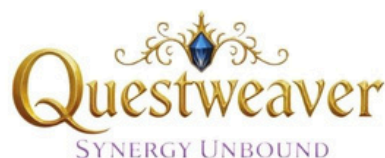


Setup Instructions

1. Select your ten characters. (two options)
 - a. Take turns selecting your characters one at a time.
 - b. Shuffle all characters and deal ten random.
2. Locate the spells that match each character's synergy and shuffle them to create your personal spell deck.
3. Shuffle the quest deck and create a deck of 25 quests.
4. Shuffle the items and create the item deck (24 cards total.)
5. Place double sided tokens where all players can reach them
6. Each player shuffles their characters and draws three.
7. Decide first player by adding all character power together. The highest total power goes first. If tied add total wisdom. If still tied add total chaos.



Turn Structure

Deployment Phase.

1. Play a character from your hand. Limit 3 characters in your hand at any time.
 - a. Check for character class synergy. (3 warriors, 3 sentinels, 3 sorcerers, 3 strategists.) Award the correct bonus if needed.

Action Phase.

1. Use a character abilities, items, or spells.
2. You may use the same number of actions as the number in your questing party.
 - a. To use a character ability, tilt the card at a 45 degree angle to show the ability has been used. Actions are used during your turn. Interrupts are used during another player's turn.
 - b. To use an item, follow the directions on the card. Limit 3 items in your hand at any time. Interrupt items can be used outside the action phase.
 - c. To use a spell, follow the directions on the card. The spell gains a synergy bonus if used with the correct character. Limit 3 spells in your hand at any time. Spells can be used as an action or interrupt.

Turn Structure Continued

Quest Phase.

1. Check to see if your character(s) power, wisdom, and chaos are greater than or equal to the stats on the quest card.
2. If a quest is completed...
 - a. Read the text aloud and decide your quest choice.
 - b. Add the correct number or victory points based on your choice to your score card.
3. Draw an item card into your hand.
4. Place the characters that completed the quest in your character discard pile. Place the quest into your victory pile.
5. At this time, you may discard two items in your hand to learn a spell. Draw a spell from your spell deck into your hand.

Reset Phase.

1. Draw back to three characters in your hand. However, if you were forced to discard or play a 2nd character, leaving only 1 left in your hand, draw back up to 2 characters. On your next reset, draw back up to 3.

Objective and Winning Conditions

Objective

1. Gain the most Victory Points (VP) by completing quests using your recruited characters, spells, and strategy.

Winning Conditions

1. The game ends when all 25 quests have been completed. The winner is the player with the most VP.
 - a. In the event of a tie, whoever completed the most quest will break the tie. If still tied (in a 3 player match) add up total power in the completed quests to determine the winner, and if needed add wisdom and chaos.

Combat and Damage

1. Characters may attack or be targeted by character abilities, items, spells, and quest choices.
 - a. Use the double sided +/- HP tokens if your character gains or loses HP.
 - b. If your character reaches 0 HP, they are knocked out. As a penalty, subtract the value of their starting HP from your current victory point total, and then add them to your character discard pile.

Types of Synergy

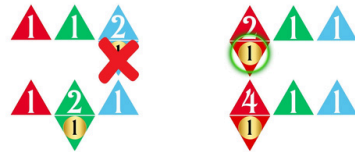
Faction Synergy- Each faction has their strengths that they do better than all others. Each faction specializes in power, wisdom, chaos, health, abilities, interrupts, or a combination of attributes.

Class Synergy- Class synergy is granted when 3 characters of the same class are in a party. 3 warriors gain +3 power. 3 sentinels gain +3 health. 3 sorcerers gain +3 chaos. 3 strategists gain +3 wisdom.

Spell Synergy- Unlike items that can be used by anyone, spell synergy requires that spells are faction specific. However, spells are given an additional synergy bonus if cast by the character who has mastered it. The character's name is printed on the bottom of each spell.

Quest Synergy- Quest synergy bonuses are awarded when completing specific types of quest in succession. Quest type can be determined by looking at the dominate trait of that quest. For example, bonus points are awarded when a 2nd wisdom quest is completed in succession with a 1st wisdom quest. When a quest does not match the synergy of the one before it, no bonus is awarded.

Quest Synergy Continued



Symbols and Icons



Solo Mode

Your Turn- Play normally

- Deployment phase, Action phase, Quest phase, Reset phase

Rival Turn

- Gather your rivals' 10 characters and shuffle them into 1 rival deck. Play the top card 1 at a time. Actions and Interrupts must be played strategically against you. If a quest that can be completed, it must be. Items are shuffled into rival deck immediately. If an item is played, resolve it strategically against you and play the next card in the rival deck. Once 2 items have been played, draw a spell and shuffle it into the rival deck.

Solo Mode Continued

Continue this for every two items played. If a spell is played, if the caster is in your questing party, gain synergy bonus. If a spell is played, and the faction is in your questing party, gain normal effect. If a spell is played and there is no matching faction, set the spell aside and play it when that faction enters the questing party. Play the next card in the rival deck if the spell was not set aside.

- Deployment phase
 - Play the top card of the rival deck
- Action phase
 - If it makes sense strategically, perform the action or interrupt. If an item is played, resolve it if it makes sense strategically- then play the next card in the rival deck. If a spell is played, resolve it if it makes sense strategically based on who is in your questing party- then play the next card in the rival deck.
- Quest phase
 - If a quest can be completed, it must be completed. Resolved the choice taking any guaranteed VP before a gambled chance at VP.
- Reset phase
 - Omit since the Rival deck plays the top card every turn.

Terms

Action- Character ability that a player uses on their turn during Action Phase.

Chaos- A measure of unpredictability and disruption. Must be greater than or equal to quest value for completion.

Characters- The card type representing the creatures from each faction. Players use them in their party to complete quests.

Class- The role a character plays in a faction. They are Warrior, Sentinel, Strategist, and Sorcerer.

Faction- One of the five creature types: Werewolves, Dragons, Vampires, Leshens, and Trolls.

Health Points- A measure of a character's endurance. Characters are defeated when their HP reaches 0.

Interrupt- A character ability that can be played at any time, even during another player's turn, with immediate effect.

Items- Relics that give characters extra power or special effects. Can be used by all factions. Two can be traded in for a spell.

Power- A measure of raw strength. Must be greater than or equal to quest value for completion.

Quests- Objectives players attempt to complete for VP, with their own challenges and rewards.

Questweavers- The role of the player. A Questweaver leads characters from different factions on quests to save Vefariheim.

Sentinel- Defenders who specialize in protection and resilience.

Sorcerer- Spellcasters who manipulate magic to change the outcome of quests.

Spells- Faction specific abilities that create powerful one-time effects. Gains synergy bonus when used by the correct character of that faction.

Strategist- Planners who gain advantages through tactics and clever plays.

Synergy- The benefit gained when factions, classes, spells or quest completion work together. Clever combinations create stronger results.

Victory Points- Points earned by completing quests and objectives. The player with the most VP wins.

Warrior- Strong fighters who excel at combat and direct challenges.

Wisdom- A measure of knowledge and insight. Must be greater than or equal to quest value for completion.