

Page 0- Front Cover

Page 1- The Fall of Vefariheim

- Long before mortals spoke words of power they did not understand, there was the Veyra — the living weave of Power, Wisdom, Chaos, and Life itself. For an age, humankind served as its steward. They were gifted with choice — to preserve balance or to grasp for dominion. They chose dominion. The Threads were bled. The Loom faltered. Magic curdled. The skies tore. Now the Questweavers speak a bitter truth: Mankind has failed Vefariheim. Salvation will not come from kings or conquerors, but from those once cursed as monsters.

Vampires

Werewolves

Dragons

Trolls

Each faction comes for its own reasons. None are innocent. All are bound to the same Thread. Vefariheim trembles — frayed, but not yet broken. Will you mend the weave... or watch it unravel?

Page 2- Components

- 28 quest cards
- 28 character cards
- 28 spell cards
- 24 item cards
- Set up cards quests and items
- 50 double sided tokens
 - 20HP
 - 10 power
 - 10 wisdom
 - 10 chaos
- Victory point tracking card
- Rulebook
- Player reference cards

Page 3- Card Types

- Character cards
 - Characters represent creatures from a faction and are deployed to your quest party.
- Spell cards
 - Each character has mastered a spell. Spells are used as actions or interrupts. Return to the bottom of the spell deck once resolved.
- Item cards
 - Items may be used by any character. items always count as actions. discard after use.
- Quest cards
 - Each quest requires power, wisdom, and chaos greater than or equal to for completion. Gain the vp value and select the “a” or “b” option to complete.

	<p>CHARACTER CARDS</p> <p>1 NAME 5 HEALTH 2 POWER 6 ACTION 3 WISDOM 7 BIO 4 CHAOS 8 FACTION/CLASS</p>		<p>ITEM CARDS</p> <p>1 NAME REMINDER- ITEMS CAN BE PLAYED BY ANY FACTION 2 ABILITY 3 BIO 4 MODIFIER</p>
<p>QUEST CARDS</p> <p>1 STAT REQUIREMENT 5 BIO 2 VICTORY POINTS 6 CHOICE 3 SYNERGY TYPE BONUS 4 NAME</p>		<p>SPELL CARDS</p> <p>1 NAME 5 SYNERGY BONUS 2 FACTION 6 BIO 3 MODIFIER REMINDER- SPELLS ARE FACTION SPECIFIC. 4 ABILITY</p>	

● Page 4- Setup Instructions

- 1 SEPARATE THE CARDS**

DIVIDE YOUR CARDS INTO DECKS OF CHARACTERS, SPELLS, ITEMS, AND QUESTS.
- 2 BUILD YOUR CHARACTER ROSTER**

SELECT 10 CHARACTERS FOR YOUR TEAM.
3 PLAYERS- 9 CHARACTERS
4 PLAYERS- 7 CHARACTERS

DRAFT METHOD- PLAYERS TAKE TURNS SELECTING CHARACTERS 1 AT A TIME.
RANDOM METHOD- SHUFFLE ALL CHARACTERS AND DEAL RANDOM TO EACH PLAYER
- 3 BUILD YOUR SPELL DECK**

EACH CHARACTER HAS A MATCHING SPELL (NAME PRINTED ON BOTTOM). FIND THE SPELLS MATCHING YOUR DRAFTED CHARACTERS. SHUFFLE THEM TO FORM YOUR PERSONAL SPELL DECK.
- 4 PREPARE THE QUEST DECK**

SHUFFLE ALL 28 QUESTS. RANDOMLY SELECT 20 TO FORM THE QUEST DECK. REVEAL 3 FACE UP — THESE ARE THE ACTIVE QUESTS.

Page 5- Play Area ✓



Page 6- Overview ✓

- Questweaver: Synergy Unbound is played over a series of rounds. Players take turns clockwise. On your turn, you complete the following four phases in order:
 - Deployment Phase
 - Action Phase
 - Quest Phase
 - Reset Phase
- After completing all four phases, your turn ends and play passes to the next player.

- Objective
 - Earn the most Victory Points (VP) by completing Quests using your Characters, Spells, Items, and strategic synergies.
- End of the Game
 - The game ends immediately when the Quest Deck is empty AND all remaining Active Quests have been completed.
 - The player with the most VP wins.
- Tie Breakers
 - If two or more players are tied in VP:
 - The tied player who completed the most Quests wins. If still tied, compare the total Power among each tied player's completed Quests.
 - If still tied, compare total Wisdom.
 - If still tied, compare total Chaos.
 - If still tied, the victory is shared.

Page 7- Deployment and Action

- Deployment Phase
 - Play 1 Character from your hand into your Quest Party.
 - Characters represent heroes, creatures, and figures from each Faction.
 - Characters are deployed into your Quest Party to use abilities (Action Phase) and complete Quests (Quest Phase.)
 - No limit to Quest Party size.
 - You may never exceed 3 Characters in hand.
 - After deploying:
 - Check Class Synergy.
 - Check Faction Synergy.
- Action Phase
 - You may take a number of Actions equal to the number of Characters currently in your Quest Party.
 - Example: If you have 4 deployed Characters, you may take up to 4 Actions.
 - Character Ability
 - To show a Character has used its Action ability, tilt the card 45°.
 - If labeled as an Interrupt, it may be used at any time and does not count toward your Action limit.
 - Item
 - Learn Spell
 - Cast Spell

Page 8- Combat, Items, and Spells

- Combat & Damage
 - Only Characters in a Quest Party may:
 - Attack
 - Be targeted by abilities
 - Be targeted by Items or Spells

- Be affected by Quest choices
 - Use HP tokens to track damage.
 - If a Character reaches 0 HP, it is KO'd and placed in your Character Discard Pile.
- Items
 - To use an Item, follow the text on the card.
 - All Items are Actions.
 - Items count toward your Action limit.
 - Items may be used by any Faction.
 - Items are discarded after use.
 - Hand limit: 3 Items.
 - If you would gain a fourth Item, you must immediately:
 - Discard down to 3
- Spells
 - As an Action, you may discard 2 Items from your hand to draw 1 Spell into your hand.
 - Cast Spells
 - To use a Spell, follow the text on the card.
 - Spells may only be cast by the matching Faction.
 - Spells may be used as Actions (counts toward your Action limit).
 - If labeled as an Interrupt, they may be used at any time and do not count toward your Action limit.
 - Spell Synergy
 - If the Character casting the Spell matches the name printed on the bottom of the Spell Card, apply that Spell's Synergy Bonus.
 - Hand limit: 3 Spells.
 - If you would gain a fourth Spell, discard down to 3.
 - After resolving a Spell, place it face up at the bottom of your Spell Deck.

Page 9- Quest and Reset 

- Quest Phase
 - Check the total Power, Wisdom, and Chaos of your Quest Party.
 - If your totals meet or exceed the requirements of one of the 3 Active Quests, you may declare a Quest completion attempt.
 - Opponents may interrupt after you declare a Quest completion attempt. An Interrupt modifies totals before completion.
 - If no Quest is completed, proceed to the Reset Phase.
 - Completing a Quest
 - When you complete a Quest:
 - Read the Quest text aloud.
 - Choose **A** or **B**.
 - Gain the listed VP (including any bonuses).
 - Draw 1 Item (unless otherwise stated).
 - Place all participating Characters into your Character Discard Pile.
 - Discard used Items appropriately.
 - Place the completed Quest into your Victory Pile.

- Check for Quest-related Synergy bonuses.
 - Reveal a new Quest from the Quest Deck to maintain 3 Active Quests (if possible).
- Reset Phase
 - Draw until you have 3 Characters in hand.
 - When your Character Deck runs out, shuffle your Character Discard Pile to form a new Character Deck.
 - Your turn ends.

Page 10- Types of Synergy

- Class Synergy
 - Class Synergy is activated when 3 deployed Characters of the same Class are in your Quest Party.
 - When activated, apply the following bonuses:
 - 3 Warriors- Grant +1 Power to 3 different characters in the Quest Party.
 - 3 Sentinels- Grant +1HP to 3 different characters in the Quest Party.
 - 3 Sorcerers- Grant +1 Chaos to 3 different characters in the Quest Party.
 - 3 Strategists- Grant +1 Wisdom to 3 different characters in the Quest Party.
 - Class Synergy remains active only while 3 Characters of that Class remain deployed in the Quest Party. If the number drops below 3, the Synergy immediately ends. Only one Class Synergy may be active per Quest Party at a time.
- Quest Synergy
 - Quest Synergy rewards completing similar Quests in succession.
 - Each Quest has a dominant trait, determined by the highest stat requirement printed on the Quest Card:
 - Power
 - Wisdom
 - Chaos
 - If you complete two Quests in succession with the same dominant trait, you gain the listed Quest Synergy bonus (see Quest Card).
 - If a completed Quest does not share the same dominant trait as the previous Quest you completed, no Quest Synergy bonus is awarded.
 - Quest Synergy checks only the most recently completed Quest in your Victory Pile.
- Faction Synergy
 - Faction Synergy is activated when 3 deployed Characters of the same Faction are in your Quest Party.
 - When activated, apply the following bonuses:
 - 3 Vampires, Siphon- The first time this party deals damage each turn, drain 1 stat from a single character in another party. Triggers once per turn. Does not trigger from self-inflicted damage.

- 3 Werewolves, Pack- The first time this party deals damage each turn, deal an additional 1 damage to the same target. Triggers once per turn. Does not stack with multiple damage instances.
- 3 Dragons, Inferno- The first time this party deals damage each turn, the opposing player discards 1 Item from their Quest Party. Triggers once per turn. Does not stack with multiple damage instances.
- 3 Trolls, Regenerate- A Troll may heal +1 HP to any Troll in the Quest Party. Triggers once per turn. Does not stack with multiple healing instances.
- Faction Synergy remains active only while 3 Characters of that Faction remain deployed in the Quest Party.
- If the number drops below 3, the Synergy immediately ends. Only one Faction Synergy may be active per Quest Party at a time.
- Spell Synergy
 - Unlike Items, which may be used by any Character, Spells are Faction-specific.
 - Any Character of the matching Faction may cast a Spell.
 - However, a Spell gains an additional Synergy Bonus if it is cast by the Character whose name appears on the bottom of that Spell Card.
 - This represents mastery of that Spell.
 - Spell Synergy applies only when:
 - The casting Character matches the name printed on the Spell.
 - The Spell resolves successfully.

Page 11- multiplayer

- Questweaver is traditionally set up for 1 on 1 competition. If you wish to play solo, three players, or four players, see the following adjustments.
- 3 Player Free-for-All
 - Each player drafts 9 Characters. Each player builds a 9-card Spell Deck. All other standard setup rules apply.
 - Leader Targeting Rule (3–4 Player FFA Only)
 - Whenever an effect requires you to apply a penalty to another player, target an opponent with a negative effect, cause HP loss, discard, or VP loss, you must target the player with the highest current VP. If multiple players are tied for highest VP, the acting player chooses among them. This Rule Does NOT Apply To positive effects, effects that affect all players, self-targeted effects, or effects that specifically name a target.
- 4 Player Free-for-All
 - Each player drafts 7 Characters. Each player builds a 7-card Spell Deck. All other standard setup rules apply.
 - Leader targeting rule applies.
- 4 Player 2v2 Team Mode
 - In Team Mode, form teams of two. Each player drafts 7 Characters. Each player builds a 7-card Spell Deck.
 - Each player maintains their own Character Deck, Spell Deck, Character Discard Pile, and Hand (including items when drawn.)

- Each Team shares one combined Quest Party, one shared Victory Pile, one shared VP total.
- Turn order alternates between teams: Example: A1, B1, A2, B2
- Leader Targeting Rule does not apply in 2v2 Team Mode.

Page 12- Solo Mode

- SOLO MODE- VS the Rival
 - Uses 10 Characters and builds a Spell Deck from matching Spells.
 - Plays from the top of its Rival Deck. The Rival does not have a hand. The Rival Deck functions as both its Character and Action source.
 - The Rival follows the same four phases using automated rules.
 - Rival Deployment Phase
 - Reveal the top card of the Rival Deck.
 - If it is a Character:
 - Deploy it to the Rival's Quest Party.
 - If it is a Spell:
 - Resolve it following Spell rules below.
 - Rival Action Phase
 - The Rival may resolve Actions equal to the number of Characters in its Quest Party.
 - If multiple options are available, use the following targeting priority:
 - Highest Power
 - If tied → Highest Wisdom
 - If tied → Highest Chaos
 - Character Abilities
 - If a deployed Rival Character has an Action ability that can legally target you, it must be used.
 - Interrupts trigger automatically when conditions are met.
 - Rival Items
 - When the Rival completes a Quest and draws an Item:
 - Resolve the Item immediately if possible.
 - If it cannot be resolved, set it aside in the Rival play area.
 - Set-aside Items are resolved as soon as a legal target exists.
 - After resolving 2 Items:
 - Draw 1 Spell from the Rival Spell Deck.
 - Shuffle that Spell into the Rival Deck.
 - The Rival only gains Spells through the 2-Item trigger and does not otherwise draw from its Spell Deck, unless stated on a card that a spell is gained.
 - Rival Spells
 - If a Spell is revealed from the Rival Deck:

- If a matching Faction Character is deployed, resolve it.
- If not, set it aside face up.
- When a matching Faction is later deployed:
 - Immediately resolve the set-aside Spell before continuing.
- After resolving a Spell:
 - Place it on the bottom of the Rival Spell Deck.
- Rival Quest Phase
 - If the Rival's Quest Party meets or exceeds the requirements of an Active Quest, it must complete a Quest.
 - If multiple Quests are possible:
 - Choose the Quest worth the most VP.
 - If tied, choose the Quest with the highest total stat requirement.
 - When resolving Ⓐ or Ⓑ:
 - Choose guaranteed VP over gamble-based effects.
 - If both are guaranteed, choose the higher VP reward.
 - After completion:
 - Place Rival Characters into the Rival Discard Pile.
 - Place the Quest into the Rival Victory Pile.
 - Reveal a new Quest if possible.
- Rival Reset Phase
 - The Rival does not draw cards.
 - If the Rival Deck runs out, shuffle the Rival Discard Pile to form a new Rival Deck.

Page 13- glossary **need to add siphon, pack, inferno, regenerate to canva doc**

Action- A type of ability used during the Action Phase. Actions count toward the number of Actions allowed by the number of Characters in your Quest Party.

Active Player- The player whose turn it currently is. When resolving simultaneous effects, the Active Player resolves their effects first unless otherwise specified.

Active Quests- The three face-up Quest Cards available to be completed. If a Quest is completed, immediately reveal a new Quest (if available) to maintain three Active Quests.

Chaos- A stat representing unpredictability and disruption. Your total Chaos must meet or exceed a Quest's Chaos requirement to complete it.

Character- A card representing a hero, creature, or figure from a Faction. Characters are deployed into your Quest Party to complete Quests.

Character Deck- Your personal deck of 10 selected Characters. When empty, shuffle your Character Discard Pile to form a new Character Deck.

Character Discard Pile- The pile where KO'd or Quest-completing Characters are placed.

Class- The role a Character plays within a Faction. The four Classes are: Warrior, Sentinel, Sorcerer, Strategist. If 3 deployed Characters of the same Class are in a Quest Party, Class Synergy activates.

Class Synergy- A bonus granted when 3 deployed Characters of the same Class are in a Quest Party.

Warriors → +1 Power to three different Characters

Sentinels → +1 HP to three different Characters

Sorcerers → +1 Chaos to three different Characters

Strategists → +1 Wisdom to three different Characters

Only one Class Synergy may be active per Quest Party at a time.

Deployed- A Character that has been played from your hand into your Quest Party.

Faction- One of the five major groups in the game: Vampires, Werewolves, Dragons, Trolls. Each Faction has a unique Faction Synergy ability.

Faction Synergy- A special ability activated when 3 deployed Characters of the same Faction are in your Quest Party. Faction Synergy remains active only while the requirement is met.

Health Points (HP)- A measure of a Character's endurance. When a Character reaches 0 HP, it is KO'd.

Inferno- Dragon Faction Bonus. The first time this party deals damage each turn, the opposing player discards 1 Item from their Quest Party. Triggers once per turn. Does not stack with multiple damage instances.

Interrupt- A type of ability that may be used at any time, including during another player's turn. Interrupts do not count toward your Action limit.

Item- A card representing equipment or relics that grant stat bonuses or special effects. Items are Actions. Items may be used by any Character. Items are discarded after use. Two Items may be discarded to learn a Spell. Hand limit: 3 Items.

KO (Knocked Out)- When a Character's HP reaches 0. The Character is placed in your Character Discard Pile. (Challenge Mode: You lose VP equal to that Character's printed starting HP.)

Pack- Werewolf Faction Bonus. The first time this party deals damage each turn, deal an additional 1 damage to the same target. Triggers once per turn. Does not stack with multiple damage instances.

Power- A stat representing physical strength. Your total Power must meet or exceed a Quest's Power requirement to complete it.

Quest- An objective that players attempt to complete to earn Victory Points (VP). Three Quests are active at a time.

Quest Deck- The deck of 20 randomly selected Quests used in a game.

Quest Party- All deployed Characters under a Questweaver's control.

Quest Synergy- A bonus awarded when two completed Quests in succession share the same dominant stat (Power, Wisdom, or Chaos).

Questweaver- The role of the player. A Questweaver recruits Characters and leads them on Quests to restore balance to Vefariheim.

Regenerate- Troll Faction Bonus. A Troll may heal +1 HP to any Troll in the Quest Party. Triggers once per turn. Does not stack with multiple healing instances.

Reset Phase- The final phase of your turn. Draw until you have 3 Characters in hand.

Sentinel- A defensive Class specializing in protection and endurance.

Siphon- Vampire Faction Bonus. The first time this party deals damage each turn, drain 1 stat from a single character in another party. Triggers once per turn. Does not trigger from self-inflicted damage.

Sorcerer- A magic-focused Class specializing in Chaos and Spell interaction.

Spell- A Faction-specific card that creates a powerful one-time effect. May be cast only by a Character of the matching Faction. May be an Action or an Interrupt. Gains a Spell Synergy bonus if cast by the named Character. Hand limit: 3 Spells.

Spell Synergy- The bonus effect applied when a Spell is cast by the Character whose name appears on that Spell Card.

Strategist- A tactical Class specializing in Wisdom and clever advantages.

Synergy- A bonus effect that activates when specific conditions are met (Faction, Class, Spell, or Quest alignment).

Vefariheim- The world in which Questweaver takes place.

Veyra- The mystical weave of Power, Wisdom, and Chaos that binds Vefariheim together.

Victory Pile- The face-up pile of Quests a player (or team) has completed. Used to determine VP totals, Quest Synergy, and tie-breakers.

Victory Points (VP)- Points earned primarily by completing Quests. The player with the most VP at the end of the game wins.

Warrior- A combat-focused Class specializing in Power and direct confrontation.

Wisdom- A stat representing knowledge and insight. Your total Wisdom must meet or exceed a Quest's Wisdom requirement to complete it.

Page 14- Faction Lore

Vampires- Ancient and calculating, the vampires of Vefariheim master the game of eternity through cunning schemes and dark sorcery. Their pursuit of wisdom above all else make them formidable manipulators, bolstered by unnatural health and deadly power.

Werewolves- Feral and fearless, werewolves surge with primal energy beneath the full moon. Guided by instinct and driven by chaos, they endure through sheer health, unleash devastating power, and possess a surprising wisdom born of the wild.

Dragons- Majestic and merciless, dragons rule from volcanic peaks and scorched skies. Their dominance stems from overwhelming power, enduring health, ancient wisdom, and the volatile chaos of fire and fury.

Trolls- Stubborn and unyielding, trolls are mountain-born juggernauts who crush obstacles with brute force. Fueled by immense health and primal power, they also tap into unpredictable chaos and a surprising depth of ancient wisdom.

Page 15- **INSIDE BACK COVER** 
TURN FLOW

- a. **Deployment**
 - i. Play 1 Character
Check Synergies
 - b. **Action**
 - i. Actions = Quest Party size
Items = Actions
Spells = Action or Interrupt
2 Items → Draw 1 Spell
 - c. **Quest**
 - i. Totals must meet or exceed all 3 stats
Gain VP immediately
Apply Quest Synergy
Discard participants
 - d. **Reset**
 - i. Draw to 3 Characters
- 2. COMBAT**
- a. Only deployed Characters may attack or be targeted
Damage reduces HP
0 HP = KO
Remove attached Items
Recalculate Synergy immediately
 - b. Damage applies before KO resolution.
- 3. SYNERGY SUMMARY**
- a. **Class Synergy (3 of same Class)**
 - i. Warriors → +1 Power each
Sentinels → +1 HP each
Sorcerers → +1 Chaos each
Strategists → +1 Wisdom each
 - ii. (Only one Class Synergy per Party.)
- 4. Faction Synergy (3 of same Faction)**
- a. Vampires → Siphon
Werewolves → Pack
Dragons → Inferno
Trolls → Regenerate
 - b. (Only one Faction Synergy per Party.)
- 5. Spell Synergy**
- a. If the Spell caster matches the name on the Spell card → gain bonus.
- 6. Quest Synergy**
- a. Complete two Quests in succession with the same dominant trait → gain bonus.
- 7. TARGETING (3–4 Player FFA)**
- a. Negative effects must target the highest-VP player.
- 8. ZONE REMINDERS**

- a. Characters → Discard after Quest or KO
- Spells → Bottom of Spell Deck
- Items → Item Discard
- Quest → Victory Pile

9. TIE BREAKERS

- a. Most Quests
- b. Highest Power total (completed Quests)
- c. Highest Wisdom
- d. Highest Chaos

10. RULE PRIORITY

- a. Card text overrides rulebook.
- b. Effects resolve fully before new effects begin.

Page 16- Back Cover Quick View

BACK COVER

1. Quick Turn Reference

2. Turn Sequence

- a. **Deploy** 1 Character
 - Check Class Synergy
 - Check Faction Synergy
- b. **Actions**
 - Take Actions equal to Characters in your Quest Party
 - Tilt used cards 45°
 - Interrupts may be played at any time
- c. **Quest**
 - Compare total Power / Wisdom / Chaos
 - Meet or exceed a Quest to complete it
 - Choose **A** or **B**
 - Gain VP
 - Draw 1 Item (unless stated otherwise)
 - Discard participating Characters
- d. **Reset**
 - Draw back to 3 Characters in hand

3. Hand Limits

- a. 3 Characters
- 3 Items
- 3 Spells

4. KO Rule

- a. At 0 HP → Discard Character
- Challenge Mode: Lose VP equal to printed HP

5. Game End

- a. Quest Deck empty
- b. All Active Quests completed
- Highest VP wins



vampire



werewolf



dragon



leshen



troll



warrior



sentinel



sorcerer



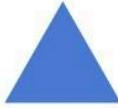
strategist



power



wisdom



chaos



health HP



victory points VP