

Heroes & Gods

The Master of Dreams

RULEBOOK

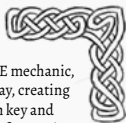
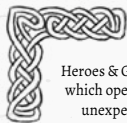
Version Beta 0.3

Version is not final. Under development



www.heroesandgods.net

1.0. Heroes and Gods



Heroes & Gods is a 1 to 4 player fantasy board game based on a PvPvE mechanic, which opens the door for strategic partnerships during the gameplay, creating unexpected situations where interaction between players is both key and strategy. Each player takes control of a Hero belonging to one of the four major races (Basharii, Elysar, Takan, or Aedolas) as the adventure commences.



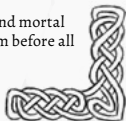
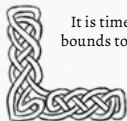
- ♦ **TYPE:** Adventure, Fantasy, Free for all, Coop and Solo
- ♦ **MECHANISMS:** Variable Player Powers, Card Drafting, Role Playing, Cooperative Play, Partnerships, Trading, Betting/ Wagering, Storytelling
- ♦ **PLAYERS/TIME PER PLAYER:** 1-4 / -35min
- ♦ **AGE:** 14 years+



The Makers are missing. The world is in chaos. In the high plane, the lesser Gods turned against each other, fiercely fighting for scattered knowledge and supremacy. Brute force and ancient magic were unleashed in epic battles — leaving only death and destruction in their path. Ancient bloodlines were torn to pieces, Gods turned into dust.

Darva, once tasked with guarding the divide between the planes of existence, has found a way to break off her eternal shackles. Now free, she harvests the souls of mortals and immortals alike. Chaos reigns throughout the land.

It is time, Hero, to take control. You must push yourself beyond mortal bounds to challenge Death, ascend and restore the equilibrium before all of existence is destroyed.



1.0. Heroes and Gods

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1.1. Summary

2.0. Game Components

EXPANSIONS:

The dark hour:

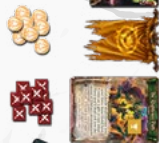
- Extra adventure cards

The voice of Hayaldrim:

- Extra adventure cards

CAMPAIGNS:

- May death tremble at my feet
- The herald of fear
- The battle of Hadar'Ath
- Dreams in chains



2.0. Game components

2.0. Game components



2.1. Objective of the Game

Your goal is to prepare your Hero to battle the ancient guardian Darva Os Arkal Ti Zarit, a terrifying monster which embodies and symbolizes Death. Her defeat will grant you immortality, while failure means oblivion. Along the way, you must learn forgotten skills, uncover ancient weapons and armors, cast one of a kind spells and enlist powerful companions to aid you in your journey. You will complete perilous quests, battle vengeful Gods, face legendary Monsters and last but not least: challenge Death in an epic final battle.

Whether you compete against the other Heroes or find a way to cooperate with each other in order to win, the decision is entirely yours.

NOTE: Darva Os Arkal Ti Zarit is the physical incarnation of Death and the guardian of the realms. It is comprised of five distinct magical creatures with great synergy between them. Challenging Darva is the hardest part of the game.



SIDEBAR A

Endurance Increases: In the **Advanced** and **Free For All** Submodes, Darva's minions begin with **1 Endurance**, but this can **increase**.

Each time any **Monster** wins combat against at least 1 player, do the **following**:

- Place an Endurance token onto the Endurance track slot for the Aedolas Deck.
 - If the Aedolas Deck already has its second Endurance point, place the token on the Takan Deck instead.
 - If the Takan Deck already has its second Endurance point, place the token on the Elysar Deck instead.
 - If the Elysar Deck already has its second Endurance point, place the token on the Basharii Deck instead.
 - If all 4 decks have 2 Endurance point, start again at the Aedolas Deck (you will now be adding the 3rd Endurance point instead).
- Once all decks have 3 Endurance points, no additional Endurance points may be added.

2.1. Objective of the Game

2.2. Game Modes

Decide which game mode to play (See 'Game Modes' below)

MODE SOLO IP

- **Solo Campaigns** (specially crafted solo mini-campaigns)
- **Arena Solo** (not available in this version)
- **Ascension Solo** (journey to defeat Darva alone)

MODE MULTIPLAYER 2P-4P

- **Campaign** (The Master of Dreams)
- **Arena Multiplayer** (not available in this version)
- **Ascension Multiplayer** (journey to defeat Darva, free for all, allied victory allowed)

ASCENSION MULTIPLAYER SUBMODES

- **BEGINNER** – Dueling is not allowed until players reach the Basharii deck (last adventure deck); Darva and her minions **only ever** have 1 Endurance.
- **ADVANCED** – Dueling is not allowed until players reach the Elysar deck; Darva has 3 Endurance; Darva's minions start at 1 Endurance, but when a Monster wins combat against at least 1 player, their Endurance increases (see Sidebar A).
- **EXPERT** – Dueling is always allowed; Darva and her minions have 3 Endurance points; Guardians have maximum Endurance points; Players may draw cards from any adventure deck, but Darva may not be challenged until all 4 Adventure decks are depleted.

OR

- **FREE FOR ALL** – Dueling is always allowed; Darva has 3 Endurance; Darva's minions start at 1 Endurance, but when a Monster wins combat against at least 1 player, their Endurance increases (see Sidebar A); Players may draw cards from any adventure deck, but Darva may not be challenged until all 4 Adventure decks are depleted.

2.2. Game Modes



2.3. Game Setup (Ascension mode)

HOW TO SETUP YOUR GAME

- Place the **Main Game Mat** in the middle of the playing area where it can be **reached** by any **player**
- Each **player** then receives a **Hero Mat**

The Hero Mat is: a special type of mat which accommodates the Hero, its items and keeps track of the main characteristics such as **DAMAGE, HITPOINTS, SPEED, ENDURANCE** of the chose Hero along with **Weapons and Armors Effects** and **buffs/debuffs** during battles.

- Heroes** (16 in total) can be **randomly distributed** or **players can agree to choose**. If two or more **players** want the same hero, **raffle** them

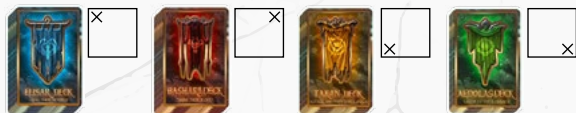
Raffle Rules: If two or more **players want the same Hero**, take the Hero card and **shuffle it face down** with 2 other Heroes. Each player **guesses out loud** which one they think is the **desired Hero** (players may guess the same card). **Flip them face up**. The player who **guessed correctly** gets it. If more than one **player is correct**, **shuffle and guess again**. **If no one guesses correctly**, that Hero is **removed from the game** and it becomes **unplayable**.

- Identify the special **monster cards** by their particular **backs** and place them on the **Main Game Mat** according to the following **specifications**:

- Os (Fear)** — bottom right slot, face up
- Arkal (Darkness)** — bottom left slot, face up
- Ti (Plague)** — top left slot, face up
- Zarit (Massacre)** — top right slot, face up
- Darva (Death)** — top right slot, **face down**, on top of Zarit card

- Sort the **Adventure Cards** by their backs. **Shuffle each pile separately** and **place** them on their **designated spaces** on the **Main Game Mat**, on **top of the previously arranged cards** (at point 4):

- Aedolas Deck** — bottom right slot, with 'Os' at the bottom
- Takan Deck** — bottom left slot, with 'Arkal' at the bottom
- Elysar Deck** — top left slot, with 'Ti' at the bottom
- Basharii Deck** — top right slot, with 'Darva' covering 'Zarit' at the bottom of the deck



2.3. Game Setup (Ascension mode)

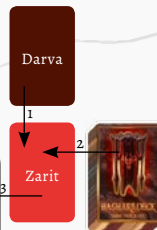
- Elysar Deck goes on top of Ti.
- The newly formed deck goes in the designated slot.



- Takan Deck goes on top of Arkal.
- The newly formed deck goes in the designated slot.



- Darva is face down and goes on top of Zarit.
- Basharii Deck goes on top of Darva.
- The newly formed deck goes in the designated slot.



- Takan Deck goes on top of Os.
- The newly formed deck goes in the designated slot.



- Place **Endurance tokens** on each deck location corresponding to the **Darva minion** starting Endurance (this is determined by submode, see page ____)
- Shuffle the Reward cards** together and place this Reward Deck **adjacent** to the **Main Game Mat**
- Shuffle the Monster cards** together and place this Monster Deck **adjacent** to the **Main Game Mat**
- Place the **Custom Reward Deck** adjacent to the **Main Game Mat**
- Place the **Guardians Deck** adjacent to the **Main Game Mat**
- If there are **3 or 4 players**, give **2 souls** to each player
If there are **2 players**, give **3 souls** to each player
If playing **solo**, take **4 souls**
- Find the **four starting items** and randomly distribute **one** to each player
- Place the **Aenigma Mat** near the Main Game Mat
- Place the **Urgh-Nasir Trader Mat** near the Main Game Mat; **Shuffle the Urgh-Nasir cards** together and place this Urgh-Nasir Deck **next to the Urgh-Nasir Trader Mat**. Draw the **top 4 cards** and place them in the **slots on the mat**; put the **one farthest to the right face down**, and the **rest face up**. Put a **Mark token** in the **leftmost slot** of the **turn tracker**
- Shuffle the Patron Deities** together and randomly deal **1** to each player
- To decide who starts the game, **players fight a combat**. For this combat, **players only use their Heroes** (no additional cards). **Players may not voluntarily withdraw** from this combat. **The winner** (last Hero standing on the battlefield) will take the first turn

2.3. Game Setup (Ascension mode)

2.4. Game Phazes (Gameplay overview)

PHASE 1 HERO TURNS

Heroes will set out on adventures, explore mystic locations, trade, send attack parties, cast forgotten spells or initiate duels with each other. Heroes can only adjust their equipment at the start of each turn, so it is important to prepare for the journey ahead before leaving camp.

PHASE 2 COMBAT

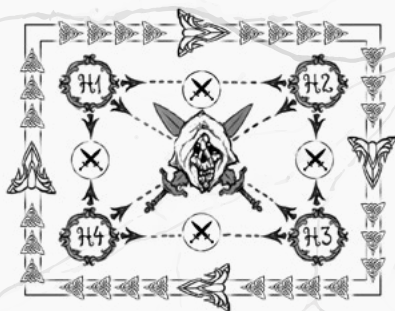
Combat will occur many times throughout the game (usually through encountering adventures, exploring locations, fighting Gods or dueling). Heroes will fight for wealth, glory and survival every step of the game.

PHASE 3 LOOTING

Since Heroes can join together to fight Monsters, there will often be more than one party interested in the spoils. If the victorious Heroes can not come to a consensus, then combat continues until only one Hero is left standing to claim the loot of that battleround, so knowing when to negotiate is just as important as battle prowess.

PHASE 4 DARVA

When players reach the end of an Adventure deck, Darva's minions will be revealed. Once all 4 decks have been depleted, the final fight will begin against Darva Os Arkal Ti Zarit. The Heroes who win this fight will win the game.



2.4. Game Phazes

2.5. Main Components (Understanding the game)



2.5.1 THE MAIN GAME MAT



The known realm is where the Makers first descended, bringing with them the ancient knowledge on the lower planes. In the hills of Arhirias near the Koth mountains, they started the magic journey of creation, giving birth to all the mortal beings from which the four great lineages emerged.

2.5. Main Components



2.5. Main Components

- A** The **Aedolas Adventure Deck** slot. At the bottom of this deck is the **OS monster** (face up). When the players reach the last card and **OS is revealed** play passes to the **next Adventure Deck**.
- B** The **Takan Adventure Deck** slot. At the **bottom** of this deck is the **ARKAL monster** (face up). When the players reach the last card and **ARKAL is revealed** play passes to the **next Adventure Deck**.
- C** The **Elysar Adventure Deck** slot. At the bottom of this deck is the **TI monster** (face up). When the players reach the last card and **TI is revealed** play passes to the **next Adventure Deck**.
- D** The **Basharii Adventure Deck** slot. At the bottom of this deck is the **Zarit monster** (face up). The second to last card is **DARVA**, which opens the door to your **final confrontation**.
- E1** The **health bar** corresponding to the **Monster** located in the F slot.
- E2** The **damage bar** corresponding to the **Monster** located in the F slot.
- E3** The **speed bar** corresponding to the **Monster** located in the F slot.
- F** The current attacking **Monster/God/Explored location** slot. Each time a battle is fought, the main **Monster** is placed in this slot or in case of an exploration the **Location card**.
- G** The **secondary Minion/Guardian** slot. Special **Monsters** or **Locations** have **minions** or **guardians** which will be **placed** in this slot as indicated by the **Adventure card**.
- H** The **tertiary Minion/Guardian** slot. Special **Monsters** or **locations** have **minions** or **guardians** which will be **placed** in this slot as indicated by the **Adventure card**.
- I** The **Endurance points** slots corresponding to each **Monster** located in their particular slot. Each **Monster** has its own **Endurance number** **written** on the card (unless otherwise specified by the submode).
- J** Round **order token**. During **combat** **Players and Monsters** make their moves **according** to their **Speed** number. This token serves as a **reminder** of who is currently **active**.



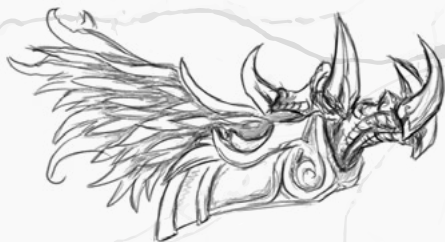
2.5. Main Components

2.5.2 THE PLAYER MAT



The battle of Hadar' Ath depicted by Yoz Kheyit, the shape wielder. After years of hunting dogmatic hellions in the basharii desert, he succeeded in mastering the ancient technique of soul-carving, bringing all his creations to life.

The scene depicts the Grah Riders of Mazzur descending from the fortress onto the broken basharii army.



"It is said that the painting can snatch you from where you stand and throw you in the middle of the battle if you stare at it for too long."

2.5. Main Components

- A** The **Hero** slot. Place your Hero card in this slot.
- B** The **Armor** slot. Place your Armor card in this slot.
- C** The **Weapon** slot. Place your Weapon card in this slot.
- D** The **Companion** slot. Once you capture or receive a **companion**, you will be able to equip it here (usually on your next turn).
- E** The **Spell Scroll** slot. In order to cast the spell on a scroll, it must be **equipped**.
- F** The **Potion** slot. Potions have mainly **defensive** uses. In order to use one, it must be **equipped** here. After use, potions are **discarded**.
- G** **Hero skill** slot.
- H** **Hero Endurance** points. Similar to **HP points**, these can be **accumulated** during the **game** and their number **resets** (back to their total accumulated number) each time a battle **begins**. **Endurance** is the number of times the Hero can be **hit** before taking damage to **health (HP)**.
- I** The **first Buff/Debuff** slot. Each Hero may **actively** have **two buffs or debuffs** at any given time during a **battle**. If a player receives a **Buff/Debuff** while **both slots are full**, the second **Buff/Debuff** is **discarded**, the **first one moves** to the **second slot**, and the **new Buff/Debuff goes into** the first slot.
- J** The **second Buff/Debuff** slot.
- K** The **Active Effect of the Armor** item is placed into this slot. It can be a **buff or a debuff** and once used it will be placed into the **Buff/Debuff** slots of the targeted Hero. It can be used **only one time** per battle unless **otherwise** specified.
- L** The **Active Effect of the Weapon** item is placed into this slot. It can be a **buff or a debuff** and once used it will be placed into the **Buff/Debuff** slots of the targeted Hero. It can be used **only one time** per battle unless **otherwise** specified.
- M** The **Hero's health bar**.
- N** The **Hero's damage bar**.
- O** The **Hero's speed bar**.



2.5. Main Components

2.5.3 THE MARKET MAT

The cunning trader-king Nasir is the founder of this great city. All the tribes leave their differences outside the city walls and behave as peaceful as they can, while visiting this magnificent city-marketplace, unless they want to be tossed by the invisible Urgh through the portal and land who-knows-where. A few villainous traders learned this the hard way. Their misbehavior cost them a decade of traveling back from the unknown realm.

Trade is therefore protected and respected here... as long as Nasir brokers every trade in the city. Nobody had seen his face for more than two centuries. Some people say that he is immortal, others that a new Nasir king is chosen every time one dies. But then again, nobody wants to try their luck against the invisible king.

Nasir seems to take a liking to Heroes who fight Death to ascend, or others say that he just wants leverage and to associate himself to a possible lesser God.



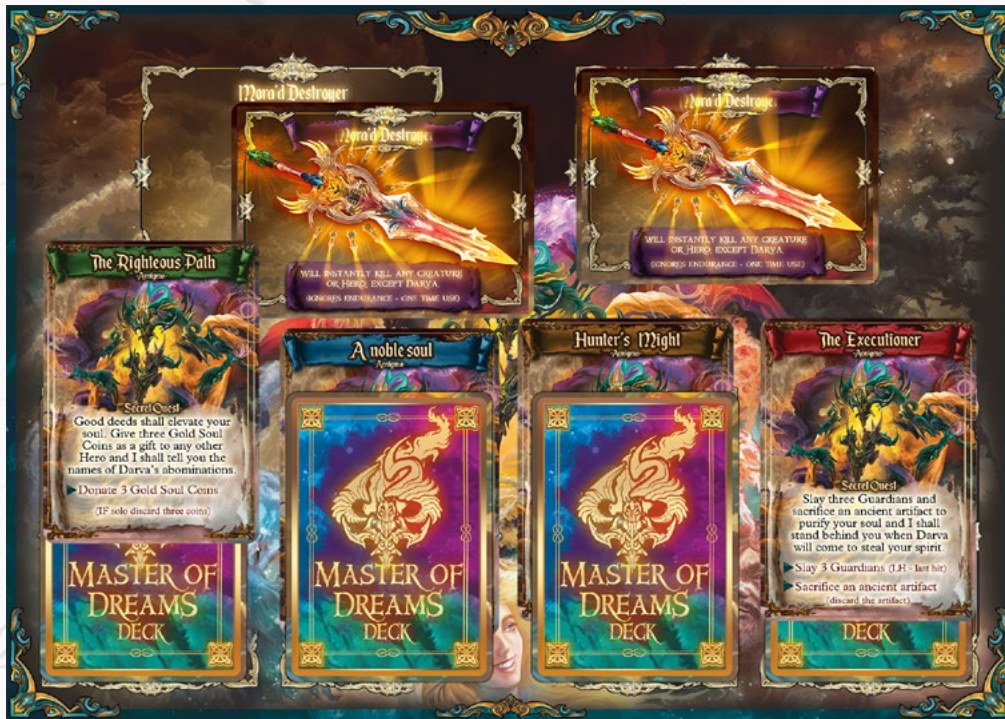
“Every 7th turn, all Heroes are taken through the Magic portal to the great city of Urgh-Nasir where they wager for the most exquisite items in the known realm with the currency they have obtained in their adventures. The highest bidder wins, so you will need to secure victories on the battlefield to be able to improve your arsenal.”

2.5. Main Components

- A** The **first item** slot. This is an **open slot** and the card will be placed **face up**.
- B** The first item's starting **bid amount**.
- C** The **second item** slot. This is an **open slot** and the card will be placed **face up**.
- D** The second item's starting **bid amount**.
- E** The **third item** slot.
- F** The third item's starting **bid amount**.
- G** The **fourth item** slot.
- H** The fourth item's starting **bid amount**.
- I** The **turn tracking slot and token**. Once a **Hero concludes his turn** he will move the token to the next **corresponding slot**. Once the **7th turn arrives**, before the **current player can play his turn** (takes their turn), a **magic portal is opened by Zorisai** and all Heroes **travel** to the **Urgh-Nasir city** for an auction (page ____).



2.5. Main Components



1. Find the MoD Deck and shuffle it.
2. Identify the Mora'd Destroyer and the Zoradun Peacemaker cards and add them to their respective slots.
3. Divide the MoD Deck in four equal parts and place each newly formed deck in the card slots located at the bottom of the mat while keeping the face of the cards hidden from view.

How does the MoD (Jhinariel Mat) work?

- ◆ Each player can choose a deck and draw cards from it until it is depleted. The cards contain Aenigma Quests. Once the conditions of the quest are met, the player can pick another card. The player who will deplete their deck first will have the ability to choose between two very powerful artifacts: The Mora'd Destroyer or the Zoradun Peacemaker to help them in their adventures. The second player who will deplete their deck will receive the remaining advantage. If solo a player may acquire both relics.

The Mora'd Destroyer and Zoradun Peacemaker are relics left behind by the Makers and guarded by beings like Jhinariel, the Master of Dreams who is helping you defeat Death in this version of the game.

- ◆ Each relic has a one time use.
- ◆ Mora'd Destroyer will instantly kill any creature or Hero, except Darva.
- ◆ Zoradun Peacemaker will render you invulnerable for a set amount of turns and double your DMG, max out your SPD and HP for the remainder of the battle.

2.5. Main Components

2.5. Main Components

2.6. Gameplay (how to enjoy the game)

ON YOUR TURN:

1. The **current Hero** may **choose** to equip any **weapon, armor, skills, spells or companions** that they **possess**. Anything they are not **actively using** is kept in their **backpack** (in reserve). **The backpack has no limit.**
2. The **current Hero chooses** one action to take: **Trade, Adventure, Explore, Duel, Send attack parties, Cast Forgotten Spells** (Duels are allowed depending on Submode, see Submodes page ___ and Duels page ___).
3. **Resolve the chosen action.**
4. **Move the Urgh-Nasir marker** to the next **sequential** space on its mat. If the **marker** moves onto the **portal space** (on the 7th space), the **Urgh-Nasir trading phase begins** (see page ___).
5. Play **passes to the next player** to the left.

2.6.1 TRADE AND TRUST

A Hero may attempt to trade with any other hero as their turn action. You may trade anything that you possess (items, spells, skills, companions, quest pieces, captured souls, etc.). Both sides must agree to the trade or nothing happens.

You can also trade promises for future favors, but be cautious because any trade that does not involve direct exchange of components is non-binding (although, if you back out of a promise, you will lose your credibility).

2.6.2 ADVENTURE

The Hero journeys farther into the realm, facing the dangers which lurk there. The Hero draws the top Adventure card of the current realm (in Expert or Free-For-All Submode, the player may draw from any Adventure Deck). Then they resolve the card, depending on what kind they drew (see subsequent sections).

***Darva and her Minions:** The last card in each Adventure deck is one of Darva's minions. Once revealed, the corresponding deck is considered 'depleted.' The 2nd to last card in the Basharii deck is 'Darva,' and once she is revealed the final battle is triggered. Players cannot choose to attack any of Darva's minions until Darva is revealed. Once Darva and her minions are active, the final battle can commence.*



2.6. Gameplay (how to enjoy the game)

2.6.3 DUELS AND DEATH

A Hero may challenge another Hero to a Duel. Dueling carries high stakes for the loser (elimination), so a Hero should only do so if they are convinced of the outcome. Note that this Action may not be taken unless dueling has been 'unlocked' (which depends on the Submode). See Duels (page ___) for more information.

2.6.4 EXPLORATION

When a Hero draws an Exploration card, they are usually given the option to play it immediately. If the Hero chose to place the card in their backpack instead, they may explore it on a future turn as their action.

Exploration cards contain a challenge and a reward. If the player completes the challenge, they gain the reward. Challenges often take the form of combat against Guardians (powerful creatures).



***GUARDIANS:** are really powerful creatures and defeating them alone is going to be really hard. When a player decides to explore a location he can choose 0-3 other players to join him. The same loot splitting mechanic is applied, so beware who you invite in your exploring party. Players who were not chosen to join the exploration party will have to sit out, action which brings in strategic partnerships.*



If the Hero must fight combat as their challenge, they only get the reward if they win. If they lose, they gain nothing and Darva and her Minions may gain Endurance (depending on Submode, page ___)

Win or Lose, Exploration cards are discarded after being attempted.



2.6. Gameplay (how to enjoy the game)

2.7. Combat (how to fight)

When a fight is triggered by an Adventure Card (Monster, Exploration, God or Duel), the following occurs:

1. Heroes enter the fight
2. Fight occurs
3. Spoils are claimed

1. HEROES ENTER THE FIGHT

Each Hero in order, beginning with the current Hero, declares whether to enter or withdraw from the fight. If you do not enter the fight, you will not receive any loot.



EXAMPLE: Hero 1 draws a Monster and decides to fight it. Hero 2 joins the fight in order to get the prize for defeating it or capture its soul. Hero 3 decides to withdraw from the battle. Hero 4 joins the fight in order to get the prize for defeating it or capture its soul.



2. FIGHT OCCURS

The Hero who initiated the combat (drew the adventure card) will take the first combat turn (if they have not withdrawn). After that, all characters will take turns in accordance to Speed.



NOTE: This means that the initiating hero will end up taking two turns during the first combat round. However, during their second combat turn, they will not be allowed to use additional items such as potions, scrolls or companions.



SPEED: is determined by a card's speed number. The Hero, God or Monster with the highest speed will take the first turn, followed by the next highest, and so on. Once the card with the lowest speed has taken a turn, return to the top of the speed (highest speed) and a new combat round begins.

Combat ends when either the Monster(s) or God is defeated, or a location's guardians are defeated (and it becomes 'explored'), or all heroes are defeated.



2.7. Combat (how to fight)

DEFEAT: If all heroes are defeated and the AI attacker is still alive, no loot is claimed and the Monster will not be captured (or discarded in case of an attacking God). Its card is shuffled back into its deck. If playing Advanced or Free-For-All Submode, add 1 Endurance to one of Darva's minions (see page ___). Try not to lose often, or the final battle will get increasingly more complex.

3. SPOILS ARE CLAIMED

First, the Hero who defeated the challenge (dealt the last hit to the attacking Monster) captures it. He physically takes the card and adds it to his backpack. This can be traded for soul tokens while in Urgh-Nasir (or used as a companion*). (see souls page___)

**Certain Monsters, after they have been captured, can be 'pursued' by paying them currency or simply doing them a favor (miniquest) to become loyal companions.*

Then, all victorious Heroes (those who are still standing on the battlefield) must decide how to split the loot. The Heroes may come to any mutually agreed upon arrangement. However, if a mutual agreement cannot be reached, the Heroes will continue the fight (beginning with the involved hero next in Speed) until only one is left standing on the battlefield (all others have withdrawn). The victor claims all the loot.

WITHDRAWING: Heroes who withdraw, either before combat begins or as a result of being defeated, are not allowed to participate in any negotiations related to distribution of the loot.



2.7. Combat (how to fight)

2.7.1 WHEN THE HERO MOVES

On your combat turn...

1. You may perform any of the following actions as often as you like:

- ◆ Consume your equipped potion (potion effects are not stackable)
- ◆ Cast your equipped spell
- ◆ Use a skill (each skill is only usable once per combat)
- ◆ Activate your companion (your companion can be activated each turn)
- ◆ Play a God card (Gods do not need to be equipped to use them. Revive Gods can be played at any time for anyone, including companions)
- ◆ Play a Master of Dreams card (MoD cards do not need to be equipped to be used . There are 5 MoD cards that can be won during the game from the Master of Dreams minigames)

2. ATTACK! Choose a target and deal damage to it equal to your attack value.

If the target has retaliation value, you immediately receive damage equal to that value (or drop one Endurance point instead). If the target has unspent Endurance points, your hit will deplete the target's Endurance points by 1 regardless of your damage.

Attacking a target with your Hero concludes your turn.

WEAPONS: High grade weapons and armors may have debuffs or buffs that are activated automatically on the specified target as soon as the Hero attacks the target.

FURY DAMAGE: If a Hero's weapon is imbued with 'Fury' then it will ignore the Endurance points and will hit directly in the target's HP.



2.7. Combat (how to fight)

2.7.2 WHEN THE MONSTER MOVES

The monsters will tear you to pieces if you think that they are simply there for target practice. Like any other Hero in the game, they have their own stats (HP, SPEED, DAMAGE, ENDURANCE) usually greater than what a single Hero could handle. Aside from that, on their turn, they hit all the attacking players at once with a normal attack and in addition to this they have three more attacks that they can use.

- ◆ **RETALIATION DAMAGE**
- ◆ **HATE DAMAGE**
- ◆ **SPECIAL ATTACKS**

There are several types of Monsters encountered while adventuring. The usual type who comes at you alone screaming at the top of its lungs, the gang type who may call each other in battle to reinforce their parties, the guardians who are sophisticated and powerful beings safeguarding forgotten sites, the vicious rampaging Gods who will take Heroes prisoners or even worse, eliminate them from the game and last but not least, Darva, the supreme PvPvE challenge. A composite monster who revives its parts, stuns, slows, paralyzes and drains the life out the attackers in order to feast on their souls. Beware Hero, the realm is the Makers most prized creation but it is as deadly as it is beautiful.

Capturing monsters (dealing the last hit) may enable you to actually befriend or buy the monster's loyalty. It might even fight for you next time! Companions do not take damage from normal monster attacks, but they do take retaliation damage if they attack a target with a retaliation value. If companions are present and active on their mat, a Hero may choose to transfer all incoming damage to his companion. Remember, some dead companions can be resurrected.

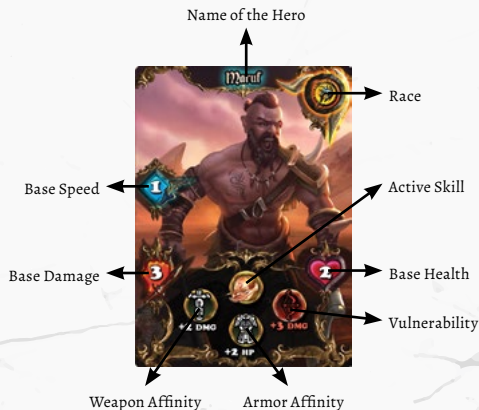


2.7. Combat (how to fight)



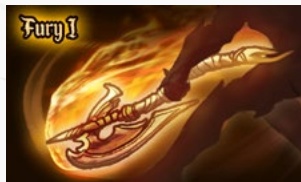
3.0. Heroes

Each player will draw or choose their Heroes at the beginning of each game. This Hero represents the player during the game. It cannot be changed or discarded once drawn.



- ♦ **Name of the Hero** — The Gods think names are only suitable for mortals.
- ♦ **Race** — There are four playable races in this version : Aedolas, Takan, Elisar and Basharii
- ♦ **Active Skill** — Every Hero has a unique skill that can be used in battle and upgraded to a second stage of power.
- ♦ **Base Health** — The basic number of hitpoints a creature may have. This particular stat determines how long will you be able to stay in combat before being defeated.
- ♦ **Vulnerability** — Some creatures have weak points. Our Hero will take 3 extra damage points each time he is hit by a BOW weapon.
- ♦ **Armor Affinity** — Equipping Maruf with a light armor type will add an extra 2HP to his total number of hitpoints on top of other bonuses.
- ♦ **Weapon Affinity** — Equipping Maruf with any two handed weapon will add an extra 2 DMG to his total number of damage points.
- ♦ **Base Damage** — The basic number of damage points a creature may have. This particular stat determines how fast you can finish off your adversaries on the battlefield.
- ♦ **Base Speed** — The basic number speed which determines how soon in a combat situation you will be able to make your move. The sooner the better.

3.0. Heroes



HERO SKILL

Each Hero has a unique ability which helps you advance in the game and defeat enemies on the battlefield. It has two levels of power: The first level is always available. The second level can be done while in the Urgh-Nasir city by spending a set number of Gold Soul Coins and sacrificing other important artifacts or even companions. It will not be cheap to improve your battle technique! Hero skills do not cost an action, but can only be used once per battle.

ABOUT ATTRIBUTES AND ARTIFACTS

The heroes can improve their basic stats (attack damage (DMG), healthpool (HP) and speed (SPD)) with cards they uncover by slaying monsters, completing quests or from the market.

Some cards provide permanent boosts and are always in effect, providing a constant boost to your Hero's stats. Others provide temporary boosts which last until they expire.



3.0. Heroes

3.1. Companions



Valikor — dedicated companion



Orikhal — capturable companion

Dedicated companions can be obtained from quests, ad-hoc auction shops or Urgh-Nasir Market. They can be used in combat as battle pets, sold and revived if killed when the Hero is visiting the Urgh-Nasir market.

Capturable companions can be obtained only in combat to monsters that bear the capturable icon. The Hero who applies the last hit that finishes the monster will have the option to capture it. Once captured it can be turned into a companion or used to attack other players (attack parties).

ATTACK PARTIES:

Can be formed using up to 3 captured monsters.

Take into account the fact that after each battle all the stats are reset to their original numbers.

Monsters lost in battle are removed from the game.

Before taking any other action, a Hero can use the captured monsters to send an attack party against another player. Battle starts immediately, the attack party is managed by the monsters owner. The defender can:

1. **Withdraw** — in which case he will not participate in the next battle

2. **Fight** — in which case

- ♦ if victorious he will continue the game without having his stats reset for the next battle/encounter
- ♦ he will lose his turn (1 Urgh-Nasir Day)

During your journey you will encounter several creatures who will be inclined to join your ranks. These creatures are called companions and they can be captured in battle, acquired by trade or drawn as rewards from completing certain quests.

Most of them are not revivable, meaning once they die in battle they get discarded. However, there are some very powerful creatures who can be brought back to life at the end of each battle.

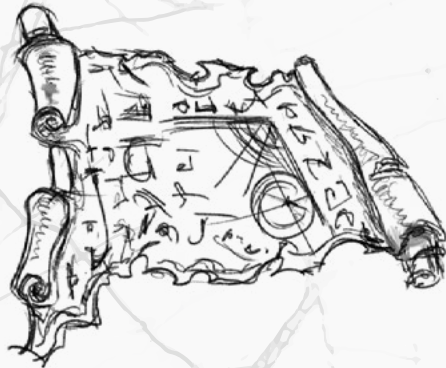


Rare, powerful and very hard to procure, a loyal and mighty companion can make the difference between losing or winning a fight.



Once you have obtained your companion, you can activate it by placing it to the right of your Hero Mat (in the companion slot). The rule for equipping companions is the same as equipping any other card. If you wish to keep it out of play simply place it in your backpack slot.

You cannot trade an active companion.



3.2. Monsters, Guardians, Bosses



A MONSTER

Typically found throughout the game stalking you, ambushing you or simply minding their own business, these are low to moderate threat level creatures. They can be challenged easily or sometimes will even join your ranks if certain conditions are met.

Monsters are sometimes Capturable and drop normal rewards.



A GUARDIAN

These creatures are not to be toyed with. Spawned by powerful magic forces, they will guard their objectives until their last breath (if they even breathe). Usually found in pairs or larger groups defending ancient structures where forgotten secrets lie buried. They will attack anyone who dares to set foot in their backyard.

Guardians are rarely Capturable and do not drop rewards.



A BOSS

Decided to test your strength or cunning against a mythical creature who will definitely bring an escort? Good luck to you... I'd strongly suggest that you bring a party of friends with you unless you want to experience the sour taste of defeat. There are two types of bosses — the ones you will find at the end of an optional quest (which you can skip if you wish, though you will forfeit the right to claim the drop), OR the ones directly related to the story of the game, which you must face in battle. Study the Monsterpedia (located on the website) to get valuable info and tips on how to defeat the creatures of Aiine. Each Boss has its own strengths and weaknesses.

Example of a capturable boss card

- a** Base damage — the amount of damage the creature deals when they hit.
- b** Last hit captures the monster — the hero who deals the last hit will take the creature card and can use it as a companion. Once active on the player mat hp, spd stats become obsolete. End replaces the hp. In the example 3x end means that the monster can be hit 3x times before being defeated — if active as a companion.
- c** Health — the amount of damage the monster can take before being defeated. (precapture).
- d** Speed — determines the monster's position in the combat order. (pre capture).
- e** Retaliation damage — everytime an attacker hits the monster, they receive this amount of damage.
- f** Weapon vulnerability — the creature takes extra damage from daggers.
- g** Monster type — Durghan is a guardian. They do not drop loot and rarely they can be captured. Guardians keep important artifacts safe and will engage in battle with anybody trying to take them.



3.4. Adventure Cards



EVENT AMBUSH

You will have to draw 3 random cards from the monsters deck and survive the challenge alone. Other Heroes may choose to join you but it is not mandatory for them to participate. Losing the battle means you won't participate in the next battle challenge. Winning the battle comes with great rewards from monsters and the ambush itself.



EVENT BONUS

You've stumbled upon a magic school. The wizards there are giving you a spell card and enable you to cast two spells during your next battle. In addition you can pick any other Hero to get the double spellcast bonus but this is up to you entirely. Use the secondary temporary bonus to cultivate alliances with other Heroes.



EVENT HIDDEN SHOP

You have discovered a hidden shop. Each hidden shop has particular artifacts according to the zone in which they are found. Place the card in the slot located between the Elisar and Basharii decks on the main mat. Search for the artifacts in the Custom Rewards Deck. Once found every Hero will have the opportunity to bid on their desired artifact. Shops will accept Gold Soul coins only, but you can always sell cards to other Heroes at this point.



LOCATION BATTLE CAMP

You have discovered a training camp. Here your Hero will acquire a permanent bonus which will be added to one of his basic stats. In addition you can pay 2 Gold Soul coins and enable another Hero of your choosing to get the bonus. You will keep the card to justify the increase of your stats. You can SELL/EXCHANGE the card to another Hero for any amount of gold OR any other trade or deal you might think of, but you will lose the bonus once the card leaves your possession.



MAJOR EVENT

Your party of Heroes got hit by a blizzard. For the next two days your party will struggle to survive without your armor equipped and with the debuffs present on the card. Place the cataclysm card in the slot between the Elisar and Basharii Adventure decks for the whole duration. *All exploration events and encounters drawn from the adventure decks will not be fulfilled except ambushes or monsters encounters.

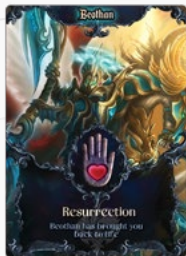
**Place the card back in the deck and shuffle it before drawing another. Repeat the process if a similar card is drawn again.*



EVENT OBELISK

You've stumbled upon an obelisk. For the next battle you can acquire a certain bonus which will become obsolete once the battle has ended. In addition you can pay 3 Gold Soul coins to buff your entire party of Heroes. All the bonuses obtained are temporary and valid only for the next battle.

3.4. Gods



PATRONS

Patron Gods are distributed randomly at the beginning of each game. They will grant you assistance one time during the game. Use this advantage wisely!

Many Patron Gods will revive your character in case of death. Others may grant certain one time favors or boosts. When you invoke your Patron God, return their card to the box and perform the effect. This may interrupt any point in the game (for example, if you die and are eliminated from the game, you may play your Patron immediately to prevent that death and not be eliminated, though you must still withdraw from combat if applicable).

You may invoke your Patron God to assist another player if you wish. In that case, still return your Patron God card to the box, but that player receives the benefit.



BENEVOLENT

Can be drawn from the Adventure Decks. Will help you in your quest to defeat Darva. Some of them will offer you immediate advantages, other will like to put you to the test in order to obtain those advantages.

Most of the times their rewards will be strategic spells or items that can be used outside combat in order to help or hinder the actions of another Hero. Use them wisely.

The quests you will have to fulfill in some cases are time sensitive and they start the moment you drew the card.



VENGEFUL

Not all the Gods will want you to defeat Darva. Some of them are ruthless beings with hidden agendas or have a personal grudge against mortals like you (especially since you are attempting to ascend to godhood yourselves).

The Hero who draws one of these encounters cannot refuse and cannot withdraw until a certain number of rounds passes. Beware, if any Hero is defeated in combat against a Vengeful God, they are immediately eliminated! If you manage to win, the reward is split as per normal combat rules.

One Exception: If all Heroes choose to help and fight the God, the God will flee. You have all chosen to stand unified: a gesture as powerful as any deity. In this case discard the God card and distribute the loot accordingly.





4.0. Items



Offensive items:

- Axes
- Swords
- Daggers
- Hammers
- Staves
- Bows

Type:

- One handed — normal damage (the ability to equip 2x weapons / very low defense)
- Two handed — higher damage (the ability to equip weapon and armor)
- Defensive items:
- Armors — Robe (magic advantages — very low defense)
- Armors — Light (assassin advantages — speed / moderate defense)
- Armors — Heavy (knight advantages — heavy defense / low speed)

WEAPONS



- a** Name of the weapon
- b** Type of the weapon
- c** Main on hit effect of the weapon
- d** Damage boost
- e** Secondary on hit effect
- f** Weapon's grade
- g** Tertiary effect - Passive
- h** Quaternary effect - Passive

4.0. Items

NOTE: A weapon's grade will dictate how many effects it will have. A normal weapon will only have passive effects while Ancient or Legendary items will have active and passive effects.

Can be sold for coins or traded freely.

ARMORS



- a** Name of the armor
- b** Type of the armor (robe, light, heavy)
- c** Primary effect (active)
- d** HP boost
- e** Secondary effect (active)
- f** Weapon's grade
- g** Tertiary effects - Passive
- h** Quaternary effects - Passive

NOTE: An armor's grade will dictate how many effects it will have. A normal armor will only have passive effects while Ancient or Legendary armors will have active and passive effects.

A Hero can equip one OFFENSIVE item in the "weapon" slot and one DEFENSIVE item in the "armor" slot. Alternatively a Hero may choose to equip two OFFENSIVE ONE HANDED items such as: A dagger and a sword. If equipped with two offensive items the player will add up the DMG of both items on the Hero mat and choose which active effects which active effects will accompany each hit. (Note that this 'glass cannon' strategy makes your Hero high on damage, but low on longevity.)

The OFFENSIVE items come with a speed boost which will influence how soon the Hero will play its turn once an action (AI) or any action required card has been drawn, while also influencing the general damage dealt by the Hero.

Only combinations of two ONE HANDED weapons are valid. Equipping two DEFENSIVE items (armor) is not possible.

High grade weapons and armors grant various bonuses (health/damage/immunities) or certain effects which are applied/activated on hit or on being hit such as stuns, retaliation damage, petrification, fear etc. (explained in the effects page).

Can be sold for coins or traded freely.

4.0. Items

4.1. Spells



- a Spell name
- b Hidden spell. If a card shows the red eyes icon then the owner of the card may keep it active and face down on the hero mat, rather than face up.
- c Spell effects

Spell scrolls are one time usage cards that can produce damage/healing or other type of effects upon an adversary (Hero/God/Monster/Companion) or upon the caster. Once a spell has been cast the card must be discarded.

Playing a Spellcard is not counted as an action and it will not end a Hero's combat turn. Without meeting special conditions, you will not be able to play a second Spell card during the same battle.

Spells are obtained by defeating monsters or completing quests. They can be sold for coins or traded freely.

4.2. Potions



The small advantages are the ones that will make a difference in a combat situation. The potions are used to buff the basic stats of your Hero or your Companion. Like spells, they can be used only one time and are then discarded.

There are a wide variety of effects: they can buff your basic stats for the duration of the battle or turn you into an immortal being for a set number of rounds...there are many possibilities.

Potions can be obtained from quests or as loot and can be sold for coins or traded freely.

4.1. Spells / 4.2. Potions

4.3. Skills



Skills are additions to a Hero's development. Each Hero comes with a specific skill that can be upgraded.

HERO SKILL

Hero skill can be used without consuming any action only one time per battle!

The skill card will be delivered with their corresponding Hero at the beginning of the game. This skill is untradeable and unsellable.

UPGRADING

You can upgrade the skill while in the Urgh-Nasir city (each 7th day) by paying 5x Gold Soul Coins (or 1 Black Soul Coin). Alternatively, you may instantly upgrade your skill if you have obtained the UPGRADE card advantage by completing a quest or looting the battlefield.

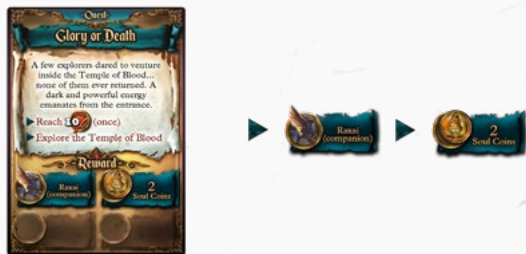


4.3. Skills



5.0. Quests and Aenigmas

Quest Cards can be obtained from the Adventure Decks, Rewards Deck, Custom Rewards Deck or the Urgh-Nasir market and have various levels of difficulty. A quest may have a maximum of 2 completion conditions and 4 distinct rewards.



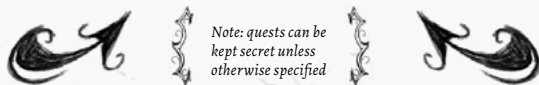
Arrow color corresponds with the color of the reward. In our case if a Hero reaches 10 DMG and explores the Temple of Blood can obtain both rewards.

EARLY TURN-IN: if a player meets only one condition he may choose to receive a single reward according to the condition that he has met.



In this case each Condition has its own set of rewards. Completing the Blue Condition will enable the player to receive 2 Reward Cards and one Gold Soul Coin. Completing the Red

Condition will enable the player to receive the Ghaar companion card and an additional four Gold Soul Coins.



STACKABLE CONDITIONS: if a player needs to kill any monster in a normal quest and a certain monster in an Aenigma quest he will be able to fulfill both requirements by killing a single monster (the certain monster from the Aenigma quest).



Aenigmas are secret quests which are drawn from a single pile that each player chose at the beginning of the game.

Although these quests do not offer immediate rewards, the first two Heroes who will finish completing all the quests in their pile will be greatly rewarded. Each of them will receive one very powerful item to aid them in their battles, including during the final battle against Death.

Aenigmas will challenge and modify the Heroes behavior towards one another during the adventure due to the very nature of these quests. You may be asked by Jhinariel to prove yourself and follow his commands in battle, in commerce or in spirit. You will have to be ruthless, greedy, merciful or loyal to your enemies... or friends.

All aenigmas must be kept secret and fulfilled as you go through the story of the game. With a few exceptions the game has no mandatory actions, so it is up to you if you want to complete a quest or not.

5.1. Urgh-Nasir Market, Trading and Upgrading



1. Find the Urgh-Nasir Deck and shuffle it.
2. Find the Day Tracker Token and place it in the first upper slot (left to right)
3. Pick the first card from the Urgh-Nasir Deck and place it in the first card slot on the mat. Repeat the process until all the slots are filled.

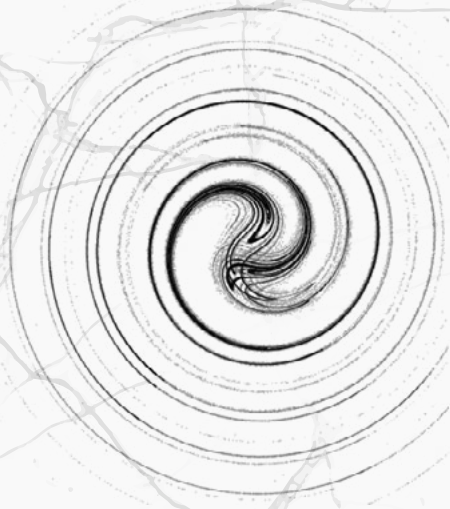


5.1. Urgh-Nasir Market, Trading and Upgrading

How does the market work?

- ♦ Each time a player concludes their turn they will move the Day Tracker Token into the next slot to the right. Once the Day Tracker Token is placed in the 7th slot, players may pause the main adventure and come to bid on the items that are listed on the market. The items available on the market : Companions, Armors, Weapons, Spells, Potions, Special Quests or Map Shards.
- ♦ The starting bid for each auction is listed below each card slot. Players can freely bid on every available item as long as they have the coins to do so.
- ♦ Additional trades between players are allowed without any penalties.
- ♦ Players can freely Auction/Sell the items acquired during their adventures.
- ♦ Hero skills can be upgraded **ONLY** while visiting the market.
- ♦ Special companions killed during battles can be resurrected.

Trading is a free action in Heroes & Gods. Before starting their turn a Hero can freely trade with other Heroes without penalty. Upgrading and companion resurrection are done only when visiting the Urgh-Nasir city. follow the instructions written on each card.



5.1. Urgh-Nasir Market, Trading and Upgrading

5.2. Combat with Monsters

Unique mechanics come into place when combat starts. First of all let's review the basic stats:



SPEED: Used while in combat. Highest speed number moves first (the player who engages first in combat will move first regardless of his SPD)

RETALIATION: Hitting a creature which has retaliation damage mean you are going to take that amount of damage for each hit you apply.

DAMAGE: your hitting power. The higher the better.



ENDURANCE: blocks incoming damage regardless of the damage amount. No matter the damage inflicted upon hit a single endurance point will be deducted per hit. END is always deducted first. Once the END points are depleted than incoming damage amounts will be subtracted from the health pool.

HEALTH: your vitality, what keeps you on your feet. Once depleted you must withdraw from combat OR in case of specific confrontations, eliminated from the game. (See elimination)



5.2. Combat with Monsters

MONSTER SLOTS AND COMBAT SEQUENCE



There are two types of battlefields. The first one is used during the Adventure and it can accommodate a maximum number of 3 simultaneous foes. The second type is the final battle which has a higher number of participating creatures.

- A** The main monster slot. If a single monster is in combat then it will be placed in this slot and his stats will be tracked with the main stats tracker with the help of specific tokens.
- B** **C** The secondary monster slot and the tertiary monster slots are used when more than a monster are present on the battlefield. If there is no clear designation of slots (guardians always have a monster party leader which will occupy the main monster slot automatically) players can choose the sequence of combat and designate the main monster, secondary and tertiary.
- D** While the main monster will be wreaking havoc on the battlefield and taking damage from the Heroes, the secondary and tertiary monsters will be active and participate in combat as per their SPD number ONLY IF they have Endurance points available. Players can hit ANY monster from the combination. When END points are depleted and the main monster slot is still occupied by another creature the secondary or tertiary monsters will become inactive until they will each be moved in the main slot and resume combat using the basic stats written on their card.
- E** **F** **G** **H** Have the same mechanic applied to them as the secondary and tertiary monsters slot.

5.2. Combat with Monsters



6.0. Player Actions Explained

Heroes & Gods: The Master of Dreams is a sandbox RPG boardgame. We have strived to produce a game that offers freedom, where little or no luck is involved, where you can build your own story each time you play the game.

During the Adventure phase you can freely trade without any restrictions or rules. Everything that can be traded will be traded in the game, including promises and armed help. Pay attention though the game is competitive, your allies can become enemies easily.

In combat the Hero can use temporary and permanent advantages as they see fit. There are no restrictions when it comes to how big your backpack should be. Having more than one setup to use will come in handy and it will add points to your strategy and enable you to win the game. Pay special attention to weapon and armor sets, high grade potions, forgotten spells and companions. They alone can turn the tides in a losing battle.

Collaborate with the other players, work together to better your setups, overcome powerful creatures on the battlefield by assuming different roles. A hero can be built and rebuilt as many times as it is required. Become the healer in battle where a healer makes sense, re-equip your Hero for the next battle to become the damage dealer or the tank. It is all in your hands!



6.0. Player Actions Explained

6.1. List of Effects (buffs/debuffs)



BUFFS:

- ◆ Heal
- ◆ Haste
- ◆ Power Surge
- ◆ Assassin
- ◆ Remedy
- ◆ Elysian Shield
- ◆ Carapace
- ◆ Umbra
- ◆ Sanctify
- ◆ Bloodthirst
- ◆ Vigilant
- ◆ Hawksight
- ◆ Stronghold

DEBUFFS:

- ◆ Provoke
- ◆ Stun
- ◆ Charm
- ◆ Fear
- ◆ Petrify
- ◆ Blind
- ◆ Slow
- ◆ Disarm
- ◆ Paralyze
- ◆ Sleep
- ◆ Shatter Armor

DISCLAIMER. The rulebook is not final, it may contain errors or older information. We are working toward a final version. Please contact us with any question that you might have! We'd like to know your opinion on how to improve our work, the game and ultimately the most important thing your experience!



6.1. List of Effects (buffs/debuffs)

6.2. Lore



Fascinated by exploration, the tribes of Kan allied themselves with the Takros tribes and left to explore the southern part of the realm under the guidance of Beothan. Reaching the western shore line and with the help of Beothan himself they have built the three magnificent Arks that would lead them to the Great Islands: Lyros, Mykon and Yanti.

The race of Takan was born in these islands and forged on expeditions beyond the borders of the known realm. Navigators, explorers, cartographers and fierce warriors, they value pure combat and rough damage over spells and ethereal wisdom.



The Hogrid denothars, Urkum briras, and Zagridum shades forged war pacts long before the other tribes even knew of their existence. Based on war, slavery, and obedience until death, these three tribes came under the cursed eye of Yadomir, the most cunning and vile of the lesser Gods. He captured their rulers and ordered them to fight to the death, promising the victor eternal life and the power to rule over the three tribes united. The most fearsome of them all, Bloodlord Yaadir, lay the severed heads of his former allies at Yadomir's feet.

He was chosen to receive his gift right there. Dark red energies shot up from Yadomir's hands, engulfing Yaadir and liquifying his body and soul, who turned into a screaming blob of blood, smashed bones, and captive dreams. He then trapped it into the layers of a magical armor, bringing Yaadir to life a second time, as his loyal servant.



Torn by the conflicts and constant clashes of the tribes, the great healer Riela gathered around him the most peaceful beings he could find and started the journey to the northern mountains where it was said that the Elyors, a race of white-winged beings, settled a long time ago. Chased by the Hogrid tribes, they took refuge high up into the mountains where, during a deadly blizzard, they discovered the ancient Elyor city of Andara.

The survivors of Riela's party were welcomed inside the city and the winged Elyors tended to their wounded using a form of magic nobody had ever seen before. The city itself, protected by the ancient magic of the Elyors, remained hidden from the eyes of the attackers. In time, a strong alliance, based on true friendship between the two people, helped forging the noble race of the Elyasar.



"Narofal eved sicno elem Enta"—seek the elements for they can be your only true friends. Those are the words carefully chiseled on the white headstone of Arkissal the Supreme. Finding a hidden path into the high mountains of Korith, the Aedolas started the shortest tribal exodus in history. After a week into the mountains, their scouting party discovered the ruins of the Hall of Dreams, a temple dedicated to teaching mortals about the Grandor realm, which seemed to be built by the Makers.

Exploring the ruins, young Arkissal got lost and decided to spend the night away from the camp. Scared by the howls of the night stalkers, he sneaked into an open crypt, which closed shut as soon as he got inside, trapping him in a trance for a hundred years. While in trance, he learned through dreams about ancient knowledge and he managed to unlock the secrets of all the primordial elements, making him the greatest Aedolas mage of all times.

He woke up a hundred years later to find that his people had started the construction of the most magnificent settlement ever known to mortals, the magical city of Aada'Korith.