

# GAMEPLAY

## BEGINNING OF EACH ROUND

### All Players:

- Place 1 of their Mining, Trade, and Combat Action tokens on their Hero Board.
- Ready all exhausted Items and Abilities by rotating them back to their upright position.
- Flip all inactive Gems to their active side.

Beginning with the starting player, each player takes a turn.

## PLAYER'S TURN

### During your turn, you may perform:

- Move by spending Move points.
- Mining, Trade, or Combat Actions by spending Action tokens or using Abilities.
- Free Actions at locations where this is possible.

Order and number are not limited.

### At the end of your turn:

- Store one of your unused Action tokens (if you have any).
- Reveal new Encounter cards (if you fulfilled any Quests).

## END OF THE ROUND

- The Hero token on the Round track is moved one space forward.
- Unless the game has ended, the next round begins with the starting player again.

## END OF THE GAME

- The game ends after completing a number of rounds according to the chosen Scenario.
- Then, the final score is calculated.

# COMBAT

## COMBAT SETUP








HP = Hero-player  
MP = Monster-player

- Determine MP.
- MP reveals a Monster card and takes cards and tokens shown on it.
- Use a Global Effect token if necessary.






## FIRST STRIKE

Use   

## COMBAT ROUNDS

- Hero Healing phase** 
  -  First HP, then MP.
  - After roll, apply Shii's Intervention and Elemental Effects.
  -  Both HP and MP.  First MP, then HP.
  - Hero's Health is reduced.
- Monster Attack phase**
  -  First MP, then HP.
  -  HP. After roll, apply Shii's Intervention and Elemental Effects.
  - HP  and the Die of Hope.
  - The Hero deals damage to the Monster.

## END OF COMBAT

- If you kill the Monster**
- Gain the Reward, Trophy, and Loot.
  - Gain  from the Die of Hope.
  - Place  /  / .
- If you die**
- Put the Monster card back on top of the deck.
  - Give  to MP.
  - Place your Hero in the Church.

# GEMS



## ESSENCES



## ELEMENTAL POWER

- Air**  
Flips the die with the higher value
- Earth**  
Adds to the rolls
- Water**  
Heals your Hero
- Fire**  
Injures your Hero

# VISIT THE CHURCH

Trade Action not necessary



## RESURRECTION

Place your Hero in the Church and:

When killed by another player

In all other cases




# TRADE RULES

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

- Purchase Item
- Sell Item
- Heal
- Purchase Gaar (in Dragonslayer Towers only)
- Unveil Hero tiles
- Train Ability
- Unlock Hero or Equipment slot

You may sell any Item you have for its selling price.

All Gems / Essences  cannot be sold

## MERCHANTS

-   /  5
-   Once during a Trade
-  

## ALCHEMISTS

-   /  8
-   Once during a Trade
-  

## DRAGONSLAYER TOWERS

-   /  /  12
-   Once during a Trade
-  





# SCORE - REPUTATION

						
4-6	7-9	1	1	2-3	1	2
7-9	10-13	2-3	2	4-5	2-3	5
10-13	14-19	4	3	6-7	4-5	9
14+	20+	5+	4+	8+	6+	15

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

# SCORE - POSSESSIONS VALUE

 = 

-  **Hero tiles Training cost** (Ability) or **purchase price** (Equipment)
-  **Unlocked Hero slots**
-  **Gems / Essences =** 
-  **Item purchase price**
-  **Unlocked Equipment slots**
-  **Natural Resource tiles**  
Gain Reputation with Gold value depicted. If there is no Reputation, gain Gold of the higher value.

# SYMBOLS AND ICONS



**Reputation:**  
Gain or lose Reputation.



**Gold:** Take, sell, or pay up to the value.



**Healing Potion:**  
Take a Healing Potion tile.



**Move:**  
Receive Move Points.



**Teleport:**  
Teleport up to the value shown.



**Gaar:**

- Used to adjust die rolls.
- Take, discard, or use a Gaar token for an effect.



**Dwurt:**

- Used to adjust die rolls.
- Take, discard, or use a Dwurt token for an effect.



**Book:**  
Unveil Hero tiles.



**Changing the Offer:**  
Change the Offer at the visited Place of Trade.



**Air Essence:**  
The Monster uses only one die.



**Air Elemental Power:**  
Flip the die with the higher value.



**Chaos:** Used to play Silver and Gold cards.



**Silver Card:**

- Used when controlling the Monster.
- Draw or discard a Silver card for an effect.



**Gold Card:**

- Used when controlling the Monster.
- Draw or discard a Gold card for an effect.



**(Elite) Monster:**  
Difficulty level 1



**(Elite) Monster:**  
Difficulty level 2



**(Elite) Monster:**  
Difficulty level 3



**Mining Cart:**  
Draw 3 Natural Resources, keep 1.



**Immunity to any effects from the Hero other than Damage.**



**Skull:** A Hero or Monster is killed.



**Clover:** Modify the Hero Roll by the value shown.



**Rabbit's Foot:** Modify the Monster's Combat Value by the value shown.



**Injury:** Reduce the Hero's Health by the value shown.



**Modify the inflicted Injury.**



**Damage:** Deal Damage to the Monster equal to the value shown.



**Modify the dealt Damage.**



**Hero Healing:**  
Heal by the value shown.



**Heal to Maximum Health.**



**Monster Healing:**  
Monster heals by the value shown.



**Hero Health:** Increase your Maximum Health by the value shown.



**Monster Health:**  
Indicates the Health of a Monster.



**Sack:** Modify the number of Sacks.



**Success**



**Failure**



**Slash symbol:**  
Choose one of the effects shown.



**Question mark:**  
Marks an Encounter.



**Symbol of the Thieves Encounter**



**Theft:** Steal any Items from one chosen Offer up to the value depicted.

## ACTIONS



**Mining Action**



**Trade Action**



**Combat Action**

## HERO BOARD



**Helmet**



**Cuirass**



**Greaves**



**Boots**



**Gauntlets**



**Ring**



**Amulet**

## HERO TILES



**Weapon, Shield**



**First Strike Weapon**



**Ability**



**First Strike Ability**



**Dice:** Roll two dice for performing the effect.



**Wolf head:**  
The effect depends on the Monster's Final Combat value.



**Crossed-out Dragon:**  
The tile cannot be used in Combat against Dragons.



**Triangle:** Armor set of 3 parts or more is needed to use the effect.



**Square:** Armor set of 4 parts or more is needed to use the effect.



**Pentagon:**  
Armor set of 5 parts is needed to use the effect.

## TIMING ICONS



**Permanent Effect**



**Anytime Effect**



**Combat Setup**



**First Strike**



**Hero-Attack Roll**



**Before Monster-Attack Roll**



**Before Monster-Attack Roll or After Monster-Attack Roll**



**After Monster-Attack Roll**



**Before Hero-Attack Roll**



**After Hero-Attack Roll**

## MAP SETUP



**Fixed Map Tiles**



**Encounter Map Tiles**



**Scenario Map Tiles**



**Other Map Tiles**

## HERO ICONS AND COLORS



**Ael (white)**



**Dral (blue)**



**Keleia (yellow)**



**Maeldur (red)**



**Skoldur (black)**



**Taesiri (violet)**

## NUMBER OF PLAYERS



**One-player icon**



**Two-player icon**



**Three-player icon**



**Four-player icon**

## FINAL SCORING



**Hero token**



**Interaction token**



**Trade token**



**Other Hero token:**  
Scoring for defeating Heroes as a Monster.



**Question mark:**  
Scoring for collected Quests.



**Crown:** Scoring for collected Bounty cards.