BEGINNING OF EACH ROUND

GEMS

All Players:

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

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

PLAYER'S TURN

During your turn, you may perform:

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

Order and number are not limited.

At the end of your turn:

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

END OF THE ROUND

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

END OF THE GAME

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

COMBAT SETUP

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

FIRST STRIKE Use \$ = \$ / \$ \$

COMBAT ROUNDS

A First HP, then MP.

B After roll, apply Shii's

Intervention and

Elemental Effects

Both HP and MP.

First MP, then HP.

D Hero's Health is reduced.

- 1. Hero Healing phase 🍶 2. Monster Attack phase
- - 3. Hero Healing phase ...



- 4. Hero Attack phase
- A first MP, then HP.
- B P. After roll, apply Shii's Intervention and Elemental Effects.
- C HP and the Die of Hope.
- D The Hero deals damage to the Monster.

Put the Monster card back

END OF COMBAT

If you kill the Monster

- Gain the Reward, Trophy, and Loot
- Gain from the Die of Hope. Give to MP.

If vou die

Place your Hero in the Church.

on top of the deck.

Amethyst

Onyx















Diamond 🞇









Essences

Earth 🔀









Water 💥



Once during

Once during





ELEMENTAL **POWER**

Flips the die with

the higher value

Earth Adds to the rolls

VISIT THE CHURCH

Trade Action not necessary







RESURRECTION

Place your Hero in the Church and:

When killed by another player







In all other cases





TRADE RULES

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

- Purchase Item
- Unveil Hero tiles
- Sell Item
- Train Ability

cannot be sold

Hero tiles **Training cost**

price (Equipment)

Unlocked Hero slots

Gems / Essences =

Essences on Ability tiles do not.

Equipped Gems do count.

2

- Heal
- Unlock Hero or **Equipment slot**
- Purchase Gaar (in Dragonslayer Towers only)

You may sell any Item you have

for its selling price.

All Gems / Essences

MERCHANTS





ALCHEMISTS





DRAGONSLAYER







a Trade





Water Heals your Hero

Fire Injures your Hero

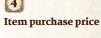


SCORE - POSSESSIONS VALUE

















Gain Reputation with Gold value depicted. If there is no Reputation, gain Gold of the higher value

SCORE - REPUTATION

V	0		*	?	E	
4-6	7-9	1	1	2-3	1	2
7-9	10-13	2-3	2	4-5	2-3	5
10-13	14-19	4	3	6-7	4-5	9
14+	20+	5+	4+	8+	6+	15
* Lose 2 Reputation for each time your Hero was killed in Combat.						

SYMBOLS AND ICONS



Reputation: Gain or lose Reputation.



sell, or pay up to the value.



Healing Potion: Move: Receive Move Take a Healing Potion tile. Points.



Teleport:

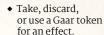


Teleport up to the value shown.



 Used to adjust die rolls.

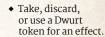
Gaar:



controlling the



Dwurt: Used to adjust die rolls.







Changing the Offer: Change the Offer at the Hero tiles. visited Place of Trade.



Air Essence: The Monster uses only one die.



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



Chaos: Used to play Silver and Gold cards.





Monster. Draw or discard a Silver card for an effect.

Used when



Gold Card:

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



(Elite) Monster: Difficulty level 1



(Elite) Monster: Difficulty level 2



(Elite) Monster: Difficulty level 3



Mining Cart: Draw 3 Natural Resources, keep 1.



Immunity to any effects from the Hero other than Damage.



Skull: A Hero or Monster is killed.



Clover: Modify the Hero Roll by the value shown.



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



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



inflicted Injury.



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



Modify the dealt Damage.



Hero Healing: Heal by the value shown.



Maximum Health.



Monster Healing: Monster heals by the value shown.



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



Monster Health: Indicates the Health of a Monster.



Sack: Modify the number of Sacks.



Success



Failure



Slash symbol: Choose one of the effects shown.



HERO BOARD

Ouestion mark: Marks an Encounter.



Symbol of the Thieves Encounter



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

ACTIONS



Mining Action



Action



Combat Action



Helmet



Cuirass



Greaves



Boots



Gauntlets



Ring



Amulet

HERO TILES



Shield



Weapon, First Strike Weapon



Ability



First Strike Ability



two dice for performing the effect.



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



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



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



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



Armor set of

5 parts is needed

to use the effect.

TIMING ICONS



Permanent

Effect



Effect



Setup



First Strike



Roll



Before Hero-Attack Monster-Attack Roll



Before Monster-Attack Roll or After Monster-Attack Roll

HERO ICONS AND COLORS



After Monster-Attack Roll



Before After Hero-Attack Hero-Attack Roll Roll

MAP SETUP



Fixed



Encounter Scenario **Map Tiles**





Other

Map Tiles





Áel Dral (blue)



Keleia (yellow)



Maeldur (red)



Skoldur



NUMBER OF PLAYERS



One-player icon



Two-player





icon



token

Interaction

token

Trade token

FINAL SCORING



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



Question mark: Scoring for collected Quests.



Taesiri



