



INTRODUCTION

Heroes unite! The world is under siege by mischievous monsters, and it's up to you to assemble a noble team of mighty (and slightly silly) adventurers. With some luck, strategy, and more luck, your journey will (almost certainly) be a thrilling tale of monster-fighting, trap-avoiding, and loot-collecting. (Or you might all get knocked out and lose the game!)



You'll need all the help you can get as you explore legendary lands, battle epic enemies, and collect ridiculous rewards. Cooperation is key, because it's all for one and one for all. Remember, there is no "I" in "Hero"!

GAME OVERVIEW

Players form a party of Heroes and cooperate to explore three distinct Realms. The 14 Locations in each Realm contain Events, Enemies, Traps, Shrines, and a Portal. When you visit a Shrine, you activate a Monster Rune, which unlocks a Portal. The first two Portals transport you to a new Realm, while the third brings you to your final battle against a powerful Monster. To win the game, defeat the Monster without all players being Knocked Out. Good luck!

THE RULEBOOK

This rulebook is set up to get you playing as soon as possible. There's a list of what's in the box on Page 3, game setup instructions on Pages 4 and 5, and an overview of gameplay on Pages 6 and 7. Pages 8 and onward contain detailed instructions on how to handle the different locations and situations you may run across when playing. Capitalized words refer to components (like Locations and Tokens) and game terms (like Heroes and Actions). See the Table of Contents below to find a particular section.

TABLE OF CONTENTS

Components	3	Event Location	10	Tokens	16
Game Setup	4	Trap Location	10	Skills	16
Hero Setup	5	Enemy Location	11	Core Skill	16
How to Play	6	Shrine Location	13	Skill Cards	17
Guide to Your Hero	8	Portal Location	14	Knocked Out	18
Backpack	8	Gift Shop	14	Modifier Cards	18
Locations	9	Monster Fight	15	Credits	19
Location Effect	9	Items	15	Visual Reference	20
Core Roll	9	Loot Cards	15		

COMPONENTS



Cards




Tokens & Dice



GAME SETUP

Separately shuffle the Loot Deck and Map Deck. Then separately shuffle each deck of Location Cards (Event, Trap, Easy Enemy, Medium Enemy, Hard Enemy, and Shrine). Keep all decks face down (not shown).

- A** Place the Game Board in the middle of the table.
- B** Place the Loot Deck face down onto its space in the Gift Shop area of the Board.
- C** Place stacks of Crystal Ball, Lucky Charm, and Healing Potion Tokens onto their spaces below the Loot Deck.
- D** Place 3 Attack Dice and 3 Armor Tokens onto their spaces in the Gift Shop.

Place extra Attack Dice, Tokens, and all Coins  onto the table within easy reach of all players (not shown).

To create the 3 Realm Decks, deal the Location Cards indicated below into 3 separate face-down Realm Decks (not shown):

Realm Deck 1:	Realm Deck 2:	Realm Deck 3:
1 Portal	1 Portal	1 Portal
1 Shrine	1 Shrine	1 Shrine
1 Trap	2 Traps	3 Traps
4 Easy Enemies	4 Medium Enemies	4 Hard Enemies
7 Events	6 Events	5 Events

- E** Shuffle all 3 Realm Decks separately. Turn over the top card of the Map Deck. Using the pattern on the Map Card as a guide, deal out Realm Deck 1 onto the Board.
- F** Place the Map Card next to the Board for later reference.
- G** Place Realm Decks 2 and 3 face down onto the Board. Deal 1 card from the Map Deck face down onto each Realm Deck.
- H** Shuffle the mini Skill Cards (green, blue, red, yellow) and place them face down onto their colored spaces in the Shrine area of the Board.
- I** Place the 3 Monster Rune Tokens onto their spaces in the Portal area of the Board, with their grey rune sides facing up.

A Game Board



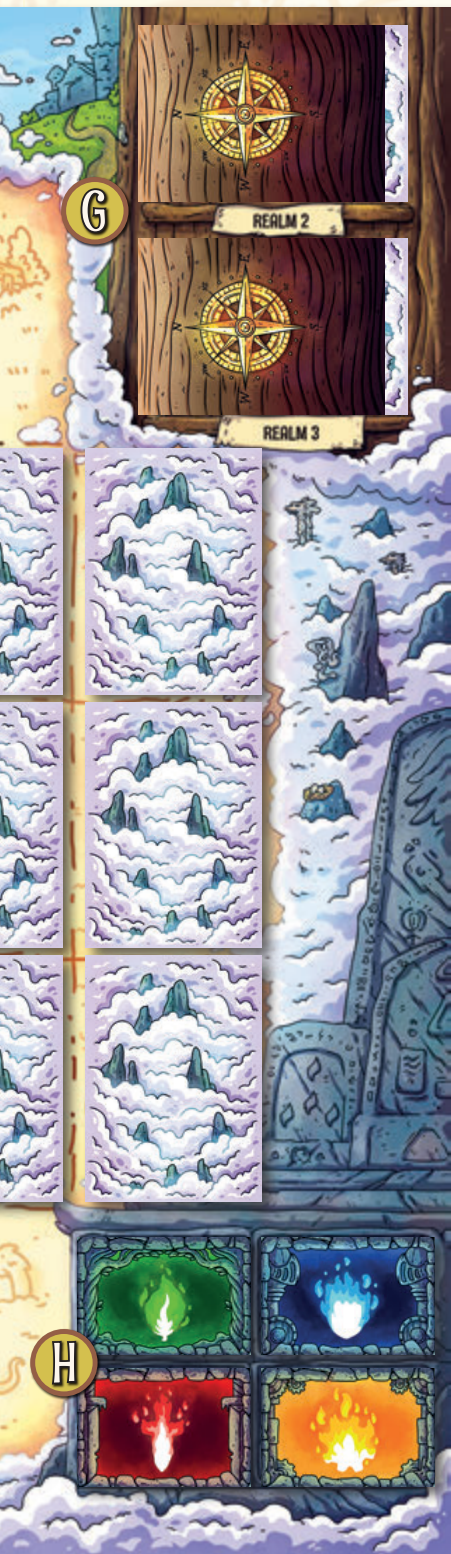
Map Card

Hero Setup

Each player follows these steps:

Choose a Hero by taking: **J** a Hero Mat, **K** matching Health Dial, **L** Core Die (colored), and **M** matching Target Token.

N Beginning with the player who most recently rolled dice (or use your own method to choose who goes first), each player in clockwise order places their Target Token onto an unoccupied space on the Target Track.



O The player whose Target Token is closest to the top of the Target Track is the Party Leader and first player. Place Drakorath Jr. (the Monster Meeple) onto the Party Leader's Target Token.

P Set your Health Dial to your Hero's starting health (shown on your Hero Mat).

Q Take a number of Attack Dice (shown on your Hero Mat) from the supply.

R Place all your dice into your Weapon Area.

S Take a number of Armor Tokens (shown on your Hero Mat) from the supply.

T Place your Armor Tokens into their space on your Hero Mat.

U Backpack



Starting Resources



J Hero Mat



M Target Token

Health Dial

U Take 1 Backpack.

V Take 2 Coins from the supply and place them onto one of the Pouches on your Backpack.

W Take 1 circular Token of your choice (Crystal Ball, Lucky Charm, or Healing Potion) from the Gift Shop and place it onto one of the Token slots on your Backpack.

HOW TO PLAY

Gameplay is cooperative in Fable Fury, so players do not take turns. Each round of play follows these steps:

1 Use Items anytime

Players may use Items - Loot Cards, Skills, or Tokens - at any time (but **not** during the **Setup** phase of a Location or Monster). Loot Cards, Skill Cards, and Core Skills often have conditions that must be met in order to use them, while Tokens may be used as needed.



2 Explore a new Location

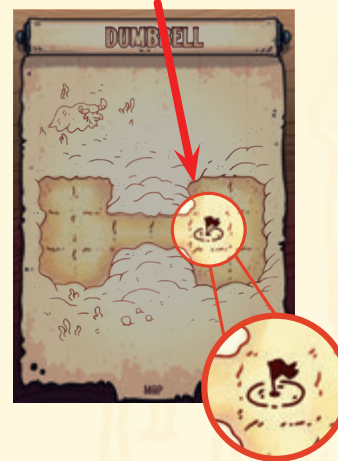
The Party Leader chooses which new (**not** previously Explored) Location the Heroes will Explore next.

If this is your first round in this Realm, you must Explore the Location indicated by the flag  on your current Map Card.

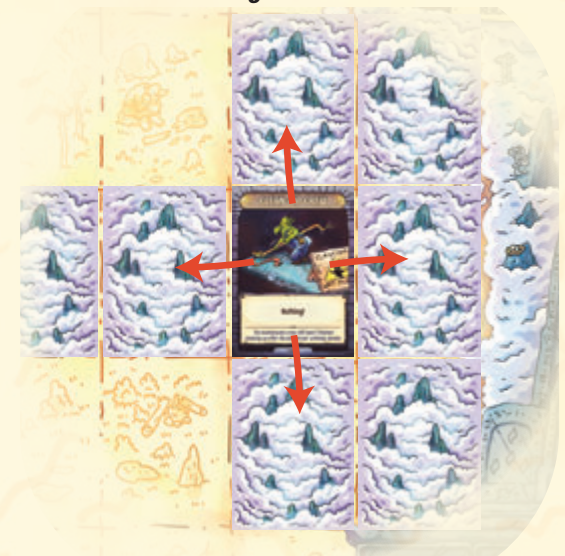
If this is not your first round, you may Explore any Location orthogonally (not diagonally) adjacent to a previously Explored Location.

Finally, flip the chosen Location Card face up.

First round



Every other round



3 Interact with the Location

Be sure to read the Location's Effect, found in the box near the bottom of the card. Then, depending on what type of Location you're Exploring, turn to the page listed below:

		EASY ENEMY		
		MEDIUM ENEMY		
		HARD ENEMY		
EVENT	TRAP		SHRINE	PORTAL
Page 10	Page 10	Page 11	Page 13	Page 14

Once your Location has been Cleared (that is, once all players have cooperated to defeat the Enemy, escape the Trap, etc.), all Heroes flip their disabled (face-down) Skill Cards face up to enable them. Proceed to Step 4.

Location Effect



New Party Leader



4 Choose a new Party Leader

Move the Monster Meeple to the next Target Token below its current location, or back to the top Target Token if it's already on the lowest one. That Hero is now the Party Leader.

5 Continue Exploring

Repeat from Step 1 until you have Cleared the Shrine and found the Portal. At that point you may continue Exploring if you like, otherwise turn to **Portal** on Page 14.



Realm 3 Complete?



Set up next Realm



Fight Monster!

6 Travel to next Realm

If you have just completed Realm 3, proceed to Step 7 and fight the Monster. Otherwise, remove all Realm cards from the Game Board and return them to the box along with the current Map Card. Following Step 9 of Game Setup, and referring to the Map Card on top of the next Realm Deck, deal out the Realm Deck onto the Game Board. Return to Step 1 to begin Exploring this new Realm.

Monster



7 Fight the Monster

Now that you've successfully made your way through all 3 Realms, it's time for the boss battle against the Monster (see **Monster Fight** on Page 15).

Did you win?



Congratulations, Heroes! Well done. You've survived all the Realms and emerged victorious!



The Monster has defeated you. Time to pick yourselves up, dust yourselves off, and try again, armed with valuable experience!



Questions?

Of course you have questions! That's what the rest of this Rulebook is for. Read on to learn about all the different kinds of Locations, how to fight Enemies and Monsters in mortal combat, and what you can find at the Gift Shop. (I mean, how many games have a Gift Shop?!? Fable Fury might be the only one!)

GUIDE TO YOUR HERO

- **Your maximum Health** ❤️ **is 10.** Keep track of your ❤️ using your Health Dial, adding or subtracting as necessary.
- **Your maximum Armor** 🛡️ **and dice are how many fit into their respective cutouts on your Hero Mat.**
 - ! You may gain 🛡️ and 🎲 that exceed your maximums. These extras may be used while Exploring the current Location, but **must** be discarded when that Location is Cleared.
- Your Core Die is permanent and may **not** be lost in any way. The 🎲 icon **only** refers to Attack Dice, **not** to your Core Die.
- You may have 1 Skill Card in each of the Skill Slots on your Hero Mat. Each time you visit a Shrine, you will gain a new Skill Card.
- Be sure to read your Core Skill on your Hero Mat. This Skill is always active, even if you are Knocked Out 🌟. See **Skills** on Page 16 for more information.
- At the top of your Hero Mat is your Hero's name, and at the bottom is your Hero's type. Some cards provide an advantage or disadvantage for Heroes of a particular type.



BACKPACK

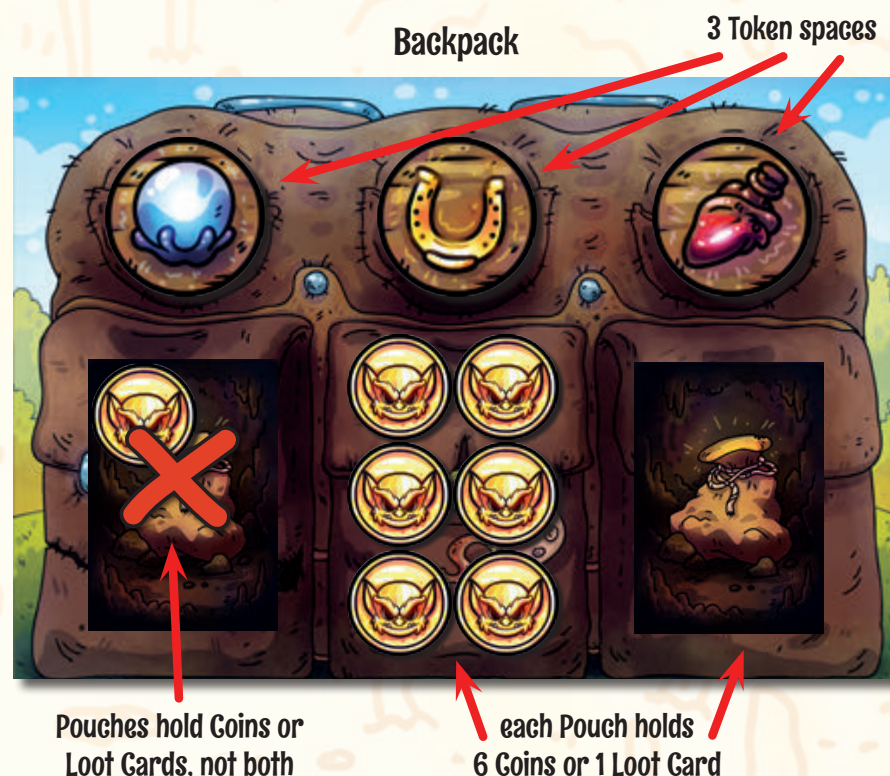
Your Backpack is used for carrying your Tokens, Coins, and Loot Cards. At the top of your Backpack there are 3 Token spaces that hold 1 Token each, and on the bottom there are 3 Pouches that hold 6 Coins each or 1 Loot Card each, but not both.

- ! You may gain Tokens, Coins, or Loot Cards that you don't have room for. These extras may be used while Exploring the current Location, but **must** be discarded when that Location is Cleared.

To use a Token, gain its benefit, then return it to the Gift Shop (see **Tokens** on Page 16).

To use a Loot Card, gain its benefit, then place the card on the Discard Pile in the Gift Shop (see **Loot Cards** on Page 15).

- ! If you discard Loot Cards or Tokens as payment or punishment, do not gain their benefit. Return Tokens to the Gift Shop and Loot Cards to the Discard Pile.



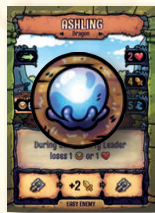
LOCATIONS

Each card dealt onto the Game Board to create the Realm is referred to as a Location. A Location may be Unexplored, Active, Cleared, or Revealed:



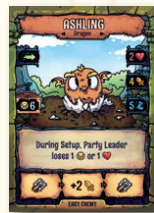
Unexplored

An Unexplored Location is any face-down Location on the Game Board, or a Revealed Location (face up, with a Crystal Ball Token on it) that hasn't been Explored yet.



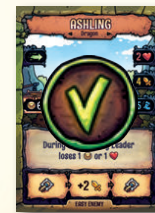
Revealed

To Reveal a Location, flip it face up, then place a Crystal Ball Token onto the Revealed card. This Token indicates that the Location is not Cleared and not Active.



Active

The Location your party is currently Exploring is Active. There may only be 1 Active Location at a time. If a Crystal Ball Token is there, return it to the supply.



Cleared

Once a Location is completed, place a Cleared Token onto the face-up Location. The Location is no longer Active. Don't forget to flip all Skill Cards face up.

Location Effect

When a Location becomes Active, its Effect must be read and followed. There are 2 types of Location Effects:

Immediate: Effects such as “Party Leader gains 1 Shield” or “Disable Skills” are Immediate Effects, and must be performed as soon as the Location becomes Active.

Trigger: Effects that begin with a word such as “When”, “If”, “Whenever”, or “During” (examples: “During Setup, each Hero draws 1 Coin” or “If a Hero fails to dodge, they lose 1 Health”) are Trigger Effects, and are performed when indicated.

Duration of Effect

! All Location Effects apply only while the Location is Active.

Highest and Lowest

If a Location Effect refers to “highest” or “lowest”, (example: “Targets Hero with the lowest Health”) and Heroes are tied, (example: the Heroes with the lowest Health both have 3 Health), resolve the tie by having each Hero Core Roll (see Core Roll, below). If the Effect refers to “highest”, then the higher roll is successful. If the Effect refers to “lowest”, the lower roll is successful.

Location Effect



CORE ROLL

Some Locations and other cards instruct the Heroes or Party Leader to Core Roll (roll your colored Core Die) using either the general Core Roll Icon (?) or a numbered Core Roll Icon (+).

When you see the numbered Core Roll icon next to a “+” sign, it means you must roll the indicated number or higher (example: “Each Hero + to gain 3 Health”) to succeed.

When you see the general Core Roll Icon with a question mark (?), it means you must roll your Core Die and then follow the instructions on the card.



EVENT LOCATION



Event Locations may be good, bad, or neutral. Heroes must complete the action(s) listed in the Location's Effect box. However, if the text of the Effect includes the word "may", Heroes may choose whether to perform the action or not.

Cleared



An Event Location is considered Cleared when its Effect has been completed. If the Effect is optional, and no Heroes complete it, the Location is still considered Cleared. Place a Cleared token onto the Location, enable all Skill Cards, then proceed to Step 4 of **How to Play** on Page 7.

TRAP LOCATION

Trap Locations are always negative events, but Heroes may have a chance to dodge them and avoid damage by performing a Core Roll (see **Core Roll** on Page 9).

Location Effect

First, read and follow the Location Effect. It may affect the way you dodge a Trap, how you take Trap Damage, and/or limit some Heroes' ability to use Skills. For example, the Location Effect at right means that all Heroes must roll at least 6 to dodge, **except** for Dwarves, who only need to roll a 3 or higher. In addition, **any** Hero with the "Blow Gun" Loot Card dodges automatically and does not need to roll. Then, each Hero tries to dodge by rolling (rolling their Core Die). If the roll was:



greater than or equal to the dodge requirement on the Trap Location, that Hero takes no Damage.

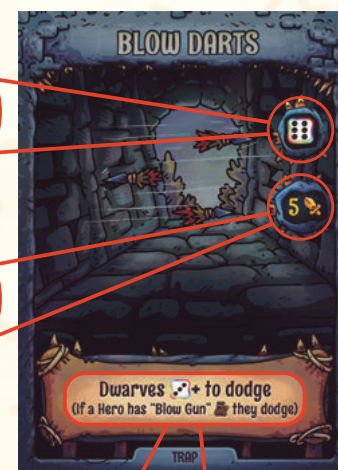


less than the dodge requirement, that Hero reduces their Health (minus their Armor Tokens) indicated on the Trap Location.

Dodge Requirement



Trap Damage



Dwarves + to dodge
(if a Hero has "Blow Gun" they dodge)

Location Effect

Hero Actions

Heroes may take actions with their Skills, Loot Cards, and Tokens while a Trap Location is Active, unless the Location Effect prevents it. For example, the "Wrecking Ball" Trap disables blue Skills. This means you may not use any blue Skills while dealing with the Trap (even if your Skill has a "Whenever" condition.)

Cleared



The Trap Location is Cleared after all Heroes have either dodged or taken Damage. Place a Cleared token onto the Location, enable all Skill Cards, then proceed to Step 4 of **How to Play** on Page 7.

ENEMY LOCATION

Explore Enemy Locations to fight Enemies, and collect Rewards (unless you lose, of course.)

Location Effect

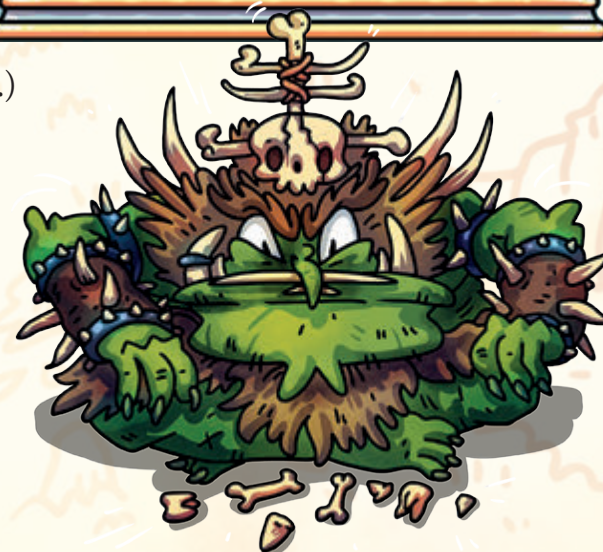
First, read and follow the Location Effect. Enemy Location Effects may do several things:

- limit Heroes' ability to use Skills during combat;
- adjust Enemy stats, such as Agility 🦋 and Damage 🦋;
- change the way the Enemy attacks and targets Heroes.

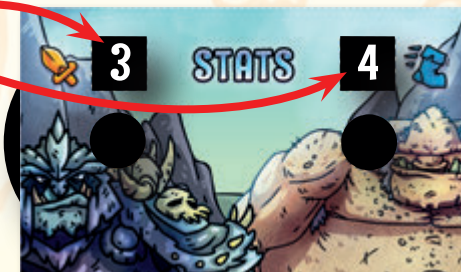
Setup

Follow the steps below to prepare for battle:

1. Set the Enemy Health Dial equal to the ❤️ number on the Enemy multiplied by the number of Heroes (including Knocked Out ⚡ Heroes). Example: If 2 Heroes fight an Enemy with 3 ❤️, set the Enemy's Health Dial to 6 (3 ❤️ x 2 Heroes = 6).
2. Set the Enemy Agility Dial equal to the 🦋 number on the Enemy.
3. Set the Enemy Damage Dial equal to the 🦋 number on the Enemy.



Health → times number of Heroes
Damage → 3
Agility → 4



Damage / Agility Dial



Health Dial

Hero Actions

Heroes may take actions with their Skills, Loot Cards, and Tokens at any point after Setup as long as they are not Knocked Out ⚡ (see **Knocked Out** on Page 18) or the Enemy Location Effect prevents it.

Haste 🏃

An Enemy with the Haste 🏃 icon attacks first. Otherwise, the Heroes attack first.

Combat Overview

Heroes and Enemies take turns attacking until the Enemy is dead (reduced to 0 Health ❤️) or all Heroes are ⚡.

(Enemy Location continues on the next page...)

Heroes Attack

All Heroes who aren't attack the Enemy by simultaneously rolling all their dice. Count how many dice are greater than or equal to the enemy's Agility and then reduce the Enemy's Health by that number of dice. Those dice hit, all other dice miss.

Enemy Attacks (or not)

Each Enemy Card shows 3 different combat Moves at the bottom. On some Moves the Enemy will attack, and on others it will rest and recover. The Enemy will use the Move on the left on its 1st turn, the middle Move on its 2nd turn, and the rightmost Move on its 3rd turn. If the Enemy is still alive, its 4th turn will use the left Move once again, and so on.

There are 3 different types of Enemy Moves:

Target Attack

Only Targets 1 Hero. If the Enemy has a Target-specific rule, such as “ targets Party Leader”, that particular Hero takes Damage . Otherwise, roll the Target Die . Apply the (minus number of Armor Tokens) to the Hero whose Target Token is on the matching space on the Target Track. If there is no Target Token on that space, or the Hero is already , then the Enemy misses and does no this turn.

Area Attack

Targets **all** Heroes. Apply the (minus Tokens) to each Hero separately.

No Attack

If the Move is neither type of Attack mentioned above, the Enemy does not attack this turn. Instead, it uses the turn to make itself stronger (or sometimes weaker!) Apply the indicated effect to the Enemy, and do not roll any dice. In the example at right, Bouldergut's 3rd move is “+1 ”, indicating that he adds 1 to his Dial instead of attacking.

Keep Fighting!

Repeat Hero and Enemy attacks until **EITHER**:



the Enemy is defeated. Yay! Collect your Reward (see **Reward**, next page) **OR**



all Heroes are . You lose! Yup – the whole game. Time to pick yourselves up, brush yourselves off, and try again. You'll be even better prepared next time!

(Enemy Location continues on the next page...)

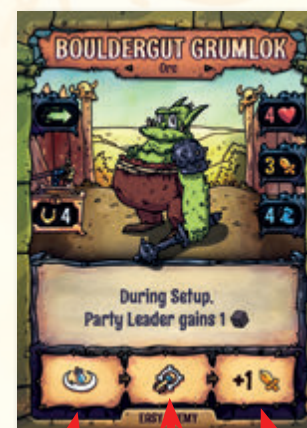
Heroes Attack

Enemy = 4

Heroes roll

Enemy loses 2

Missed dice



1st 2nd 3rd
Combat Moves

Don't forget your Armor!




When applying Damage to your Hero, don't forget to subtract the number of Armor Tokens you have!

Reward

Collect your Reward as indicated on the left side of the Enemy Location. The Party Leader decides how the Reward is shared among the Heroes. (We know, we know, life isn't fair.) In the example at right, your Heroes would collect 4 Lucky Charm Tokens. (NOTE: ★★ Heroes do not receive any Reward.)

Cleared



The Enemy Location is now Cleared and is considered empty. You may not return here to fight the Enemy again (even if you really, **really** liked that Reward). Place a Cleared  Token onto the Location, enable all Skill Cards, then proceed to Step 4 of **How to Play** on Page 7.





Shrine

The Shrine activates the Monster Rune, which you need to get to the next Realm. It is also where Heroes heal and gain new Skills and Tokens or Coins.

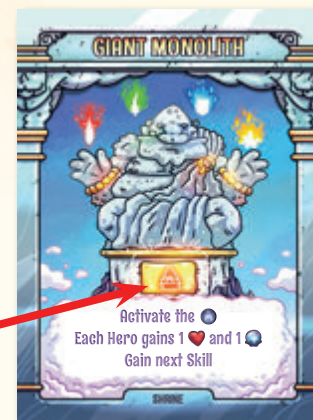
Activate Monster Rune

First, flip the matching Monster Rune Token on the Game Board to its other side. This indicates that the Monster Rune has been activated and the Portal is now unlocked.



Heal

Next, each Hero gains 1 Health . If any Heroes are Knocked Out ★★, they are Revived and given a total of 1 .

Activated
Monster
Rune Token



Gain Coins or Tokens

Follow the Shrine Card to gain Coins , Crystal Ball  Tokens, or Lucky Charm  Tokens.

Acquire New Skills

Now each Hero chooses a new Skill as follows:

Take 3 cards from the Skill Deck whose color matches the top empty Skill slot on your Hero Mat. If more than 1 Hero needs a Skill Card of the same color, they must all take their cards before any are returned to the Deck.

Choose 1 Skill Card to keep, then return the other 2 to the Deck. Shuffle the Skill Deck. (For more information on Skills, refer to **Skills** on Page 16.)

Red Skill Deck



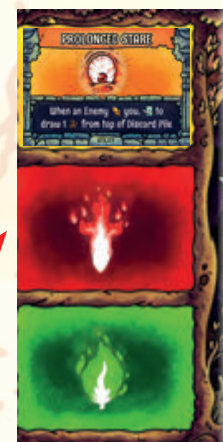
Draw 3



Keep 1




Skill Cards
on Hero Mat



Cleared



The Shrine Location is now Cleared. Place a Cleared  Token onto the Location, then proceed to Step 4 of **How to Play** on Page 7.

PORTAL LOCATION

The Portal Location is where your party finishes one Realm and moves to the next Realm. The Portal is locked until you Explore the Shrine and activate the corresponding Monster Rune (see **Shrine Location** on Page 13.)

How the Portal Works

Shrine not Cleared, but found Portal



Not Yet, Heroes - If you Explore the Portal Location but you have not yet Cleared the Shrine, you may **not** use the Portal yet. End your turn and proceed to Step 4 of **How to Play** on Page 7.

Shrine Cleared, found Portal



Continue Exploring? - If you're on the Portal, and you have Cleared the Shrine, you **may** still choose to continue Exploring and not use the Portal. Leave the Portal face up and proceed to Step 4 of **How to Play** on Page 7. Any Location adjacent to the Portal is now available to Explore. The Portal may now be used anytime when choosing a Location to Explore.

Using the Portal

Congratulations! You've decided to use the Portal and complete the Realm. Each Hero gains 1 ❤️, then all Heroes visit the Gift Shop (see **Gift Shop**, below). Then, proceed to Step 6 of **How to Play** on Page 7.

GIFT SHOP

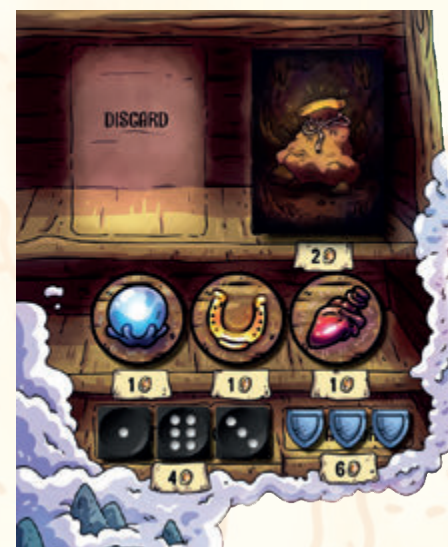
The Gift Shop is where Heroes spend their hard-earned Coins 🪙 on items that will aid them as they explore the Realms. To purchase an item, pay for it with Coins from your Backpack, returning the Coins to the supply. Take the desired item and place it into your Backpack. You may purchase as many Items as you can afford.

! The Gift Shop may **only** be visited when traveling through a Portal.

! Items may **not** be traded between Heroes.

Prices are as indicated on the Game Board: 1 🪙 for a Crystal Ball, Lucky Charm, or Healing Potion, 2 🪙 for a Loot Card, 4 🪙 for an Attack Die, and 6 🪙 for an Armor Token.

Also, if desired, you may **sell** Loot Cards. To do this, simply discard any of your Loot Cards (without applying their effect), and take 1 🪙 from the supply for each Loot Card discarded.



MONSTER FIGHT

It's time to fight the Monster! This is your boss fight, the battle to end all battles. Hope you're prepared!

Monster Rune

Take the Monster Mat whose Rune matches the last Monster Rune you flipped over and place it onto the table.

Setup

The setup for the Monster is identical to setup for a normal Enemy, except that the Monster has 2 different Location Effects.

Combat

Fighting a Monster is exactly the same as fighting an Enemy (see **Enemy Location** on Page 11) except that the Monster has 5 combat Moves instead of 3. The combat sequence is the same: the Monster's 1st turn uses the leftmost Move, its 2nd turn uses the next Move to the right, and so on.

Win or Lose

Whether you've won or lost, return to Step 7 of **How to Play** on Page 7.



ITEMS

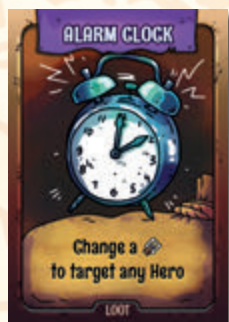
Players may use Items — Tokens, Loot Cards, Skill Cards, or Core Skills — at any time **except** during the **Setup** phase of a Location or Monster. Loot Cards, Skill Cards, and Core Skills often have conditions that must be met in order to use them, while Tokens may be used as needed.

Items may interrupt other Actions. For example, if an Enemy is attacking and has 1 Health ♥, you may choose to immediately use the “Attack Kitten” Loot Card, which deals 1 Damage 🐾, killing the Enemy before it has a chance to attack.

If multiple Heroes wish to play Items at the same time, they cooperatively choose the order of play.

! The word “heal” on an Item means the ♥ may be applied to any of the Heroes (including themselves) by the Hero using the Item.

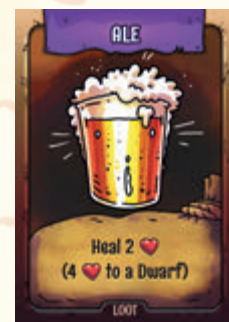
LOOT CARDS



Loot Cards may be purchased or sold at the Gift Shop (see **Gift Shop** on Page 14) or found while Exploring the Realms.

Always draw Loot Cards face down from the Loot Deck. When discarding, place Loot Cards onto the Discard Pile. If the Loot Deck is empty, shuffle the Discard Pile to create a new Loot Deck.

(Loot Cards continues on the next page...)







How to Use

To use a Loot Card, apply the card's effect, then place the card onto the Discard Pile. The effect of a Loot Card is always applied immediately when it is used. If multiple Heroes play Loot Cards at the same time, they cooperatively choose the order of play.

Some Loot Cards requires a payment from the Hero (for example, losing Health or Coins) before the effect may be applied. If the Hero is unable to meet the requirements, the Loot Card may not be used.

Stat

The word “stat” on a Loot Card refers to the current value of that attribute (Damage , Agility , etc.). For example, “Reduce a  stat by 1” may be applied to an Enemy to permanently reduce its  by 1, or to a Trap for the same purpose.

TOKENS











Crystal Ball: Reveal any Location in the Realm.

How to Use: Choose any Unrevealed Location in the Realm, flip it face up, and place the Crystal Ball Token on top of it. This Location is now Revealed, but not Active or Cleared.






Armor: When taking Damage , take 1 less .

How to Use: When taking  from an attack, reduce the  by 1 for each Armor  Token you have. For example, if the Enemy does 4 , and you have 2 , you only take 2  (4  minus 2 ).



Healing Potion: Any Hero gains 1 Health .

How to Use: Decide which Hero to heal, then increase their  by 1. You may heal any Hero, including yourself, or you may Revive a Knocked Out  Hero, giving them 1  in total.



Lucky Charm: Reroll 1 die.

How to Use: Reroll any 1 die, including the Target Die, Core Die, or an Attack Die.

SKILLS

Skills are the unique abilities your Heroes will use to help them through the game. Effectively using your Skills to help yourself and your fellow Heroes is key to surviving the Realms of Fable Fury.

Core Skill

Each Hero has a Core Skill, shown on the bottom-right corner of their Hero Mat. This Skill is always active, and may be used even when the Hero is Knocked Out .

How to Use

Simply apply its effect when its condition is met. Be sure to read your Core Skill when you set up your Hero, and don't forget to use it when you can. It may mean the difference between success and failure!

(Skills continues on the next page...)

Core Skill on Hero Mat



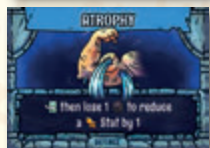
Skill Cards

Skill Cards are acquired every time you visit a Shrine Location. On the left side of your Hero Mat are 3 Skill Slots, each with a different color. These colors represent the 4 different Skill Classes:



Red = Damage

Red Skills try to deal Damage and reduce the Enemy's Health as quickly as possible.



Blue = Defense

Blue Skills try to block to protect the Heroes. They may also weaken the Enemy, taking the sting out of their attacks.



Green = Support

Green Skills give Heroes an unfair advantage, providing ways to improve their dice rolls and heal themselves.



Yellow = Utility

Yellow Skills focus on helping Heroes navigate the Realms. Knowing what lies ahead can make the difference between life and death... being Knocked Out .



3 Skill Slots
on Hero Mat

Read Your Skills

Be sure to read your Core Skill, and your Skill Cards when you acquire them, so you know what they do. Skills fall into 3 general categories - Conditional, Swap, and Ongoing:

Conditional Skills only trigger in certain situations, and usually begin with “When” or “Whenever”. For example, “Whenever an Enemy Location is Cleared, gain 1 ” gives you 1 Coin when an Enemy is defeated.

Swap Skills allow you to swap one thing for another. For example, “Lose 1 to Heal 1 ” allows you to exchange 1 of your to give a Hero 1 . You may use these Skills as many times as you can afford to.

Ongoing Skills provide a permanent benefit while they are Active (face up). For example, “Your costs 4 at the Gift Shop” reduces your cost for an Armor Token, while “Your heal 2 ” means you may increase a Hero's by 2 (instead of the usual 1) when you use a Healing Potion .

How to Use

Read the Skill Card and apply its effect **to your Hero**, unless otherwise noted. (**Exception:** “heal” means may be applied to any Hero.)

Stat

The word “stat” on a Skill Card refers to the current value of that attribute (Damage , Agility , etc.). For example, “Lose 1 to reduce a Trap stat by 3” may be applied to a Trap to permanently reduce its by 3.

Flip When Used



Skill Cards with this icon may be used once per Location, then must be flipped face down to indicate they are disabled. Note: All Skill Cards are flipped face up (re-enabled) when a Location is Cleared.

KNOCKED OUT

When your Health ♥ drops to 0, you are Knocked Out ★★. Immediately flip your Target Token to its opposite side, then disable (flip face down) any face-up Skill Cards. NOTE: Your Core Skill (printed on your Hero Mat) is **always** active and may not be disabled.

Also, when you are ★★ you must follow these rules:

Party Leader

You may not be the Party Leader, and must skip your turn.

Items

You may not use Items (Skill Cards, Loot Cards, and Tokens). NOTE: Your Core Skill may still be used.

Enemy Setup

Set the Enemy Health Dial equal to the ♥ number on the Enemy multiplied by the number of Heroes (all Heroes, even if they're ★★).

Combat

You may not participate in Combat.

Target Attacks

If you are targeted by an Enemy's Target Attack 🎯, the Enemy misses and does no damage to any Heroes.

Revived During Combat

If you are Revived during combat, you may rejoin the fight when the next Attack roll occurs. Your Skill Cards remain disabled until the Location is Cleared.

Rewards

You may not receive any Rewards while ★★.

Locations

You may not participate in Exploring Locations that require choices or actions. You also may not participate in Trap Locations.

If **all** Heroes are ★★, your party immediately loses the game! Better luck next time.

If you are ★★ and receive ♥, you are revived. Immediately flip your Target Token to its active side (the one with your Hero's face), then flip all your Skill Cards face up (during combat, flip Skill Cards only when Location is Cleared.)

MODIFIER CARDS

Modifier Cards are used to make the game harder. After you have played Fable Fury a few times and developed some effective strategies and tactics, you'll start winning more often. At this point, you may want more of a challenge to prove you are the greatest Heroes the Realms have ever seen. Modifier Cards should only be used by veteran players looking to make the game more difficult.

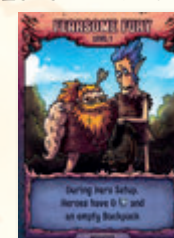
Modifier Levels

There are 3 different Modifier Levels. Begin by beating the game at Level 1, then progress to Level 2, and finally Level 3. Playing at Level 2 means that both the effects of Level 1 and Level 2 are applied, with Level 3 using all 3 cards.

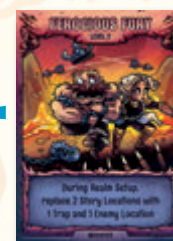
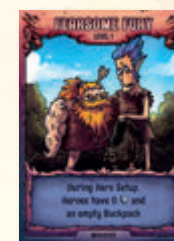
How to Use

During Game Setup, choose the Modifier Cards you wish to play with and place them next to the Game Board, visible to all players. Apply their effects for the entire game.

Level 1 Modifier



Level 1 + Level 2



Level 1 + Level 2 + Level 3

CREDITS

Created by Conryd Salvesen & Sam Willson, in collaboration with Jordan Maron.

Illustrated by Sergei Bystrov.

Rulebook created
by Andrew Gilpin



Special Thanks to Mike Chase, Kara Corvus, GameNerdz, Zac & Kelsey Harmer, Sarah Henderson, Joe Jakins, McDuffie Family, Aly Salvesen & Family, Connor & McKenna Salvesen, James Staley, Marc Watson, Tayla Willson & Family.

Thank you to our 4,500+ Kickstarter backers — you have supported us on our journey and helped to make this project a reality!

Thank You!



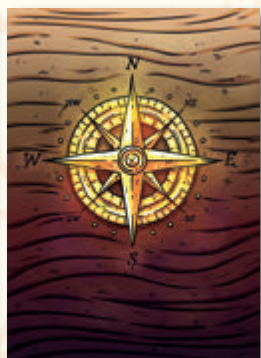
Thank you for playing Fable Fury! We're beyond excited to share this wild, strategic adventure with you. Your support has transformed our dream into reality, and we hope you enjoy playing Fable Fury as much as we enjoyed creating it!

VISUAL REFERENCE

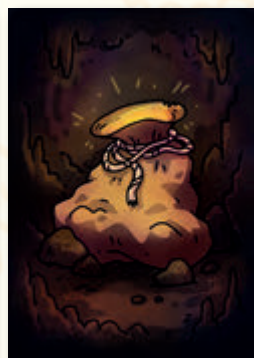
Location



Map



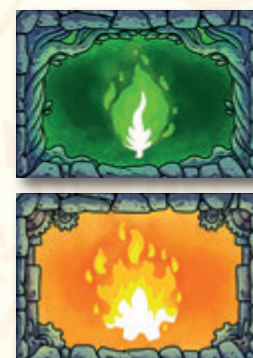
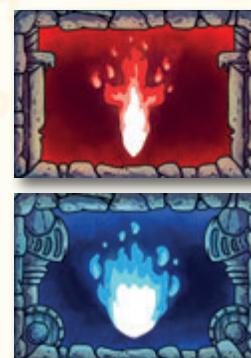
Loot



Modifier



Skills



Tokens

Crystal Ball



Lucky Charm



Healing Potion



Armor



Coin



Cleared



Drakorath Jr.



Monster Runes



Giant

Dragon

Orc

Hero Icons

Health



Damage



Knocked Out



Loot



Core Roll



Core Roll This # or Higher



Attack Die



Enemy Icons

Agility



Haste



Area Attack



Target Attack



Start Here



Good Result



Bad Result



Important Rule!



Flip When Used



(almost) Everything Else

...oh, and These Too

Target Tokens



Friar Franc

Alf Featherbottom

Lord Smasherton

Raven Madison

Dr. Shealer

Helga