

EUTHIA

TORMENT OF RESURRECTION

FIERCE POWERS & CRAWLING SHADOWS RULEBOOK

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INTRODUCTION

Enter the world of **Fierce Powers & Crawling Shadows** in an expansion for *Euthia: Torment of Resurrection*. This expansion contains plenty of new gameplay content including a new Hero, scenarios, game modules that affect both difficulty and variability of the game, and last but not least new solo and cooperative game modes.



EXPANSION ICON

All components that come as a part of the **Fierce Powers & Crawling Shadows** expansion are marked with the **Fierce Skull** icon. The Fierce Skull icon will be depicted whenever we will refer to this expansion throughout the **Fierce Powers & Crawling Shadows** Rulebook and Scenario Book.



Fierce Skull


For example: If there is a page reference for the **Fierce Powers & Crawling Shadows** Rulebook or Scenario Book, the Fierce Skull icon will be used instead of the expansion name as follows:

- ◆ See  Rulebook, page XX.
- ◆ See  Scenario Book, page XX.

This means that instead of the base game Rulebook or Scenario Book, you will find the corresponding rules in the appropriate expansion booklet.

EXPANSION CONTENT TYPES

Each of the contents of this expansion are one of three types which describe how that content is used:

- ◆ **Permanent:** You may add the content permanently to the game.
- ◆ **Alternative:** The content is an alternative to the base game content. **For example:** The Starting Map tile with the Church without a Priest from the base game may be replaced with the Rotunda Starting Map tile from the  expansion.

- ◆ **Game module:** You may choose to play with or without this module. Each module adds new options for players and Heroes.

The type of the content is shown in its title.

Note: The *Corrupted Elemental* section is used as a part of other content, therefore it has no type shown in its title.

EXPANSION CONTENT DIFFICULTY

Some of the expansion content increases or reduces the difficulty of the game, marked by one or more + or - symbols in the appropriate section titles:


- ◆ The + symbol means the difficulty of the game is increased compared to the base game.
- ◆ The - symbol means the difficulty of the game is reduced compared to the base game.

Notes:

To estimate the change in difficulty from the base game, you can add the number of + symbols and subtract the number of - symbols.

If there are no + or - symbols, the content does not increase or reduce the game difficulty.

SCENARIO SETS

In addition to the individual scenarios, the expansion contains two scenario sets - Dreadful Paths and Oblivion Rising. Both scenarios and scenario sets are described in the  Scenario Book.

COMPONENT LIST

GENERAL GAME COMPONENTS



1 Eltrea and 5 Familiar miniatures



8 Corrupted Elemental miniatures



5 Chapter I Map tiles
(1 Rotunda, 3 Fixed, and 1 Encounter)

8 Chapter II Map tiles
(3 Fixed, 4 Corruption, and 1 Encounter)

7 Chapter IV Map tiles
(3 Fixed and 4 Corruption)

9 Chapter III Map tiles
(3 Fixed, 4 Corruption, and 2 Encounter)

3 Chapter V Map tiles
(3 Fixed)



1 Eltrea Hero board



1 Familiar board



5 double-sided Familiar cards
(1 per Familiar)



24 Eltrea Hero tiles



2 Eltrea Hero dice



16 Eltrea Damage tokens



6 Eltrea Action tokens
(2 sets of 3)



30 Eltrea double-sided Interaction tokens



10 Eltrea Trade tokens



1 Eltrea Maximum Health token



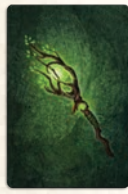
25 Eltrea Hero tokens



10 double-sided Wound tokens



1 Eltrea Hero sheet



2 Eltrea Control cards



1 Eltrea and 5 Familiar standees
(with plastic stands)



8 Corrupted Elemental standees
(with plastic stands)



36 Hero tiles
(6 for each base-game Hero)



24 Damage tokens
(4 per base-game Hero)



8 Silver cards
(1 type)



8 Gold cards
(1 type)



28 Encounter cards – 4 types
(7 per type)



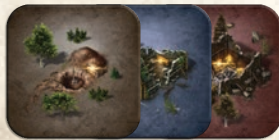
40 Monster cards
(14 each for Level 1 and 2, 12 for Level 3)



3 Secret cards



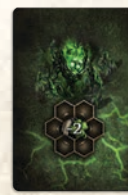
1 Rulebook and 1 Scenario Book



30 Treasure tiles
(10 per Level)



24 Reward tiles
(12 each for Armorer and Occultist)



1 Corrupted Elemental card



1 Global Effect token



60 Object tokens
(6 per type)



20 Corrupted Essence tokens

SOLO AND COOPERATIVE GAME COMPONENTS



5 Ritual Map tiles
(1 per Chapter)



1 Talking Stone Head and
1 Shipwreck Ghost tokens



9 Location
tokens



10 Entry sheets



32 Journey cards – 4 storylines
(8 per storyline)



6 Boss cards
(3 for Hydra and 1 each for Crystal Golem,
Behemoth, and Faer Demon)



1 Ritual card



4 Tower Magic
cards



1 Boss Tracks
card



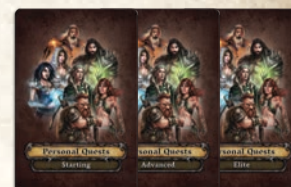
1 Boss Reward
card



1 special Priest
Encounter card



20 Fellowship cards
(7 each for I and II, 6 for III)



20 Personal Quest cards
(8 each for Starting and Advanced,
4 for Elite)



40 Ritual Reward tiles
(20 per Level)



15 Journey
Reward tiles



4 Discard
Separator tiles



4 Unveil
Separator tiles



4 Not-Unveil
Separator tiles



1 Combat die



3 Monster
Health tokens



1 Monster
Injury token



10 double-sided
Tracks tokens



1 Leader token



3 Cursed Ability
and 3 Damaged
Armor tokens



6 Monster
Healing tokens



10 Rune Stone
tokens

SCENARIO GAME COMPONENTS



4 Tower Map tiles
(1 each for Chapter I, II, III, and IV)



4 Colony Map tiles
(1 each for Chapter I, II, III, and IV)



15 Dimension Map tiles
(6 each for Chapter I and II, 2 for Chapter III,
and 1 for Chapter IV)



8 Cleansing cards



12 Evocation cards



18 Minion cards
(6 each for Flying Skull, Rotting Butcher, and Undead Lord)



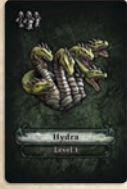
3 Expel cards



8 double-sided Tower cards



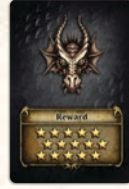
1 double-sided Reward card



24 Hydra cards
(6 per game, depending on number of players)



11 Hydra Moves cards



1 Brasath card



1 Arcane Entity card



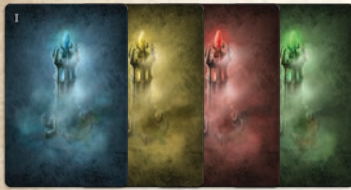
1 Arcane Crystal card



1 Arcane Barrier card



2 Herald cards



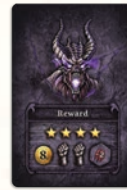
24 Tower Quest cards
(6 per Tower)



4 Colony cards



8 Stomp cards



3 Aspect cards



2 double-sided Spawn cards



1 Herald standee
(with plastic stand)



2 Companion cards



4 Adraghor cards



1 Ferocity and 1 Hydra Weakening cards



3 Undead cards



12 Orb tokens



6 Abyss tokens
(2 per Abyss)



8 Compass tiles



4 Hollow Wand tiles



4 Light Flask tiles



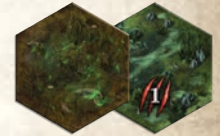
4 Vis Brooch tiles



20 Cemetery tokens



4 double-sided Protection tokens



14 double-sided Wasteland tokens



6 Acid tokens



16 Spyglass tokens



15 double-sided Stomp tokens



1 Adraghor and 12 Minion standees
(4 per Minion; with plastic stands)



1 Hydra, 1 Faer Demon, and 1 Behemoth standees
(with plastic stands)



1 Hydra, 1 Behemoth, and 1 Faer Demon miniatures



1 Necromancer's Lair and 4 Tower miniatures



1 Adraghor and 12 Minion miniatures
(4 per Minion)

ROTUNDA STARTING MAP TILE

[ALTERNATIVE] -

The Rotunda can be used only in scenarios that use the **Church without a Priest** as a Starting Map tile.

The Rotunda provides a new place to Unlock slots on your Hero board and to Unveil and Train Hero tiles.

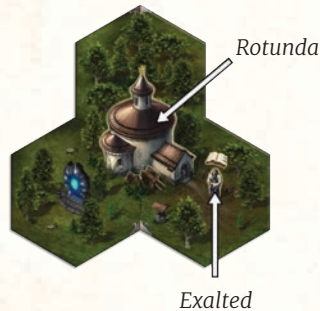
SETUP

When playing with the Rotunda, place the Rotunda Starting Map tile in the center of the play area instead of the Church Starting Map tile. Return the Church Starting Map tile to the box.

VISIT THE ROTUNDA / THE EXALTED

The Rotunda is at the center of the Starting Map tile. As with the Church, Heroes start at the Rotunda, and it is where Heroes are resurrected when they are killed.

The Exalted is at the bottom right hex of the Starting Map tile.



If your Hero is at the Rotunda (the center of the tile) or on the Exalted hex (the bottom right hex), as a Free Action, you may do either/all of the following, any number of times each:


- ◆ Pay 1 Gold to heal 6 Injuries.
 - ◆ Pay 1 Gold to buy 1 Healing Potion.
 - ◆ Unlock both Hero and Equipment slots on your Hero board as if at a Place of Trade.
 - ◆ Unveil Hero tiles, purchase Equipment from your Hero tiles, and Train Abilities as if at a Place of Trade.
- Note:** You cannot sell Items removed from your Hero slots. These must be placed in one of your Sacks or removed from your Hero board without gaining the selling price. Items may be sold only at a Place of Trade.

If a rule refers to the Church (e.g. one of the Farruga Attacks, Mirrezil Attack, etc.), instead of the Church, resolve the rule at the Rotunda (at the center of the tile).




FIXED MAP TILES

[ALTERNATIVE] -

There are 15 new Fixed Map tiles in the  expansion, 3 for each Chapter. With the exception of the “Wild Run” Scenario, “Dreadful Paths” Scenario set, and “Oblivion Rising” Scenario set, you may play with these new tiles in any Scenario, even if the setup of the Scenario does not require them.

SETUP

During the setup of the Scenario, you **must choose** which Fixed Map tiles you want to use in the game, either those from the base game or those from the  expansion, i.e. you cannot mix both groups of Fixed Map tiles together. Return the unused Fixed Map tiles to the box. Then use the standard setup of the game.

For the Solo Game, use only two Fixed Map tiles for each Chapter as shown on the right. They can also be recognized by the One-player icon at the bottom of the tile (right above the Fixed Map tiles icon).



One-player icon

SPECIAL RULES

GEMS AS LOOT

If a hex with a Monster shows a Gem, gain that Gem as part of your Loot for defeating that Monster.




NEW TYPE OF ELEMENTAL

There is also a new type of Elemental you can interact with, see **Corrupted Elemental**, page 21.



CORRUPTION MAP TILES

[PERMANENT] +

The Corruption Map tiles are represented by 12 new Other Map tiles in the  expansion, 4 each for Chapters II, III, and IV.

SETUP

When playing with the Corruption Map tiles, shuffle them with the Other Map tiles for Chapters II, III, and IV before setting up the stack for each Chapter according to the Map Setup table for your chosen Scenario (increasing the number of tiles to randomly choose from).

Sort the Minion cards into piles based on their type and place them face up nearby. All Minion cards showing the same Minion are identical. Also, place the Reward card next to the Minion cards, Minion Rewards side up.



Minion cards

Reward card

SPECIAL RULES

MINIONS INSTEAD OF MONSTERS

A hex may show a Flying Skull, Rotting Butcher, or Undead Lord Minion instead of a Monster.



Flying Skull

Rotting Butcher

Undead Lord

Follow the standard rules of Combat as with a Monster. The Minion card shows the Health of the Minion and the Injuries it inflicts, along with any other special Combat effects.

If you defeat the Minion and your Reputation is within the range of the Reward condition, gain the corresponding Reward shown on the Minion Rewards card or on the reverse side of the Minion card in addition to the Loot shown on the hex.

You may take the Minion card as a Trophy as normal unless it is the last card in the pile of that Minion's type. If it is the last card in the pile, once Combat with a Minion is over, ensure the Minion card is placed back with the other Minion cards. You may discard a Minion card instead of a Monster card to fulfill a Quest that requires discarding a Trophy as follows:

- ♦ Flying Skull instead of a Level 1 Monster
- ♦ Rotting Butcher instead of a Level 2 Monster
- ♦ Undead Lord instead of a Level 3 Monster

Note: If you are playing as Taesiri, you may place a Hero token on your Book of Power Ability after defeating a Minion.

GEMS AS LOOT

If a hex with a Monster or Minion shows a Gem, gain that Gem as part of your Loot for defeating that Monster or Minion.



Corrupted Essence
Minion icon


CORRUPTED ESSENCE AS LOOT

If a hex with a Monster or Minion shows a Corrupted Essence, gain that Corrupted Essence as part of your Loot for defeating that Monster or Minion.

NEW HERO: ELTREA

[PERMANENT]

Eltrea works in the same way as other Heroes, but with the following additional rules.

Important: When playing with Eltrea, all other players must add the additional Hero tiles from the  expansion to their stacks. The effects of all such Hero tiles are explained on page 13.

SETUP

In addition to the standard setup of your Hero board, place the Familiar components as follows:

1. Your Familiar board next to your Hero board.
2. A stack of all 5 Familiar cards on the corresponding slot on the Familiar board. To form the stack, choose one Familiar Alignment (Leaf or Moon) to play with (see **Familiars**, page 8), and turn all Familiar



Leaf



Moon

cards so the side with the corresponding Alignment symbol is face up. Then order them as shown on the Familiar board with Will o' Wisp at the top:

- ♦ Will o' Wisp,
- ♦ Hawk Spirit,
- ♦ Astral Wolf/Dire Wolf,
- ♦ Angry Ent/Bulky Ent,
- ♦ Dryad Queen/Chaos Dryad.



Order and Alignment of Familiars

3. The Will o' Wisp standee on its Familiar card.
4. All remaining Familiar standees next to the Familiar board.
5. Your Wound tokens next to the Familiar board.



FAMILIARS

There are 5 Familiars, each represented by a Familiar card. Your choice of Familiar Alignment (Leaf or Moon) during setup will determine which side of each Familiar card is used and therefore the Abilities of your Familiars.

During your turn, you may Move your Familiar around the Map, Recall it, or Summon a different Familiar. You may also use Familiar Abilities by using one of your Command Abilities. Movement, Recalling, Summoning, and using Familiar Abilities can be performed **in any order**, even during a Trade Action. You may also perform any of your Hero's actions between the individual Familiar actions and vice versa.

To Move, Recall, or Summon a Familiar, you must place one of your Hero tokens on the corresponding slot on your Familiar board. Then choose one of the options shown (Summon or Recall / Move or Recall). The corresponding slot cannot be used again until the Hero token is removed at the beginning of the following round. When placing your Hero token on the top slot, you must also pay 2 Gold to perform the effect.



Alignment symbol



The value shown in a Move symbol on the Familiar card is the number of Move points that Familiar can use during your turn. You may not interrupt your Familiar's movement with a Hero Action and then continue its movement afterwards, i.e. once you start moving your Familiar, using a Hero Action will cause all remaining, unspent Move points to be lost. Familiars may not use Eltrea's Move points and you may not use Move points of Familiars to move Eltrea.

Moving your Familiar works in a similar way to moving your Hero. You must spend 1 of your Familiar's Move point to move your Familiar from one hex to any other adjacent hex. The rules for Special tiles apply as usual.

Unlike moving your Hero, whenever a Familiar enters a hex on the edge of the Map, do not reveal new Map tiles.

Any Familiar may move through, or end their movement on, a hex that contains an **undefeated Monster** or any number of Heroes.

Note: Familiars do not have Health, therefore they are not affected by the Water and Fire Elemental Powers and can never be attacked by Monsters.

MOVE FAMILIAR

At the beginning of the game, and when a Familiar is summoned, its standee is placed on its Familiar card. While its standee is on its Familiar card, the Familiar is considered to be in the same hex and location as Eltrea and moves with her; it does not need to spend its Move points to move. At any time during your movement, you may place the Familiar's standee on the hex that Eltrea is in. Anytime your Familiar and Eltrea are in the same hex, you may place your Familiar's standee on its Familiar card.

RECALL FAMILIAR

You may Recall a Familiar **anytime outside of Combat**. Place the Familiar standee on its Familiar card or on the same hex as Eltrea. Recalling a Familiar does not cost any of its Move points.

Remember: If you use the top slot of your Familiar board to Recall your Familiar, you must pay 2 Gold.

SUMMON FAMILIAR

You may Summon a Familiar **anytime outside of Combat** if your current Reputation is equal to or higher than the Reputation value shown above the corresponding Familiar on your Familiar board.

Note: At the beginning of the game, your Will o' Wisp Familiar is already summoned.

You may only have **one Familiar active** at a time.

To Summon a Familiar, follow these steps:

1. Remember to pay the 2 Gold for using the top slot of your Familiar board.
2. Place one of your Hero tokens on the top slot of your Familiar board.
3. Remove the standee of your currently active Familiar from the Map or its Familiar card and place it next to your Familiar board. All remaining Move points of that Familiar are lost.
4. Find the Familiar card for the Familiar you are summoning and place it on top of the stack of Familiar cards on your Familiar board, ensuring that the side showing the symbol of your chosen Familiar Alignment is face up.
5. Place the corresponding Familiar standee on the card.

The summoned Familiar is now active. You may immediately Move it or use its Abilities.

Note: You may Summon a Familiar of a lower level than the level of your currently active Familiar. For example, if your active Familiar is Hawk Spirit, you may still Summon Will o' Wisp again.

The Command Hero tiles show the Familiar Ability icon in their bottom right corner and each may only be placed on one of the two Hero slots on your Hero board that also shows this icon. Consequently you may not have more than two of these Hero tiles trained on your Hero board at the same time.

You may choose either of your Familiar's Abilities to perform, meaning you may perform the same Familiar Ability more than once in your turn. Each Familiar Ability that is used Before Hero-Attack Roll may only be performed once in a single attack.

For example: Eltrea has both the Command I and Command II Hero tiles trained on her Hero board. She may use her first Command to find a Level 1 Treasure with her Will o' Wisp Familiar, move the Familiar to another hex and then find another Level 1 Treasure by using the second Command.



The effects of each Familiar Ability are explained on [page 11](#).

USING FAMILIAR ABILITIES

To use a Familiar Ability, exhaust one of your Command Hero tiles on your Hero board and choose one of the two Abilities of your active Familiar to perform.

ELTREA HERO TILES



GLOWING BRANCH STARTING TILE

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, subtract 2 from the Monster's Combat Value or reduce the total number of Injuries inflicted on Eltrea by 1 during the **next** Monster Attack of this Combat.



CHARM STARTING TILE

Timing: Combat Setup, before the Monster-player is determined



After you perform a Combat Action on the hex with a Level 1

Monster, you may attempt to charm that monster.

Make a Hero Roll:

- ◆ If the roll is 5 or less, you failed to avoid fighting the Level 1 Monster. Continue with Combat steps as usual.
- ◆ If the roll is between 6 and 10, do not fight with the Level 1 Monster. Suffer 2 Injuries, take 2 Silver cards and gain the Loot from the hex. The hex is considered to be liberated for the remainder of the game. Place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens).
- ◆ If the roll is 11 or more, do not fight the Level 1 Monster. Gain the Loot from the hex and 1 Reputation. The hex is considered to be liberated for the remainder of the game. Place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens).

Caution: In the latter two cases, you do not fight a Monster, and therefore do not receive any Reward as in the case of defeating the Monster.

Fellowship note: If you successfully charmed the Level 1 Monster, do not receive the additional Reward shown on the Fellowship card as for defeating Monsters in the line of Enemies.

Solo Game / Cooperative Game note: Do not add the Silver cards to the Silver cache.



COMMAND I STARTING TILE

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability.



SENTINEL'S RING STARTING TILE, RING

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



2 CYCLONE

Timing: After Monster-Attack Roll

Deal 1 Damage to the Monster. Then, re-roll one or both Monster dice.



2 DRUID STAFF

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, add 2 to the Hero's Combat Value during the **next** Hero Attack of this Combat or heal by 1.



4 ACID ARROW

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, reduce the Injuries inflicted on Eltreia by 1 during the **next** Monster Attack of this Combat.



4 CALLING

Timing: Outside of Combat

Choose one of the following options:

- ◆ Teleport to the Church.
- ◆ Teleport to any Portal on the Map.



6 COMMAND II

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 1 to that roll. Also, if the



Ability includes another Clover effect, the effects combine.



6 KNOW THE LAND

Timing: Outside of Combat

Teleport up to 2 hexes. Know the Land cannot be used to teleport to Places of Trade and Encounter hexes.



9 CHANNELLING

Timing: Outside of Combat on a hex containing an Elemental

After an Elemental Confrontation, heal 3 Injuries.



9 SUMMONING

Timing: Outside of Combat

You must discard a Gaar token to use Summoning. Confront any Elemental without any Interaction token on its hex remotely, i.e. Eltreia does not have to stand on that hex. Place your Interaction token on that hex as usual.



12 COMMAND III

Timing: The timing of the Familiar Ability that is being used

Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 2 to that roll. Also, if the Ability includes another Clover effect, the effects combine.



12 ELVEN SWORD

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, add 2 to the Hero's Combat Value during the **next** Hero Attack of this Combat or heal by 1.



15 CONNECTION

Timing: Outside of Combat

Teleport to the hex that the Familiar is on.



15 WASP SWARM

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, reduce the Monster's Combat Value by the corresponding value during the **next** Monster Attack of this Combat.



18 EARTHQUAKE

Timing: First Strike

Deal 2 Damage to the Monster. The Monster's Combat Value is reduced by 4 in the **next** Monster Attack of this Combat. Also, the Hero's Combat Value is reduced by 4 during the **next** Hero Attack of this Combat.



18 PROTECTION

Timing: Before Monster-Attack Roll

Reduce the Injuries inflicted on Eltreia by 3 in this Combat Round.



Note: Even against a Monster with Immunity (see Rulebook, page 31), the Monster still inflicts fewer Injuries.

21 ANCIENT BOND

Timing: Outside of Combat

Choose one of the following options:

- ◆ Heal by 5.
- ◆ Teleport to the hex that the Familiar is on.



21 MOON BLADE

Timing: Hero-Attack Roll

Before the roll: You may discard a Gold Card to gain 1 Gaar token.



25 COMMAND IV

Timing: The timing of the Familiar Ability that is being used



Use one chosen Familiar Ability. If that Ability requires making a Hero Roll, add 2 to that roll. Also, if the Ability includes another Clover effect, the effects combine. If you deal at least 1 Damage by using that Familiar Ability, deal 1 additional Damage.

30 MOON FIRE

Timing: Hero-Attack Roll

Before the roll, Eltreia destroys 1 Gaar token or 1 Chaos token of the Monster (it is discarded).



35 TRANSFORMATION

Timing: Outside of Combat

Teleport anywhere on the Map except for Places of Trade and Encounter hexes.



40 GUARDIAN STAFF

Timing: Hero-Attack Roll

Before the roll: You may discard a Gaar token to heal by 3.



FAMILIAR ABILITIES

The description of each Familiar Ability contains a Location. The Familiar must be on the corresponding location to use the effect of its Ability. While its standee is on its Familiar card, the Familiar is considered to be on the same hex and location as Eltreia.

WILL O' WISP



Location: Liberated Level 1 Treasure hex

Timing: Outside of Combat

Find a Level 1 Treasure (see Rulebook, page 24), i.e. place a Hero token on the hex and draw the top Treasure tile from the appropriate Treasure stack.



Location: Same as Eltreia

Timing: After Monster-Attack Roll

Reduce the Injuries inflicted on Eltreia by 1.



Location: Same as Eltreia

Timing: After any Hero Roll

Add 1 to Eltreia's roll.

HAWK SPIRIT



Location: Liberated Treasure hex

Timing: Outside of Combat

Find Treasure (see Rulebook, page 24), i.e. place a Hero token on the hex and draw the top Treasure tile from the appropriate Treasure stack.

Cemetery token note: You may also use this Familiar Ability to gain the Loot from a Cemetery token (see Scenario Book, page 2). If you do, also suffer the Injuries depicted on the Cemetery token (if any).



Location: Same as Eltreia

Timing: After any Hero Roll

Add 2 to Eltreia's roll:



Location: On a hex containing the corresponding Elemental

Choose one of the following options:

- ◆ **Before Monster-Attack Roll:** The Air Power affects all Monster-player's rolls, i.e. when any dice roll is made by the Monster-player during this Combat, and the rolled dice have different values, turn the one with the highest value to the opposite side. The Hero-player is not affected by the Air Power.

- ◆ **Combat Setup:** The Earth Power affects all Hero-player's rolls, i.e. add 2 to each Hero Roll in this Combat. The Monster-player is not affected by the Earth Power in this case.

ASTRAL WOLF / DIRE WOLF



Location: Hex containing an undefeated Monster

Timing: Outside of Combat

According to the Familiar's Alignment:

- ◆ Place a Wound token on up to two different hexes the Wolf enters this turn, Rabbit's Foot and Injury side up.
- ◆ Place a Wound token on up to two different hexes the Wolf enters this turn, Damage and Rabbit's Foot side up.



Notes:

The number of Wound tokens is limited. You may not use this Familiar Ability if all Wound tokens are placed on the Map.

Only **one** Wound token may be placed on each hex.

Any Hero can enter a hex to fight a Monster with a Wound token on it, however, only Eltrea may trigger the effect of a Wound token immediately after the Combat Setup:

- ◆ The Monster's Combat Value is reduced by 2 and the Injuries inflicted on Eltrea are reduced by 1 during the **first** Monster Attack of this Combat.
- ◆ Deal 1 Damage to the Monster. Also, the Monster's Combat Value is reduced by 2 during the **first** Monster Attack of this Combat.



If the Monster is defeated, remove the Wound token from the Map and place it next to the Familiar board. In all other cases, the Wound tokens remain on the Map, even if you Summon another Familiar.

If **another** Hero performs a Combat Action on a hex containing a Monster with a Wound token on it, remove the Wound token from the Map without applying its effect and place it next to the Familiar board.

Fellowship note: Other players may trigger the effect of the Wound token even if Eltrea is not part of the Combat.



Location: Same as Eltrea

Timing: First Strike

Make a Hero Roll as usual to perform the Familiar's Attack. Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the **next** Monster Attack of this Combat.

Note: You may **not** use your Familiar's First Strike Ability in addition to your Hero's First Strike.



Location: Same as Eltrea

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.

ANGRY ENT / BULKY ENT



Location: Mining hex without Eltrea's Interaction token on it

Timing: Outside of Combat

The Ent performs a standard Mining Action except that instead of the Natural Resource, you gain a Gem of the type corresponding to the Natural Resource tile you revealed. In the case of Euthium, you may choose any Gem except Diamond and Demon Stone. If there is no Gem shown on the Natural Resource tile, the tile is discarded to the appropriate discard pile without gaining a Gem.

Anytime the Ent performs the Mining Action, place an Interaction token on the Ent Familiar card. Anytime you Summon another Familiar, remove all Interaction tokens from the Ent Familiar card.



Location: Same as Eltrea

Timing: Anytime effect

You may spend the Interaction tokens placed on the Ent Familiar card for one of the following effects:

- ◆ Spend 1 Interaction token to give Eltrea 1 Move point and heal by 1. If used during Combat, use a Move token to track the Move point received. You will lose this Move point if Eltrea is killed during that Combat.
- ◆ Spend 3 Interaction tokens to deal 2 Damage and heal by 4. If used outside of Combat, the Damage part of the effect is lost.

Note: If you use a Command Hero tile with a Clover effect on it, that effect is applied for your next Hero Roll.



Location: Same as Eltrea

Timing: Before Hero-Attack Roll

You may spend the Interaction tokens placed on the Ent Familiar card for one of the following effects:

- ◆ Spend 2 Interaction tokens to deal 1 additional Damage and heal by 2.
- ◆ Spend 3 Interaction tokens to deal 3 additional Damage and heal by 2.

DRYAD QUEEN / CHAOS DRYAD



Location: On a hex with an undefeated Monster

Timing: Outside of Combat

You must exhaust 2 Command Hero tiles to use this effect.

Choose any non-liberated hex with any Level Monster (not an Elite Monster) and place the appropriate token on that hex (Hero, Trade, or 2 Interaction tokens). Gain the Loot from the hex. The hex is considered to be liberated for the remainder of the game.

Notes:

If the liberated hex contains Treasure, draw the corresponding Treasure tile.

If the liberated hex is stated on the Emissary Encounter card, place your Hero token on the Emissary Encounter card.

If the liberated hex is a Mining hex, do not draw the Natural Resource tile. You must perform a Mining Action as usual when on the hex.



Location: Same as Eltreia

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.



Location: Same as Eltreia

Timing: First Strike


Make a Hero Roll as usual to perform the Familiar's Attack. Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the first Monster Attack of this Combat.

Note: You may **not** use your Familiar's First Strike Ability in addition to your Hero's First Strike.




HERO TILES

|PERMANENT| --

Whenever Eltreia is in play, all other players must add the corresponding Hero tiles from the  expansion to their stacks (6 Hero tiles per Hero, including 2 Starting tiles).

You may also choose to play with these new Hero tiles even if Eltreia is not in play. In this case, **all** players must add these additional Hero tiles to their stacks.

Note: Starting Hero tiles from the  expansion are marked with the Crowned Fierce Skull icon on their reverse sides.



Crowned
Fierce Skull

SETUP

Except when playing as Taesiri, choose one of the 2 new Starting tiles for your Hero and add it to your Starting tile(s) from the base game. Place these tiles on the appropriate Hero slots on your Hero board.

DRAL, MAELDUR

When playing as Dral or Maeldur, if you choose a Weapon from the new Starting tiles, place one of your Weapons on the appropriate Hero slot of your Hero board and the other in one of your Sacks. You may sell it at a Place of Trade or use it for fulfilling the Quest as usual.

SKOLDUR

When playing as Skoldur, if you choose a Shield from the new Starting tiles, place one of your Shields on the appropriate Hero slot of your Hero board and the other in one of your Sacks. You may sell it in a Place of Trade or use it for fulfilling the Quest as usual.

TAESIRI

When playing as Taesiri, you always have Dark Edge Weapon as one of your Starting tiles. Choose 2 other Starting tiles from the base game and new Hero tiles. Return the others to the box. Place your 3 Starting tiles (Dark Edge Weapon and the 2 chosen tiles) on the appropriate Hero slots on your Hero board.

ABILITY TILES WITH GEM SLOTS

Some of the new Ability tiles have a Gem slot on them. They are used in a similar way to a Gem slot on Equipment, but with the following changes:

- ◆ You may remove the Gem from the Ability tile during Training at any Place of Trade if the Gem is active (i.e. effect) side up. You may then sell them or place them on the corresponding slots on your Hero board as usual.
- ◆ If an Ability is removed (for any reason) from your Hero board:
 - If the Gem is active side up, remove it from the Ability tile and place it on the corresponding slot on your Hero board.
 - If the Gem is inactive side up, remove it from the Ability tile and return it to the supply.

Note: Some slots accept any type of Gem (page 34), however you may not place a Diamond or Demon Stone on them.



ARMOR AND AMULET TILES

In addition to the Weapons, Shields, and Abilities, there are Armor and Amulets among Dral's, Keleia's and Maeldur's Hero tiles. These tiles follow the same rules as other Armor and Amulets in the game.

ÁEL



BLESSED STARTING TILE

Timing: Permanent effect

While Trained, add 1 to your Maximum Health (see Rulebook, page 28).



PRAYER STARTING TILE

Choose one of the following options:

- ◆ **After any Hero Roll:** Add 1 to your roll.
- ◆ **Anytime during Combat:** Increase the Die of Hope's value by 2.



OFFERING

Timing: Outside of Combat

Pay 4 Gold to gain 2 Reputation and heal by 5.



RUNE STONE

Choose one of the following options:

- ◆ **Outside of Combat:** Teleport to any Place of Trade on the Map.
- ◆ **Anytime effect:** Take 1 Gaar token from the supply.



AMPLIFIER

You must discard a Gem to choose one of the following options:

- ◆ **Outside of Combat:** Heal by 8 and receive 1 Move point.
- ◆ **Hero Healing phase:** Heal by 3 and receive 1 Move point.



Note: Take a Move token as a reminder of the received Move point if used in the Hero Healing phase.



GEM SHATTERER

Timing: First Strike

You must discard a Gem to use the effect of Gem Shatterer.



Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the next Monster Attack of this Combat.

DRAL



RUSTY CLEAVER STARTING TILE

Timing: Hero-Attack Roll



FIRST AID STARTING TILE

Timing: Outside of Combat

Heal by 1.



RANGER'S BOOTS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



Note: Ranger's Boots are not part of any Armor Set.



GLADIATOR'S GAUNTLETS ARMOR

Place the tile on the corresponding place on your Hero board. Follow the standard rules for using effects on Equipment.



Note: Gladiator's Gauntlets are not part of any Armor Set.



PARRY

Timing: After Monster-Attack Roll

Subtract 2 from the Monster's Combat Value. Also, reduce the Injuries inflicted on you by 1.



SMUGGLER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Discard any Natural Resource to gain 5 Gold.
- ◆ Discard any Item to gain 2 Gold.



KELEIA



FORTUNE STARTING TILE

Choose one of the following options:

- ◆ **After any Hero Roll:** Add 1 to your roll.
- ◆ **During a Mining Action:** Draw the top 3 tiles from the corresponding Natural Resource stack, instead of just the top tile. Choose one to keep and place the other two in the appropriate discard pile.





MONSTER HUNTER STARTING TILE

Timing: Before Hero-Attack Roll

Discard any Trophy to add 2 to the Hero's Combat Value. Also, deal 1 additional Damage.



ORION BLADE

Timing: First Strike

Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the **first** Monster Attack of this Combat.



GUILD MEMBER

Timing: Permanent effect

Anytime you use Pickpocket, Thief, or Master Thief (no matter if the result is a failure or success), place a Hero token on the Guild Member tile. You may spend these Hero tokens for one of the following effects:



- ◆ **Outside of Combat:** Spend 2 Hero tokens to steal (i.e. take for free) any number of Items from one Offer of your choice with a total purchase price of 2 Gold or less.
- ◆ **Outside of Combat:** Spend 4 Hero tokens to steal (i.e. take for free) any number of Items from one Offer of your choice with a total purchase price of 5 Gold or less.

Notes:

If the total purchase price of stolen Items is less than the total purchase price the effect allows, any excess is lost.

You can only steal from an Offer that corresponds to an already revealed Place of Trade on the Map.

For example: If there are no Alchemists revealed on the Map (liberated or not), you cannot steal anything from the Alchemists Offer.

You may combine the effects of Guild Member with any number of Thefts (see page 24) and Badge tokens (see Appendix, page 24) to steal Items.



HERBALIST

Choose one of the following options:

- ◆ **After any Hero Roll:** Add 2 to your roll.
- ◆ **Outside of Combat:** Heal by 5.



SIREO'S AMULET AMULET

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



MAELDUR



CRYSTAL STAFF STARTING TILE

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, add the corresponding value to the Hero's Combat Value during the **next** Hero Attack of this Combat.



TELEKINESIS STARTING TILE

Choose one of the following options:

- ◆ **Outside of Combat:** Find Treasure (see Rulebook, page 24) on one **liberated** adjacent Treasure hex. Place a Hero token on that hex as usual.
- ◆ **After Monster-Attack Roll:** Subtract 2 from the Monster's Combat Value.



Cemetery token note: You may also use Telekinesis to gain the Loot from a Cemetery token (see Scenario Book, page 2). If you do, also suffer the Injuries depicted on the Cemetery token (if any).



SCHOLAR'S AMULET AMULET

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for Equipment.



Timing: Anytime outside of Combat

Choose one or more of the following options:

- ◆ You may Unlock any number of Hero and Equipment slots as normal, including paying the necessary cost (either the corresponding Essence or amount of Gold).
- ◆ You may Unveil Hero tiles following the standard rules.
- ◆ You may Train one Ability as normal, including paying the Training Price, placing it on your Hero board, and removing another Hero tile, if needed, as if at a Place of Trade.

You do not have to perform a Trade Action in any of the above cases.



TRANSMUTATION

Timing: Outside of Combat

You may exchange one Gem for another at any time as follows:



- ◆ Onyx to Amethyst and vice versa
- ◆ Amethyst to Ruby and vice versa
- ◆ Ruby to Sapphire and vice versa
- ◆ Sapphire to Opal and vice versa
- ◆ Opal to Emerald and vice versa

- ◆ Emerald to Onyx and vice versa

Note: You cannot use Transmutation to exchange Diamond or Demon Stone for another Gem.

8 OUTBURST

Timing: Before Hero-Attack Roll

According to the Hero's Final Combat Value, deal additional Damage as shown.



8 VOID ORB

Timing: Outside of Combat

Discard a Gaar token or any Gem to teleport to any hex that contains an Elemental. Also, receive 1 Move point.



SKOLDUR

GUMRAN'S SHIELD STARTING TILE

Timing: After Monster-Attack Roll

The Monster's Combat Value is reduced by 3. Also, the Hero's Combat Value is reduced by 1 during the next Hero Attack of this Combat.



Immediately after the Shield is used, you may discard a Silver Card to add 2 to the next Hero's Combat Value.

LEGACY STARTING TILE

Timing: After any Hero Roll

Add 1 to your roll.



3 RAKLOR'S FORGE

Timing: Outside of Combat

Discard any Gem to gain 2 Gold, take a Dwurt token, and draw a Silver card.



Solo Game / Cooperative Game note: Do not add a Silver card to the Silver cache

3 SPIKED SHIELD

Timing: After Monster-Attack Roll

Deal 1 Damage to the Monster. The Monster's Combat Value is reduced by 2. Also, the Hero's Combat Value is reduced by 2 during the next Hero Attack of this Combat.



Immediately after the Shield is used, you may discard a Silver Card to add 2 to the next Hero's Combat Value.

8 IRON STAMINA

Timing: Outside of Combat

Receive 1 Move point.



8 SMUGGLER

Timing: Outside of Combat

Choose one of the following options:

- ◆ Discard any Natural Resource to gain 5 Gold.
- ◆ Discard any Item to gain 2 Gold.



TAESIRI

ICE SHIELD STARTING TILE

Timing: After Monster-Attack Roll

Reduce Injuries inflicted on Taesiri by 2. Also, subtract 3 from the Hero's Combat Value during the next Hero Attack of this Combat.



ONE EYE STARTING TILE

Timing: Before Monster-Attack Roll

The Monster-player may only roll and use 1 die in this Combat Round.



3 DARK MAGIC

Timing: After Hero-Attack Roll

Discard a Gaar token to add 3 to your Combat Value. Also, deal 1 Damage.



3 EVIL GEMS

Timing: Outside of Combat / Anytime during Combat

Discard any Gem to take a Gaar token and heal by 1 (even if not in the Hero Healing Phase). Also, reduce Injuries inflicted on Taesiri by 1 during the current or next Monster Attack of this Combat.



8 DEMONOLOGY

Timing: First Strike

Discard a Silver card to reduce Injuries inflicted on Taesiri by 2 in the first Monster Attack of this Combat. Also, according to your Combat Value, deal Damage to the Monster.



8 DRAGON FLAIL


Timing: Hero-Attack Roll

After the roll: You may discard a Silver Card to add 3 to this Hero's Combat Value.



MONSTER CARDS

[ALTERNATIVE] ++/+++

There are 40 new Monster cards (2 for each of 20 Monsters) in the  expansion, 14 for Level 1 and 2, and 12 for Level 3. You may use these new cards in any Scenario.

All 20 Monsters are the counterparts to those from the base game, having the same name but with different illustrations, values in a bar below the name, attack ranges, special Combat effects and/or Rewards.



Example of a new Monster

SETUP

Choose one of two difficulty levels for using the new Monster cards.

- ◆ **Hard (++)**: Replace one of two cards of each Monster type (for all 3 Levels).
- ◆ **Heroic (+++)**: Replace all 3 Monster decks from the base game for those from the expansion.

Return all unused cards to the box.

Note: The standard setup of the game that uses the Monsters from the base game is considered as a **Normal** difficulty level.

SPECIAL RULES

FULFILLING QUESTS WITH NEW MONSTER CARDS

You may use all new Monster cards to fulfill a Quest as usual. If a specific Monster is required, follow the **name** of the Monster, not the illustration.

For example: To fulfill the Quest from the Hunter, discard one of the Monsters as shown here.



SPECIAL COMBAT EFFECTS



The Monster is healed by the value shown.



Any Damage effect dealt during the **After Monster-Attack Roll** step of the Combat is applied before the Monster is healed, i.e. the Monster may be killed before it heals itself. For example, when using Dral's Counterattack, Keleia's Backstab, or Skoldur's Spiked Shield.



Damage dealt by the Hero is reduced by 1 in the **next** Hero Attack of this Combat.



The Monster-player takes one Chaos token.

Silver Magic




The effect of the second box of a Silver card is resolved by discarding only one Silver card.

Solo Game / Cooperative Game / Playing with Fire / Fellowship note: Whenever a Monster reveals a Silver card, the current stack is immediately completed. Follow these steps:

- ◆ If a Monster performs 1 Chaos Action, do not reveal another card and apply the effect from the second box of the revealed Silver card.
- ◆ If a Monster performs 2/3 Chaos Actions, start to form a second/third stack by revealing a new card. If it is a Silver card, do not reveal another card and apply the effect from the second box of that Silver card.

Two new card types (Rotting Fly for Silver and Rotting Worm for Gold) bring variability to the Combat. You may play with the new cards in any Scenario.

SETUP

From the base game and  expansion Silver and Gold cards, choose 3 Silver and 3 Gold card types to be used in the chosen Scenario. There must always be 8 cards for each chosen type, making a total of 24 Silver cards and 24 Gold cards. You may choose to play with one of the new types and not the other, i.e. there can be Rotting Fly, but not Rotting Worm in play or vice versa.

For example: Curse, Enhancement, and Rotting Fly for Silver cards and Healing, Rotting Worm, and Soul Control for Gold cards are in play.

SPECIAL RULES

PLAYING ROTTING FLY AND ROTTING WORM CARDS

Both Rotting Fly and Rotting Worm cards have a Health symbol depicted in the top right corner. The number in the symbol is the Creature's Health.



Each time you play Rotting Fly or Rotting Worm cards, instead of returning the Chaos token to the supply, place it on the depicted slot on the left of one of the cards to mark which effect is being played (according to the number of matching cards played, as normal). No matter how many cards you play, only keep the card with the Chaos token on it in the play area. Discard any other played cards to the corresponding discard pile.

For example: Since two Rotting Worm cards were played, place the Chaos token onto the middle slot of one of the cards. Keep that card in the play area and discard the other Rotting Worm card.



The marked effect applies until the Creature (Fly or Worm) is defeated or the Combat ends.

If other card(s) of the same type are played during that Combat:

- ◆ Place one of the newly played cards behind the matching card in the play area so that just the top of the new card (showing the Creature's Health) is visible. The Creature's Health is increased by the number shown in the Health symbol on the newly played card.
- ◆ If the number of newly played cards is higher than any group of matching cards played previously in this Combat, move the Chaos token on the matching card in

the play area to the corresponding effect slot (according to the number of newly played cards).

- ◆ Discard any other newly played cards.
- ◆ All Damage tokens placed on the original card stay on that card.

For example: The Monster-player plays 1 Rotting Worm card in the first Combat Round. The Worm's Health is 2 and the Chaos token is placed on the first slot to mark the applied effect.



The Hero-player deals 1 Damage to the Worm by their attack, placing a Damage token on the card.

In the second Combat Round, the Monster-player decides to play another set of 3 Rotting Worm cards. They place one of these cards behind the one lying in the play area, increasing the Worm's Health by 2, i.e. to 3 (1 Damage was already dealt). The Chaos token is moved to the slot in the third box, i.e. the third effect is now applied. The other 2 cards are discarded to the corresponding discard pile.



ATTACKING ROTTING FLY AND ROTTING WORM CREATURES

Each Combat Round, you may choose to attack a Rotting Fly or Rotting Worm Creature instead of the Monster you are fighting. All standard Combat rules apply, except:

- ◆ A Hero Roll Penalty is not applied.
- ◆ When the Creature dies, any remaining Damage is dealt to the Monster, i.e. you do not lose it.
- ◆ The Creature is not affected by any Healing effects depicted on Healing, Monster, and Elite Monster cards.

For example: Aél chooses to attack the Rotting Fly instead of the Assassin. The Hero Roll Penalty is not applied to Aél's Combat Value. She deals 3 Damage with her attack. The Creature is defeated by 1 of the 3 Damage dealt and so a Damage token with the value of 2 is placed on the Assassin's card.



If the Creature is defeated, discard the card to the appropriate discard pile and return the Chaos token to the supply.

ROTTING FLY AND ROTTING WORM CARD EXPLANATIONS

ROTTING FLY

Timing: Before Monster-Attack Roll

First box: Until the Fly is defeated or this Combat ends, add 3 to the Monster's Combat Value.

Second box: Until the Fly is defeated or this Combat ends, add 4 to the Monster's Combat Value. Also, draw a Silver card.



ROTTING WORM

Timing: Before Monster-Attack Roll

First box: Until the Worm is defeated or this Combat ends, inflict 1 additional Injury and all Hero Rolls are reduced by 2 until during step A of the **next** Monster Attack Phase of this Combat.

Second box: Until the Worm is defeated or this Combat ends, inflict 2 additional Injuries. All Hero Rolls are reduced by 3 until during step A of the **next** Monster Attack Phase of this Combat.

Third box: Until the Worm is defeated or this Combat ends, inflict 3 additional Injuries. All Hero Rolls are reduced by 4 until during step A of the **next** Monster Attack Phase of this Combat.



MAP SECRETS

[GAME MODULE]

The Map Secrets bring an extra fun element to the game, giving a use for the small Objects depicted on the Map that were previously just decorative. However, do not prioritize fulfilling the Tasks over the scenario course and goal.

SETUP

Choose (randomly or intentionally) one of the Secret cards and place it face up nearby.

According to the chosen Secret card, place the corresponding Object tokens illustration side up next to the Secret card. If these tokens include the Bird, Wolf, Bear, or Deer tokens, shuffle each of these types.

Note: Only place Object tokens on the newly revealed Map tiles, i.e. you may never place an Object token on a Map tile revealed earlier in the game.

The Objects are explained in more detail on page 20.

FULFILLING SECRET CARD TASKS

If your Hero is in the same hex as an Object token and that hex does not contain an undefeated Monster, you may, as a Free Action, attempt to meet the corresponding Task requirements depicted on the Secret card. If you do, take the Object token. An Object token is considered to be an Item, and therefore must be carried in one of your Sacks.

Note: Some of the Tasks cause negative effects such as Injuries. Be aware of the nature of the Task before you attempt it.

GAINING SECRET CARD REWARDS

If your Hero is carrying an Object token and is in the corresponding Location shown on the Secret card, as a Free Action you may gain the Reward depicted on the Secret card. Place the Object token next to your Hero board (for Final Scoring).



Example of a Secret card with corresponding Object tokens

Note: You may instead place the Object tokens in stacks on the depicted slots on the Secret card. Ensure you shuffle each stack of Bird, Wolf, Bear, or Deer tokens.

SPECIAL RULES

PLACING NEW OBJECT TOKENS

Whenever your Hero enters a hex on the edge of the Map and adds one or more new Map tiles, place an Object token illustration side up on each hex on the new Map tiles that depicts that Object. To help with this process, it is useful if other players help you look for these.

Object / Object token slot



FINAL SCORING

Each player gains Reputation according to the Scoring table shown below, based on the number of **different** Tasks they

fulfilled during the game, i.e. different Object tokens they have next to their Hero board.

Scoring Table				
	1	2	3	4
	1	3	5	8

* Number of different Tasks fulfilled

For example: You have 2 Object tokens with a Bird, 1 Object token with a Wolf, and 1 Object token with Glowing Skulls next to your Hero board. You have also 1 Object token with a Red Will o' Wisp in your Sack. You will gain 5 Reputation as you fulfilled 3 different Tasks during the game. The Red Will o' Wisp in your Sack does not count.

OBJECT TOKEN DESCRIPTIONS



BIRD (ANY COLOR)

Task requirements: Hunt the Bird.

Make a Hero Roll:

- ◆ If the roll is 10 or more, the hunt was successful. Take the Object token.
- ◆ If the roll is 9 or less, the Bird flies away to an adjacent hex. The Bird flies in a direction determined by the numbered hexes on the reverse side of the Bird Object token. Choose the direction with the lowest number where the Map is revealed. Place the Bird Object token on the appropriate adjacent hex, illustration side up.

For example: Dral's Final Value is 7. There is no Map tile revealed in direction 1, therefore the Bird flies away to an adjacent hex in direction 2. The Object token is moved to that hex, and placed illustration side up.



Location: Merchants



DEER

Task requirements: Hunt the Deer.

Make a Hero Roll:

- ◆ If the roll is 8 or more, the hunt was successful. Take the Object token.
- ◆ If the roll is 7 or less, the Deer runs away to an adjacent hex. The Deer runs in a direction determined by the numbered hexes on the reverse side of the Deer Object token. Choose the direction with the lowest number where the Map is revealed. Place the Deer Object token on the appropriate adjacent hex, illustration side up. For an example, see Bird above.

Location: Merchants



WOLF

Task requirements: Kill a Wolf.

You do not use a Combat Action to kill the Wolf. Instead, follow these steps:

1. Flip the Wolf Object token and suffer the depicted number of Injuries. If your Hero dies due to the Wolf's attack, follow the steps for dying outside of Combat (Rulebook, page 25). Place the Wolf Object token back in the same hex, illustration side up. Any Hero (including you) may attempt to fulfill this Task again.
2. Perform a normal First Strike, placing Damage tokens on the Secret card for the Damage dealt.
3. Perform a normal Hero Attack Phase, placing Damage tokens on the Secret card for the Damage dealt.

The attack against the Wolf then ends.

- ◆ If you dealt a total of 3 or more Damage, you meet the Task requirements and take the Object token.
- ◆ If you were unable to deal at least 3 Damage, you do not meet the Task requirements. Place the Wolf Object token back on the same hex, illustration side up. Any Hero (including you) may attempt to fulfill this Task again.
- ◆ In either case, remove all Damage tokens placed on the Secret card.

Location: Dragonslayer Towers



BEAR

Task requirements: Kill a Bear.

You do not use a Combat Action to kill the Bear. Instead, follow these steps:

1. Flip the Bear Object token and suffer the depicted number of Injuries. If your Hero dies due to the Bear's attack, follow the steps for dying outside of Combat (Rulebook, page 25). Place the Bear Object token back in the same hex, illustration side up. Any Hero (including you) may attempt to fulfill this Task again.
2. Perform a normal First Strike, placing Damage tokens on the Secret card for the Damage dealt.
3. Perform a normal Hero Attack Phase, placing Damage tokens on the Secret card for the Damage dealt.

The attack against the Bear then ends.

- ◆ If you dealt a total of 4 or more Damage, you successfully meet the Task requirements and take the Object token.
- ◆ If you were unable to deal at least 4 Damage, you do not meet the Task requirements. Place the Bear Object token back on the same hex, illustration side up. Any Hero (including you) may attempt to fulfill this Task again.
- ◆ In either case, remove all Damage tokens placed on the Secret card.

Location: Dragonslayer Towers



BLUE WILL O' WISP

Task requirements: Find the Blue Will o' Wisp.

Take the Object token, suffer 1 Injury, and teleport up to 2 hexes away. You may not take the Object token if this Injury would cause the Death of your Hero.

Location: Alchemists



RED WILL O' WISP

Task requirements: Find the Red Will o' Wisp.

Take the Object token, suffer 2 Injuries, and teleport up to 3 hexes away. You may not take the Object token if these Injuries would cause the Death of your Hero.

Location: Alchemists



WELL

Task requirements: Search for a magic flower.

Spend 1 Move point (without moving) and take the Object token.

Location: Alchemists



BAG

Task requirements: Find the Bag.

Take the Object token.

Location: Merchants



GLOWING SKULLS

Task requirements: Find the Glowing Skulls.

Take the Object token.

Location: Church



BLOOD ROCK (ANY SHAPE)

Task requirements: Find the treasure map underneath the Blood Rock.

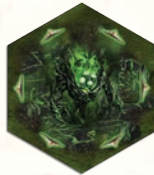
Take the Object token.

Location: Level 1 Treasure

Note: Blood Rocks are always red-brown in color. Rocks of a different color are not Blood Rocks.

CORRUPTED ELEMENTAL

A new type of Elemental you can interact with brings new possibilities for Heroes and players. You can find them on the Corruption and the Fixed Map tiles.



SETUP

When playing with the Corrupted Elementals, place the Corrupted Elemental card, the corresponding Global Effect token, and Corrupted Essence tokens nearby.



Corrupted Elemental card



Corrupted Global Effect token



Corrupted Essence token

Notes:

If a hex is influenced by both Air Power and Corrupted Power, apply the Air Power first.

If a hex is influenced by both Earth Power and Corrupted Power, the effects cancel out.

A Monster (or Elite Monster) is unaffected by Corrupted Power if it has Immunity.

CONFRONTATION

First box: Suffer 2 Injuries. If your Hero is not killed, take 1 Corrupted Essence.

Second box: Suffer 3 Injuries. If your Hero is not killed, take 2 Gold and 1 Gaar token.

Third box: Suffer 1 Injury. If your Hero is not killed, draw a Level 2 Treasure, 1 Silver card, and take 1 Corrupted Essence.



CORRUPTED POWER



If any dice roll is made (both during or outside of Combat) on a hex influenced by Corrupted Power, subtract 2 from the Final Value.

If a Combat takes place on a hex affected by a Corrupted Elemental, place the corresponding Global Effect token next to the Monster card. This reminds you to apply the effect of the Corrupted Elemental during Combat.



CORRUPTED ESSENCE

Timing: Anytime effect

Exchange 2 Corrupted Essences for any 1 Essence of a different type.

Notes:


In some Scenarios, the Corrupted Essence may be used for additional effects.

Corrupted Essence may be sold for 2 Gold as normal.



ENCOUNTERS

[PERMANENT]

There are 4 new Encounters in the  expansion, 1 each for Chapters I and II, and 2 for Chapter III. You may play with these new Encounters in any Scenario, even though the setup of the Scenario does not require them. These increase the variability of the game.

SETUP

When playing with the new Encounters, shuffle them with the Encounter Map tiles for Chapter I, II, and III before setting up the stack for each Chapter according to the Map Setup table for your chosen Scenario (increasing the number of tiles to randomly choose from).

Also, add the corresponding Encounter cards to the Encounter pile, ordered by type.

ARMORER - CHAPTER I



Reward clarification: Draw 2 Armorer Reward tiles. Choose one to keep and discard the other. Also, gain the Reputation, Gold, and/or any 1 Gem except Diamond and Demon Stone, as shown on the card.

To fulfill: Discard a Level 1 Monster Trophy.

Note: You may discard a Level 1 Elite Monster card instead of a Level 1 Monster card. If you do, the Reward is increased by 1 Reputation and 1 Gold.



To fulfill: Discard the depicted Item (any Essence or any Mountain Resource tile) and any Trophy.



To fulfill: Discard any number and any Level of Trophies which have a combined total value of at least 5/6 Monster Health.

OCCULTIST - CHAPTER II



Reward clarification: Draw 2 Occultist Reward tiles. Choose one to keep and discard the other. Also, gain the Gold as shown on the card.

To fulfill: Discard the depicted Gem or the depicted Essence.



To fulfill: Discard the depicted Gem or 2 Gaar tokens.

OCCULTIST REWARD TILES - ENCHANTED ITEMS



Enchanted Items follow the same rules as other Items in the game.



ENCHANTED SCROLL OF ENHANCEMENT

Timing: Before Hero-Attack Roll

Follow the rules described in the Appendix, page 15.



ENCHANTED SCROLL OF TELEPORTATION

Timing: Outside of Combat

In addition to the Teleport effect (**Rulebook, page 13**), take 1 Healing Potion or 1 Gaar token from the supply.

ENCHANTED POTION OF POWER

Timing: Before Hero-Attack Roll



Add 2 to the Hero's Combat Value and deal 1 additional Damage.



Subtract the value shown from the Hero's Combat Value and deal additional Damage shown.

ENCHANTED MINERAL

Timing: Outside of Combat / Hero Healing Phase

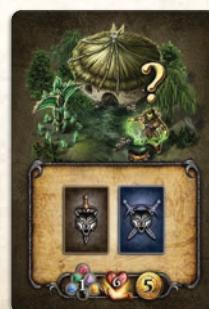


Heal by the value shown.



Heal by 4 and add 3 to the next Hero Roll.

SHAMAN - CHAPTER III



Reward clarification: Gain any 1/2/3 different Gems except Diamond and Demon Stone. Also, heal by the value shown, and gain the Reputation and Gold shown.

To fulfill: Discard a Level 1 and a Level 2 Monster Trophy.



To fulfill: Discard any Lake Resource tile and the depicted Item (any Natural Resource tile, a Level 1 Monster Trophy, or a Level 2 Monster Trophy).



To fulfill: Discard any Natural Resource tile and the depicted Item (a Level 1, a Level 2, or any Elite/Level 2 Monster Trophy).



To fulfill: Discard any number and any Level of Trophies which have a combined total value of at least 8/9/10 Monster Health.



To fulfill: Discard the depicted Item (any Amulet or any Ring).

ELEMENTAL VOID - CHAPTER III



To fulfill: Discard a Level 2 Monster or any Elite Monster Trophy.



TREASURES

[PERMANENT]

There are 30 new Treasure tiles in the expansion, 10 each for Levels 1, 2, and 3. You may play with these new Treasures in any scenario. These increase the variability of the game and add new possibilities for Heroes and players.

SETUP

Shuffle the new Treasure tiles into the corresponding Treasure stacks (increasing the number of tiles in each stack).

TREASURE EFFECT CLARIFICATIONS

In addition to the standard rules and effects, the new Treasure tiles contain the new Items and effects described below.

SCROLL OF BLESSING

Timing: Anytime during Combat

Increase the Die of Hope's value by the value shown.



SCROLL OF WEAKNESS

Timing: After Monster-Attack Roll

The Monster's Combat Value is reduced by



the value shown. Also, reduce Injuries inflicted on you by the value shown.

SCROLL OF IMBALANCE

Choose one of the following options:

- ◆ **After any Hero Roll:** Add the value shown to your roll. Also, the Monster's Combat Value is reduced by the corresponding value during the **next** Monster Attack of this Combat.

Note: You may also use the Clover effect outside of Combat. The Rabbit's Foot effect is ignored in this case.

- ◆ **After Monster-Attack Roll:** Subtract the value shown from the Monster's Combat Value. Also, add the corresponding value to the Hero's Combat Value during the **next** Hero Attack of this Combat.



SCROLL OF MINING

Timing: Outside of Combat on a Mining hex

Action: Mining

Additionally, receive 1 Move point if shown.



Notes:

You may spend the Move point anytime until your current turn ends, i.e. you do not have to use it immediately after performing the Mining Action. Take a Move token as a reminder of the received Move point.

You may use the Scroll of Mining for the Move point only.

SCROLL OF CONJURATION

Timing: Outside of Combat

Gain any 1 Gem except Diamond and Demon Stone.



THEFT

Timing: Outside of Combat

You may steal, i.e. take for free, any number of Items from one Offer of your choice that have a combined total purchase price up to the value shown.



You may spend more than one Thefts at the same time. In this case, you may steal Items from one Offer of your choice that have a combined total purchase price of up to the total value of all spent Thefts.

For example: If you spend 2 Thefts with a combined value of 4, you may steal any number of Items from one Offer of your choice that have a total purchase price of 4 or less Gold.

Do not refill empty slots with new tiles until after you decide to stop using Thefts (and their effects) this turn.

Notes:

A Theft follows the rules for Scrolls and Potions (see Appendix, page 15).

If the total purchase price of stolen Items is less than the total purchase price the effect allows, any excess is lost.

You can only steal from an Offer that corresponds to an already revealed Place of Trade on the Map.

For example: If there are no Alchemists revealed on the Map (liberated or not), you cannot steal anything from the Alchemists Offer.

You may combine the effects of any number of Thefts and Badge tokens (see Appendix, page 24), and optionally Keleia's Guild Member Ability (see page 15) to steal Items.

GENIE LAMP

Timing: Outside of Combat

Make a Hero Roll: According to the Final Value, gain 3 Gold, gain 1 Reputation, or heal by 15.



AMULET OF RENUNCIATION

Timing: Outside of Combat

Suffer Damage shown to receive 1 Move point or Teleport up to 4 hexes away.



AMULET OF INFLUENCE

The Amulet of Influence contains two effects that may be used independently of each other - Changing the Offer and a Healing or Clover effect. You may use both effects once in your turn as follows:



- ◆ When you use the Amulet to change the Offer, place one of your Hero tokens on the Changing the Offer icon. You may use the other effect of the Amulet later in the same turn, exhausting the tile.
- ◆ If the tile is already exhausted, but you do not have a Hero token on it, you may still use the Amulet to change the Offer, placing one of your Hero tokens on it.

When the tile is readied, remove the Hero token.



CHANGING THE OFFER

Timing: During a Trade Action

Completely change the Offer (for free) at the Place of Trade you are visiting.



THE SOLO AND COOPERATIVE GAME

This section contains rules for the new Solo and Cooperative game modes and modules added to the  expansion. Special solo and cooperative Scenario sets (Dreadful Paths and Oblivion Rising), and Fellowship Main Goals and Winning Levels can be found in the  Scenario Book.



FAER RITUALS AND THE PEGASUS

[GAME MODULE] -

The Faer Rituals and the Pegasus brings an extra fun element to the game, giving a new place to heal and gain rewards for a small sacrifice (Faer Rituals), and a new way of moving around the Map (Pegasus).



Example of a Ritual

- ◆ Discard a Silver card to heal by 3.
- ◆ Discard a Gold card to heal by 10.
- ◆ Discard 2 Silver cards to take the top tile from the violet Ritual Reward stack.
- ◆ Discard a Gold card to take the top tile from the magenta Ritual Reward stack.



SETUP

1. When playing with this module, set up the Map tiles according to the Map Setup table. Then shuffle the Ritual Map tiles (one per Chapter) with the Map tiles chosen for the corresponding Chapters (increasing the number of tiles in those Chapters).

If a Chapter is not used in the chosen scenario, do not use the Map tile corresponding to that Chapter.

For example: You do not use any Map tiles from Chapter I and V in the Elemental Revocation II scenario so you do not use the Chapter I and V Ritual Map tiles.

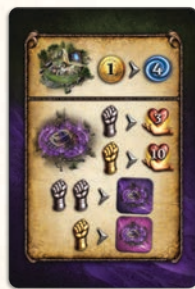
2. Sort the Ritual Reward tiles into stacks based on the color on their reverse side. Shuffle each stack separately and place them face down nearby.
3. Place the Ritual card face up nearby.



Level 1 Ritual
Reward tiles
(violet)



Level 2 Ritual
Reward tiles
(magenta)



Ritual card

PEGASUS

Whenever you enter a hex with the Pegasus on it, as a Free Action, you may pay 1 Gold to be carried by the Pegasus to a chosen hex within 4 hexes of your current position; place your Hero on the chosen hex. This works as if you teleported to that hex, i.e. all rules for Teleporting apply.



Note: As opposed to the Griffin, you may interact with the Pegasus only on the Pegasus hex, i.e. it does not stay on the hex it carried you to.

SPECIAL RULES

FAER RITUALS

Whenever you enter a hex with the Faer Ritual on it, as a Free Action, you may sacrifice, i.e. discard, as many Silver and/or Gold cards as you want in order to heal and/or gain Ritual Rewards:

We recommend using the Playing with Fire rules if you want to experience more realistic Monster-player behavior in Combat. However, playing with these rules is more challenging than the usual Solo Game.

The Playing with Fire game mode follows the Encounter, and Silver and Gold cards rules as per the Solo Game described in the Rulebook, starting on page 31. However, the rules shown below replace the solo Setup and Combat rules in the base game.

SETUP

Use the standard setup of the game (see Rulebook, page 5) with the following changes:

- ◆ Use only two Fixed Map tiles for each Chapter. They can be recognized by the One-player icon at the bottom of the tile (right above the Fixed Map tiles icon).*
* or shown in the Rulebook, page 31 in the first printing.
- ◆ Set aside the Combat die and two dice of another Hero (referred to from now on as the Monster dice). These dice are used to control the Monster in Combat.
- ◆ Return the Control cards to the box; they are not used in the Playing with Fire game mode.
- ◆ From the Gold cards, replace all of the Soul Control cards with the ones that depict the One-player icon.
- ◆ Place the Monster Healing tokens nearby.



One-player icon



Combat die



Monster Healing tokens

SPECIAL RULES

COMBAT

Follow the normal combat rules in the Rulebook starting on page 16 with the changes shown here when drawing Silver and Gold cards and to Steps B and C of the Monster Attack Phase.

The Monster-player (referred to from now on as the Monster) is controlled by the Combat die and Monster dice.

ADDING SILVER AND GOLD CARDS

When the Monster card is revealed, any Silver or Gold cards depicted on it are added to the respective caches. If there are 4 or more Silver cards in the Silver cache, discard 4 of the Silver cards and add 1 Gold card to the Gold cache.

MONSTER ATTACK PHASE

B) MONSTER-ATTACK ROLL

The rules shown here completely replace Step B of the Monster Attack Phase.

Roll the Monster dice together with the Combat die.

If the Hero-player used Air Essence, only **one** Monster die and the Combat die is rolled.

Immediately check for the following effects in the order shown:

1. **Shii's Intervention:** If the sum of the values on the Monster dice is 10 or more, add 1 point to the Die of Hope.
2. **Air Elemental Power:** If Combat occurs on a hex influenced by Air Power and the Monster dice have different values, turn the one with the highest value to the opposite side.
3. **Earth Elemental Power:** If Combat occurs on a hex influenced by Earth Power, add 2 to the Combat Value.
4. **Corrupted Elemental Power:** If Combat occurs on a hex influenced by Corrupted Power, subtract 2 from the Combat Value.

C) AFTER MONSTER-ATTACK ROLL

The rules shown here completely replace Step C of the Monster Attack Phase.

Perform Step C of the Monster Attack Phase by following the 5 steps in the order shown below:

1. **Gaar symbol:** If the Combat die shows a Gaar symbol, place an additional Gaar token next to the Monster card.
2. **Silver card:** If the Combat die shows a Silver card, place 1 Silver card next to the Silver cache. You may want to rotate the card 90 degrees to remind you it is not yet part of the Silver cache. After the Monster Attack Phase is resolved, add this card to the Silver cache. It may be used during the **next** Monster Attack.
3. **Chaos Actions:** For each Chaos Action shown on the Combat die, the Monster attempts to perform 1 Chaos Action. For each Chaos Action, there must be at least 1 card in either the Silver or Gold cache, and the Monster must have at least 1 Chaos token. See below for resolving Chaos Actions.
Example 1: 2 Chaos symbols are depicted on the Combat die, but the Monster only has 1 Chaos token. Only 1 Chaos Action is performed.
Example 2: 2 Chaos symbols are depicted on the Combat die and the Monster has 2 Chaos tokens, but there is only 1 Gold card in the cache and no Silver cards. Only 1 Chaos Action is performed.
4. **Monster Gaar tokens:** A Monster always attempts to perform the attack of the highest range shown on the Monster card (the rightmost attack). If the Monster dice roll is not high enough for this attack, one or more of the Monster dice shows a 1, 2, or 3, and the Monster still has one or more Gaar tokens, place one of the Gaar tokens blue side up near the dice and re-roll the lowest value Monster die (either die if tied). If required, repeat this process until either the Monster can perform the Attack of the highest range or it runs out of Gaar tokens.

For example: The Shadowbeast has 2 Gaar tokens. The Monster rolls a 1 and a 6. This is not high enough for the Monster's highest range attack. The Monster spends a Gaar token, placing it blue side up near the dice, and re-rolls the 1, getting a 3.



The Combat Value is now 11 (3 + 6 for the Monster dice + 2 for the blue-side up Gaar token) which lies in the highest range. The Monster does not use the remaining Gaar token even though one of the Monster dice shows a 3.

- Hero response:** The Hero may use their Gaar tokens, Abilities, and Items as usual. If one of the Monster dice shows 1, 2, or 3 after using a Hero's Gaar token or **any** Hero tile effect and the Monster still has a Gaar token, immediately repeat step 4 described above, then continue with your Hero's response.

PERFORMING 1 CHAOS ACTION

- If there is at least 1 card in the Gold cache, reveal the top card from the Gold cache and continue revealing more cards until you reveal 3 cards of the same type, a card of a different type, or you run out of cards. If you reveal a card of a different type, put that card on the bottom of the Gold cache.



- If the Gold cache was already empty, proceed in a similar way but reveal cards from the Silver cache instead, and only until you reveal 2 cards of the same type, a card of a different type, or you run out of cards.
- Discard a Chaos token and apply the effect of the revealed Gold / Silver cards as if they were played in the appropriate Combat steps.

PERFORMING 2 CHAOS ACTIONS

Perform 1 Chaos Action as described above to create the first stack. However, if you reveal a card of a different type, start a second stack with this card. Otherwise (i.e. you complete a stack or run out of cards), perform another 1 Chaos Action as described above to create a second stack.

A complete stack is 3 Gold or 2 Silver cards of the same type.

For example: You are performing 2 Chaos Actions. You reveal cards from the Gold cache and reveal 3 Power Strike cards. That completes the first stack. You then reveal another card to start the second stack, which is also Power Strike. The next card you reveal is Healing, which is placed on the bottom of the Gold cache.



Fellowship note: In some cases, the Monster may perform 3 Chaos Actions. This works in a similar way to performing 2 Chaos Actions described above, but creates 3 stacks of cards instead of 2.

For each created stack, discard 1 Chaos token and apply the effects of the revealed card stacks as appropriate.

CARD EFFECT CLARIFICATIONS

HEALING

When a Healing card is revealed:

- If the Monster has taken Damage equal to or greater than the value of the Healing card effect, the Monster is healed as normal.
- If the Monster has taken Damage less than the value of the Healing card effect, heal all Damage the Monster has taken and place a Monster Healing token with the corresponding value face up on the Monster card. The value of the Monster Healing token is the difference between the value of the Healing effect and the Damage the Monster had taken, i.e. the amount of Healing that was not used.
- If the Monster has not taken any Damage, place a Monster Healing token face up on the Monster card with a value equal to the Healing card effect. For ease of play, if there was already a Monster Healing token on the Monster card, you may swap both tokens for one with a value equal to the total of the two tokens if you wish.



If a Monster takes Damage that does not kill it, and it has one or more Monster Healing tokens on its Monster card, it is healed up to the amount of Damage taken or the total value of the Monster Healing tokens, whichever is smaller. Remove or swap the Monster Healing tokens as appropriate, so that the total value of all Monster Healing tokens on the Monster card is equal to the amount of Healing that was not used (if any).

For example: The Goblin Archer has already taken 2 Damage. Two Healing cards are then revealed during the Monster Attack Phase, healing 3 Damage. The Goblin Archer is immediately healed to maximum, i.e. the Damage token is removed from the card, and a Monster Healing token with Healing value of 1 is placed on the Monster card.



The Hero then deals another 2 Damage to the Goblin Archer. As that damage was not enough to kill the Goblin Archer, it is healed by 1 and the Monster Healing token is removed from the Monster card.

MIND CONTROL

A Gaar token stolen from your Hero with a Mind Control card may be used immediately after it is stolen.



FELLOWSHIP - COOPERATIVE GAME MODE

[ALTERNATIVE]

Fellowship is a new cooperative game mode that brings the experience of a true joint adventure in Euthia. **However, if this is your first game of Euthia, we recommend playing the competitive version of The Hunt scenario before playing with the Fellowship rules to get used to all basic rules of the game.**

The Fellowship uses the standard basic rules with the following changes:

WINNING THE GAME

You win or lose the game as a group. To win the game, you must complete the Main Goal of the chosen scenario, i.e. reach at least the Silver Winning Level of the scenario. The completion of each scenario has three Winning Levels - Silver, Gold, and Diamond. There is no Final Scoring when playing with the Fellowship game mode. For specific Main Goals and Winning Levels, see **Scenario Book, page 45.**

SETUP

Use the standard setup of the game (see **Rulebook, page 5**) according to the number of players, with the following changes:

- ◆ Set aside the Combat die and two dice of another Hero (referred to from now on as the Monster dice). These 3 dice are used to control the Monster in Combat.
- ◆ Return the Control cards to the box, they are not used in the Fellowship game mode.
- ◆ From the Gold cards, replace all of the Soul Control cards with the ones that depict the One-player icon.
- ◆ Randomly choose the Leader for the first round and place the Leader token in front of them.
- ◆ Sort the Personal Quest cards into Personal Quest decks based on their level - Starting, Advanced, and Elite.



Combat die



One-player icon



Leader token

Shuffle each deck separately and place them face down nearby. Draw a number of the Starting Personal Quests equal to the number of players +1 and place them face up beside the deck. Each player then chooses one of them (in any order they agree on) as their Personal Quest to fulfill. Return the unused Starting Personal Quest card and the remainder of the Starting Personal Quest deck to the box.



Personal Quest decks

- ◆ Create the Fellowship deck as follows:
 - Separate the Fellowship cards according to their round range depicted on their reverse side (I - round 1-7, II - round 8-14, III - round 15-20).
 - Shuffle the Fellowship III cards and place them face down in a pile without looking at them.
 - Shuffle the Fellowship II cards and place them face down on the pile of Fellowship III cards.
 - Shuffle the Fellowship I cards and place them face down on the pile of Fellowship II and III cards.
- ◆ Leave space for 2 piles of cards, the Silver cache and the Gold cache. Further details may be found in the **Silver and Gold Cards** section on **page 31.**



Silver cache



Gold cache

- ◆ Place the Monster Health, Monster Injury, and Monster Healing tokens nearby.



Monster Health tokens



Monster Injury token



Monster Healing tokens

SPECIAL RULES

LEADER

The Leader makes the decision whenever the group cannot agree during the game. Starting with the second round, at the beginning of each round, move the Leader token clockwise to the next player.

ORDER OF PLAY

Players may take their turns in any order, in some cases simultaneously, however:

- ◆ Only one Combat may take place at a time.
- ◆ Only one Trade Action may be performed at the same Place of Trade at a time.
- ◆ Only one Mining Action may be performed at the same Mining hex at a time.
- ◆ Only one Hero may Confront the same Elemental at a time.

FELLOWSHIP CARDS

At the beginning of each round, reveal one Fellowship card. The effects on it apply until the end of the round.

Each Fellowship card has three parts:

The bar at the top of the card depicts additional resources (Silver and Gold cards, and Chaos and Gaar tokens) that the Enemies (a group of one or more Monsters and/or Elite Monsters) will gain at the start of each Combat this round.

The frame with 4 or 5 boxes in the middle of the card describes additional Combat adjustments as follows:

- ◆ The first box at the top determines how much additional Health (if any) each Monster has in each Combat this round. Place a Monster Health token with the corresponding value face up above the Monster card(s) used in this Combat as a reminder of the additional Health.
- ◆ The second box at the top determines how many additional Injuries (if any) each Monster inflicts on a Hero in each Attack this round. Place the Monster Injury token with the corresponding value face up above the Monster card(s) used in this Combat as a reminder of the additional Injuries. **Remember:** The Monster must inflict at least 1 Injury during the Monster Attack Phase to inflict additional Injuries.



- ◆ There is sometimes a third box at the top showing a Chaos symbol. If present, this means each Monster performs an additional Chaos Action if possible.



- ◆ The first box at the bottom shows one of the following options:

- If the box is empty, there is no additional Enemy.

- One Monster of the Level shown is added to the Enemies.



- The Enemies attack with an Area Attack. See Combat below for the full details on the Area Attack (page 33).

Area Attack

- ◆ The second box at the bottom determines an additional Reward you earn each time you defeat all the Enemies in a Combat this round.



The bottom part of the card shows 2 slots and a Gold symbol.

The two slots show additional Action(s) and Move points (if any) the players may use this round. Each given Action may only be performed by one Hero. Each slot of additional Move points may only be spent by one Hero. Whenever one of the Heroes performs the Action or spends the Move points shown, place one of their Hero tokens on that slot. That effect may not be used again this round.



In a game of 3 or 4 players, each time a new Fellowship card is revealed, place Move tokens next to these two slots as follows:

- ◆ **3-player game:** One Move token, 2 Move points face up.
- ◆ **4-player game:** Two Move tokens, both 2 Move points face up.

Similar to the two slots on the card, each Move token may only be spent by one Hero. Whenever you choose to take the Move token, place it on your Hero board. **During this turn,** you may spend the Move points depicted on it as normal. Then return the token to the supply.

The Gold symbol with the green arrows above it determines the Exchange value for the round. The Exchange value is the maximum total selling price of Items each player may exchange with other players while their Heroes are on the same hex. See **Exchanging Items** on page 31.



PERSONAL QUESTS

You may fulfill a Starting Personal Quest if you meet the requirements of the Quest as depicted on the card. If you do, gain the Reward depicted on the card and keep the Personal Quest card face down near your Hero board (for counting towards the Main Goal).

Then draw 2 Advanced Personal Quests, keep one, and place the other one in the appropriate discard pile.

When you fulfill the Advanced Personal Quest, draw only 1 card from the Elite Personal Quest deck.

If the Quest has two parts, you may choose which part you fulfill first. As a reminder of which part you have already fulfilled, place one of your Hero tokens on it.

Note: We encourage you to cooperate and help each other with fulfilling your Personal Quests.

PERSONAL QUEST CLARIFICATIONS



To fulfill: Have an Armor Set of the given number of parts and Armor type.



To fulfill: Discard 2 Gold cards / a Level 2 Monster Trophy / 3 Level 3 Monster Trophies at the given Place of Trade (you do not have to discard them all at the same time). Additionally, for the Advanced Quest, liberate at least two Mining hexes with Lakes and/or Caves, i.e. defeat a Monster at the given locations.



To fulfill: Reach the given Reputation. Additionally, for the Starting and Advanced Quest, enter the Church (at the center of the Special tile).



To fulfill: Fight 2 Level 2 Monsters / 2 Level 3 Monsters at a time at the given location (following the Fellowship rules).

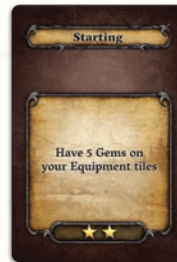
Additionally, for the Advanced Quest, discard 2 Healing Potions at a Merchants.



To fulfill: Your Hero must be at the Dragonslayer Towers (at the center of the Special tile) and your current Health must be at least what is shown.



To fulfill: Discard 10 Gold at the Church.



To fulfill: Have 5 or more Gems on your Equipment tiles.



To fulfill: Have 4 different Armor types equipped. The Armor from your Hero tiles do not count.



To fulfill: Unlock 3 Hero slots and all Equipment slots on your Hero board.



To fulfill: Confront 3 different Elementals. Also, discard 3 different Essences at the Alchemists.



To fulfill: Enter the Church to pick up 10 Gold. Also, discard 2 parts of Dragon, Krak, and/or Sunbow Armor at the Church.



To fulfill: Defeat any Elite or Level 2 Monster. Also, discard 2 Diamonds at the Dragonslayer Towers.

Note: Your Hero may receive Items from other Heroes several times in the same round (from a different Hero each time), but may not give Items more than once in a round.

TRADE ACTION

If there is another player's Trade token on the hex, you do not pay 1 Gold to that player.

MINING ACTION

If there are one or more other player's Interaction tokens on the hex, you do not pay Gold to any of those players. Instead, discard 2 Silver cards or 1 Gold card (regardless of how many other players have their Interaction tokens on that hex). If you have 2 Interaction tokens on that hex, you do not discard any cards. If you do not have enough cards to discard, you may not perform a Mining Action on the hex.

CONFRONT AN ELEMENTAL

If there are one or more other player's Interaction tokens on the hex, you do not pay Gold to any of those players. Instead, discard 2 Silver cards or 1 Gold card (regardless of how many other players have their Interaction tokens on that hex). If you do not have enough cards to discard, you may not Confront the Elemental.

HEALING ANOTHER HERO

Anytime in the Hero Healing Phase or outside of Combat, if 2 or more Heroes are on the same hex, they may heal each other by using stand-alone Healing effects, i.e. you may not heal another Hero by using an additional Healing effect of your Weapon or Combat Ability such as Ael's Starlight Staff or Starlight Rite, or Taesiri's Ritual Dagger.

EXCHANGING ITEMS

Anytime outside of an Action or Free Action, if 1 or more other Heroes are on the same hex as your Hero, you may, once per round, give Items to them that have a selling price, i.e. you may not exchange Gaar tokens, Dwurt tokens, Silver and Gold cards, Trophies, Natural Resources, or Object tokens (if played with the Map Secrets game module). You may also **never** exchange Hero tiles, even if they have a selling price on them.

When you give Items to 1 or more other Heroes, place one of your Hero tokens next to the Fellowship card to remind you that you have given Items this round. You may not give Items to other Heroes again this round. When a new Fellowship card is revealed at the start of the following round, take this Hero token back.

You may only give Items with a combined total selling price less than or equal to the Exchange value shown on this round's Fellowship card.

For example: Three Heroes are in the same hex - Ael, Dral, and Maeldur. The Exchange value shown on the Fellowship card for this round is 6. Outside of an Action or Free Action, Dral gives Items with a combined selling price of 4 to Maeldur and with a combined selling price of 2 to Ael, bringing the total combined selling price to 6. The player playing Dral places one of their Hero tokens next to the Fellowship card. Dral may not give Items to other Heroes again this round, however Ael and Maeldur may as they only received Items.

ENCOUNTER CARDS

Encounter cards are only refilled at the end of the round.

After fulfilling the Quest on an Encounter card, instead of keeping the card near your Hero board, discard it to the appropriate discard pile as there is no Final Scoring.

WITCH ENCOUNTER

If you reveal the Witch Encounter, use the Solo cards (indicated with the One-player icon). The Witch Reward tiles (Dark Amulets) are not used when playing with the Fellowship game mode.

BOUNTY CARDS

After defeating an Elite Monster, discard the Bounty card instead of keeping it near your Hero board as there is no Final Scoring.

Note: You may place an Elite Monster card in one of your Sacks and use it as a Trophy as usual.

SILVER AND GOLD CARDS

The Monster-player (referred to from now on as the Monster) is controlled by the Combat die and the Monster dice. In addition, the Silver and Gold cards are also used; leave space nearby for 2 piles of cards, the Silver cache and the Gold cache.

- ◆ Any time a player draws a Silver or Gold card, also add 1 card of the matching type to the corresponding cache. **Exception:** Do not add a Gold card to the Gold cache when a player discards 4 Silver cards to gain 1 Gold card.
- ◆ Whenever there are 4 or more Silver cards in the Silver cache, discard 4 Silver cards and add 1 Gold card to the Gold cache.
- ◆ There is no limit on the number of cards in the Gold cache.

You still gain Silver and Gold cards in the game as a Reward, but you do not control a Monster. Therefore, the player can at any time:

- ◆ Discard 4 Silver cards to gain 1 Gold.
- ◆ Discard 1 Gold card to gain 1 Gold.

Silver and Gold cards are also used when Confronting an Elemental or Mining on a hex with one or more other Hero's Interaction tokens on it, and for certain special rules of the chosen Scenario.

The player still has to respect the limit of 5 cards in hand (see **Rulebook, page 22**).


COMBAT

JOINT COMBAT

In certain circumstances **two** players (and no more than two) may participate in the same combat:

- ◆ Combat with a Monster icon depicted on a hex,
- ◆ Combat with a Minion icon depicted on a hex,
- ◆ Combat with an Elite Monster on a location determined by a Bounty card.

Any other Combat must be performed by **one** Hero and is **not** affected by the revealed Fellowship card.

You may use a Trophy gained in a joint Combat to fulfill a Quest. Any exception to this is described in the  **Scenario Book**.

To start a joint Combat: A Hero enters a hex with an undefeated Monster and stays on that hex until a second Hero enters the hex and joins them in Combat. The first Hero may not perform any other Action, Free Action, or Move from that hex until the Combat starts. As soon as a second Hero enters the hex, the Combat starts.

The first Hero must perform a Combat Action on that hex before the end of the round, even if a second Hero does not end up entering the hex.

To perform a joint Combat, each player must spend their Combat Action token.

COMBAT SETUP

Before the fight begins, follow these steps:

1. Draw a Monster card based on the difficulty level of the Monster (as depicted on the hex) and place it face up in front of you. If this round's Fellowship card depicts an additional Monster, draw a Monster card from the appropriate Monster deck and place it to the right of the already revealed Monster card. The order of the cards from left to right is the order in which the Enemies will attack.
2. To the respective caches, add any Silver and Gold cards depicted on the Monster and Elite Monster cards in the line of Enemies. According to the bar on the Fellowship card, add any additional Silver and Gold cards depicted to the respective caches.
3. Form a Combat Pool (a joint supply for all Monsters) of Chaos and Gaar tokens depicted on the Monster and Elite Monster cards in the line of Enemies. According to the bar on the Fellowship card, add any additional Chaos and Gaar tokens depicted to the Pool.
Note: If a Monster takes a Chaos token as an additional Combat effect (see **page 17**), it is also placed in the Combat Pool.

4. Die of Hope rules apply as usual. If two players participate in Combat, both may use the Die of Hope, but any benefits gained from spending points from the Die only apply to only the Hero that spent those points.

THE FIGHT BEGINS

The Fellowship game mode uses the same rules for Combat as for the **Playing with Fire** game mode, including Healing and Mind Control cards effect adjustments. See **page 26** for **Combat** rules and **page 27** for **Card Effect Clarifications**.

At the start of the fight, each Hero may perform one First Strike with suitable Items or Abilities to attack any one Enemy. Players decide the order in which they attack. An Enemy can be attacked by more than one Hero.

COMBAT ROUNDS

The Combat takes place over a series of Combat Rounds, each consisting of 4 Phases. This continues until all Enemies have been defeated, or all Heroes die trying.

1. Hero Healing Phase
2. Enemy Attack Phase (see below)

Repeat Phases 1&2 until all Enemies have attacked.

3. Hero Healing Phase
4. Hero Attack Phase (see below)

Repeat Phases 3&4 until all Heroes have attacked.

The order in which Enemies attack in Phase 2 is given by the order of the Monster cards from left to right. A Hero may be attacked more than once if there are 2 or more Monsters / Elite Monsters in the line of Enemies. In the case of a joint Combat, for each Enemy, players choose which Hero that Enemy attacks.

In the case of a joint Combat, players choose which Hero resolves Phase 4 first. Each Hero may attack any one Enemy with a non-First Strike Weapon or Combat Ability using any other Items and Abilities as per a normal Hero Attack Phase. In the case of a joint Combat, the same Monster may be attacked by both Heroes.

The following additional rules apply:

- ◆ Any Ongoing effects played apply to all Enemies that participate in this Combat.
- ◆ The effects of Silver and Gold cards and special Combat effects (see **Rulebook, page 31** and **Monster Cards, page 17**) are applied only to the Hero who was attacked by the specific Enemy.



- ◆ Rotting Worm Gold card effects apply to all Hero Rolls of all Heroes that participate in this Combat.
- ◆ If the Fellowship card shows **Area Attack**, the Injuries inflicted, all special Combat effects, and all effects of Silver and Gold cards are applied to all Heroes that participate in this Combat.

For example: Two Heroes participate in Combat with Gecko. Gecko's Final Combat Value is 7. Also, one Enhancement card was played during this Monster Attack. Since a Fellowship card with an Area Attack is in play this round, both Heroes suffer 3 Injuries (2 from the Monster card and additional 1 from the Enhancement card). The Monster also takes 2 Silver cards, placing them in the Silver cache.



JOINT COMBAT REWARDS

At the end of a joint Combat, each player receives half of the Rewards, Loot from the hex, and Trophies, i.e. each player takes half of the total Gold value, Reputation value, number of Silver cards, number of Gold cards, number of Healing Potions, and number of Gems and Essences received. For each of these values which is an odd number, the players decide which Hero gets the remaining reward.

Additionally, the players decide which of the two Heroes places their Hero / Interaction / Trade token(s) on the liberated hex.

In the case of Hero Death during a joint Combat:

- ◆ If only one Hero died, i.e. the other defeats the remaining Monsters, only Reputation received is divided between the Heroes. The rest of the Reward, Loot and any Trophies goes to the Hero who survived.
- ◆ If both Heroes die with at least one Monster or Elite Monster already defeated, only the Reward from the defeated Monster(s) is divided between them (any Loot and Trophies are lost). The hex is only liberated if all Monsters that participate in the Combat are defeated; place the appropriate token on the hex as usual.

DEATH OF A HERO

If your Hero dies outside of Combat, perform all the regular steps except you lose only 1 Reputation (instead of 2).

If your Hero dies in Combat, follow the regular rules for resurrection, except that instead of the Monster-player taking one of your Hero tokens, immediately lose 1 Reputation.

Remember to add 1 Gold card to the cache when you draw a Gold card after being resurrected.

HERO TILE EFFECT CLARIFICATIONS

FURIOUS CHARGE (DRAL)

The first attack of the first Monster must be directed to Dral. Subtract 2 from the Monster's Combat Value as usual.

BOOK OF POWER (TAESIRI)

In Combat with multiple Enemies (due to a Monster being added as depicted on the revealed Fellowship card), if Taesiri survives, place only **one** Hero token on the Book of Power tile.

ENCOUNTER CLARIFICATIONS

CAPTIVE (LORD)

If you interact with the Captive after a joint Combat on the required hex and both Heroes survive, only **one** Hero token is placed on the encounter card.

NEW SYMBOLS AND ICONS



Fierce Skull: The symbol on all components that come as a part of the Fierce Powers & Crawling Shadows expansion.



Any type of Gem: Place or discard any Gem, except Diamond and Demon Stone.



Any type of Essence: Take or discard any Essence, except Corrupted.



Any type of Natural Resource: Discard any Natural Resource tile.



Any type of Scroll: Discard a Scroll of any type.



Any type of Trophy: Discard any Monster card, including an Elite Monster.



Any Elite Monster Trophy: Discard any Elite Monster card.



Trophy with Monster Health: Discard any number and any Level of Trophies which have a combined total value of at least the Monster Health shown.



Monster Health with a "+" before the number: Additional Health the Monster has during Combat, marked using Monster Health token(s).



Small book: Marks a location / an effect where you may choose one or more of the following options (if not specified otherwise):

- ◆ Unlock both Hero and Equipment slots on your Hero board as if at a Place of Trade.
- ◆ Unveil Hero tiles, purchase Equipment from your Hero tiles, and Train Abilities as if at a Place of Trade.

Note: You cannot sell Items removed from your Hero slots. These must be placed in one of your Sacks or removed from your Hero board without gaining the selling price. Items may be sold only at a Place of Trade.



Gaining Gems: Take the given number of different Gems shown, i.e. any Gem(s) except for the Diamond and Demon Stone.



Silver Magic: The effect of the second box of a Silver card is resolved by discarding only one Silver card.



Minion: Flying Skull



Minion: Rotting Butcher



Minion: Undead Lord



Leader: Marks a person who makes decisions whenever the group cannot agree.



Exchange value: Determines the maximum total selling price of Items each player may exchange with other players while their Heroes are on the same hex.

HEROES



Eltrea (green)



Familiar Ability



Leaf Familiar Alignment



Moon Familiar Alignment



Expansion Starting Hero tile / Crowned Fierce Skull

SCENARIOS & SCENARIO SETS



Necromancer



Tower



Hydra boss



Additional Food: Move the Food token on the Ferocity card up by a number of spaces equal to the value in the Food icon.



Exhaust General Ability: Exhaust one Ability / First Strike Ability of your choice Trained on your Hero board.



1 Arcane point: Each Orb token represents 1 Arcane point and are used to move around the Dimension Map and interact with the Arcane Crystal and Arcane Barrier locations.



Half-Health: The Monster's Health is reduced to half, rounded up.



Carcass: The Monster on the hex is defeated and the hex is liberated.



Distance condition - furthest hex



Distance condition - closest hex



Faer Demon boss



Talking Stone Head location



Shipwreck Ghost location



Tracks: Add 2 for each Tracks token placed on the Map to your “find the Tracks” roll.



Cursed Ability: Subtract the sum of Clover effect values on all Cursed Ability tokens on your Hero tiles from all your Hero Rolls.



Damaged Armor: Subtract 1 from your Sack modifiers for each Damaged Armor token you have placed on your equipped Armor. All effects of the affected Armor and Gems placed on it do not apply anymore.



Discard Separator



Not-Unveil Separator



Unveil Separator



Behemoth boss



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NOT SUITABLE FOR CHILDREN UNDER 3 YEARS.
THIS IS NOT A TOY. NOT INTENDED FOR CHILDREN 13 YEARS OF AGE OR YOUNGER.



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