EUTHIA
TORMENT OF RESURRECTION

RULEBOOK

CONTENTS

OBJECT OF THE GAME

Euthia: Torment of Resurrection is a game for 1-4 players where each player takes on the role of a Hero, traveling across the land, fighting monsters and liberating places of trade, mining natural resources, upgrading their Hero's abilities and equipment, and completing quests. Although the goal of each scenario is shared between the players, the Hero with the highest Reputation at the end of the game is declared the Winner.

STRATEGIC RPG

1-4 PLAYERS

14+

30-120 MIN PER PLAYER

Component List

16 Chapter I
Map tiles

13 Chapter II
Map tiles

14 Chapter III
Map tiles

14 Chapter IV
Map tiles

12 Chapter V
Map tiles

1 Scenario board

1 Trade board

6 Hero boards

6 Hero standees
(with plastic stands)

12 Hero dice
(2 per Hero)

1 Dwurt die

135 Hero tiles
*(21 for Maeldur; 22 for Áel, Dral, and Keleia;
24 for Skoldur and Taesiri)*

6 Maximum
Health tokens
(1 per Hero)

150 Hero tokens
(25 per Hero)

180 double-sided
Interaction tokens
(30 per Hero)

60 Trade tokens
(10 per Hero)

36 Action tokens
(2 sets of 3 per Hero)

72 Damage tokens
(12 per Hero)

6 Hero sheets
(1 per Hero)

1 Farruga standee
(with a plastic stand)

1 Golem standee
(with a plastic stand)

1 Church standee
(with a plastic stand)

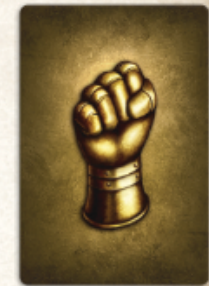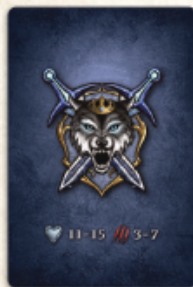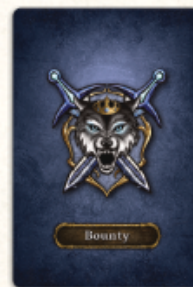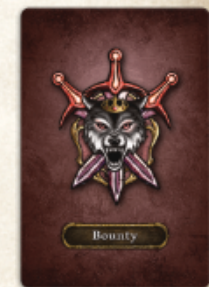|					
73 Merchant tiles	76 Alchemist tiles	70 Dragonslayer tiles	25 Mountain Resource tiles	25 Lake Resource tiles	24 Cave Resource tiles
12 Healing Potion tiles	12 Grey Sack tiles	6 Supplies tiles	12 Hunter Reward tiles	12 Weaponsmith Reward tiles	7 Witch Reward tiles
20 Level 1 Treasure tiles	20 Level 2 Treasure tiles	20 Level 3 Treasure tiles	6 Artifact tiles	4 Teleport Scroll tiles	36 Monster tiles *They are not used for the game; you can play the* **Pairs** *memory game with them.*
14 Level 1 Monster cards	14 Level 2 Monster cards	12 Level 3 Monster cards	12 Control cards	24 Silver cards *(8 per type)*	32 Gold cards *(8 per type and another 8 for Solo/Coop Game)*
7 Level 1 Elite Monster cards	7 Level 2 Elite Monster cards	6 Level 3 Elite Monster cards	7 Level 1 Bounty cards	7 Level 2 Bounty cards	6 Level 3 Bounty cards

103 Encounter cards – 14 types
(7 per type and another 5 for Solo/Coop Game)

1 Saboteur card

1 Accomplice card

4 Character cards

4 Farruga Dragon cards

4 Farruga Attack cards

4 Mirrezil Dragon cards

7 Event cards

6 Legend cards

36 Combat cards
(for Solo/Coop Game)
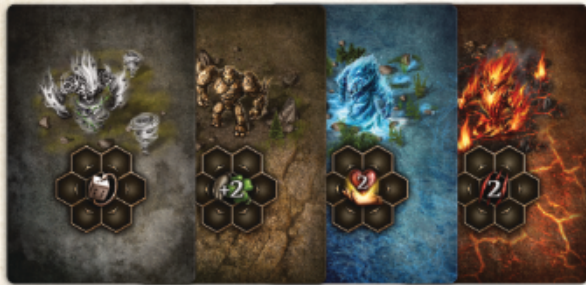
4 Elemental cards

1 Faer Power card

10 Rampage cards

64 Gold tokens

2 Global Effect tokens

6 Badge tokens

4 Reputation tokens

3 double-sided Initiative tokens

30 Gaar tokens

12 Dwurt tokens

15 Chaos tokens

1 Monster Health token

6 Move tokens

6 Golem tokens
(1 per Hero)

60 Essence tokens
(15 per type)

110 Gem tokens
(15 for Amethyst, Emerald, Onyx, Opal, Ruby, and Sapphire; 10 for Demon Stone and Diamond)

1 Faer Power token

1 Shii's Intervention card

10 double-sided Reference cards
(2 per type)

12 Defense Magic tokens

31 Destruction tokens
(12 for type A; 19 for type B)

1 Die of Hope

1 Rulebook

1 Appendix

1 Scenario Book

1 Lore & Art

12 Achievement sheets

Setup

These are the setup rules for a 2-4 player game. For the Solo Game, see **page 31**.

Scenario Selection

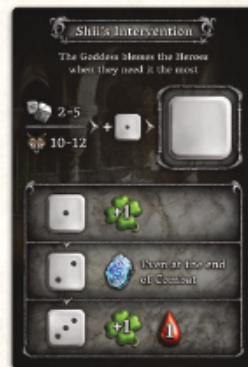Choose one of the Scenarios from the Scenario book. The choice will influence further steps of Setup. For your first game, we suggest playing **The Hunt**.

All Scenarios use similar basic rules. Special rules for a particular Scenario are described in the Scenario book.

Map

Place the Starting Map tile, according to your chosen Scenario, in the center of the play area. Usually, this is the one depicting a Church without a Priest, but some Scenarios will be different.

Church

1. Sort all Map tiles into stacks based on the Roman numeral on their reverse side.

2. Turn every stack face up and sort the Map tiles into the following groups based on the type of arrow at the bottom of the tile:

Fixed Map tiles

Encounter Map tiles (also marked with a yellow Question Mark symbol above the Encounter)

Scenario Map tiles
(color-coded to indicate their type)

Other Map tiles

Then, use the Map preparation tables for your chosen Scenario to prepare the stacks.

To set up the stack for each Chapter, choose Map tiles in the following way:

1. Use all of the Fixed Map tiles.

2. Flip the Encounter Map tiles face down and randomly choose the appropriate number of them according to the Chapter and the number of players. Do not look at the front side of the tiles chosen.

3. Take the Scenario Map tiles for the chosen Scenario and add them to the corresponding Chapters of the previously selected Map tiles.

4. Flip the Other Map tiles face down and randomly choose the appropriate number of them according to the Chapter and the number of players. Do not look at the front side of the tiles chosen.

5. Return any unused Map tiles to the box.

6. With all the chosen Map tiles face down, shuffle each Chapter separately.

7. Form a face-down stack of Map tiles by placing the shuffled tiles of the highest numbered Chapter at the bottom, with the remaining sets of tiles placed on top in descending order.

For example:
For a 3-player game using the Defending the Settlements Scenario.

1. Use all of the Fixed Map tiles from Chapters I, II, III, and IV.

Chapter	I	II	III	IV
1P	2*	2*	2*	2*
2-4P	3	3	3	3
1-2P	1	1	1	–
3-4P	1	1	2	–
1P	3	2	2	3
2P	4	2	2	1
3P	6	4	3	3
4P	7	6	5	5

2. Randomly choose 1 Encounter Map tile from Chapters I and II, and 2 Encounter Map tiles from Chapter III.

3. From the Other Map tiles, randomly choose 6 Map tiles from Chapter I, 4 from Chapter II, 3 from Chapter III, and 3 from Chapter IV (for a total of 16 tiles).

4. Return all unused tiles to the box.

5. Flip all tiles face down and shuffle each Chapter separately. Place the tiles in one big stack with Chapter IV on the bottom and Chapter I on top.

Choosing and Preparing a Hero

Each player selects one of the Heroes and places their chosen Hero board in front of them, along with all of the components specific to their Hero and other components as shown below.

Hero Icons and Colors

Each Hero has a color and icon associated with them. The icon appears on their Hero tokens and Starting Hero tiles. Other tokens and tiles are in that Hero's color.

Áel
(white)

Dral
(blue)

Keleia
(yellow)

Maeldur
(red)

Skoldur
(black)

Taesiri
(violet)

Note: Before you play a character for the first time, it is recommended to read the specific Hero sheet to better understand that character's Hero tiles.

HERO BOARD

1. Name of your Hero and illustration

2. Hero slots (a depicted Gold / Essence cost means the slot is locked)

3. Space to store your Gold

4. Slots for Action tokens

5. Health track

6. Slots for Equipment (a depicted Gold cost means the slot is locked)

7. Sacks

8. Slots for Gaar tokens

9. Slots for Gems or Essences

To set up your Hero board place components as follows:

1. Your Maximum Health token above the highest blood-red slot on your Health track. The highest visible number is the initial Maximum Health of your Hero.

2. One of your Hero tokens to the right of your initial Maximum Health, pointing to the number. This shows your current Health and is the same as your Maximum Health at the start of the game.

3. Your remaining Hero tokens next to your Hero board.

4. Your Action tokens next to your Hero board.

5. Your Trade tokens next to your Hero board.

6. Your Interaction tokens next to your Hero board.

7. Your Damage tokens next to your Hero board.

8. Your colored Hero dice next to your Hero board.

9. Your Starting Hero tile(s) (with your Hero's icon on the reverse side) face up on the slot that depicts the same icon as shown in the bottom right of the front of the tile.

10. All of your remaining Hero tiles face down into a stack next to your Hero board. Order them by their Reputation value, with the lowest values placed at the top. The order of the tiles with the same Reputation value does not matter.
Note: Some Hero tiles have icons on them depicting the number of players in the game; only use the ones for the player count and return the others to the box. Hero tiles that depict none of these icons are always used.

| This tile is always used. | This tile is only used in the Solo Game. | This tile is only used with 2-4 players. |

11. Four Gaar tokens, one on each of your Gaar slots.

12. Your Hero standee next to your Hero board.

Return all components belonging to Heroes not chosen to the box.

SCENARIO BOARD

1. Place the Scenario board to the side of the playing area. Randomly select the starting player. Place one of the starting player's Hero tokens on space 1 on the Round track. The starting player does not change during gameplay.

2. All players place one of their Hero tokens on the "0" space of the Reputation track, unless the Scenario setup states otherwise.

3. Place the Reputation tokens within reach of all players. You will use these tokens whenever a Hero exceeds 50 or 100 Reputation.

Scenario board setup

TRADE BOARD

> ### Organizer Add-on
>
>
>
> If you are using the Organizer, use the other side of the Trade board, placing the corresponding cardboard tower on the depicted place.

1. Place the Trade board to the side of the playing area.

2. Shuffle and place the Dragonslayer tiles face down in 2 stacks in the top left spaces. Draw 4 tiles and place them face up on the spaces to the right.

3. Shuffle and place the Alchemist tiles face down in 2 stacks in the middle left spaces. Draw 4 tiles and place them face up on the spaces to the right.

4. Shuffle and place the Merchant tiles face down in 2 stacks in the bottom left spaces. Draw 4 tiles and place them face up on the spaces to the right.

5. Place the stacks of Healing Potion tiles and Grey Sack tiles near the Trade board.

Make sure to leave a space to the left of the Trade board for discard piles for each of the types of tile.

Trade board setup

OTHER SETUP

1. Place the Shii's Intervention card nearby and place the Die of Hope on it, set to zero (blank).

2. Place all other Reference cards nearby for use during the game.

3. Place the Encounter cards in a deck nearby. Keep the cards ordered by type, but there is no need to separate them out to individual decks at this time.

   Note: Leave any other components relating to Encounters in the box for now; you will not know which ones you need until during the game.

4. Sort the Natural Resource tiles into stacks based on the illustration on their reverse side. Shuffle each stack separately and place them face down nearby.

5. Sort the Treasure tiles into stacks based on the illustrations on their reverse side. Shuffle each stack separately and place them face down nearby.

6. Sort the Monster cards into Monster decks based on their difficulty levels (color and number of swords). Shuffle each deck separately and place them face down nearby.

7. Sort the Silver and Gold cards into separate decks, shuffle each deck and place them face down nearby.

Note: Do not use any cards that depict the One-player icon; they are only for the Solo/Coop Game.

8. Arrange the Control cards according to the number of players:

- ◆ **2-player game:** Return all Control cards to the box.

- ◆ **3/4-player game:** Take all Control cards with the symbol of all of the Heroes who are in the game. Shuffle these cards and place them face down nearby. Return any unused cards to the box.
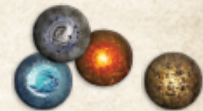
Make sure to leave space for discard piles next to each type of tile and card.

9. Place the following other components nearby:

Gem tokens

Essence tokens

Gaar tokens

Chaos tokens

Move tokens

Global Effect tokens

Gold tokens

Elemental cards (face up)

Note: Put the Combat cards back into the box. They are used only in the Solo Game.

Each Scenario will also have additional setup instructions. These are found within the Scenario itself.

Example of a full setup for 4 players

GAMEPLAY

The game is played over a series of rounds. At the beginning of each round all players perform the following steps:

1. Place 1 of their Mining, Trade, and Combat Action tokens on their corresponding places on their Hero board.

2. Ready all exhausted Items and Abilities by rotating them back to their upright position.

Ready   *Exhaust*

3. Flip all inactive Gems to their active side.

Inactive   *Active*

Beginning with the starting player and proceeding clockwise, each player takes a turn.

PLAYER'S TURN

At the beginning of your first turn of the game, place your Hero on the Church at the center of the Starting Map tile.

> **Note:** Some Scenarios might list a different starting location.

During your turn, you use Action tokens, Items, and Abilities to Move your Hero around the Map and perform Actions (Mining, Trade, Combat). You may also perform any number of Free Actions. Movement, Actions, and Free Actions may be performed **in any order**. Actions and Free Actions are explained in more detail later.

At the end of your turn, if you have any unused Action tokens, you may choose one of them and place it onto your 4th Action slot (in your Hero color). This means you will have 4 Action tokens on your next turn. Remove all other Action tokens from your Hero board.

Also, if you fulfilled any Quests from an Encounter card during your turn, draw new cards (if able) from the appropriate deck and place them so that there are two face up cards beside every revealed Encounter deck.

End of the Round

When the last player completes their turn, the round ends. Unless the game has ended, the next round begins; the Hero token on the Round track is moved one space forward and players take turns again, beginning with the starting player.

End of the Game

The game ends once the appropriate number of rounds have been completed according to your chosen Scenario.

Then, the final score is calculated to determine the Winner (see **Final Scoring** on **page 24**).

Golden Rules

Empty Decks and Stacks

Whenever during the game, if you need to draw a card / tile and the deck / stack is empty, shuffle the corresponding discard pile to form a new deck / stack, then draw. Encounter cards are an exception to this.

Player Trading

Unless explicitly stated, Heroes may never give or take any game components to or from each other (even in the Cooperative Game).
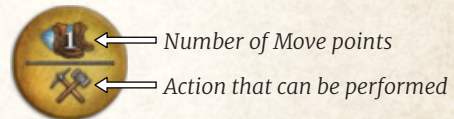
Running out of Tokens

Tokens are not intended to be limited. If you need more of any component than is provided, use any suitable replacement.

Rules Priority

Any text and instructions on components, specific Scenario rules, and anything found in the **Appendix** overrides the main rules found in this Rulebook.

Player's Turn

During your turn, you may perform the following actions in any order:

- ◆ **Move:** Spend Move points, provided by Action tokens, various Items, and Abilities, to travel around on the Map.

- ◆ **Mining, Trade, or Combat Actions:** Spend Action tokens or use an Ability to perform the given Action. You may perform an Action more than once in your turn if you have the Action tokens and Abilities to do so.

An Ability that allows you to perform an Action
(in this case Trade)

- ◆ **Free Actions:** Resolve a Free Action at locations where this is possible. This does not require spending an Action token or using an Ability. You may perform any number of Free Actions during your turn.

You can interrupt your movement at any time, perform any number of Actions and Free Actions, and then use any remaining Move points to Move again. Use the Move tokens to track your remaining Move points, if required.

Move tokens

For example: *If you have 2 Move points, you could use one of them to move onto a hex with a Monster, perform a Combat Action, and then after the Combat is resolved, continue moving with the remaining Move point.*

Action Tokens

Each Action token contains two pieces of information:

Number of Move points
Action that can be performed

To use an Action token, remove it from your Hero board. You may then either receive the indicated number of Move points or perform the depicted Action. Each token may only be used once per turn.

Hero Rolls

At various points during the game, you will be instructed to make a Hero Roll. To do this, roll your 2 Hero dice and add up their values. Hero Rolls can be modified as follows:

Clover icons: You may use any number of Items or Abilities depicting a Clover icon to modify the value of the roll by the indicated number.

Examples of Clover Icons
on Items and Ability

Gaar tokens: One or more Gaar tokens may be used by returning them to the supply. For each one you discard, you must re-roll any one of your dice and add 2 to the value of the roll. You may see the result of using one Gaar token, before deciding to use another.

Air and Earth Elemental Powers: Hero Rolls performed in locations that are influenced by these Powers are modified. Elemental Power details can be found in the **Appendix, page 19** . If both Air and Earth Powers influence the same location, resolve the Air Power first, then the Earth Power.

Air Power   *Earth Power*

For example: You are interacting with an Earth Elemental which involves making a Hero Roll.

You roll a 2 and a 4 (A). The Air Power from the adjacent hex changes the 4 to a 3 (B). The Earth Power adds 2, giving you a total of 7 (C). Wanting more, you spend 1 Gaar token to re-roll the 2, but roll another 2 (D). The Gaar token however also adds 2 itself, giving you a total of 9. Finally, you use your Focus Ability to get another +2 (E), giving you a Final Value of 11.
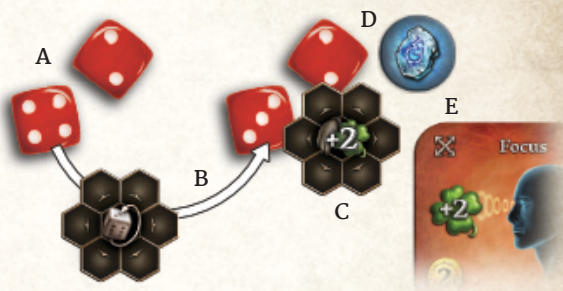
Move

Move Points

The value shown in a Move symbol is the number of Move points you receive whenever you use an Action token, Ability, or Item.

Move symbol

You must spend 1 Move point to move your Hero from one hex to any other adjacent hex. Special tiles are an exception to this (see **page 14**).

You may move through, or end your movement, on hexes that contain any number of Heroes. At the end of your turn, any remaining Move points are lost.

Revealing New Map Tiles

Whenever your Hero enters a hex on the edge of the Map and there are still tiles in the stack of Map tiles remaining, immediately add new Map tiles such that the hex with your Hero is surrounded by six other hexes. The addition of new Map tiles interrupts movement. Follow these steps:

1. Choose a space next to the hex where your Hero is that currently does not have a Map tile.

2. Draw a Map tile from the stack and place it face up in the space you chose, ensuring that it is oriented in the same way as existing Map tiles, as shown by the symbol at the top and the bottom.

3. Repeat steps 1 & 2 until your Hero is surrounded by 6 other hexes.
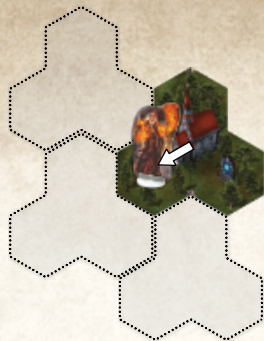
4. Continue with your turn.

Notes:

When a hex with an Encounter is revealed, set up the cards and tiles for that Encounter (see **page 13**).

When a hex with an Elemental is revealed, immediately trigger their effects (see **page 13**).

Because the Map can expand in any direction and become quite large, players may agree before the game begins on the maximum area the Map may take up. Use the Hero boards, the edge of the playing area, or any other chosen method as a limit for placing Map tiles.

Wrong Map tile placement

Correct Map tile placement

For example: You have 2 Move points. You first move out of the Church onto one of the hexes of the Starting Map tile. Your movement is interrupted because you moved onto a hex on the edge of the Map. You must immediately reveal and place new tiles until the hex you stand on is surrounded. You will place a total of three tiles.

You then continue your movement with 1 Move point remaining to the edge of the Map again. You must immediately reveal and place another Map tile.

There are only two Chapter I tiles remaining in the stack, so the third tile you place will be from Chapter II. First, choose where to place the first tile, draw a tile and place it. Then choose where to place the next tile, and then the third.

Map Tiles

Each Map tile is made up of three connected hexes. The reverse side of each tile depicts the Chapter it is from.

The front side of each Map tile contains a symbol at the top and bottom; these symbols are used to orient tiles in the same direction when adding them to the Map.

The Map features various types of hexes:

- **Church:** Depicted at the center of each Starting Map tile.

- **Mining (Mountains, Lakes, and Caves):** You can gather Natural Resources at these locations.

- **Treasure:** You can gain Treasure tiles at these locations.

- **Elementals:** The hex depicting an Elemental, and all adjacent hexes, are influenced by an Elemental Power.

- **Portal:** You can travel freely between Portals.

- **Places of Trade (Merchants, Alchemists, Dragonslayer Towers):** You can buy and sell various Items such as Armor, Jewelry, Potions, etc.

- **Encounters:** Every Encounter is marked with the Question Mark symbol. You can fulfill Quests at these locations.

- **Legends:** These tiles are used only in certain Scenarios. You can fulfill Quests for Artifacts at these locations.

- **Ruins:** This tile is only used during the Walking Destruction Scenario.

Church

Mountains *Lake* *Cave*

Level 1 Treasure *Level 2 Treasure* *Level 3 Treasure*

Air Elemental *Earth Elemental* *Water Elemental* *Fire Elemental*

Portal *Merchants* *Alchemists* *Dragonslayer Towers*

Examples of Encounters

Examples of Legends *Ruins*

Revealing an Encounter

When a player reveals a Map tile with an Encounter symbol, take all of the matching Encounter cards. In the case of the Witch, only take the cards that do not have the One-player icon on.

One-player icon

Then, shuffle the cards taken and randomly choose a number of them equal to the number of players +2, placing them face down as the Encounter deck for this Encounter. Return the rest of the Encounter cards for that Encounter back to the box unseen.

- ◆ **2 players:** 4 cards
- ◆ **3 players:** 5 cards
- ◆ **4 players:** 6 cards

Draw 2 cards from the deck and place them face up beside it.

The Quests on these cards may be completed by any player as a Free Action when on that hex, see **page 24**.

Also, if the Encounter has a set of Reward tiles, take those Reward tiles, shuffle them and place them face down in a stack near the Encounter cards.

See the **Appendix, page 21** for the full rules on Encounters.

The following Encounters have Reward tiles: Hunter, Weaponsmith, Witch.

Teleport

Portals and various other effects can Teleport you to a different hex. When you Teleport, you immediately place your Hero on your chosen hex without spending any Move points.

You may only Teleport to a hex containing an undefeated Monster if you then perform a Combat Action immediately after entering such a hex (see box on the top right of this page).

It is not possible to Teleport to the center of a Special tile unless all surrounding hexes have been liberated.

Portals

When you are on a hex with a Portal, as a Free Action, you may activate the Portal and Teleport to any other Portal on the Map.

Once you have used a Portal, you cannot use it again that turn unless you move off of it first (and back on).

Other Teleport Effects

Some cards and tiles have the Teleport icon with a number inside. When you use one of these cards or tiles, you Teleport up to a number of hexes as depicted in the Teleport icon.

Teleport icon

Note: The center of a Special tile is considered to be at a distance of 1 from all other hexes on that tile.

Monster Icons & Liberated Hexes

Some hexes contain a Monster icon. The number of swords on the icon represents the difficulty level of the Monster. Higher level Monsters are more difficult to defeat, but they provide greater Rewards.

If you move into a hex containing an undefeated Monster, you must **immediately** interrupt your movement and perform a Combat Action; if you do not have an unused Combat Action to do this, then you may not move into (or through) that hex.

- ◆ An undefeated Monster is one where there is a Monster icon on the hex and no Hero, Trade, or Interaction token present.

Actions (except for Combat) and Free Actions can only be performed in liberated hexes. A liberated hex is one that either:

- ◆ Does not contain a Monster.
- ◆ Contains a Monster that has been defeated (there is a Hero, Trade, or Interaction token on the location).

Further details on Monsters can be found in the Combat Action section on **page 16**.

Level 1 (one sword) *Level 2 (two swords)* *Level 3 (three swords)*

For example: You use a Scroll that allows you to Teleport up to 3 hexes away. You can use it to move from your current location to the center of Mercenary Fortress.

Elementals

The hex containing an Elemental and all surrounding hexes are said to be influenced by that Elemental's Power.

If you move to a hex influenced by Fire Power, or you reveal a Map tile that causes the hex you are on to be influenced by Fire Power, you suffer 2 Injuries. See **page 25** for the full rules on Health and Injuries.

If any Hero moves to a hex influenced by Water Power, or you reveal a Map tile which causes the hex you are on to be influenced by Water Power, you heal 2 Injuries.

If you Teleport to a hex influenced by Fire or Water Power, you are affected by that Power as if you moved to that hex.

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

For example: Moving to a hex surrounded by 3 Water Elementals still only heals a total of 2 Injuries.

If a hex is influenced by both Fire and Water Power, the effects cancel out and the Hero neither heals nor takes any Injuries.

Air and Earth Powers affect Hero Rolls, and in Combat, they affect both the Hero Rolls and the Monster-player's rolls.

For example: You are currently on 4 Health. You spend 2 Move points to move as shown here. The first hex you move to is influenced by Fire Power, so you suffer 2 Injuries, reducing your Health to 2. The next hex you move to is influenced by Fire Power and Water Power (note there are 2 sources of Water Power, but only one applies). The effects of these cancel out.

Special Tiles

The following tiles are called Special tiles:

- Church
- Dragonslayer Towers (Place of Trade)
- Mercenary Fortress (Encounter)
- Lord (Encounter)
- Legend

Dragonslayer Towers

The same Move rules apply to Special tiles. However, a Special tile counts as having four hexes for you to move onto with the center of the tile counting as another hex.

The center is only reachable from the three surrounding hexes. You may move between the other three hexes without passing through the center.

From the center, you can move only onto the surrounding hexes. Moving to or from the center of a Special tile requires one Move point. The center of the Special tile cannot be entered until all surrounding hexes on the tile are liberated.

Mining Action

When your Hero is on a Mining hex, you may perform a Mining Action to gain a tile of that terrain's Natural Resource. Mining hexes include Mountains, Lakes, and Caves.


Each Mining hex may be mined by each Hero once during the game. When you Mine a hex, place one of your Interaction tokens on that hex, Hammer-pick side up. You may not Mine a hex that contains exactly one of your Interaction tokens. If you perform a Mining Action on a hex that has already been mined by other opponents (i.e. they have an Interaction token there), you must pay 1 Gold to each opponent who has at least one Interaction token on the Mining hex.

It is possible that a Mining hex has two of your Interaction tokens (from defeating a Monster, see Combat on **page 22**). In this case, you may remove one of the tokens from the hex to perform a Mining Action.

When you perform a Mining Action, take the top tile from the corresponding Natural Resource stack and store it in your Sack (see **page 28**).
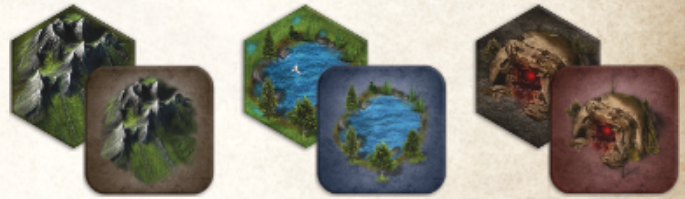
Mining Cart Symbol

During each Mining Action, if you have an Item or Ability with this symbol, you can use that Item / Ability to draw the top 3 tiles from the corresponding Natural Resource stack, instead of just the top tile. Choose one to keep and place the other two in the appropriate discard pile. A maximum of 1 of these symbols may be used during a Mining Action.

Natural Resource Tiles

This type of tile represents the Natural Resource shown. These can be traded or may be needed to fulfill a Quest.

At the bottom of the tile is the information used during a Trade Action if you decide to sell the Natural Resource (see **page 16**).

Trading information ◁

Trade Action

At a Place of Trade, you may perform a Trade Action. Places of Trade are Merchants, Alchemists, and Dragonslayer Towers.

Merchants *Alchemists* *Dragonslayer Towers*

You can only Trade with Merchants or Alchemists if their hex has been liberated. To Trade at Dragonslayer Towers, all the hexes on the Map tile must be liberated and your Hero must be on the center of the tile.

When you liberate a hex with a Place of Trade by defeating a Monster, place one of your Trade tokens on the hex. There can never be more than one player's Trade token on an individual hex.

To perform a Trade Action:

1. If there is another player's Trade token on the hex, you must pay 1 Gold to that player. If you have no Gold, you must first sell at least one Item to be able to pay the fee, before performing the remainder of the Action.

2. You may perform any of the following Trades, as many times as you wish:

   ◆ Purchase Items

   ◆ Sell Items

   ◆ Heal

   ◆ Purchase a Gaar token (Dragonslayer Towers only)

   ◆ Unveil Hero tiles

   ◆ Train Ability

   ◆ Unlock Hero or Equipment slot

Purchase Items

Each Place of Trade has an Offer of four square Item tiles on the Trade board.

Gold Symbol on Tiles

If there are two numbers in the Gold symbol, the top number is the purchase price and the bottom number (in brackets) is the selling price.

Abilities have only a purchase price (the Training cost); they cannot be sold.

Natural Resources only have a selling price; they cannot be purchased.

Purchase and selling price *Training cost* *Natural Resource selling price*

You may buy one or more Items in the Offer by paying the purchase price shown on the tile. After each Item has been purchased, immediately refill the empty slot on the Trade board with a new tile drawn from the top of the appropriate stack. You may purchase an Item, then wait to see the newly revealed Item, before deciding to make another purchase.

Merchants Offer

You must then immediately use, equip, or store the Item in your Sack (see **page 28**).

Changing the Offer

At any point during a Trade Action, you may completely change the Offer at the Place of Trade you are visiting. You can do this before or after purchasing an Item, and even if you do not purchase anything.

The first time you change the Offer during an Action is free. All subsequent changes to the Offer during the same Action costs you 1 Gold. There is no limit to the number of changes you can do, providing you can pay for them.

To change the Offer:

1. Remove all four Items from the Offer and place them in the appropriate discard pile next to the board.

2. Refill the empty slots with new tiles, drawn from the appropriate stack.

Unveiled Equipment

You may also purchase any of your Unveiled Hero tiles that are Equipment (see **page 29**).

Sell Items

You may sell any number of Items for their selling price.

- ◆ Sold tiles go to the appropriate discard pile.
- ◆ Sold Gems and Essences go back to the supply.
- ◆ Sold Hero tiles that are Equipment are removed from the game.

Each Gem on Equipment (whether Active or Inactive) increases its selling price by 1 Gold; you cannot remove Gems from an Item to sell them separately. Gems not placed on Equipment, and Essences not placed on Abilities, can be sold for 2 Gold each.

Gaar and Dwurt tokens cannot be sold.

Natural Resources

When you sell a Natural Resource tile, take the Gold, Reputation, and Gems as shown on the tile. If there is a slash symbol, you may take everything to the left or right of the slash, but not both. Then, place the tile in the discard pile.

Slash symbol

Heal

For 1 Gold, you may Heal your Hero by the value depicted on the Trade board according to your current location (see **page 25** for the full rules on Healing).

Merchants   *Alchemists*   *Dragonslayer Towers*

Purchase Gaar Tokens

At Dragonslayer Towers, you may purchase any number of Gaar tokens for 1 Gold each.

Unveil Hero Tiles / Train Ability / Unlock Hero or Equipment Slot

These options are all fully explained in the sections about Hero tiles on **page 26** and Items on **page 28**.

Combat Action

When your Hero enters a hex containing an undefeated Monster (no Hero, Trade, or Interaction token is on the location), movement is interrupted and you must immediately perform a Combat Action. If you do not have any remaining Combat Actions left, you cannot enter the hex. Remaining Move points (if any) are not lost, and may be used after Combat (except if you are killed).

If a hex contains a Monster, that Monster must be defeated in Combat before any Hero can interact with the location on the hex. This is known as **liberating the hex**.

After defeating the Monster, you receive the Loot depicted on the hex as well as a Reward depicted on the reverse side of the Monster card.

Combat is played over a series of Combat Rounds in which the Monster and your Hero alternate in attacking each other until the Monster is defeated, or your Hero dies.

Before Combat

 Reset the Die of Hope to zero (the blank side). The Hero may use the Die of Hope for benefits during the Combat.

You may equip and/or unequip any number of your Equipment tiles on your Hero board at this time.

This is also your last opportunity to use any number of your Item and Ability tiles that can only be used outside of Combat.

Combat Setup

Determine Monster-player

During Combat, the Monster is controlled by one of your opponents. The opponent controlling the Monster is referred to as the **Monster-player** and you are referred to as the **Hero-player**.

In a 2-player game, the other player is the Monster-player; Control cards are not drawn or used.

In a 3-4 player game, reveal cards from the Control deck one at a time, until you reveal one that depicts a Hero icon that is different from the current Hero-player. The player whose Hero icon is shown on that card becomes the Monster-player **(A)**, then place that card in the discard pile. If any of the revealed cards match the current Hero-player, one of them is placed in that player's hand **(B)**; regardless, any remaining Control cards (if any) are discarded **(C)**.

Whenever there are no cards remaining in the Control deck, shuffle all of the cards in the discard pile to form a new Control deck. Continue revealing cards as explained above.

Control cards

Áel	Dral	Keleia	Maeldur	Skoldur	Taesiri
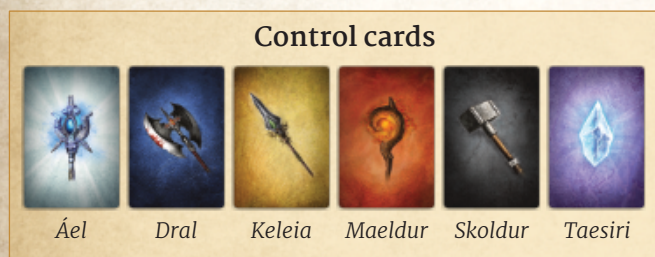
Taking over Control of the Monster

If you have one of your own Control cards in your hand, in any future Combat initiated by another player, you can use that card to become the Monster-player for that Combat. This must be done **before Control cards are revealed**. If multiple players choose to do this, randomly determine (among them) who will become the Monster-player. Only the player who becomes the Monster-player must use their card, discarding it as usual.

Encounter the Monster

The Monster-player draws the top card from the corresponding Monster deck, based on the difficulty level of the Monster (as depicted on the hex).

Since the cards in the Monster decks are face down, you always know some information about the Monster before encountering it, from the information depicted on its back, as follows:

Monster card difficulty level

Monster Health

Reputation requirement to gain the Reward

Minimum of Injuries inflicted per Combat Round

Reward for defeating the Monster
(if the requirement is met)

The Monster-player places the Monster card face up in front of them and takes the following, as shown in the bar below the name of the Monster:

Silver or Gold cards   *Chaos tokens*   *Gaar tokens*

1. Silver or Gold cards

The Monster-player draws the indicated number of Silver or Gold cards from the deck and adds them to their hand.

If the Monster-player exceeds their hand limit of 5 cards, they do not need to discard down to 5 cards until the End of Combat (see **Silver and Gold Cards, page 22**).

2. Chaos tokens

3. Gaar tokens

Chaos and Gaar tokens are placed beside the Monster card and not kept by the Monster-player. Any of these tokens not spent during the Combat must be returned to the supply once the Combat is over.

Air   *Earth*

If the Combat takes place on a hex affected by an Air and/or Earth Elemental, place the corresponding Global Effect tokens next to the Monster card. These remind you to apply the effect of the Elemental during the Combat.

Combat Sequence

Each Combat Sequence has the following steps:

1. **First Strike:** If you have a tile with a First Strike icon, you may use it to attack once before the first Combat Round.

2. **Combat Rounds:** The Monster and your Hero attack one another, over a series of Combat Rounds, until either the Monster is defeated, or you die.

3. **End of Combat:** If the Monster was defeated, you liberate the hex and gain the Reward (if the Reputation requirement was met) and Loot. If you die, you are Resurrected at the Church.

First Strike

The Hero performs a First Strike by following the normal rules for the Hero Attack Phase (**page 20**) but with the following exceptions:

- In step A, the Monster-player cannot play Curse cards, and as Taesiri, you cannot play the Silence Ability.

- In step B, the Hero can only choose one Weapon or Ability tile that depicts the First Strike Timing icon ⚡.

Example of a First Strike Weapon

Example of a First Strike Ability

Combat Rounds

A Combat Round is divided into four Phases, carried out in order. This process repeats until either the Monster is defeated or your Hero is killed.

1. Hero Healing Phase
2. Monster Attack Phase
3. Hero Healing Phase
4. Hero Attack Phase

1 & 3. Hero Healing Phase

In this Phase, the Hero may use one or more of the following Items and Abilities that depict Healing effects:

- Potions and Scrolls
- Gems and Essences
- Items and Abilities that have the ⊠ Timing icon.

The Monster-player is not allowed to play anything during this Phase.

Examples of a Potion and Scroll

Opal, Diamond and Water Essence

Examples of an Item and Ability

2. Monster Attack Phase

This Phase contains a number of steps, followed in order.

A) Before Monster-Attack Roll

First, the Hero-player may use Air Essence and Abilities and Items with the 🐺 Timing icon. Note the icon arrow pointing to the left indicating that it can be used before the Monster-Attack Roll.

At this point, discard to their appropriate discard piles any Silver or Gold cards with an active Clover effect that were **played in the previous Combat Round**. Those effects no longer affect any Hero Rolls. Other cards with these effects can be played in the corresponding step of Combat again. Also, any Clover modifier from an Elite Monster's **Special Combat Effect** played in the previous round also stop at this time.

After this, the Monster-player may play any number of Silver and Gold cards (if they spend the required Chaos tokens) with the 🐺 Timing icon. See **page 22** for the details on the Silver and Gold cards.

B) Monster-Attack Roll

The Monster-player rolls 2 dice; their sum is the Monster's **Combat Value**.

Immediately check for the following effects in this order:

1. **Shii's Intervention:** If the Combat Value is 10 or higher, increase the Die of Hope's value by 1.

2. **Elemental Effects:** If Combat occurs on a hex influenced by an Air and/or Earth Elemental, apply the effects:

   - **Air Elemental Power:** If the 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.

   - **Earth Elemental Power:** Add 2 to the Combat Value.

C) After Monster-Attack Roll

Starting with the Monster-player, then alternating back-and-forth between the Hero-player and Monster-player, each chooses to perform one of the following, or passes:

Use a Gaar Token

Both the Hero-player and Monster-player may choose this option.

- The Monster-player may use 1 Gaar token to re-roll any 1 die and add 2 to the Combat Value.

- The Hero-player may use 1 Gaar token to re-roll any 1 die and subtract 2 from the Combat Value.

For more information about Gaar tokens, see **page 19**.

Play a Card

Only the Monster-player may choose this option to use a Silver or Gold card with the 🐺 Timing icon as described on **page 23**.

These two options continue until both players pass in a row.

After both players pass, the Hero-player may now use any number of their Items and/or Abilities with the 🐺 Timing icon (including Shields). Also, neither player can use any more Gaar tokens this step, and the Monster-player **cannot** respond by playing any more cards.

+4	-2	Any effect depicting a Rabbit's Foot adds or subtracts from the Monster's Combat Value.
Add	*Subtract*	

Gaar Tokens

Gaar tokens are used in Combat by both the Hero-player and Monster-player to change their Combat Value.

During the Monster Attack Phase, both players may use Gaar tokens.

During the Hero Attack Phase, only the Hero-player may use Gaar tokens, unless the Monster-player has an effect that allows them to use Gaar tokens.

The Monster-player can only use the Gaar tokens that are next to the Monster card (tokens from the controlling player's Hero board cannot be used). When a Gaar token is used, place it near the rolled dice with the appropriate side showing: A blue background adds 2 to the Combat Value, and a red background subtracts 2. After the roll has been resolved, return any used Gaar tokens to the supply.

Add 2

Subtract 2

Shields

Shields are a type of Equipment tile. They depict a Sword icon in the bottom-right corner; this indicates that the tile must be placed on a Hero slot that depicts a Sword icon.

A Shield is used in the Monster Attack Phase after the Monster-Attack Roll. Shields are never exhausted and can be used in every round of Combat.

Shields depict a number of effects:

The Monster's Combat Value is reduced by the value shown.

The Monster inflicts fewer Injuries as shown by the value.

Your next **Combat Value** is reduced by the value shown. If you need a reminder, place a Hero token on the Shield and remove it after your next attack.

For example: The Monster-player rolls a 6 and a 2 for a total of 8. The Monster-player chooses not to spend a Gaar token, but the Hero-player does, placing a red Gaar token next to the dice and re-rolling the 6 to a 4.

The Combat Value is now 4 (4+2-2). The Monster-player then chooses to spend a Gaar token, placing a blue Gaar token next to the dice and re-rolling the 2 to a 5.
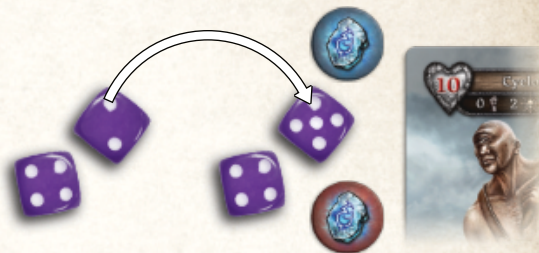
The Combat Value is now 9 (4+5-2+2). The Hero-player chooses to spend another red Gaar token, re-rolling the 5 but unfortunately rolling a 6!

The Combat Value is now 8 (4+6-2+2-2). Both players choose not to use any other Gaar tokens.

Finally, the Hero-player uses their Dodge Ability to subtract 2 from the Combat Value.

The Final Combat Value is 6 (4+6-2+2-2-2).

D) Monster Attack

The **Final Combat Value** is the sum of both values on the dice and all applied effects that modify the Combat Value.

If the Final Combat Value is within one of the ranges depicted on the bottom of the Monster card, the Monster inflicts the corresponding number of Injuries on the Hero.

However, before the Hero's Health is reduced, apply all Injury effects from any Silver and Gold cards and/or tiles used. Due to these, it is possible that no Injuries are inflicted at all (see **Injury Effects** below).

INJURY EFFECTS

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.

> **Notes:**
> - Apply all "+" effects before any "-" effects.
> - If the only effects to be applied are "+" and/or "-" effects (no effects with just a number), no Injuries are inflicted.

For example: When in Combat against the Dragonfly:

- *If the Monster's Final Combat Value is below 4, the Hero takes no Injuries.*
- *If the Final Combat Value is between 4 and 7, the Hero takes 1 Injury.*
- *If the Final Combat Value is between 8 and 11, the Hero takes 2 Injuries.*
- *If the Final Combat Value is 12 or more, the Hero takes 3 Injuries.*

Some effects depict a Healing symbol with a Silver Heart. To resolve this effect, remove Damage tokens from the Monster card according to the value in the heart.

4. HERO ATTACK PHASE

A) BEFORE HERO-ATTACK ROLL

First, the Monster-player may play one or more Silver Curse cards from their hand to affect the Hero.

This is the last opportunity the Monster-player has to play cards until the next Combat Round.

After this, the Hero-player may use any Abilities or Items with the ⬅ Timing icon or one or more Fire Essences (see the **Appendix, page 19**).

B) HERO-ATTACK ROLL

The Hero-player must choose one Weapon or Ability tile to use that depicts the 🎲 Timing icon (a Combat Ability, or a non-First Strike Weapon).

If the Hero-player chooses a Weapon (see the **Appendix, page 18**), they simply announce they are using it. If they choose a Combat Ability, the Ability must then be exhausted (rotated 90 degrees clockwise); if the Ability is already exhausted, it cannot be used.

Example of a Weapon

Example of a Combat Ability

The Hero-player then rolls 2 Hero dice; their sum is the Hero's Combat Value.

Immediately check for the following effects in this order:

1. **Shii's Intervention:** If the Hero's Combat Value is 5 or lower, increase the Die of Hope's value by 1.

2. **Elemental Effects:** If Combat occurs on a hex influenced by an Air and/or Earth Elemental, apply the effects:

   - **Air Elemental Power:** If the 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.

   - **Earth Elemental Power:** Add 2 to the Combat Value.

C) AFTER HERO-ATTACK ROLL

The Hero-player may now modify their roll with Gaar tokens and Clover effects, as per normal Hero Rolls. They may also use the following:

- Any number of Items and Abilities with the ➡ Timing icon.
- Die of Hope.

Hero Roll Penalty: If there is a penalty depicted at the bottom of the Monster card, apply that penalty to the **Hero's Combat Value**.

Hero Roll Penalty

For example: When fighting a Dragonfly, subtract 4 from the Hero's Combat Value.

D) HERO ATTACK

The **Final Combat Value** is the sum of both values on the dice and all applied effects that modify the Combat Value.

If the Final Combat Value is within one of the ranges on the used Weapon or Combat Ability tile, apply the corresponding effects. However, before dealing Damage to the Monster (if any), apply all additional Damage effects from cards and/or tiles (if any).

Monster Health

Use Damage tokens to keep track of the Damage that has been dealt to the Monster. If the sum of Damage tokens is greater than or equal to the Monster Health, the Monster is defeated.

SHII'S INTERVENTION

Whenever the Hero-player makes any roll during Combat (either when attacking the Monster or using another Ability), if the initial roll is 5 or lower, increase the Die of Hope's value by 1.

Also, if the Monster's initial roll in each Combat Round is 10 or higher, increase the Die of Hope's value by 1.

The Hero-player may spend points from the Die of Hope to gain various benefits as depicted on the Shii's Intervention Reference card:

1. After a Hero Roll, spend 1 point to add 1 to their roll.

2. Anytime during Combat, spend 2 points to gain 1 Gaar token.

3. After a Hero Roll, spend 3 points to add 1 to their roll and deal 1 Damage to the Monster.

Each benefit may be used more than once.

> *For example: The Hero-player may spend 2 points to add 2 to their roll.*

Only the Hero-player may use the Die of Hope.

Note: Spending 2 points to gain 1 Gaar token can be done even at the end of Combat.

DAMAGE EFFECTS

 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.

Notes:

◆ Apply all "+" effects before any "-" effects.

◆ If the only effects to be applied are "+" and/or "-" effects (no effects with just a number), no Damage is dealt.


For example: Maeldur is fighting a Dragonfly and chooses to use his Staff of Fire. The initial die roll is a 4 and a 1 for a total of 5. A bad roll, but 1 is added to the Die of Hope. Worse yet, the Dragonfly has a Hero Roll Penalty of -4. The Combat Value is now 1 (4+1-4).

Maeldur chooses to spend 1 Gaar token to add 2 to his Combat Value and re-roll the 1. He rolls a 5 bringing his Combat Value to 7 (4+5-4+2).
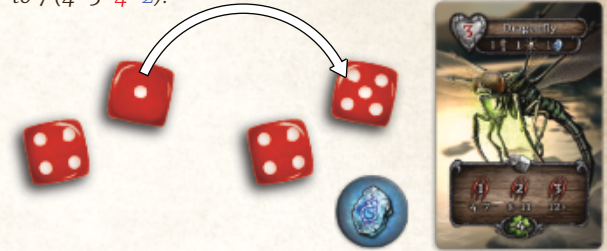
He then chooses to spend 1 more Gaar token to add another 2 to his Combat Value and re-roll the 4. He rolls another 4, bringing his Combat Value to 9 because of the second Gaar token (4+5-4+2+2).
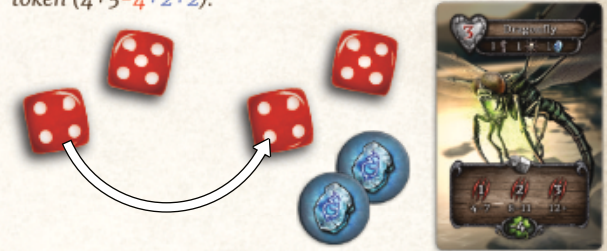
The Dragonfly only has 3 Health, so Maeldur spends 1 point from the Die of Hope, bringing his Final Combat Value to 10 (4+5-4+2+2+1), and defeating the Dragonfly!

END OF COMBAT

Combat ends immediately when either the Monster is defeated or the Hero is killed (reduced to zero Health).

DEATH OF THE MONSTER

If you defeat the Monster, follow these steps:

1. If your Reputation is within the range of the Reward condition on the Monster card, gain the Reward shown. *For example: As depicted on this card, if your Hero currently has 15 or less Reputation, you gain 1 Reputation, 1 Emerald, and 2 Silver cards. If you have 16 or more Reputation, you gain no Reward.*

2. Either take the Monster card as a Trophy or discard it to the appropriate discard pile.

3. Gain all of the Loot depicted on the hex.

4. Return any of the Monster's unused Gaar and Chaos tokens to the supply and place any used Silver and Gold cards onto the appropriate discard piles. Any Silver or Gold cards not used remain in the Monster-player's hand (Silver cards may be exchanged for Gold cards at this time, and then anything in excess of 5 cards must be discarded, see further on this page).

5. Take 1 Gaar token for every 2 points remaining on the Die of Hope. Any unspent points cannot be used for the next Combat Action as the Die of Hope will be reset.

6. Place one of your tokens onto the hex, according to the location where the Combat took place:

If the Combat Action took place on a hex with Merchants, Alchemists, or one of the 3 hexes of a Dragonslayer Towers tile, place your Trade token on that hex.

If the Combat Action took place on a Mining hex, place two Interaction tokens, Hammer-pick side up.

If the Combat Action took place in any other hex (not listed above), place a Hero token there instead.

7. If you now have more Items than you have slots for, discard or use any excess Items.
Exception: If you gain Items as the result of a Combat at a Place of Trade and immediately perform a Trade Action after the Combat Action, you may carry out that Trade Action before discarding excess Items (i.e. you get a chance to sell them before they are discarded).

The hex is then considered to be liberated for the remainder of the game. From now on, all players may freely enter the hex.

Once the entire Combat Sequence has been completed, and if the Hero-player was victorious, you can continue your turn if you still have any remaining Actions, Abilities, or Move points.

Death of the Hero

If your Hero dies in Combat, they lose all remaining Move points (only those marked by Move tokens) and are resurrected at the Church. You may use any remaining points from the Die of Hope to gain Gaar tokens (2 points per token).

Then, continue playing your turn, using any remaining Action tokens, Items, and Abilities (including ones that generate Move points)

See **page 25** for the full details on Death and Resurrection.

Silver and Gold Cards

Silver and Gold cards represent the special abilities of the Monsters. These cards may be gained during your Hero's turn as a result of various effects, but they can only be used when you take on the role of the

Trophies

When you defeat a Monster in Combat, you may take the Monster card as a Trophy which may be required to fulfill a particular Quest. Place the Monster card sideways in one of your Sacks. If you do not have an available Sack, you must drop another Item in order to take the Trophy.

Loot

The hex with a Monster also depicts the Loot you gain for defeating the Monster. Loot is represented by a series of icons on either side of the Monster icon. You get **all** of the Loot depicted, on both sides of the Monster icon.

Take X Gold

Take a Gaar token

Take a Healing Potion tile

Draw a Silver card

Draw a Gold card

For example: You defeat the Monster depicted here; you gain 3 Gold, 1 Healing Potion, 1 Gaar token, and 1 Silver card.

Monster-player during Combat. They have no use or function during your turns as a Hero.

Some Items or Abilities feature the Silver or Gold card icon. When the effect is used, the player gains the corresponding card.

Silver card   *Gold card*

At any time, you may discard 4 Silver cards (without gaining their effects) to gain 1 Gold card.

During Combat, there is no limit to the number of Silver and Gold cards you can have in your hand. However, outside of Combat, you have a hand limit of 5 cards (Silver and Gold combined). Whenever you gain Silver and Gold cards, and have more than 5 cards in your hand, you must discard down to 5 cards (you may convert 4 Silver cards to 1 Gold card before doing this).

Effect examples

During Combat, the Monster-player uses Silver and Gold cards from their hand, together with the Chaos and Gaar tokens of the Monster, to attack your Hero.

The Timing icon in the top left of the card indicates when the card can be played.

Before the Monster-Attack Roll

After the Monster-Attack Roll

Before or After the Monster-Attack Roll

Before the Hero-Attack Roll

Each card is divided into a number of separate boxes, each with an effect. There are two boxes on a Silver card and three boxes on a Gold card.

Silver card   Gold card

To play a card, the Monster-player must spend 1 Chaos token by returning it to the supply. Which effect on the card is resolved depends on how many matching cards are played together with the first played card. It is not allowed to gain the effects of multiple boxes on the same card.

To use the bottom effect of a Silver card, or the middle effect of a Gold card, another copy of the same card must be played.

To use the bottom effect of a Gold card, another 2 copies of the same card must be played.

Played cards are placed beside the Monster card as a reminder of the applied effect. The cards are discarded to their appropriate discard piles according to their type and played effect:

- If a card with an Ongoing effect is played, discard it at the end of Combat, see box on the right.

- If an effect of the cards played contains a Clover effect, discard the cards during step A of the Monster Attack Phase of the next Combat Round (see **page 18**).

- If any other effect of a card is played, discard it at the end of this Combat Round.

The effects of each card are explained in the **Appendix, page 20.**

Note: When playing multiple cards of the same type together, only 1 Chaos token is required in total.

For example: You are the Monster-player and have been collecting Silver and Gold cards in preparation for another player's Combat.

*The Monster is a Cyclops, which gives you 2 Chaos tokens to use during this Combat **(A)**.*

*During the first round of Combat, before the Monster-Attack Roll, you play Power Strike, spending 1 Chaos token **(B)**. This means that if the attack inflicts at least 1 Injury, 2 additional Injuries are inflicted. Moreover, the Hero gets -2 to their next Combat Value. At the start of the Before Hero-Attack Roll step, you play 2 Curse cards using up a second Chaos token **(C)**. The Hero also gets a -4 to their Combat Value, and deals 1 fewer Damage.*

A   B   C

Ongoing Effects

Some cards depict an additional effect between the name and the boxes. Once one of these cards is played, the Ongoing effect is applied until the end of Combat. Keep the card next to the Monster card as a reminder of the effect.

These effects are explained in more detail in the **Appendix, page 20.**

Ongoing effect

Free Actions

In addition to your main Actions, you may perform any number of Free Actions during your turn at locations where this is possible.

Visit the Church

The Church is at the center of the Starting Map tile. For most Scenarios, Heroes start at the Church, and it is where Heroes are resurrected when they are killed. If your Hero is on the Church (at the center of the tile) you may do either/both of the following, any number of times each:

- Pay 1 Gold to heal 6 Injuries.

- Pay 1 Gold to buy 1 Healing Potion.

Note: The Church is not a Place of Trade. Other than the healing and the purchase of Healing Potions, the Church location provides no other services.

Find Treasure

Whenever you enter a Treasure hex without a Hero token, you may place a Hero token on the hex and draw the top Treasure

tile from the appropriate Treasure stack (matching the illustration on the location). If you do not have space to carry the Treasure tile, you may discard or use another tile to make room, or immediately discard or use the Treasure tile. Either way, the location is still marked with your token and Treasure can no longer be found here by any Hero.

If you enter a Treasure hex that contains a Monster, you must defeat the Monster in Combat before placing your Hero token and taking the Treasure tile.

A Treasure hex can only contain one Hero token.

Confront an Elemental

If you enter a hex with an Elemental where you have not placed one of your Interaction tokens, you may Confront this powerful entity. If you have already Confronted this Elemental, or choose not to Confront it, nothing happens; you can end your movement here, or carry on moving if you have any remaining Move points.

If you Confront the Elemental, follow these steps, in order:

1. Pay 1 Gold to every opponent who has an Interaction token already on the hex. If you cannot afford to pay in full, you cannot Confront the Elemental here.

2. Place one of your Interaction tokens on the hex, Elemental-side up.

3. Make a Hero Roll, modified as normal, including the effect of Air and Earth Power if interacting with the appropriate Elemental.

4. Resolve the effect according to the result of the Hero Roll, as shown by the range on the corresponding Elemental card.

For a detailed description of all these effects, see the **Appendix, page 20**.

> **Note:** If your Hero Roll is out of all ranges on the card, you must still place an Interaction token on the hex, but the Confrontation has no effect.

The effect that the Elemental has on surrounding hexes is not changed by the presence of any Interaction tokens placed on it.

If your Hero dies due to the effect of a Confrontation, see **page 25**. You also do not gain any of the positive effects of the Confrontation if you are killed.

Fulfill a Quest

If you are on an Encounter hex, you may fulfill one or both Encounter cards as a Free Action if you meet the requirements of the Quest as depicted on the card. If you do, gain the Reward depicted on the card and keep the Encounter card face down near your Hero board (for Final Scoring). Encounter cards are only refilled at the end of your turn.

For the full details on Encounter cards, see the **Appendix, page 21**.

> *For example: You move to the Encounter hex with the Emissary. As a Free Action, you can discard an Emerald or a Ruby to fulfill the Quest, keeping the Encounter card for Final Scoring. You then gain 1 Reputation and 3 Gold.*

Final Scoring

The game ends after a number of rounds have been completed, determined by the Scenario being played.

To determine your final score, first calculate the value of your possessions:

1. Remove all Hero tiles from your Hero board and gain Gold equal to either the Training cost (if it is an Ability) or the purchase price (if it is Equipment).

2. For each unlocked Hero slot (a slot that you just removed a tile from and any other slot that was unlocked and marked with a Hero token, see **page 26**), gain Gold equal to the unlock price.

3. Remove all of your Essences and Gems on your Hero board and gain 2 Gold for each one removed. **Note:** Gain Gold even for Gems put on Equipment tiles, but not for Essences on Ability tiles.

4. Remove all Items from your Hero board and gain Gold equal to its purchase price.

5. For each unlocked Equipment slot (a slot that you just removed a tile from and any other slot that was unlocked and marked with a Hero token), gain Gold equal to the unlock price.

6. Each Natural Resource tile on your Hero board is then redeemed. If either of the options at the bottom of the tile includes Reputation, gain that Reputation along with any Gold depicted in the same option. If neither option includes Reputation, gain Gold equal to the highest selling price depicted in either option.
For example: For the Raw Diamond, you gain 2 Gold and 3 Reputation. For the Raw Sapphire, you gain 4 Gold.

Raw Diamond   *Raw Sapphire*

7. You then gain 1 Reputation for every 5 Gold you have, rounded down.

Each player then gains additional Reputation according to the Scoring table. This is based on the tokens placed on the Map and any fulfilled Quests.

Hero tokens – Treasures, liberated hexes that are not Mining hexes or Places of Trade.

Interaction tokens – Elementals, Mining hexes.

Trade tokens – Liberated Merchants, Alchemists, and hexes around Dragonslayer Towers.

Other Hero tokens – Hero tokens of opponents you defeated in Combat when controlling a Monster.

Quests – Cards for fulfilled Quests.

Elite Monsters - The number of Elite Monsters defeated.

Deaths – Lose 2 Reputation for each time your Hero was killed in Combat (the number of your Hero tokens on other player's Hero boards, see further on this page).

The player with the most Reputation is the Winner. In case of a tie, the Winner is determined by the highest total value of Silver and Gold cards in their hand – each Silver card is worth 1, while each Gold card is worth 4. If there is still a tie, the Winner must be determined by another battle for the fate of Euthia.

🛡	⬡	⌂	🐺*	❓	👑	⭐
4–6	7–9	1	1	2–3	1	2
7–9	10–13	2–3	2	4–5	2–3	5
10–13	14–19	4	3	6–7	4–5	9
14+	20+	5+	4+	8+	6+	15

* Lose 2 Reputation for each time your Hero was killed in Combat.

Health, Injuries, Healing, and Death

Your Hero's Health is tracked on their Health track.

Whenever you suffer an Injury, reduce your current Health by the number of Injuries you take. If your current Health is ever reduced to zero (marked by the Skull symbol on your Health track), your Hero dies and is Resurrected in the Church (see below).

Whenever you are healed, increase your current Health by the amount of Healing you receive.

For information about Health symbols on tiles, see **page 28**.

Health	Injury	Healing	Skull

Death and Resurrection

Whenever your current Health is reduced to zero, your Hero dies. This can happen at any time when your Hero takes Injuries, but most usually in Combat.

If your Hero dies in Combat, the Combat Action ends. Then, follow these steps:

1. Put the Monster card face down on top of the appropriate Monster deck.

2. Return all of the Monster's Gaar and Chaos tokens to the supply.

3. Place any used Silver and Gold cards onto the appropriate discard piles.

4. The Monster-player takes one Hero token from the killed Hero and places it onto their own Hero board (somewhere on the Hero illustration).

5. Place your Hero in the Church.

6. Restore your Hero to Maximum Health.

7. Take 3 Gaar tokens.

8. Draw 1 Gold card.

Maximum Health

Your current Health can never go higher than your Maximum Health.

Various Items will increase your Maximum Health.

For example: Maeldur's starting Maximum Health is 6. However, he has 4 Items which increase this: Leather Helmet (+1), Leather Greaves (+1) with a Ruby token placed on it (+1), Mail Gauntlets (+2). Maeldur's current Maximum Health is 11.

9. Lose any remaining Move points (ones marked by Move tokens).

10. Continue playing your turn, using any remaining Action tokens, Items, and Abilities (including ones that generate Move points).

If your Hero dies outside of Combat, follow these steps:

1. Place your Hero in the Church.

2. Restore your Hero to Maximum Health.

3. Lose 2 Reputation, if able.

4. Lose any remaining Move points (ones marked by Move tokens).

5. If it is your turn, continue playing, using any remaining Action tokens, Items, and Abilities (including ones that generate Move points).

For example: You used your Trade Action token to generate 2 Move points. You use 1 of those Move points to move 1 to the hex where there is a Monster. You must immediately use the Combat Action token to fight the Monster, but you have 1 Move point remaining.

Unfortunately, the fight goes badly, and your Hero dies. You are resurrected in the Church and lose the remaining 1 Move point. However, it is still your turn, and you have your Mining Action token available. You use this to generate 1 Move point and move out of the Church.

Hero Tiles

Each Hero has their own unique set of Hero tiles. Except for your Starting tiles, your tiles have a Reputation value on their reverse side indicating the Reputation required to Unveil the tile.

Starting tile

The icon in the bottom right corner on the front side of the tile indicates whether the tile is:

Equipment

Ability

First Strike Ability

Equipment tiles have a brown background.

Ability tiles (including First Strike Abilities) have a background color matching your Hero.

Unveiling Hero Tiles

At a Place of Trade, you may spend 1 Gold to Unveil new Hero tiles from your stack. When you do this, take all of your face down Hero tiles that have a Reputation value equal to or lower than your current Reputation and place them face up next to your Hero board. These tiles are now in an available supply. Regardless of how many tiles you Unveiled, it still only costs 1 Gold.

If there are two tiles with the same Reputation value, you must select one of them to keep and discard the other to the box.

Note: Once a Hero tile has been Unveiled, you do not lose it if your Reputation drops below the level required to Unveil it.

The Book symbols on the Reputation track are a visual reminder of the values needed to Unveil new tiles.

Train Abilities

When performing the Trade Action at a Place of Trade, one of the options you have is to Train in any of your Abilities and/or First-Strike Abilities in your supply. This means moving a Hero tile from your supply to your Hero board. This is the only time you are allowed to do this.

To Train in an Ability or First-Strike Ability, you must pay the Training cost depicted on the tile, if any. Then, place the tile on an unlocked empty slot that has an icon in the bottom right corner matching the icon on the tile.

When Training, you may move a tile from one of your unlocked Hero slots to another at no cost, as long as the slot has a matching icon to the tile.

You may also remove an Ability or First-Strike Ability from your Hero board at no cost, placing it back into your supply. You would do this in order to make room for another tile. If you want to Train that Ability / First-Strike Ability again later in the game, you must pay its cost again.

Equipment Hero Tiles

Your Hero tiles that are Weapons and Shields are Equipment and must be purchased, rather than Trained. This can only be done during a Trade Action, at any Place of Trade. When you purchase such a tile, pay the cost depicted on it and place it on an empty unlocked Hero slot or in one of your Sacks.

These tiles follow the same rules as for other Equipment: You may equip and unequip them at any time (except during Combat), and if you sell such a tile, remove it from the game (see **page 16**).

Locked Hero Slots

At the start of the game, your Hero slots that depict Essence and Gold symbols are locked and cannot have tiles placed on them. These slots can be unlocked during a Trade Action.

To unlock a slot, pay the cost depicted (either the corresponding Essence or amount of Gold) on the slot and then place one of your Hero tokens on it to show it is unlocked. When you place a tile on an unlocked slot, remove the Hero token. If you ever remove a tile from an unlocked slot, place a Hero token on it again to show it is still unlocked.

If you intend on placing a tile on the slot immediately, there is no need to mark the slot in any way; if there is a tile on the slot, it must have been unlocked.

Using Abilities

To use the effect of an Ability, exhaust the tile by rotating it 90 degrees to the right. It cannot be used again until the tile is readied (which happens at the start of each game round).

Note: When a tile is removed from a Hero board, it maintains its current rotation (exhausted or not). Like other tiles, an exhausted tile to the side of your Hero board readies at the start of the round as normal.

Timing Icons

Timing icons define when the tile can be used. Most tiles have an immediate effect, but some of them have an effect that is applied at a later time. See the **Appendix** for the full details of each tile.

Some tiles depict multiple effects that each have their own unique Timing icon. In these cases, the Timing icon is depicted partially covering the symbol of the effect, e.g. Feint.

Tiles and effects that depict no Timing icon can only be used outside of Combat or Before Combat.

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.

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 and are used in step B of the Hero Attack Phase.

The effect can be used in step A of the Monster Attack Phase.

The effect can be used in step A or C of the Monster Attack Phase.

The effect can be used in step C of the Monster Attack Phase.

The effect can be used in step A of the Hero Attack Phase.

The effect can be used in step C of the Hero Attack Phase.

Notes:

Timing icons may also be depicted on Scroll, Potion, Jewelry, Weapon, and Shield tiles, as well as Silver and Gold cards.

Gem and Essence tokens do not depict a Timing icon. However, they follow specific rules for when they can be used, see the **Appendix, page 18**.

Permanent Effects

Abilities depicting the ∞ Timing icon have Permanent effects that are always active; you never exhaust the tile.

For example: Taesiri's Ability Slumber gives her protection from Elementals matching the type of Essences placed on this tile.

All of the Hero Abilities are fully described in the **Appendix, page 3**.

Sacks

A Sack symbol on a tile is a Permanent effect, applying even if the tile is exhausted.

The number of Sacks your Hero has is modified by the number depicted on the Sack symbol.

By default, you have 3 Sacks, as shown on the right side of your Hero board.

The maximum number of Sacks you can actually have/use is 3. If the sum of your Sack modifiers is 0 or more, you still only have 3 Sacks to use.

However, if the sum of your Sack modifiers is negative, reduce the number of your available Sacks by covering Sacks on your Hero board with Grey Sack tiles. If you place a Grey Sack tile on a Sack that already contains an Item, you must place that Item elsewhere, use it, or discard it.

Note: The sum of your Sack modifiers may never be less than -3. If this is ever the case, you must change your combination of Equipment and Abilities.

For example: After equipping your new Leather Cuirass purchased at the Alchemists, the sum of Sack modifiers is now -1. You must cover one of your Sacks with a Grey Sack tile.

Remember: Whenever you equip / unequip Items, ensure that you check you have the correct number of Sacks.

Health

A Health symbol on a tile is a Permanent effect, applying even if the tile is exhausted.

Your Maximum Health is modified by the Items you have equipped which depict a Health symbol. Whenever you equip such an Item, increase your Maximum Health and your current Health by the number depicted on the Health symbol.

If you unequip an Item with a Health symbol, immediately reduce your Maximum Health and current Health by the number depicted on the Health symbol of the Item.

> **Note:** You may not unequip an Item that would reduce your current Health to zero, unless you immediately equip another Item that would raise it above zero.

For example: Your current Health is 2. You can unequip your Mail Greaves (that give you 2 Health), and immediately equip Plate Greaves (giving you 3 Health). Your Maximum Health goes to 9 and your current Health to 3.

Once-per-Round Effects

To use a Once-per-Round effect on a tile (Healing, Move, Injury, etc.), exhaust the tile by rotating it 90 degrees. An exhausted tile cannot be used again until it is readied (returned back to its original position), which happens at the start of each round.

Any Gems on Equipment tiles are used independently of the tile itself; they can be used regardless if the tile is ready or exhausted.

All Once-per-Round effects are explained in the **Appendix**.

Items

The term 'Item' includes a number of different components in the game. Below are the main rules for Items, but you can find a more detailed description of them in the **Appendix, page 15**.

There are five places with slots on your Hero board where you place your Items:

1. **Gaar slots** may only hold Gaar tokens, one per slot.

2. **Gem / Essence slots** may only hold Gems and/or Essence tokens, one per slot.

3. **Sack slots** holds Items, one per slot.

4. **Equipment slots** – Armor and Jewelry are equipped in these, one per slot.

5. **Hero slots** – Weapons and Shields are equipped in these, one per slot.

Item Storage Limits

Any time you acquire an Item, it must be immediately equipped, used, or stored in an appropriate slot. Items may be moved around freely if required at any time outside of Combat.

All types of Items

|			
Weapon	Shield	Armor	Jewelry
Scroll	Potion	Natural Resource	Chest
Flask	Artifact	Case	Rucksack
Supplies	Gaar token	Dwurt token	
	Gem	Essence	Trophy

At the end of an Action or Free Action, you must discard or use any Items in excess of what you can carry. Excess Items are discarded by placing them in the appropriate discard piles or returned to the supply.

Exception: If you gain Items as the result of a Combat at a Place of Trade and immediately perform a Trade Action after the Combat Action, you may carry out that Trade Action before discarding excess Items (i.e. you get a chance to sell them before they are discarded).

Equipment

The Items listed on the right are also collectively known as Equipment. They follow all the same rules for Items with some additional restrictions.

Every Equipment tile has a purchase price and a selling price.

Purchase price → 6
Selling price → (3)
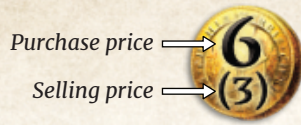
To use the effects of an Equipment tile, it must be equipped; a tile provides no effect when placed in a Sack. To equip a tile, place it on the appropriate slot. Each slot can only hold one tile.

- ◆ Weapons and Shields are placed on the left side of your Hero board, on an Hero slot with the matching icon.

- ◆ Armor and Jewelry are placed on slots with a matching icon on the right side of your Hero board.

Because Equipment is a type of Item, you may change the Equipment your Hero is using at any time outside of Combat.

When changing Equipment, ensure that the tile remains in the same state (ready or exhausted).

Remember:

- ◆ An Equipment tile placed in a Sack cannot be used.

- ◆ Hero tiles that are Abilities are not Items and can only be changed when you Train as part of a Trade Action.

Locked Equipment Slots

An Equipment slot that depicts a Gold cost is locked at the start of the game. You cannot place a tile onto one of these slots until you pay the Gold cost to unlock it as part of a Trade Action (see **page 15**).

If you unlock a slot but do not immediately place a tile on it, place a Hero token on the slot to remind you that the slot has been unlocked. When you later place a tile on the slot, remove the Hero token. If you ever remove a tile from an unlocked slot and do not immediately replace it with another tile, place a Hero token on it again.

Gems

Some Equipment tiles have one or more slots where Gems can be placed. You may place your Gems onto these slots at any time, except during Combat. Gems are placed on Equipment with the active side up.

This Equipment has 2 Gem slots.

Active   *Inactive*

Once placed, Gems cannot be removed or replaced to sell separately or be used to fulfill a Quest; however, each Gem (Active or Inactive) that is placed on Equipment increases its selling price by 1.

A Gem that has been added to a piece of Equipment may be used for its effect as long as the Gem is active. A Gem stored in a Sack or on a Gem / Essence slot cannot be used. When equipping or unequipping Equipment with a Gem, the Gem

Examples of Equipment

Weapons   *Shields*

Armor   *Jewelry*

stays in its same state, either active or inactive, and they stay attached to that Equipment.

To use a Gem, flip it to its inactive side. An inactive Gem cannot be used again until flipped back to its active side (which happens at the beginning of each round).

Using a Gem is completely independent of the Equipment it is placed on.

For example: You have the Dragon Gauntlets equipped. As well as providing Permanent effects of 2 Health and +2 Sacks, they have a Once-per-Round effect of the Mining Cart symbol as depicted in the bottom right that can be used during a Mining Action.

The Emerald Gem can be used to add +1 to any of your Hero Rolls by flipping it over, and you can draw one Gold card by using the Demon Stone Gem.

The effects of the various Gems are explained in the **Appendix, page 18**.

Armor Sets

An Armor Set is three or more unique parts of Armor that share the same background color and are currently equipped by your Hero.

If an Ability or Item depicts an Armor Set icon, its effect can only be used if you have an Armor Set equipped of an appropriate size stated by the Armor Set icon.

Note: You can still equip or Train tiles (placing them on your Hero board), even if you do not have the required Armor Set, but you cannot use them until you meet the requirements of the Armor Set.

△ Armor Set of 3 or more parts

▢ Armor Set of 4 or more parts

⬠ Armor Set of 5 parts

For example: Keleia's Feint Ability may only be exhausted if she has an Armor Set of 3 or more parts.

If a tile contains more than one Armor Set icon, you may use the associated effect if you have an Armor Set of the appropriate size.

For example: If you have this Jewelry equipped:

If you have an Armor Set of 3, you can use the Item to Heal 2 Injuries

If you have an Armor Set of 4 or more, you can use the Item to Heal an additional 1 Injury, for a total of 3 Injuries healed.

Essences

There are 4 types of Essence in the game, one for each type of Elemental. They can be gained in a variety of ways such as Confronting Elementals, Treasure, purchased from Dragonslayer Towers, etc.

Essences are Items and are stored in a Gem / Essence slot on your Hero board or in a Sack.

Essences have a variety of uses. They can be:

- ◆ Sold for 2 Gold (when performing the Trade Action, see **page 16**).
- ◆ Used for its effect (see the **Appendix, page 19**)
- ◆ Used to unlock Hero slots (see **page 26**)
- ◆ Used to fulfill a Quest (see the **Appendix, page 21**)
- ◆ Used for the effect of some Abilities (see the **Appendix, page 13**)

Air Essence	*Earth Essence*	*Water Essence*	*Fire Essence*

Elite Monsters

Elite Monsters are strong monsters divided into three difficulty levels.

Level 1	*Level 2*	*Level 3*

You can play with Elite Monsters in any Scenario, even though the setup of the Scenario does not require them. This will widen the options for the Heroes and players. However, we do not recommend using Elite Monsters with new players.

Setup

The setup of a Scenario will tell you what difficulty levels of Elite Monsters should be used for the game. Unless specified otherwise, the standard setup of Elite Monsters is as follows.

1. Sort the Bounty cards into piles based on their difficulty levels (color and number of swords).

2. For each difficulty level, randomly choose a number of cards equal to the number of players +2. Return any unused Bounty cards to the box unseen.

3. Shuffle each pile separately.

4. Form a Bounty deck by placing the shuffled piles of the highest difficulty level at the bottom and the lowest difficulty level on top.

5. Sort the Elite Monster cards by difficulty and place them face down in separate decks near the Bounty deck.

6. Reveal the top card of the Bounty deck and place it on top of the deck. Then find and reveal the corresponding Elite Monster card.

The Elite Monster's Lair

The illustration on the Bounty card represents the Lair of the Elite Monster. If your Hero is at the Lair, you may decide to perform a Combat Action and fight the Elite Monster. The hex must be liberated before performing a Combat Action with the Elite Monster.

The Hero must be on a hex of the given type.

The Hero must be on an adjacent hex to the location depicted in the middle.

The Hero must be on one of 3 hexes of the given Special tile, but not in the center of it.

Combat with an Elite Monster

Follow the standard rules of Combat with a normal Monster. The Elite Monster card shows the Health of the Elite Monster and the Injuries it inflicts, along with any other special Combat effects.

The Elite Monster's Health

Injuries inflicted along with special Combat effects

If you defeat the Elite Monster, gain the Reward as shown on the front of the Bounty card, no matter what your Reputation. Keep the Bounty card face down near your Hero board; it will be used during Final Scoring.

Reward

Do not place any of your tokens on the hex where Combat took place. Also, there is no Loot on the hex after defeating the Elite Monster.

The Elite Monster card may be taken as a Trophy to fulfill a Quest requiring a Monster Trophy. For this purpose, an Elite Monster counts as a Monster of the same level.

If you defeated the Elite Monster, at the end of your turn, reveal a new Bounty card and the corresponding Elite Monster card.

If your Hero dies in Combat with the Elite Monster, follow the steps of Death and Resurrection in Combat (**page 25**) except for step 1, which is changed to the following:

1. Put the Bounty and Elite Monster cards face up on top of the appropriate decks.

> **Notes:**
>
> You may not fight any other Elite Monster than the one revealed and shown on the top card of the Bounty deck.
>
> When all Elite Monsters from the Bounty deck are defeated, it is not possible to fight any more Elite Monsters.

Special Combat Effects

In addition to inflicting Injuries on a Hero, the Elite Monster may have additional Combat effects:

All Hero Rolls are reduced by the value shown until during step A of the Monster Attack Phase of the next Combat Round (see **page 18**).

The Monster-player draws a Silver / Gold card to their hand.

The Monster is healed by the value shown.

Reduce your Health to zero, regardless of how much Health you had; you are instantly killed.

> The Immunity symbol on an Elite Monster card means that it is immune to any effect from the Hero other than Damage. It also means it is unaffected by Air and Earth Elemental Powers (but they apply to Heroes as normal).

Final Scoring

During Final Scoring, each player gains additional Reputation according to the Scoring Table based on the number of defeated Elite Monsters (collected Bounty cards). This is marked by the Crown symbol on the Scoring Reference card.

Crown

The Solo Game

The following section describes the changes to the game when playing the 1-player game.

Use the standard setup of the game (see **page 5**) with the following changes:

- Use only two Fixed Map tiles for each Chapter as shown here.

Chapter I   *Chapter II*   *Chapter III*

Chapter IV   *Chapter V*
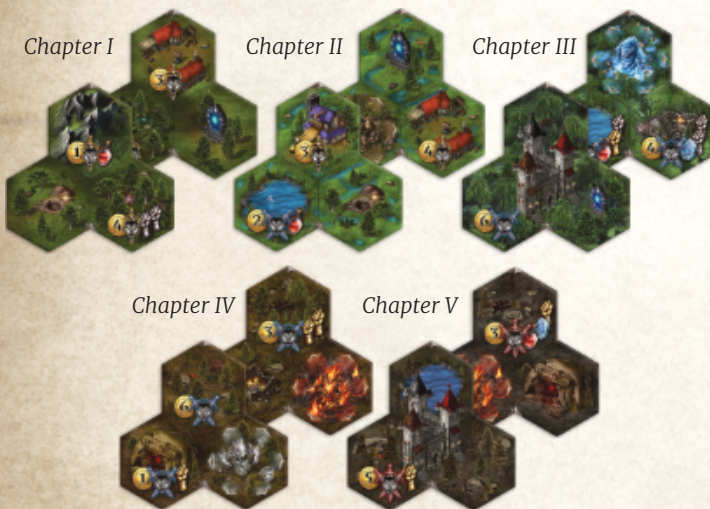
- Set aside two dice of another Hero. These are the Monster dice.
- Return the Control cards into the box, they are not used in the Solo Game.

- Shuffle the deck of Combat cards and place it face down nearby.
- From the Gold cards, replace all of the Soul Control cards with the ones that depict the One-player icon.

Gameplay Changes

Combat cards

The game is played as normal but with the following changes:

Encounters

When you reveal the Witch Encounter, use the Solo cards (indicated with the One-player icon) instead of the multiplayer ones. Shuffle them and remove 2 cards at random placing them back in the box. Then reveal the top 2 as normal.

For other Encounters, shuffle the deck and remove 4 cards at random before revealing the top 2 cards.

The Witch Reward tiles (Dark Amulets) are not used in the Solo Game.

Silver and Gold Cards

The Monster-player (referred to from now on as the Monster) is controlled by the Combat cards. In addition, the Silver and Gold cards are also used; leave space nearby for 2 piles of cards, the Silver cache and the Gold cache.

- At the beginning of each round, add one Silver card to the Silver cache.

Silver cache   *Gold cache*

- Any time you draw a Silver or Gold card, also add 1 card of the matching type to the corresponding cache.

- Whenever there are 4 or more Silver cards in the Silver cache, discard 4 Silver cards and then add 1 Gold card to the Gold cache.

- There is no limit on the number of cards in Gold cache.

You still gain Silver and Gold cards in the game as a Reward, but you do not control a Monster. Therefore the player can at any time:

- Discard 4 Silver cards to gain 1 Gold.

- Discard 1 Gold card to gain 1 Gold.

- Use them for any special rules of the chosen Scenario

The player still has to respect the limit of 5 cards in hand (see **page 22**).

> **Note:** Instead of discarding Silver or Gold cards to discard piles, place the cards on the bottom of the corresponding deck.

COMBAT

The only change to the Combat rules are when drawing the Monster cards and during the Monster Attack Phase.

When the Monster card is revealed, any Silver or Gold cards depicted on it are added to the cache. Replace 4 Silver with 1 Gold at this time if required.

In Step B of the Monster Attack Phase, instead of rolling dice, reveal the top card of the Combat deck and set the Monster dice to show the numbers depicted on the Combat card.
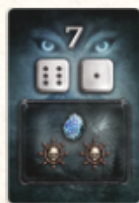
Example of a Combat card

Immediately check for the following effects in this order:

1. **Air Essence:** If the Hero-player used Air Essence, remove the Monster die depicted on the left of the Combat card.

2. **Shii's Intervention:** If the sum of the values on the dice is 10 or more, add 1 point to the Die of Hope.

3. **Air Elemental Power:** If Combat occurs on a hex influenced by Air Power and the Monster dice have different values, turn the one with the highest value to the opposite side.

4. **Earth Elemental Power:** If Combat occurs on a hex influenced by Earth Power, add 2 to the Combat Value.

Step C is divided into 3 parts, followed in order:

1. **Monster Gaar tokens:** For each Gaar symbol depicted on the Combat card, if the Monster still has a Gaar token, and its lowest die shows a 1, 2, or 3, place the Gaar token blue-side up near the dice and re-roll the lowest die. If two Gaar symbols are depicted, resolve one first, then the other.

2. **Chaos Actions:** The Monster attempts to perform 1 Chaos Action for each Chaos symbol depicted on the Combat card. For each Action, there must be at least 1 card in either the Silver or Gold cache, and the Monster must have at least 1 Chaos token. See below for resolving Chaos Actions.
   Examples:
   2 Chaos symbols are depicted on the card but the Monster only has 1 Chaos token. Only 1 Chaos Action is performed.

   2 Chaos symbols are depicted on the card and the Monster has 2 Chaos tokens, but there is only 1 Gold card in the cache and no Silver cards. Only 1 Chaos Action is performed.

3. **Hero response:** The Hero may use Gaar tokens, Abilities, and Items as usual.

PERFORMING 1 CHAOS ACTION

1. If there is at least 1 card in the Gold cache, reveal the top card from the Gold cache and continue revealing more cards until you draw 3 cards of the same type or reveal a card of a different type. If you reveal a card of a different type, put the last revealed card on the bottom of the Gold cache.

2. If the Gold cache is empty, proceed in a similar way but from the Silver cache, but only until you reveal 2 cards of the same type, or reveal a card of a different type.

3. Discard a Chaos token and apply the effect of the revealed Silver/Gold cards as if they were played in the appropriate Combat steps.

PERFORMING 2 CHAOS ACTIONS

Perform 1 Chaos Action as described above to create the first stack. However, when you reveal a card of a different type, start a second stack with this card. Or, if you complete a stack of the same type of card, start a second stack with any new card revealed and then continue to reveal cards to finish the second stack (keep revealing until you have drawn enough cards to complete the stack or a different card).

A complete stack is 3 Gold or 2 Silver cards of the same type.

For example: You are performing 2 Chaos Actions. You reveal cards from the Gold cache and draw 3 Power Strike cards. That completes the first stack. You then reveal another card to start the second stack, which is also Power Strike. The next card you reveal is Healing, which is placed on the bottom of the Gold cache.

For each created stack, discard 1 Chaos token and apply the effects of the revealed cards stacks as appropriate.

Card effect Clarifications

 Healing: When a Healing card is revealed, if the Monster has taken any Damage, resolve the Healing card as normal. However, if they have not taken any Damage, follow the rules depending on number of Chaos Actions:

1 Chaos Action: Do not reveal another card from the Gold cache, i.e. only the effect of the topmost box is applied (the Monster's Combat Value is increased by 2 but the Healing effect is ignored as they are undamaged). Also, the card stays in play for the Ongoing effect (Regenerate).

2 Chaos Actions: Reveal another card and start a new stack immediately. Complete the second stack as normal (keep revealing until you have drawn enough cards to complete the stack or a different card).

> **Note:** If the revealed card is another Healing card, continue to reveal draw cards until you reveal a non-Healing card and start a new stack with it. Return any Healing cards revealed in this step to the bottom of the Gold cache, i.e. there can only be one stack with a Healing card in it.

 Mind Control: Monsters use Gaar tokens prior to card effects. Therefore, any Gaar tokens stolen from your Hero with a Mind Control card cannot be used until the next Combat Round.

Death of the Hero in Combat

If the Hero dies in Combat with a Monster, follow the regular rules for resurrection, except that instead of the Monster-player taking one of your Hero tokens, place 1 Chaos token on the illustration of your character on your Hero board.

Remember to add 1 Gold card to the cache when you draw a Gold card after being resurrected.

Final Scoring

At the end of the game, you lose 2 Reputation for each Chaos token on your Hero board.

The Cooperative Game

Some Scenarios are designed to be played cooperatively. However, even the competitive Scenarios can be played cooperatively with a few rule changes, if you want to.

The Cooperative Game uses the standard basic rules with the following changes:

◆ To perform a Trade Action at a location with another Hero's Trade token, you do not have to pay Gold.

◆ To perform a Mining Action or Confronting an Elemental on a hex where one or more other players have their token, you must discard 1 Gold card instead of paying Gold.

Any interaction between players is forbidden, e.g. giving a Gaar token or any other Item to another player, using Abilities or Equipment to help other players in Combat, etc.

Use the setup from the Solo Game (except for the Fixed Map tiles).

Follow the rules mentioned in Gameplay Changes in the Solo Game except for the following:

◆ At the beginning of each player's turn, add 1 Silver card to the Silver cache.

◆ When your Hero dies during Combat, immediately lose 1 Reputation and resurrect at the Church as normal. Do not place a Chaos token on your Hero board.

◆ When your Hero dies outside of Combat, immediately lose 1 Reputation (instead of 2) and resurrect at the Church as normal.

> **Note:** It is not necessary to proceed with Final Scoring at the end of the game. However, it is your decision whether you want to know or not how successful you were on your joint adventure in Euthia.

SKOLDUR

Skoldur works in the same way as other Heroes, but with the following additional rules.

DWURT TOKENS

There are five slots on Skoldur's Hero board for holding Dwurt tokens. At the beginning of the game, instead of Gaars, place 5 Dwurt tokens on your Dwurt slots. Only Dwurt tokens can be placed on these slots.

You may still gather Gaars, e.g. as a Reward, from the Scrolls, etc. However, you can place them only in your Sacks, not on the Dwurt slots.

You may convert a Gaar token to a Dwurt token at any time, but not the other way around.

If you are killed in Combat, take 3 Gaar tokens as normal. You may convert any of them to Dwurt tokens immediately.

You still need Gaars to fulfill some Quests. You cannot use a Dwurt instead of a Gaar for that purpose.

Dwurt tokens cannot be sold.

You cannot use Gaar tokens to influence dice rolls as other Heroes do, but can use Dwurt tokens instead. They are used in a similar way to Gaar tokens, but with the following changes:

◆ Do not re-roll any dice.

◆ Add 3 to the value of any of your Hero Rolls or subtract 3 from the Monster's Combat Value.

Dwurt tokens can also be used for many of your Hero tiles. For a detailed description of all these effects, see the **Appendix, page 10**.

Example of using Dwurt token on Hero tile

DWURT DIE

At the beginning of the game, set the Dwurt die to zero.

Every time you spend a Dwurt token either to change a die roll or use the effect of a Hero tile, increase the number on the Dwurt die by 1.

At the end of your turn, resolve the effect of the Dwurt die and then reset it to zero.

> **Note:** Converting Gaar to Dwurt does not influence the Dwurt die.

If you die due to Injury from the Dwurt die, follow the steps for dying outside of Combat (**page 25**) but lose only 1 Reputation instead of 2.

HERO TILES

Unlike other Heroes, Skoldur has Hero tiles with a Reputation value of 0. However, these tiles are not Starting tiles and have to be Unveiled and Trained as any other Hero tiles with a Reputation value.

DWURT DIE EFFECTS

0 — Take a Dwurt token.

1 — Draw a Silver card.

2 — Draw 2 Silver cards and suffer 1 Injury.

3 — Take a Dwurt token, draw 3 Silver cards, lose 1 Reputation, and suffer 2 Injuries.

4 — Take a Dwurt token, draw a Gold card, lose 1 Reputation, and suffer 4 Injuries.

5+ — Take 2 Dwurt tokens, draw a Gold card, lose 1 Reputation, and suffer 6 Injuries.

> **Note:** In the Solo Game, do not add Silver or Gold cards to the appropriate caches.

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CREDITS AND THANKS

Game design and development:

Tadeáš Spousta, Markéta Bláhová

Art:

Iveta Doležalová, Petr Štich, Jiří Dvorský

Graphic design:

Iveta Doležalová

Rulebook writing and editing:

Gaming Rules!, Alladjex, Markéta Bláhová

Rulebook feedback:

Martin Henrich, Cédric Jullien, Karel Vlasák

DIEA GAMES

Warm thanks for all the help, feedback and financial support on Kickstarter. Without you, we could not have made this board game real. Thanks to:

◆ **ALL FRIENDS AND TESTERS**

◆ **ALL OF OUR DEAR BACKERS**

For support, contact us on dieagames@gmail.com.

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Actual components may vary from those shown.

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