from the Monster's Combat Value, during the **first Monster Attack** of that Combat.



2 PROSPECTOR USED ONLY IN THE SOLO/COOP GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Draw 2 Natural Resource tiles (instead of 1). Choose one to keep and discard the other one.



Note: The effect of the Mining Cart symbol cannot be used during this Mining Action.

2 PROSPECTOR USED ONLY IN THE 2-4 PLAYER GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Do not pay Gold to other players who have an Interaction token on the hex where you are Mining.



4 DODGE

Timing: After Monster-Attack Roll

Subtract 2 from the Monster's Combat Value.



4 SCOUT

Timing: Outside of Combat

Choose one of the following options:

- ◆ Receive 1 Move point.
- ◆ Secretly look at the top two cards of any one Monster deck, then return both cards (in any order) to the top or bottom of the deck, or place one card on top of the deck, and one on the bottom.



6 BARBED CLUB

Timing: Hero-Attack Roll



6 RAGE

Timing: After Hero-Attack Roll

Add 1 to the Hero's Combat Value. Also, deal 1 Damage to the Monster.



9 INTIMIDATE

Timing: During a Trade Action

Reduce the purchase price of one Item or the Training cost of one Ability by up to 2, to a minimum cost of 1.



Note: You cannot combine this effect with any other effect allowing you to reduce the price.

9 STAMINA

Permanent effect: While Trained, add 1 to your Sack modifiers (see **Rulebook, page 27**). This is still in effect, even if the tile is exhausted.



Outside of Combat: Exhaust to receive 1 Move point.

12 MULE

Condition: Armor Set of 3 or more parts

Permanent effect: While Trained, add 2 to your Sack modifiers (see **Rulebook, page 27**). This is still in effect, even if the tile is exhausted.



Outside of Combat: Exhaust to receive 1 Move point.

12 HALBERD

Timing: Hero-Attack Roll



15 EXTORTION

Timing: During a Trade Action

Reduce the purchase price of one Item by up to 5, to a minimum cost of 2, and lose 1 Reputation.



Note: You cannot combine this effect with any other effect allowing you to reduce the price.

15 BROADSWORD

Timing: Hero-Attack Roll



18 COUNTERATTACK

Condition: Armor Set of 3 or more parts

Timing: After Monster-Attack Roll



Subtract 4 from the Monster's Combat Value. Also, deal 1 Damage to the Monster at the same time as the Monster inflicts Injuries on the Hero at the end of the Monster Attack phase. This can result in both the Hero and the Monster being killed at the same time (follow all steps for both the Death of the Monster and Death of the Hero in Combat).

18 HUNTER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Receive 2 Move points.
- ◆ Secretly look at the top three cards of any one Monster deck, then return any number of cards to the top of the deck (in any order), and the rest of them to the bottom of the deck (in any order).



21 BRAWLER

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage. Also, subtract 2 from the Monster's Combat Value during the next Monster Attack of this Combat.



21 THROWING AXE

Timing: First Strike



25 FRENZY

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is between 0 and 8, deal 3 additional Damage. Also, subtract 3 from the Hero's Combat Value during the next Hero Attack of this Combat.



30 WAR AXE

Timing: Hero-Attack Roll



35 FURY

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 9 or more, deal 4 additional Damage. Also, after you deal Damage to the Monster, suffer 2 Injuries (regardless if the Monster was defeated or not).



Notes:

If you defeat the Monster or Dragon, you still receive the Reward, even if you die due to the Injuries suffered from Fury.

If you die due to the Injuries suffered from Fury, and the Monster was not defeated, put the Monster card face down on top of the appropriate Monster deck, then, perform the steps as if you died outside of Combat, see Rulebook, page 25.

40 SLAYER

Timing: Hero-Attack Roll



KELEIA



QUARTERSTAFF STARTING TILE

Timing: Hero-Attack Roll



MERCHANT

Timing: During a Trade Action

Choose one of the following options:

- ◆ Reduce the purchase price of one Item or one service (Healing, Unveiling, or Training) by 1 Gold to a minimum cost of 0 Gold.

Note: You cannot combine this effect with any other effect allowing you to reduce the price.

- ◆ In addition to the standard rules for Changing the Offer, you may Change the Offer up to two additional times for free.



PICKPOCKET

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action



Attempt to steal an Item by performing the following steps:

1. Choose an Item (worth 3 Gold or less) from the Offer of the Place of Trade you are at.
2. Make a Hero Roll:



If the roll is between 2 and 7, you failed to steal the Item and lose 1 Reputation.



If the roll is 8 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.



FEINT

Condition: Armor Set of 3 or more parts.

Choose one of the following options:

- ◆ After any Hero Roll: Add 2 to your roll.
- ◆ After Monster-Attack Roll: Subtract 2 from the Monster's Combat Value.



DAGGER

Timing: Hero-Attack Roll



THIEF

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action



Attempt to steal an Item by performing the following steps:

1. Choose an Item (worth a total value of 6 Gold or less) from the Offer of the Place of Trade you are at.
2. Make a Hero Roll:



If the Final Value is between 2 and 7, you failed to steal the Item and lose 2 Reputation.



If the Final Value is between 8 and 12, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 1 Reputation. Refill the empty slot with a new tile as usual.



If the Final Value is 13 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.



STEALTH

Timing: Outside of Combat

Receive 2 Move points.



This turn, you may move through and/or end movement on hexes containing Monsters without performing a Combat Action.

Immediately end this effect once you perform any other Action / Free Action.

You must liberate a hex to perform its Action / Free Action as usual.

If you end your turn on a hex with an undefeated Monster, at the beginning of your next turn, you must proceed with one of the following options (before you do anything else):

- ◆ Perform a Combat Action.
- ◆ Use Stealth again, Shadow (see below), or Potion of Invisibility (see page 16) to Move from the hex.



HUNTING BOW

Timing: Hero-Attack Roll



THROWING KNIFE

Timing: First Strike



12 BACKSTAB

Condition: Armor Set of 4 or more parts

Timing: After Monster-Attack Roll



Subtract 2 from the Monster's Combat Value. Also, deal 1 Damage to the Monster at the same time as the Monster inflicts Injuries on the Hero at the end of the Monster Attack phase. This can result in both the Hero and the Monster being killed at the same time (follow all steps for both the Death of the Monster and Death of the Hero in Combat).

12 KNOCK DOWN

Timing: Before Hero-Attack Roll



According to the Hero's Final Combat Value, subtract the corresponding value from the Monster's Combat Value during the next Monster Attack of this Combat. Also, if the Hero's Final Combat Value is 9 or more, deal 1 additional Damage.

15 PROSPECTOR USED ONLY IN THE SOLO/COOP GAME

Timing: Outside of Combat on a Mining hex

Action: Mining



Draw 2 Natural Resource tiles (instead of 1). Choose one to keep and discard the other.

Note: The effect of the Mining Cart symbol cannot be used during this Mining Action.

15 PROSPECTOR USED ONLY IN THE 2-4 PLAYER GAME

Timing: Outside of Combat on a Mining hex

Action: Mining



Do not pay Gold to other players who have an Interaction token on the hex where you are Mining.

15 HAGGLE

Timing: Outside of Combat at a Place of Trade

Action: Trade



Perform one or both of the following effects:

- ◆ Perform a Trade Action.
- ◆ Reduce the purchase price of one Item, or the Training cost of one Ability, by up to 2, to a minimum cost of 1.

Notes:

You cannot combine this effect with any other effect allowing you to reduce the price.

You may perform any number of Trades before using the discount to purchase.

This may be used right after Training Haggle during an ongoing Trade Action.

18 JAVELIN

Timing: First Strike



18 SPEAR

Timing: Hero-Attack Roll



21 MASTER THIEF

Condition: Armor Set of 3 or more parts.

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action



Attempt to steal an Item by performing the following steps:

1. Choose an Item (worth a total value of 13 Gold or less) from the Offer of the location you are at

2. Make a Hero Roll:

If the Final Value is between 2 and 8, you failed to steal the Item and lose 3 Reputation.

If the Final Value is between 9 and 13, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 2 Reputation. Refill the empty slot with a new tile as usual.

If the Final Value is 14 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 1 Reputation. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.

21 SHADOW

Timing: Outside of Combat

Receive 3 Move points.



This turn, you may move through and/or end movement on hexes containing Monsters without performing a Combat Action.

Immediately end this effect once you perform any other Action / Free Action.

You must liberate a hex to perform its Action / Free Action as usual.

If you end your turn on a hex with an undefeated Monster, at the beginning of your next turn, you must proceed with one of the following (before doing anything else):

- ◆ Perform a Combat Action.
- ◆ Use Shadow again, Stealth (see above), or Potion of Invisibility (see page 16) to Move from the hex.

★ 25 DOUBLE STRIKE

Timing: Before Hero-Attack Roll

Subtract 4 from the Hero's Combat Value.

Once the Hero's Final Combat Value is determined, double the Damage dealt by your Weapon. **After** doubling, reduce dealt Damage by 1.



★ 35 CRIPPLING BLOW

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 11 or more, deal 2 additional Damage. Also, during the **next** Monster Attack of this Combat, reduce the Injuries inflicted on you by 2.



Note: Double Strike only doubles the Damage caused directly by the Weapon, i.e. not from any other source of Damage, like Scroll of Enhancement, Fire Essence, etc.

★ 30 AGILE DODGE

Timing: After Monster-Attack Roll

Subtract 5 from the Monster's Combat Value.



★ 40 FIERCE

Timing: Hero-Attack Roll



MAELDUR

★ STAFF OF FIRE STARTING TILE

Timing: Hero-Attack Roll



★ 2 LORD OF PORTALS

Timing: Outside of Combat

Choose one of the following options:

- ◆ Teleport to any Portal on the Map.
- ◆ Teleport 1 hex away.



The Threat of Mirrezil note: Even if the Event that prevents Portals from being used is in play, you can use Lord of Portals.

★ 2 MERCHANT

Timing: During a Trade Action

Choose one of the following options:

- ◆ Reduce the purchase price of one Item or one service (Healing, Unveiling, or Training) by 1 Gold to a minimum cost of 0 Gold.
Note: You cannot combine this effect with any other effect allowing you to reduce the price.

- ◆ In addition to the standard rules for Changing the Offer, you may Change the Offer up to two additional times for free.



★ 4 FIRE ARROW

Timing: Hero-Attack Roll



★ 4 FOCUS

Timing: After any Hero Roll

Add 2 to your roll.



★ 6 BLAZING HANDS

Timing: Hero-Attack Roll



★ 6 CONCENTRATION

Condition: Armor Set of 4 or more parts

Timing: After any Hero Roll

Add 4 to your roll.



★ 9 FIREBALL

Timing: Hero-Attack Roll



★ 9 GUARDIAN

Timing: Before Monster-Attack Roll

Make a Hero Roll: According to its Final Value, reduce the Monster's Combat Value.



★ 12 ALCHEMIST

Timing: Anytime effect

Choose one of the following options:

- ◆ Take 1 Healing Potion tile from the supply.
- ◆ Take 1 Gaar token from the supply.



12 SPHEREWALKER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Teleport up to 2 hexes away.
- ◆ Teleport to any Place of Trade on the Map.

Remember: You cannot Teleport to Dragonslayer Towers unless all surrounding hexes are liberated.



15 IMPLOSION

Timing: Hero-Attack Roll



15 VOLCANO STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, add the corresponding value to the Hero's Combat Value during the next Hero Attack of this Combat.



18 INFERNO

Timing: First Strike



18 LIGHTNING

Timing: Hero-Attack Roll



21 GEM EXTRACTION

Timing: Permanent effect

Remove a Gem from a slot on your Equipment. You may immediately place it on another slot, sell it (if during a Trade Action), or store it. It may be active or inactive, and it stays that way when removed.



21 ENHANCED GAAR

Timing: At the same time you use a Gaar to modify a roll, both during Combat or outside of Combat



The Gaar being used adds or subtracts 4 (instead of the usual 2). You still must re-roll a die as usual. You may use additional Gaar tokens, but they modify by 2 as normal.

Additionally, if used during Combat, the Monster-player cannot use Gaar tokens to modify this roll anymore (even through the use of the Ongoing effect of Soul Control card).

Note: The effect of Enhanced Gaar does not affect Gaar tokens that were already played.

25 EMPOWER

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.



30 ENHANCED POTION

Timing: At the same time you use a Healing Potion

The used Healing Potion heals 3 more Injuries than usual.



35 BALL LIGHTNING

Timing: Hero-Attack Roll



40 FIRESTORM

Timing: Hero-Attack Roll



SKOLDUR

POWER OF DWURT

Some of Skoldur's Hero tiles have additional effects if you spend Dwurt tokens.

For example: Hammer (see below) has an additional effect. You can spend 1 Dwurt token for additional Damage.

If a **Weapon** tile has this effect, you must decide to use it (and spend the Dwurt token(s)) **before** the Hero-Attack Roll is made.

For example: If you attack with Hammer, you must spend 1 Dwurt token before the Hero-Attack Roll is made to deal 1 additional Damage.

Each of these effects can only be used once per Combat Round.

For example: You cannot spend 3 Dwurt tokens to get the effect of the Hammer tile 3 times.

The effect can only be used if that tile is being used for its other effects.

For example: If you have 2 Weapons, you cannot use the effects on both of them, only the one depicted on the Weapon that you attack with this Combat Round.

Remember: For each Dwurt token you spend (anytime, for any effect), increase the value of the Dwurt die by 1 (see Rulebook, page 34).

HAMMER STARTING TILE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



Raw Euthium note: If mined, and you spend 1 Dwurt token, choose any 1 Gem to take, except Diamond or Demon Stone.



WOODEN SHIELD STARTING TILE

Timing: After Monster-Attack Roll

The Monster's Combat Value is reduced by 3. Also, the Hero's Combat Value is reduced by 2 during the **next** Hero Attack of this Combat.



DOUBLE AXE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



TUNNELS

Timing: Outside of Combat on a Mining hex

Teleport to another Mining hex up to 4 hexes away.



MOORGOT'S FATE

Timing: Outside of Combat

Choose one of the following options:

- ◆ Spend 2 Dwurt tokens to receive 3 Move points.
- ◆ Roll the Dwurt die. Continue to add to the rolled result as normal.



TREASURE HUNTER

Timing: Outside of Combat on a Treasure hex that does not have your Hero token placed there.

Choose one of the following options:

- ◆ If the hex currently contains a Hero Token of another player, you may find 1 Treasure, i.e. draw the top Treasure tile from the appropriate Treasure stack. Place your Hero token on the hex. The other Hero token remains on that hex.
- ◆ If the hex currently does not contain any Hero tokens, you may find two Treasures, i.e. draw the top 2 Treasure tiles from the appropriate Treasure stack. Place your Hero token on the hex as usual.



MOORGOT'S DILEMMA

Choose one of the following options:

- ◆ **Outside of Combat:** Receive 1 Move point and heal by 1.
- ◆ **Before Hero-Attack Roll:** You may spend 1 Dwurt token to add 2 to the Hero's Combat Value. Also, deal 1 additional Damage after the Hero's Final Combat Value is determined.



BATTLE CRY

Timing: Anytime effect

Choose any die except the Die of Hope or Dwurt die and turn it to the opposite side.

For example: A die of value 2 is turned to show a value of 5.



The Threat of Mirrezil note: If a Hero invokes Defense Magic on a hex that contains two Hero tokens, only the Hero invoking gets to keep their Hero token on the hex. Remove the Hero token owned by another player and place it on the Scenario board under the Round track. It will be used during Final Scoring as usual.

GUMRAN'S PATH

Timing: Outside of Combat, immediately after your Combat or Mining Action ends

Receive 1 Dwurt token.



HIDDEN PASSAGES

Timing: Outside of Combat at a Place of Trade or on a Mining hex

Teleport to another Mining hex or Place of Trade up to 5 hexes away.



MINE LORD

Timing: Outside of Combat on a Mining hex

Action: Mining

In addition to the Mining Action, you may spend 1 Dwurt token to immediately take 1 Gem token of the type depicted on the tile you just mined.

For example: You mine a Raw Ruby, then you spend 1 Dwurt token to take 1 Ruby Gem.



LIGHT CROSSBOW

Timing: First Strike

Before the roll: You may spend 1 Dwurt token to add 3 to your Combat Value. Also, the Monster's Combat Value is reduced by 2 during the **next** Monster Attack of this Combat.



12 GROMIR'S MACE

Timing: Hero-Attack Roll

Before the roll: You may spend 2 Dwurt tokens to deal 3 additional Damage during the Hero Attack step.

Additionally, according to the Hero's Final Combat Value, reduce the Monster's Combat Value by the corresponding value during the **next** Monster Attack of this Combat.



12 DWARVEN SHIELD

Timing: After Monster-Attack Roll

You may spend 1 Dwurt token to reduce the Injuries inflicted on you by 1.

The Monster's Combat Value is reduced by 4. Also, the Hero's Combat Value is reduced by 2 during the **next** Hero Attack of this Combat.



15 DOUBLE CAPACITY

Timing: Permanent effect

Each of your available Sacks can hold up to 2 Items (instead of 1).



15 REDEMPTION

Timing: Anytime effect

Choose one of the following options:

- ◆ After spending a Dwurt token for another effect, heal by 2.
For example: You spend a Dwurt token to modify a roll or to receive a benefit from another tile, then you use Redemption to heal by 2.
- ◆ Receive a Dwurt token.



18 AZZATIR'S AXE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 2 additional Damage during the Hero Attack step.



18 FORGED POWER

Timing: Permanent effect

Spend a Dwurt token to use one of the following effects:

- ◆ **During or outside of Combat:** Add 4 to any Hero Roll.
- ◆ **After the Monster-Attack Roll:** Subtract 4 from the Monster's Combat Value.
- ◆ **Outside of Combat:** Receive 1 Move point.



21 AZZATIR'S PRAYER

Timing: Outside of Combat

Pay 2 Gold to gain 1 Reputation.



21 HEAVY CROSSBOW

Timing: First Strike

Before the roll: You may spend 1 Dwurt token to add 4 to your Combat Value.

Also, the Monster's Combat Value is reduced by 3 during the **next** Monster Attack of this Combat.



25 GUMRAN'S STANCE

Timing: Permanent effect

Subtract 2 from each Monster's Combat Value of each Combat Round.



30 BATTLE HAMMER

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



35 GROMIR'S SHIELD

Timing: After Monster-Attack Roll

You may spend 2 Dwurt tokens to reduce the Injuries inflicted on you by an additional 3 (for a total reduction of 4, see below).

Reduce the Injuries inflicted on you by 1. Also, subtract 2 from the Hero's Combat Value during the **next** Hero Attack of this Combat.



40 SKULL CRASHER

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 3 additional Damage during the Hero Attack step.



Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the **next** Monster Attack of this Combat.

TAESIRI

DARK EDGE STARTING TILE

Timing: Hero-Attack Roll



ELAEGRIS STARTING TILE

Timing: Outside of Combat

Draw 1 Silver card.



Solo Game / Cooperative Game note: Do not add a Silver card to the Silver cache.

FROST WAND STARTING TILE

Timing: After Monster-Attack Roll

Subtract 4 from the Monster's Combat Value.



2 DARK BOND

Timing: Before Monster-Attack Roll

According to the Monster's Final Combat Value, add the corresponding value to the Hero's Combat Value during the **next** Hero Attack of this Combat.



2 ICE WHIP

Timing: Hero-Attack Roll



4 BOOK OF POWER

Timing: Permanent effect

Anytime you defeat a Monster (even if it was a Saboteur, Accomplice, Volcano Demon, etc.), place a Hero token on the Book of Power tile. You may spend these Hero tokens for one of the following effects:

- ◆ Spend 2 Hero tokens to add 3 to any Hero Roll. Also, if used during Combat, and it is After the Hero-Attack Roll, deal 1 additional Damage.
- ◆ If in Combat, after the Hero-Attack Roll, spend 3 Hero tokens to deal 4 additional Damage.



4 ICE ARROW

Timing: Hero-Attack Roll



6 SERENE WALK

Timing: Outside of Combat

Receive 2 Move points.



6 SLUMBER

Timing: Permanent effect

Slumber contains one slot each for Air and Fire Essences. You may place the corresponding Essence on the matching slot at any time.

For each type of Essence placed on the Slumber tile, the corresponding Elemental Power does not affect you, i.e. ignore all effects they normally have on you.

Once placed, an Essence cannot be removed. However, if Slumber is removed (for any reason) from your Hero board, all Essences placed on it are immediately returned to the supply.

Essences placed on Slumber have no value during Final Scoring.



9 ANCIENT KNOWLEDGE

Timing: Outside of Combat

Make a Hero Roll: According to its value, take the depicted Action token and place it on your Hero board on the corresponding slot (or even the 4th slot if you choose):

- ◆ If the Final Value is between 7-10, take a Mining Action token.
- ◆ If the Final Value is 11 or more, take a Trade Action token.

Note: You cannot use Ancient Knowledge if you already have Action tokens on all 4 of your Action slots.



9 ELEMENTALIST

Timing: Outside of Combat

Elementalist contains one slot for each type of Elemental Essences. You may place the corresponding Essence on the matching slot at any time.

Use Elementalist to teleport to any hex that contains an Elemental whose matching Essence is placed on the tile.

Once placed, an Essence cannot be removed. However, if Elementalist is removed (for any reason) from your Hero board, all Essences placed on it are immediately returned to the supply.

Essences placed on Elementalist have no value during Final Scoring.



12 BLIZZARD

Timing: First Strike

Additionally, the attacked Monster must discard 1 Gaar token (from the Monster's supply, not the supply of the Hero controlling the Monster).



12

ELAEMORPHOSIS USED ONLY IN THE SOLO/COOP GAME AND 2-PLAYER GAME

Timing: Outside of Combat

Discard 2 Silver cards (instead of four) to gain 1 Gold card.



Solo Game / Cooperative Game note: Do not add a Silver card to the Silver cache.

21

GEM MASTERY

Timing: Outside of Combat

Place any type of Gem on any Gem slot on your Equipment. **For example:** You may place a Ruby Gem on a Sapphire Gem slot.



12

SOUL BOUND USED ONLY IN THE 3-4 PLAYER GAME

Timing: Combat Setup, after the Monster-player is determined

Become the Monster-player.

Immediately reduce your health by 6 and draw a Gold card. Even if this would kill you, you still control the Monster and keep the Gold card.

If Taesiri dies due to these Injuries, proceed as if the Death occurred outside of Combat (Rulebook, page 25).

The Control card that was revealed to determine the Monster-player is shuffled back to the Control deck (instead of being discarded).

If a player takes control of the Monster (using a Control card from their hand), that card is returned to their hand when Soul Bound is used.



25

DARK GRASP

Timing: Before Monster-Attack Roll

Dark Grasp is a special Combat Ability used in the Monster Attack phase (instead of the Hero Attack phase).



According to the Monster's Final Combat Value, deal Damage simultaneously when the Monster inflicts Injuries on the Hero. This can result in both the Hero and the Monster being killed at the same time. Follow all steps for both the Death of the Monster and Death of the Hero in Combat.

Caution: If neither the Monster nor the Hero is defeated, the next Hero Attack phase is **completely skipped**. Proceed with the next Combat Round as usual.

Note: If the Monster-player uses any effect from Silver and/or Gold cards which affects the Hero-player (Curse, Enhancement, or Power Strike), apply their effects in the next Hero Attack of this Combat.

15

LESSER HEALING

Timing: Outside of Combat / Hero Healing phase

Make a Hero Roll: According to its Final Value, heal by the corresponding value.



30

SILENCE

Timing: Before Hero-Attack Roll

The Monster-player may not use neither Gaar tokens nor Chaos tokens (to play Silver or Gold cards) during the next Monster Attack of this Combat.



15

ICE SPEAR

Timing: Hero-Attack Roll



35

ICE STORM

Timing: Hero-Attack Roll



18

ICE BOW

Timing: Hero-Attack Roll



40

DARK OFFERING

Timing: Before Monster-Attack Roll

Dark Offering is a special Combat Ability used in the Monster Attack phase (instead of the Hero Attack phase).



18

MALEDICTION

Timing: Before Monster-Attack Roll

Subtract 3 from the Monster's Combat Value and reduce Injuries inflicted on you by 1.



21

RITUAL DAGGER

Timing: Hero-Attack Roll


Additionally, according to the Final Combat Value, draw a Silver card. Also, heal by the corresponding value.



Caution: If neither the Monster nor the Hero is defeated, the next Hero Attack phase is **completely skipped**. Proceed with the next Combat Round as usual.

Notes:

If the Monster-player uses any effect from Silver and/or Gold cards which affects the Hero-player (Curse, Enhancement, or Power Strike), apply their effects during the **next** Hero Attack of this Combat.

If the Monster dies from the  effect, proceed as if the Monster died normally by dealing Damage.



SPECIAL STORAGE ITEMS

Some Items allow you to store more Items of a particular type in one Sack slot.

Special Storage Items are placed on one of your available Sacks, taking up that space as normal. However, they provide additional storage (as virtual slots), to the side of the Storage Item.

POTION CASE

A Potion Case has 3 virtual slots. Each slot can store one Potion, Gaar, Dwurt, Gem, or Essence.



SCROLL CASE

A Scroll Case has 3 virtual slots. Each slot can store one Scroll, Gaar, Dwurt, Gem, or Essence.



RUCKSACK

A Rucksack has 2 virtual slots. Each slot can store any one Item.



A Rucksack inside of another Rucksack has no function and provides no additional virtual slots. Potions and Scroll Cases can be used as described above, even when placed into the Rucksack.



SCROLLS AND POTIONS

Scrolls and Potions are single-use Items. You may use them immediately when gained, or store them for later use. To use a Scroll or Potion, discard the tile to the appropriate discard pile to gain its effect.

Scroll and Potion tiles may contain:

1. Illustration
2. Effect
3. Timing icon
4. Purchase and selling price

Remember: Scrolls and Potions without a Timing icon can only be used outside of Combat.



SCROLLS

SCROLL OF TELEPORTATION

Timing: Outside of Combat

Teleport to a hex, up to the depicted number of hexes away (see **Rulebook**, page 13).



SCROLL OF ENHANCEMENT

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.



SCROLL OF FULFILLMENT

Timing: Anytime effect

Gain 1 Gaar token for each one depicted on the scroll.



SCROLL OF CONCENTRATION

Timing: After any Hero Roll

Add the value shown to your roll.



HEALING SCROLL

Timing: Outside of Combat / Hero Healing Phase

Heal by the value shown.



POTIONS

POTION OF DARKNESS

Timing: Outside of Combat

Draw 1 Gold card.



POTION OF MOVEMENT

Timing: Outside of Combat

Receive 2 Move points.



POTION OF AUGURY

Timing: Outside of Combat

Choose one of the following options:

- ◆ Receive 1 Move point.
- ◆ Secretly look at the top 2 cards of any one Monster deck, then return both cards (in any order) to the top or bottom of the deck, or place 1 card on top of the deck, and the other on the bottom.



POTION OF INVISIBILITY

Timing: Outside of Combat

Receive 2 Move points.

This turn, you may move through and/or end movement on hexes containing Monsters without performing a Combat Action.



This effect immediately ends once you perform any other Action / Free Action .

However, in order to perform the Action / Free Action of the hex, it must be liberated as usual.

For example: If you use the Potion of Invisibility to move onto a Place of Trade with a Monster, you cannot perform the Trade Action there until the hex is liberated.

If you end your turn on a hex with an undefeated Monster, at the beginning of your next turn, you must proceed with one of the following options (before doing anything else):

- ◆ Perform a Combat Action.
- ◆ Use Potion of Invisibility again, or if playing as Keleia, use the Stealth or Shadow Ability to Move from the hex.

POTION OF WISDOM

Timing: Outside of Combat

Choose any one of your Hero tiles that were discarded during Unveiling. Place it beside your Hero board with your other Unveiled Hero tiles. From now on, the Ability/Weapon/Shield can be Trained/purchased as usual.



POTION OF POWER

Timing: Before Hero-Attack Roll

Add 2 to the Hero's Combat Value and deal 2 additional Damage.



HEALING POTION

Timing: Outside of Combat / Hero Healing phase

Heal by the value shown.



POTION OF REPLENISHMENT

Timing: Anytime Effect

Ready up to 2 exhausted Abilities.



CHESTS AND FLASKS

Chests and Flasks are single-use Items. You may use them either immediately when gained, or store them in one of your Sacks (for later use). To use a Chest or Flask, discard the tile to the appropriate discard pile to gain the Gems / Essences depicted.

Chest and Flask tiles contain:

1. Illustration
2. Gems/Essences you gain
3. Purchase and selling price



ARMOR

There are six types of Armor which you can identify by the background color (and art):

- ◆ Leather (green background)
- ◆ Mail (red background)
- ◆ Plate (blue background)
- ◆ Dragon (yellow background)
- ◆ Krak (purple background)
- ◆ Sunbow (teal background)



Leather



Mail



Plate



Dragon



Krak



Sunbow

Each Armor type also consists of five parts:



Helmet



Cuirass



Greaves



Boots



Gauntlets

In addition to purchase and selling price, Armor tiles may contain:

1. Once-per-Round effects (Mining Cart, Move, Healing, Clover, Damage, Teleport)
2. Permanent effects (Hero Health, Sack)
3. One or more Gem slots



JEWELRY

There are two types of Jewelry in the game: Rings and Amulets.

RINGS

In addition to the purchase and selling price, one or more Gem slots, and illustration, a Ring tile may contain:

1. Timing icon
2. Once-per-Round effects
3. Permanent effects



In addition to the purchase and selling price, Armor Set icon with Once-per-Round effect, and illustration, an Amulet tile may contain:

1. Gem slot
2. Timing icon
3. Permanent effect



AMULETS

You can use the Once-per-Round effect under the Armor set icon only if your Hero has the required Armor set.

Regardless if you have the Armor set or not, you may still do all of the following with an Amulet:

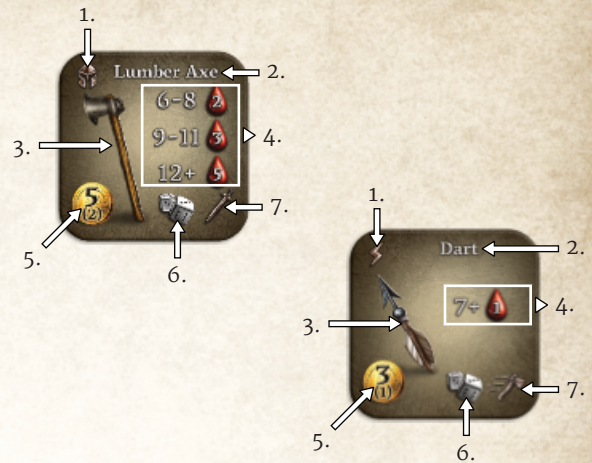
- ◆ Equip it.
- ◆ Place and use Gems on it (if it has Gem slots).
- ◆ Receive its Permanent effect.



WEAPONS

Weapons are the Equipment Items used in Combat. They can be placed on your Hero slot with a Sword or Axe icon, or stored in one of your Sacks. A Weapon tile contains the following information:

1. Timing icon
2. Name
3. Illustration
4. Attack ranges
5. Purchase and selling price
6. Dice symbol
7. Sword or Axe icon



NATURAL RESOURCES

Hexes may depict different terrains (Mountains, Lakes, and Caves) that each provide corresponding Natural Resources.

Note: When you sell Raw Euthium, and choose the option to the right of the slash, choose any 3 different Gems to take (except Diamond and Demon Stone).

Lake Natural Resources



Mountain Natural Resources



Cave Natural Resources



GEMS

RUBY

Timing: Permanent effect

Increase your Maximum Health and your current Health by 1.



AMETHYST

Timing: Permanent effect

Add 1 to your Sack modifiers.



EMERALD

Timing: After any Hero Roll

Add 1 to the Hero Roll.



ONYX

Timing: During a Mining Action

Draw 3 Natural Resource tiles instead of 1. Choose 1 to keep and discard the other 2.



SAPPHIRE

Timing: Outside of Combat

Receive 1 Move point.



OPAL

Timing: Outside of Combat / Hero Healing phase

Heal by 1.



DIAMOND

Timing: Outside of Combat / Hero Healing phase

Heal by 2.



DEMON STONE

Timing: Outside of Combat

Draw a Gold card.



ESSENCES

AIR ESSENCE

Timing: Before Monster-Attack Roll

The Monster-player may only roll and use 1 die for the remainder of Combat.

Using more than one Air Essence has no additional effect.

Note: If a hex is influenced by the Air Elemental Power, the Monster-player ignores all of its effects on their remaining die.



WATER ESSENCE

Timing: Outside of Combat / Hero Healing phase

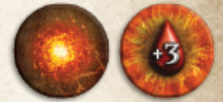
Heal by 4.



FIRE ESSENCE

Timing: Before Hero-Attack Roll

Deal 3 additional Damage.



EARTH ESSENCE

Timing: After any Hero Roll

Add 8 to the Hero Roll.



ELEMENTALS

There are four types of Elementals in the game:



Air



Earth



Water



Fire

Each Elemental card contains:

1. Illustration
2. Elemental Power
3. Confrontation ranges and effects



EARTH POWER



If any dice roll is made (both during or outside of Combat) on a hex influenced by Earth Power, add 2 to the Final Value.

Note: If a hex is influenced by both Air Power and Earth Power, apply the Air Power first.

WATER POWER



If you move to a hex influenced by Water Power, or you reveal a Map tile which causes the hex you are on to now be influenced by Water Power, you Heal 2 Injuries.

Exception: If a hex is influenced by both Water Power and Fire Power, the effects cancel out.

FIRE POWER



If you move to a hex influenced by Fire Power, or you reveal a Map tile which causes the hex you are on to now be influenced by Fire Power, you suffer 2 Injuries.

Exception: If a hex is influenced by both Fire Power and Water Power, the effects cancel out.

If your Hero dies due to the suffered Injuries, follow the steps for Death and Resurrection outside of Combat as usual (see Rulebook, page 25).

ELEMENTAL POWERS

If a hex is influenced by more than one Elemental of the same type, only one instance of that Elemental's Power is applied.

AIR POWER



If any dice roll is made (both during or outside of Combat) on a hex which is influenced by Air Power, and the rolled dice have different values, turn the one with the highest value to the opposite side. If both dice show the same value, there is no effect.

For example: The player rolls a 4 and a 5. The die with a 5 is turned to the opposite side to now show a 2.

CONFRONTATION

AIR ELEMENTAL

First box: Suffer 3 Injuries. If your Hero is not killed, take 2 Gold and 1 Gaar token. Then, you may Teleport up to 2 hexes away.

Second box: Suffer 2 Injuries. If your Hero is not killed, draw a Level 2 Treasure and take 1 Gaar token. Then, you may Teleport up to 2 hexes away.

Third box: Draw a Level 2 Treasure and take 1 Air Essence.



EARTH ELEMENTAL

First box: Draw 2 Mountain Resource tiles. Choose one to keep and discard the other.

Second box: Draw a Level 1 Treasure and take an Earth Essence.



WATER ELEMENTAL

First box: Draw a Level 1 Treasure and take 1 Water Essence.

Second box: Draw two Level 2 Treasures and heal by 2.

Third box: Draw a Level 1 Treasure, take 1 Water Essence, and heal by 12.



FIRE ELEMENTAL

First box: Suffer 5 Injuries. If your Hero is not killed, draw a Level 3 Treasure and take 1 Demon Stone.

Second box: Suffer 3 Injuries. If your Hero is not killed, draw a Level 3 Treasure and take 1 Fire Essence.

Third box: Suffer 1 Injury. If your Hero is not killed, take 1 Fire Essence and 1 Diamond.



SILVER & GOLD CARDS

SILVER CARDS

MIND CONTROL

Timing: After Monster-Attack Roll

First box: Add 5 to the Monster's Combat Value.

Second box: Add 3 to the Monster's Combat Value. Additionally, the Monster-player takes (steals) 1 Gaar token from the attacking Hero-player. Add it to the Monster's supply.



Dwurt note: If the Hero-player is playing as Skoldur, and they have both Dwurt and Gaar tokens, the Dwurt token must be destroyed, not the Gaar token taken.

ENHANCEMENT

Timing: Before Monster-Attack Roll

First box: If the Monster's Final Combat Value is 6 or more, inflict 1 additional Injury.

Second box: All Hero Rolls are reduced by 2 until during step A of the next Monster Attack Phase of this Combat. If the Monster's Final Combat Value is 8 or more, inflict 2 additional Injuries.



CURSE

Timing: Before Hero-Attack Roll

First box: All Hero Rolls are reduced by 3 until during step A of the next Monster Attack Phase of this Combat.

Second box: All Hero Rolls are reduced by 4 until during step A of the next Monster Attack Phase of this Combat. Also, Damage dealt by the Hero is reduced by 1.



Notes:

Curse cannot be played during a First Strike.

Curse must be played as the first effect of the Before Hero-Attack Roll step.

GOLD CARDS

SOUL CONTROL

Timing: Before or After Monster-Attack Roll

First box: Take a Chaos token, draw a Silver card, and add 3 to the Monster's Combat Value.

Second box: Take two Chaos tokens, draw a Gold card, and add 5 to the Monster's Combat Value.

Third box: Take two Chaos tokens, draw 2 Gold cards, and add 8 to the Monster's Combat Value.



Ongoing effect: Until this Combat ends, the Monster-player may additionally choose to use the Monster's Gaar tokens against the Hero (not just for their own rolls). For each Gaar token spent, the Monster-player re-rolls any one Hero die and subtracts 2 from the Final Value of that roll. The Monster-player may do this any number of times (until they run out of Gaar tokens).



Ongoing Effect - Solo/Coop Game:
Add 2 to the Monster's Combat Value for the remainder of Combat.

POWER STRIKE

Timing: Before Monster-Attack Roll

First box: Inflict 2 additional Injuries. All Hero Rolls are reduced by 2 until during step A of the **next** Monster Attack Phase of this Combat.

Second box: The Monster-player destroys 2 Gaar tokens that belong to the attacking Hero-player (they are discarded). If the Monster's Final Combat Value is 5 or more, inflict 4 additional Injuries.



Dwurt note: If the Hero-player is playing as Skoldur, and they have both Dwurt and Gaar tokens, the Dwurt token must be destroyed, not the Gaar tokens.

Third box: If the Monster's Final Combat Value is 3 or more, inflict 8 additional Injuries.

HEALING

Timing: Before Monster-Attack Roll

First box: The Monster is immediately healed by 1. Also, add 2 to the Monster's Combat Value.

Second box: The Monster is immediately healed by 3.

Third box: The Monster is immediately healed by 5. Also, add 4 to the Monster's Combat Value.

Ongoing effect: Starting with the **next** Combat Round, the Monster Heals by 1 at the beginning of each Monster Attack phase.

If you play additional Healing cards, the Ongoing effect is not affected, i.e. the Monster is only healed by 1 each phase regardless of how many Healing cards are played.



QUESTS - ENCOUNTERS

To fulfill the Quest depicted on an Encounter card, your Hero must be on the corresponding Encounter hex on the Map. Then, as a Free Action, you may choose to fulfill the Quest if you meet the requirements as depicted on the card. If you do, gain the Reward listed, take the Encounter card, and place it face down near your Hero board (for Final Scoring).



Rewards are distributed to players depending on what is shown in the Reward box:

- ◆ If "Each Hero token" is written to the left of a Reward, each player who has a Hero Token placed on the Encounter card receives that Reward for each Hero token they have on that card.
- ◆ If "All Heroes" is written to the left of a Reward, when fulfilled, every player (including the fulfilling player) receives the depicted effect.
- ◆ If "Fulfilling" is written to the left of a Reward, or there is **no text** written at all, i.e. there is a Reward depicting only symbols, only the player who fulfilled the Quest receives that Reward.

ENCOUNTERS - CHAPTER I

EMISSARY



Each time you liberate a hex as requested on the Encounter card, i.e. you defeat a Monster on requested location, place one of your Hero tokens on the Encounter card.

Note: More than one token from the same Hero can be placed on this Encounter card.

To fulfill: You must have a Hero token on the Encounter card.



To fulfill: Discard 1 of the depicted potions, i.e. other than a Healing Potion.



To fulfill: Discard 1 of the depicted Gems.



To fulfill: Discard any 2 Healing Potions (the same or different).

HUNTER



To fulfill: Discard 1 of the Trophies depicted on the Encounter card.

Reward clarification: Draw 2 Hunter Reward tiles. Choose one to keep and discard the other. Also, gain 1 Reputation.

PRIEST



Each time you bring Supplies to a requested location depicted on the Encounter card, place one of your Hero tokens on the Encounter card.

Gain Supplies tile: If your Hero is on a hex depicting a Priest, as a Free Action, take a Supplies tile. Place it face up (depicting the -1 Sack modifier) in one of your Sacks. This -1 Sack modifier applies even though the

Supplies tile is in a Sack (unlike Equipment). Mark this by placing a Grey Sack tile on one of your other Sacks. Effectively, the Supplies tile takes up 2 Sacks when face up.

You can carry multiple Supplies tiles at the same time, and perform multiple Free Actions to take them, if you have space to store them.



Face up



Face down

Supplies tiles are **limited**. If they run out, you must wait until one is returned to the supply to acquire one.

To bring Supplies, perform the following steps:

1. Move your Hero onto the requested hex (as depicted on the Encounter card).
2. Flip the Supplies tile on your Hero board, showing the grey illustration of an empty box. The -1 Sack modifier is no longer applied; return the Gray Sack tile from your Hero board back to the supply.
3. Place 1 of your Hero tokens on the Encounter card.
4. Go back to the Priest hex and return the Supplies tile from your Hero board face up back to the supply.

Note: More than one token from the same Hero can be placed on this Encounter card.

To fulfill: You must have a Hero token on the Encounter card.

Unique to this Quest: Only 1 Encounter card (instead of 2) is revealed for the Priest Encounter.

Notes:

If you have one or more face-up Supplies tiles in your Sack when the Quest is fulfilled, you may choose to either return them back to the supply now, or keep it for a possible future Priest Quest.

If you have one or more face-down Supplies tiles in your Sack when the Quest is fulfilled, return them back to the supply.

SURVIVORS



To fulfill: Discard two Level 1 Monster Trophies.

Note: You can discard Level 1 Elite Monster cards instead of Level 1 Monster cards.



To fulfill: Pay 6 Gold (return it to the supply).



To fulfill: Discard any number of Weapons and/or Shields (equipped or not) that have a combined total purchase price of 5 or more Gold.



To fulfill: Use any number of healing effects (Items and/or Abilities) that would combine together for a total heal by 5 (or more). Your Hero does not heal any Injuries from these effects.

You must provide all of the healing at once.

If you heal more than by 5 (when fulfilling this Quest), the extra does not carry over to heal your Hero.

For example: *Áel* uses *Treatment* to heal 3 Injuries, then discards a *Healing Scroll* to heal another 3 Injuries. This results in a total healing of 6. *Áel's* fulfills the Quest, but she recovers zero Health.



Defeat the Accomplice at Alchemists / the Saboteur at Merchants to place one of your Hero tokens on the Encounter card.

Note: If a Survivors Encounter card already has your Hero token placed on it, you cannot fight the Accomplice or Saboteur again.

To fight the Accomplice/Saboteur, your Hero must be on the hex with a requested Place of Trade (as depicted on the Encounter card). Then, choose to perform a Combat Action.

If you defeat the Accomplice/Saboteur during this Combat, gain the Reward on the reverse side of the card. Then, place one of your Hero tokens on the Encounter card. You may never fight the Accomplice/Saboteur twice.

If you do not defeat the Accomplice/Saboteur in this Combat, follow the steps for Death and Resurrection during Combat as usual (see **Rulebook**, page 25).

Note: You cannot take the Accomplice/Saboteur card as a Trophy, if you defeat them.

To fulfill: You must have a Hero token on the Encounter card.

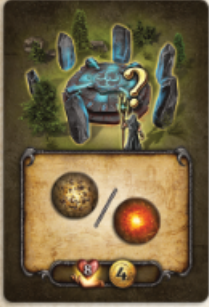
ENCOUNTERS - CHAPTER II

BLACKSMITH



To fulfill: Discard 1 of the depicted Natural Resources.

DRUID



To fulfill: Discard 1 of the depicted Essences.



To fulfill: Discard 2 Gaar tokens.

WEAPONSMITH



To fulfill: Discard 1 of the depicted Natural Resources.

Reward clarification: Draw 2 Weaponsmith Reward tiles, choose one to keep, then discard the other. Also, gain 1 Reputation.

ENCOUNTERS - CHAPTER III

DWARF

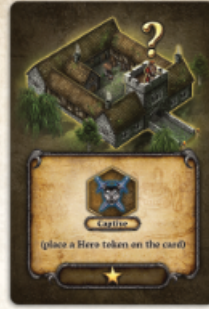


To fulfill: Discard 1 of the depicted Natural Resources.



To fulfill: Discard the depicted Natural Resource or the two depicted Gems.

LORD



Immediately after a Lord Encounter card is revealed, find the corresponding Character card (as stated in the Quest requirements), and place it face up next to the Encounter card.

Interact with the Character (using the corresponding Character card) to place one of your Hero tokens on the Encounter card.

Note: If a Lord Encounter card already has your Hero token placed on it, you cannot interact with the corresponding Character again.

To interact with a Character, perform the following steps:

1. Your Hero must be on the required hex stated on the Encounter card.
2. Roll two dice. This is not considered to be a Hero Roll, and you **cannot modify** the roll in any ways. Elemental Powers still affect the dice roll as if it was a Hero Roll.
3. According to the Final Value of the roll, gain the corresponding Reward depicted on the right of the Character card. If Injuries or a loss of Gold is depicted on the Character card (to the left of the corresponding Reward), you must first reduce your health and/or lose Gold before gaining the Reward.
4. Place one of your Hero tokens on the Encounter card.

To fulfill: You must have a Hero token on the Encounter card.

1. Captive

Required hex to interact with the Character: Your Hero must be on the hex just liberated by you that originally contained the Level 2 Monster (or Level 2 Elite Monster).



2. Spy

Required hex to interact with the Character: Your Hero must be on the Dragonslayer Towers (at the center of the Special tile).



In the second box, choose one of the following options:

- ◆ Pay 2 Gold (return it to the supply).
- ◆ Suffer 2 Injuries.

If your Hero is killed during interacting with the Spy, do not take the Reward from the Character card and do not place your Hero token on the Encounter card. Then, follow the steps for Death and Resurrection outside of Combat as usual (see **Rulebook**, page 25).

3. Cutthroat

Required hex to interact with the Character: Your Hero must be on a Treasure hex of the depicted Level and your current Health must be at least what is shown.



4. Robber

Required hex to interact with the Character: Your Hero must be on the given Mining hex and you must have at least as much Gold as shown.



Note: Do not pay the Gold shown on the **Encounter card**, you only need to have it in your possession when entering the Mining hex. You must still pay Gold if required by the Character card.

MERCENARIES



Reward clarification: Gain the depicted Reputation. Then, choose any non-liberated hex with a Level 2 Monster (not a Level 2 Elite Monster) and place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens). Gain the Loot from the hex. The hex is considered to be liberated for the remainder of the game.

Notes:

If the liberated hex contains Treasure, draw the corresponding Treasure tile.

If the liberated hex is stated on the Emissary Encounter card, place your Hero token on the Emissary Encounter card.

If the liberated hex is a Mining hex, do not draw the Natural Resource tile. You must perform a Mining Action as usual when on the hex.

To fulfill: Discard any number of Leather Armor tiles which have a combined total value of 6 or more Gold.

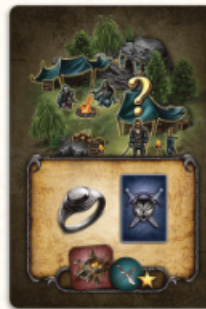


To fulfill: Discard any number and any type of Armor tiles which have a combined total value of 7/9 or more Gold.



To fulfill: Discard 1 of the depicted Armor parts.

THIEVES



Reward clarification: Gain the depicted Reputation, Gems, and Treasure tiles. In addition, take 1 Badge token. Outside of Combat (anytime during your turn), you may discard a Badge token to steal, i.e. take for free, any number of Items that have a combined total purchase price of 6 or less Gold from one Offer of your choice.

You may spend more than one Badge tokens at the same time. In that case, you can steal Items from one Offer that have a combined total purchase price of up to the total value of all used Badge tokens.



Badge token

For example: If you spend 2 Badge tokens, you may steal any number of Items that have a total purchase price of 12 or less Gold.

Do not refill empty slots with new tiles until after you decide to stop using Thieves Badge tokens (and their effects) this turn.

For each spent Badge token, lose 1 Reputation.

Notes:

Unused value from Badge tokens is lost if not used at once.

You can only steal from an Offer that corresponds to an already revealed Place of Trade on the Map.

For example: If there are no Alchemists revealed on the Map (liberated or not), you cannot steal anything from the Alchemists Offer.



To fulfill: Discard 1 depicted Item (a Weapon/Shield, a Ring, or an Amulet) and a Level 2 Monster Trophy.

Note: You can discard a Level 2 Elite Monster card instead of a Level 2 Monster card.



To fulfill: Discard any Lake Resource tile and 1 depicted Item (a Weapon/Shield or a Ring).

WITCH



To fulfill: Discard 1 of the depicted Trophies.

WITCH REWARD TILES - DARK AMULETS (USED ONLY IN THE 2-4 PLAYER GAME)

Dark Amulets follow the same rules as other Amulets in the game.



Your hand limit for Silver and Gold cards is increased to 7 (instead of 5).

The following Dark Amulets can only be used if you are the Monster-player:



At the beginning of Combat, draw 1 additional Silver card.



At the beginning of Combat, take 1 additional Gaar token.



At the beginning of Combat, take 1 additional Chaos token.



The Monster starts Combat with one additional Health. As a reminder, place the Monster Health token on the Monster card.

Note: As a reminder to use the Dark Amulet in Combat, you can place a Gaar, Chaos, or Monster Health token on the tile (while the Amulet is equipped). During Combat, place the token beside the Monster card. At the end of Combat, return the token to the Dark Amulet tile.

ENCOUNTERS - CHAPTER IV

ADVENTURER



To fulfill: Discard the depicted Gem or Essence.

All Heroes Reward:

Draw 1 Gold card.



Suffer 3 Injuries.



Heal by 2.



Heal by 4.

Only the fulfilling player gains the second part of the Reward.

If the fulfilling Hero dies due to Injuries suffered as a part of the Reward, they still fulfill the Quest and gain the rest of the Reward. Then, follow the steps for Death and Resurrection outside of Combat as usual (see **Rulebook**, page 25).

If another Hero dies due to Injuries suffered as a part of the Reward, follow these steps:

1. The player who fulfilled the Quest takes one Hero token from the killed Hero and places it onto their own Hero board (somewhere on the Hero illustration).
2. The dead Hero is placed in the Church.
3. They are restored to Maximum Health.
4. They take 3 Gaar tokens.
5. They draw 1 Gold card.

SORCERER



To fulfill: Discard 1 of the Trophies depicted on the Encounter card.



To fulfill: Discard 1 Raw Demonium.



To fulfill: “Become” a Monster by controlling a Level 3 Monster (as a Monster-player) and fight another Level 3 Monster (controlled by another player as normal). Do not use a Combat Action.

Note: In the following rules, “Hero-player” refers to the player that is fulfilling the Quest (who “becomes” a Monster).

Before the Combat starts, follow these steps:

- ◆ Determine the (other) Monster–player as usual.
- ◆ Both the Monster–player and the Hero–player draw Level 3 Monster cards and take Silver and Gold cards, Chaos tokens, and Gaar tokens depicted in the bar below the name of the Monster.

Proceed with Combat as usual with the following changes:

- ◆ There is no First Strike or Hero Healing Phases. The Monster–player attacks first as usual.
- ◆ Instead of the Hero Attack Phase, the Hero–player plays a Monster Attack Phase using their drawn Monster card.
- ◆ Except for the Dark Amulet (if it is equipped), both players may only use the resources of their Monster, i.e. Silver and Gold cards from their hand, Chaos tokens, and Gaar tokens.
- ◆ Clover symbols that are depicted on all effects (from Monster, Silver, and Gold cards) are considered to be Rabbit’s Foot symbols during this Combat.
- ◆ The Curse card can be played as a first effect during the Before Monster–Attack Roll step.

- ◆ If any player plays the Soul Control card, the Ongoing effect means that for each Gaar token they spend, they re–roll any one of the other player’s dice and subtract 2 from its Combat Value.
- ◆ The Die of Hope is not used during this Combat.

If the Monster controlled by the Hero–player is defeated, it means that the player’s Hero is killed as well. Follow the steps for Death and Resurrection during Combat as usual (see **Rulebook, page 25**).

Reward clarification: The Hero–player receives the depicted Reward that corresponds to winning or losing the Combat, i.e. even if you die, you still receive the Reward.

Note: If the Hero–player defeated the (other) Monster:

- ◆ Do not take the Reward from the reverse side of the Monster card you defeated.
- ◆ The Hero–player’s Monster is placed on top of the appropriate deck.
- ◆ You **cannot** take the Monster card as a Trophy.

QUESTS - LEGENDS

ELEMENTAL RITUAL



Initial requirements: Discard 1 of each for Earth, Air, Water, and Fire Essences.

DESTROYED LIBRARY



Initial requirements: Discard 1 Raw Euthium.

DARK MAGIC BARRIER



Initial requirements: Deal 12 Damage to the Dark Magic Barrier, do not use a Combat Action.

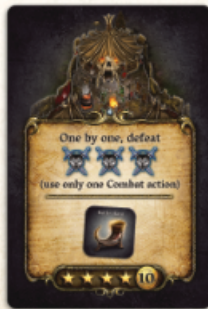
To gain an Artifact, you must attack the Dark Magic Barrier by performing a First Strike, and one (or more) Hero Attack Phases. If your Hero is at the center of the Dark Magic Barrier tile, as a Free Action, perform the following steps:

1. Discard 1 Fire Essence (without receiving its effect). Other Fire Essences may be used as usual.
2. Perform a normal First Strike, placing Damage tokens on the Legend card for the Damage dealt.
3. Perform a normal Hero Attack Phase, placing Damage tokens on the Legend card for the Damage dealt.
4. If you dealt a total of 11 or less Damage, you may repeat steps 1 and 3 any number of times (if able).

The attack against the Dark Magic Barrier ends after 12 or more Damage has been dealt, or you stop discarding Fire Essences.

- ◆ If you dealt a total of 12 or more Damage, you successfully fulfill the Quest and take the Artifact.
- ◆ If you were unable to deal at least 12 Damage, you fail fulfilling the Quest. Do not take the Artifact. Also, remove all Damage tokens placed on the Legend card. Any Hero (including you) may attempt to fulfill this Quest again.

ENEMY TERRITORY



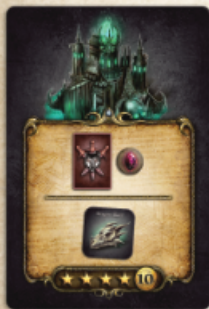
Initial Requirements: One after another, defeat 3 Level 2 Monsters. Use only **one Combat Action**, but perform 3 full Combats (each including First Strike step).

At the beginning of the first Combat, determine the Monster–player who stays the same for all three Combats. Immediately after defeating a Monster, gain the Reward from the Monster card, then proceed with Combat against the next Monster. For each Combat, follow the standard rules.

Note: Because you gain the Reward right after defeating one of the three Monsters, it can happen you will exceed 35 Reputation at some point during fulfilling the Quest. In that case, you will not gain anymore Rewards (from the Monster card).

If your Hero dies during any one of the Combats, do not take the Artifact, and follow the standard rules for Death and Resurrection during Combat (see **Rulebook**, page 25). Any Hero (including you) may attempt to fulfill this Quest again by defeating all 3 Monsters (regardless of how many were defeated in previous attempts by any player).

NECROMANCER'S LAIR



Initial requirements: Discard a Level 3 Trophy and a Demon Stone.

VOLCANO DEMON



Initial requirements: Defeat the Volcano Demon in Combat. Use the attributes on the Legend card. If you are killed, follow the standard rules for the Death and Resurrection during Combat. In that case, do not take the Artifact. Any Hero (including you) may attempt to fulfill this Quest again. Do not take this card as a Trophy.



EVENT CARDS (THE THREAT OF MIRREZIL SCENARIO)



Event: In each Offer (of all Places of Trade), flip the two bottom tiles face down. Both the slots and tiles are unavailable to be changed or purchased. Once the Event is discarded, flip all of these tiles face up again.

Invoked Defense Magic: During a Trade Action (or at any other time you can gain tiles from the Offer), the face down tiles are flipped face up again (in the Offer of the Place of Trade you are at only). Perform your Trade Action as normal. Once you are finished, flip the two bottom tiles of the Offer face down again (regardless if they are the same that were flipped originally).



Event: You may not teleport by using Portals on the Map. You may still teleport using other effects.

Invoked Defense Magic: You may use Portals as usual.



Event: In all Places of Trade, as well as in the Church, for each Gold paid, heal only by 3 (instead of the normal amount).

Invoked Defense Magic: For each Gold paid, heal by the normal amount.



Event: Whenever your Hero uses a Portal, or enters an Encounter hex or a Place of Trade, they immediately suffer 2 Injuries.

Invoked Defense Magic: You may use Portals and enter hexes with Encounters and Places of Trade without suffering any Injuries.



Event: Neither Gaar nor Dwurt tokens may be used for modifying any rolls (while in or out of Combat). You may use them for their other effects as usual.

Invoked Defense Magic: You may use Gaar and Dwurt tokens as usual.



Event: To enter a hex with Mountains, a Lake or a Cave, you must spend 2 Move points (instead of 1). If you cannot pay the cost, you may not move there.

Invoked Defense Magic: Follow the standard rules when moving on the Map.



Event: You may not use the effects of Gems which are placed on Equipment tiles.

Reduce your Maximum Health and Current Health by 1 for every Ruby you have placed on Equipment. This may kill you. In that case, follow the standard rules for Death and Resurrection outside of Combat (see Rulebook, page 25).

Reduce the number of your Sacks by 1 for each Amethyst you have placed on Equipment.

Note: The sum of your Sack modifiers may never be less than -3. If this is ever the case, you must unequip some Armor.

Invoked Defense Magic: Use the effects of Gems placed on your Equipment tiles as usual.



ACHIEVEMENT SHEET

When playing a **competitive scenario** or the **Solo Game** in Euthia, each player may choose to take an Achievement Sheet during setup. Write your name at the top, you will use this same sheet during all of your future games!

Achievement Types:

- ◆ **At the end of the game:** Achievements are checked only after the game has concluded. If the conditions of an Achievement are met during Final Scoring, “check-off” that Achievement.
- ◆ **During the game:** Achievements are checked during the game. As soon as a condition is met, immediately “check-off” that Achievement.


Note: Multiple Achievements can be “checked-off” during the same game.



Achievement Sheet



SYMBOLS AND ICONS

 **Reputation:** Gain or lose depicted Reputation.



Gold:

- ◆ Take or pay Gold.
- ◆ Special use of Gold during Trade:



Purchase and selling price



Training cost



Natural Resource selling price



Healing Potion: Take a Healing potion tile.



Gaar:

- ◆ Used to adjust die rolls.
- ◆ Take, discard, or use a Gaar token for an effect.



Dwurt:

- ◆ Used to adjust die rolls.
- ◆ Take, discard, or use a Dwurt token for an effect.



Silver Card:

- ◆ Used when controlling the Monster.
- ◆ Draw or discard a Silver card for an effect.



Gold Card:

- ◆ Used when controlling the Monster.
- ◆ Draw or discard a Gold card for an effect.



Chaos: Used to play Silver and Gold cards.



Silver and Gold Card Costs: To gain the associated effect (in the same box on the card), discard a Chaos token, and a number of identical cards as depicted.



Move:

- ◆ Receive Move Points.
- ◆ Number of hexes the Golem can move (Walking Destruction scenario, Rampage cards).



Teleport: Teleport up to the value shown.



Air Essence: The Monster-player uses only one die for the remainder of Combat.



Air Elemental Power: If the dice show different values, turn the one with the highest value to the opposite side.



Mining Cart: Draw 3 Natural Resources of the appropriate type. Choose one to keep and discard the others.



Book Symbol: Unveil Hero tiles.



Changing the Offer: Change the Offer at the visited Place of Trade.



Monster: Difficulty level 1



Monster: Difficulty level 2



Monster: Difficulty level 3



Elite Monster: Difficulty level 1



Elite Monster: Difficulty level 2



Elite Monster: Difficulty level 3



Immunity: An Elite Monster is immune to any effects from the Hero other than Damage.



Skull: A Hero or Monster is killed. Proceed as described for the specific case.



Clover: Modify the Hero Roll by the value shown.



Rabbit's Foot: Modify the Monster's Combat Value by the value shown.



Injury symbol with just a number (no + or -): Reduce the Hero's Health by the value shown.



Injury symbol with a "+" before the number: If the Monster inflicts at least 1 Injury during the Monster Attack Phase (before adding in the + and - Injuries), inflict additional Injuries as shown.



Injury symbol with a "-" before the number: Reduce the Injuries inflicted on the Hero by the value shown, but not below zero.



Damage symbol with just a number (no + or -): Deal Damage to the Monster equal to the value shown.



Damage symbol with a "+" before the number: If the Hero deals at least 1 Damage (before adding in the + and - Damage), deal additional Damage as shown.



Damage symbol with a "-" before the number: Reduce the Damage dealt to the Monster by the value shown, but not below zero.



Hero Healing: Heal by the value shown.



Heal to Maximum Health: Restore your Hero to Maximum Health.



Monster Healing: Monster heals by the value shown.



Hero Health: Increase your Maximum Health by the value shown.



Monster Health: Indicates the Health of a Monster.



Sack: Modify the number of Sacks.



Success



Failure



Symbol of the Thieves Encounter



Theft: Steal (i.e. take for free) any Items from one chosen Offer, worth the value of up to the value depicted.



Question mark:

- ◆ Encounter hex
- ◆ Scoring for collected Quests



Slash symbol: Choose an option on the left or on the right of the Slash symbol.

Note: There is also a horizontal variant of the Slash symbol. In that case, choose an option above or below the symbol.

ACTIONS



Mining Action



Trade Action



Combat Action

HERO TILES



Weapon, Shield



First Strike Weapon



Ability



First Strike Ability



Dice: Roll two dice for performing the effect.

Note: Except for the Hero tiles, the symbol is also depicted on Monster, Elite Monster, Character, and Elemental cards.



Wolf head: The effect depends on the Monster's Final Combat value.



Dragon with a cross: The tile cannot be used in Combat against Dragons.

Note: Except for the Hero tiles, the Dragon with a cross symbol is also depicted on some Amulet tiles.



Triangle: Armor set of 3 parts or more is needed to use the effect.



Square: Armor set of 4 parts or more is needed to use the effect.



Pentagon: Armor set of 5 parts is needed to use the effect.

Note: Except for the Hero tiles, the Triangle, Square, and Pentagon symbols are also depicted on some Amulet tiles.

TIMING ICONS



A permanent effect that always applies. The tile is not exhausted when used.



An effect that can be used both during Combat or outside of Combat.

If a Healing effect has this Timing icon, it can be used anytime outside of Combat. However, during Combat, it can only be used during the Hero Healing Phase.



An effect that can be used during Combat Setup.



This icon is on First Strike Weapons / Ability tiles. They are used during a First Strike.



This icon is on Weapons and Combat Ability tiles which are used in the Hero-Attack Roll step of the Hero Attack Phase.



The effect can be used in the Before Monster-Attack Roll step of the Monster Attack Phase.



The effect can be used in both the Before Monster-Attack Roll or After Monster-Attack Roll steps of the Monster Attack Phase.



The effect can be used in the After Monster-Attack Roll step of the Monster Attack Phase.




The effect can be used in the Before Hero-Attack Roll step of the Hero Attack Phase.





The effect can be used in the After Hero-Attack Roll step of the Hero Attack Phase.




MAP SETUP

 Fixed Map tiles


 Encounter Map tiles


 Scenario Map tiles

Note: The three top parts are color-coded for a specific scenario.


 Other Map tiles


HERO ICONS AND COLORS


 Ael (white)

 Dral (blue)


 Keleia (yellow)


 Maeldur (red)


 Skoldur (black)


 Taesiri (violet)

NUMBER OF PLAYERS


 One-player icon


 Two-player icon


 Three-player icon

 Four-player icon


FINAL SCORING


 Hero token


 Interaction token

 Trade token

Note: Except for the Final Scoring, the Hero token, Interaction token, and Trade token symbols are also depicted on some Encounter and Reference cards.


 **Other Hero token:** The Monster-player receives a defeated Hero-player's Hero token.

 **Question mark:** Scoring for collected Quests


 **Crown:** Scoring for collected Bounty cards

Note: A Crown symbol is also a part of Elite Monster symbols.


HERO BOARD

 Helmet

 Cuirass

 Greaves

 Boots

 Gauntlets

 Ring

 Amulet



EUTHIA.COM

DIEAGAMES.COM



DIEA
GAMES