# of dreams & shadows

Revised Rule Book

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GREENBRIER GAMES

Game Components

ASSETS
01. d6 Dice (2)
02. Plastic Standee bases (20)
03. Game Board (1)

CARDS (2.5X3.5IN)
04. Afflictions (40)
05. Events (15)
06. Foes-Arawn (7)
07. Foes-Dragon (6)
08. Foes-Epic (10)
09. Foes-Morrigan (7)
10. Resources (48)

CARDS (3.5X4.9IN)
11. World Scenarios-Capital (12)
12. World Scenarios-Hollows (12)
13. World Scenarios-Realm (12)
14. World Scenarios-Wilds (12)

CARDS (4.5X5.95IN)
15. Champions (8)
16. Quest Scenarios-Arawn (12)
17. Quest Scenarios-Dragon (12)
18. Quest Scenarios-Morrigan (12)
19. Story Endings (6)
20. Villians (3)

TOKENS (CIRCLE)
21. Boon (12)
22. Champions (16)
23. Fate (1)
24. Foe Health(12)
25. Gold (24)
26. Quest (12)
27. Shadow (18)

TOKENS (STANDEES-CHAMPIONS)
28. Anton (1)
29. Brom (1)
30. Freya (1)
31. Hadrian (1)
32. Nora (1)
33. Natasha (1)
34. Selene (1)
35. Tamlin (1)

TOKENS (STANDEES-FOES)
36. Balor (1)
37. Bean Sidhe (1)
38. Black Magi (2)
39. Changelings (2)
40. Death Cultists (2)
41. Dire Beast (2)
42. Fallen Knight (2)
43. Fomorian Invaders (5)
44. Herne (1)
45. Katarina (1)
46. Kelpie (2)
47. Koschei (1)
48. Primal Spirits (2)
49. Redcap Assassins (2)
50. Rhaler (1)
51. Satyr Troupe (2)
52. Sidhe Blademaster (2)
53. Sonja (1)
54. The Skin-Walker (1)
55. Tusk (1)
56. Undead Corpse (6)
57. Undead Horde (6)
58. Undead Titan (1)
59. Vampire Maiden (2)
60. Werebears (2)
61. Wereboars (2)
62. Werewolf Pack (2)
63. Witches (2)
64. Wood-Wose (2)
65. Wraiths (2)

TOKENS (STANDEES-VILLIANS)
66. Arawn (1)
67. The Dragon (1)
68. Morrigan (1)

Game Setup

Follow these steps to prepare for a new game:

I. PREPARE THE MAP, TOKENS & STANDEES

Place the map in the center of the play area. Organize all the tokens and standees in like piles on the left side of the map.

II. SET THE FATE DIAL

Place the Fate token on position #1 of the Fate Dial, which is on the top right corner of the map.

III. CHOOSE YOUR VILLAIN

As a group, choose your Villain and read the Act I side of the Villain card for instructions on placement of the initial Quest tokens, Shadow tokens and Foes on the map.

- To randomly place a token, pick one from the relevant pile and check the back side for the location type and number. Then place on the matching location of the map. Always round up when directed to place a number of tokens based on half the number of Champions.
- Place the Villain Card (Act I side up) next to the map.

VILLAIN CARD ANATOMY
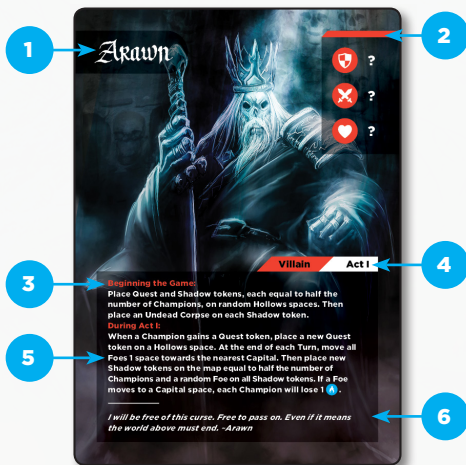
1. VILLAIN NAME
2. STATS - In Act I, the Villain stats are not relevant. In Act II, the Villain becomes a Foe you must fight.

3. SETUP - Information for starting the Act against this particular Villain.
4. TYPE & ACT
5. ADDITIONAL RULES - Information that changes the game rules for the current Act.
6. FLAVOR TEXT - A quote about the Villain

VILLAIN SET UP

Each Villain's set up consists of:
- A Villain card (with an Act I and Act II side)
- A Quest deck (12 Quest cards per Villain)
- Foes (7 Foe cards per Villain, except The Dragon who has 6)
- Epic Foes (3 Epic Foe cards per Villain, except The Dragon who has 4)

- **ARAWN:** *Quests (A), Villian (B), Foes (C), Epic Foes (D)*
- **THE DRAGON:** *Quests (E), Villian (F), Foes (G), Epic Foes (H)*
- **MORRIGAN:** *Quests (I), Villian (J), Foes (K), Epic Foes (L)*

Once you have all the cards of your Villain:
- Shuffle the Foes aligned with your Villain and place them on the side of the map.
- Take your Villain's Epic Foes, and keep them in a separate pile (there is no need to shuffle).
- Shuffle your Villain's Quest deck and place it next to the map.

FOES & QUESTS NOT ALIGNED WITH VILLAIN

- Regular Foes who are not aligned with the chosen Villain should be kept on hand, and shuffled together. In the event that you run out of Foes aligned to your Villain, randomly draw from the remaining Foes. Scenarios from the World decks may also cause you to search for a specific Foe, who may or may not be aligned to your chosen Villain.
- Quests and Epic foes of the other Villains should be returned to the game box - they will not be used.

IV. PREPARE THE DECKS

Sort the cards by type and shuffle each deck. Place the decks across the bottom and the right hand side of the map.

V. SELECT YOUR CHAMPIONS

Each player selects a Champion card. Read the Starting Resources section of the card to determine if the Champion begins the game with a Resource card or Gold.

- Search the Resource deck for the starting Resource card and place it next to the Champion card. Cards that are next to your Champion are considered attached. Champions that start with Gold can place the relevant Gold token on their Champion card.
- Place the Champion standee on the map based on what is listed under Starting Location.
- Each player marks their Champion's Health and Willpower on the tracks at the bottom of the map with their Champion tokens.

CHAMPION CARD ANATOMY

1. **CHAMPION'S NAME**
2. **TRAITS -** A Champion's talents and prowesses. Traits are added to die rolls when completing Tests or while in combat. The Spirit-Touched trait allows your Champion to use Spell cards. **See "The Action Phase" on pg 10.**
3. **STARTING INFORMATION -** A Champion's starting location, resources, and thematic alignment.
4. **PASSIVE ABILITY -** Each Champion has a passive ability that is always in effect.
5. **SPECIAL ACTION -** Once per Turn, during the Action Phase, a player may choose to activate the Special Action unique to their Champion.
6. **FLAVOR TEXT -** A quote about the Champion.

CHAMPIONS SYMBOLS

Health   Willpower   Might

Agility   Insight   Awareness

Persuasion   Resolve   Spirit-Touched

VI. CREATE THE HAND

- Flip the top 5 cards of the Resource deck face-up and place them side-by-side next to the Resource deck.
- Unlike a traditional hand of cards, The Hand is not held or owned by an individual player, but is a common pool of Resources players can acquire.

RESOURCE CARD ANATOMY

1. **RESOURCE'S NAME**
2. **TRAIT MODIFIER -** Some Resource cards passively improve your Champion's traits.
3. **COST -** The price of taking this card from The Hand. Typically Gold or a trait challenge that must be passed. Taking cards from The Hand also costs an action during the Action Phase.
4. **TYPE -** Resources can be; Armour, Items, Weapons, Spells, Companions, Combat Feats, or Relics. Spells require the Spirit-touched trait to acquire. Relics can only be acquired as a result of a Scenario, Quest, Event, or Special Action, and cannot be bought by normal means.
5. **ABILITY -** In addition to trait modifiers, most Resources have either a passive or active ability. Abilities with the icon can only be used once per Turn. They should be turned horizontal to signify they've been used, and returned to a vertical position at the start of the next Turn.

Overview

Each playthrough of Of Dreams & Shadows is a story spanning two Acts. Each Act consists of five Turns. In Act I, there are four Phases per Turn, and the Villain is in the background. Each player takes one Round per Phase. In Act II, the Villain shows his or her face, and the Turn is shortened to only two Phases. Turns are tracked using the Fate Dial.

ACT I - FIVE TURNS

Each Turn consists of four Phases. Each Phase consists of one Round per player. Round order is determined by Iniative. **See "How to Play" on pg 10.**

The Phases of a Turn are:

1. **ACTION -** Players may take 3 actions per Round. They may repeat the same action multiple times, except the character-specific "Special Action." Actions are:
   A. **TRAVEL -** Move across a travel path to an adjacent space.
   B. **REST -** Regain 2 Health.
   C. **ACQUIRE A RESOURCE CARD -** Pay the cost (and the action) to take a Resource.
   D. **INVOKE A SPELL -** Use a Spell card attached to your Champion
   E. **GIFT/TAKE -** Give or receive any number of Resources, Gold, or Boon/Quest Tokens to or from another Champion on the same space.
   F. **SPECIAL ACTION -** Each Champion has a unique power. Only useable once per Turn.
   G. **PURGE SHADOW -** Remove a Shadow token from your space.

2. **COMBAT -** All Champions on a space with one or more Foes enter combat. Combat proceeds until either the Champions or Foes are defeated, or Champions retreat.

3. **SCENARIO -** Following turn order, players draw from the World deck corresponding to the space they're on. Players on a space with a Quest Token may choose to draw from the Quest deck instead. Players resolve Scenarios one at a time. Players on the same space each encounter their own Scenario.

4. **EVENT -** Players draw from the Event deck. Resolve the card, then move the Fate Dial and begin a new round.

At the end of the fifth Turn of Act I, Act II begins. Flip the Villain card over and follow any instructions for setting up Act II. Reset the Fate Dial to the #1 position.

ACT II - FIVE TURNS

At the beginning of Act II, all Champions return to full Willpower!

In Act II, each Turn only has two Phases: Action & Combat. Players skip the Scenario and Event Phases, and should focus solely on defeating the Villain.

If players have not defeated the Villain by the end of Turn five in Act II, the game is lost. Players should read the "Defeat" card for their chosen Villain. If players defeat the Villain before the end of Act II, they are victorious, and should read the "Victory" card for their chosen Villain.

TABLE SETUP

01. **Tokens & Standees**
02. **Board**
03. **Events**
04. **Villain**
05. **Foes & Epic Foes**
06. **Affliction Cards**
07. **World Scenario Cards (from left to right: Wilds, Hollows, Realm, and Capital)**
08. **Quest Cards (of chosen Villain)**
09. **Resource Cards**
10. **The Hand (5 Resource Cards)**

Place the Resource, Affliction, Scenario and Quest Decks out across the bottom of the map. Place the Event, Villain and Foe decks along the right-hand side of the map.

The Dragon

Villain — Act 1

Place Quest tokens with Foes aligned to the Dragon on Wilds and Hollows spaces equal to the number of Champions. Each time a Quest token is gained by a Champion, place a Quest token aligned to the Dragon on a Wilds or Hollows space. At the end of each Combat Phase, move each Foe aligned to the Dragon 1 space towards the nearest Champion and perform an Ambush against each Champion on the same space. At the end of each Scenario Phase, place Shadow tokens on Wilds and Hollows spaces equal to half the number of Champions. As an action, a Champion can remove a Shadow token from the map. At the end of the final Turn on the Fate Dial, flip this card.

An abomination. A nightmare made flesh. You will know soon enough why I am the monster in the dark. -The Dragon

Map labels: Eyr, Eriu, Drazova, Albion

Legend:
- Wilds
- Hollows
- Realm
- Capital

Cards: The Dragon's Scales, Leather Armour, Distract, Band of Hunters, Claymore

DETERMINING INITIATIVE

At the beginning of each Turn, the players compare their Champions' Agility trait. Whoever is highest has Initiative and takes their Round first in each Phase. If there is a tie between Champions, the players can decide between them on who has Initiative. Once Initiative has been determined, sequence of play proceeds clockwise around the table from the player with Initiative.

THE ACTION PHASE

During a player's Round in the Action Phase, that player has up to 3 available actions. Players may opt to use multiple actions of the same type except for Special Actions. A Champion's Special Action may only be used once per Turn. Players can also pass on taking an action. The player with Initiative takes all of his or her actions first. Play then proceeds clockwise to the next player. Once everyone has spent their actions, the Action phase is complete. Players may perform the following types of actions:

1. TRAVEL

Move your Champion to an adjacent space on the map that is directly connected by a travel path.

- Solid lines are paths above the earth, while dotted lines are underground routes. This distinction will only be relevant in expansions to the core game.

2. REST

Take a moment for your Champion to mend their wounds. Regain 2 Health. Record this by moving the Champion's token up the associated Health track on the map . You cannot exceed the maximum Health listed on the Champion card.

3. ACQUIRE A RESOURCE CARD

While your Champion is on a Capital or Realm space, select a Resource card in the Hand. Pay the required Gold cost or pass the Persuasion Test to attach the Resource card to your Champion. Attached cards are placed next to the Champion's card. Restock the Hand back to five cards from the top of the Resource deck. Relic cards in The Hand cannot be acquired through normal means - only an event, scenario, or Champion ability will allow you to acquire a Relic

4. INVOKE A SPELL

Select a Spell that has been acquired by your Champion. Spend an action to activate the magical effect listed on the card. Note:

Only Champions with the Spirit-Touched trait ⊙ can use Spells.

5. GIFT/TAKE

Use a Gift action to move any number of Resource cards, Gold, Boon and Quest tokens from your Champion to another Champion that is on the same space. Alternatively, use a Take action to gain Resources and tokens from another Champion on the same space.This requires the owner's consent. Note: Combat Feats, Spells and Companions cannot be part of a Gift/Take action.

6. SPECIAL ACTION

Spend an action to activate a Champion's Special Action. Perform the steps listed on the Champion's Card. A Champion's Special Action can only be used once per Turn.

7. PURGE SHADOWS

A Champion on the same space as a Shadow token can spend an action to remove it from the map. It should be returned to the pile of Shadow tokens.

TESTS

All challenges in the game, from acquiring a Resource card to completing a Scenario, to fighting Foes in combat, involve a Test. Each Test specifies a trait and a difficulty score.

To complete a Test, the player rolls a die and adds the value of the die roll to a specified trait. This number is the test result. If the test result is equal to or higher than the difficulty score, the player has passed the Test successfully. If the test result is below the difficulty score, then the player has failed the Test and may suffer any negative consequences that are listed on the card.

- For any test (any time players would roll a die and their trait to the result), they may spend Willpower to increase that die roll by 1 per point of Willpower spent, up to a maximum roll of 6. Players then add the value of their specified trait to their roll.
- Players may also spend Boon tokens to increase their test result. There is no maximum to the point benefit of Boon tokens, but they are a scare commodity.

TYPES OF TOKENS

THE FATE TOKEN

The Fate token is used to mark the passage of Turns. The game begins with the Fate token placed on the #1 position of the Fate Dial. At the end of each Turn, the Fate token should be moved one space.

BOON TOKENS

Boon tokens can be used to increase any test result (including Combat, Scenarios, or when acquiring Resouces). There are two types of Boon tokens which give a value of +1 or +2. Unlike Willpower, there is no limit to the benefit gained from Boon tokens.
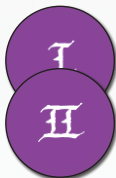
GOLD TOKENS

Gold is used to purchase Resource cards from the Hand. Players earn Gold by completing certain Scenarios and defeating Foes.

QUEST TOKENS

Quest tokens are marked with the head of a white stag on the front and a location on the back. Quest tokens identify where Quests may take place. When players are directed to randomly place a Quest token, select a token from a face-down pile and flip it over to see the space to place it. When a Quest is successfully completed, move the Quest token to the Champion's card. Quest tokens can also be spent, as specified on a Villain's card, to aid the Champions in Act II.

SHADOW TOKENS

Shadow tokens represent the encroaching darkness spreading across the kingdoms. As with Quest tokens, Shadow tokens also have a location space on the reverse side to determine random placement. Champions should attempt to limit the number of Shadow tokens on the map or risk being overwhelmed in Act II.

CHAMPION TOKENS

There are 2 Champion tokens for each Champion that are placed on the Health and Willpower tracks at the bottom of the map. This helps players keep track of their Champion's well-being.

FOE HEALTH TOKENS

Foe Health tokens can be placed on Foe cards to keep track of a Foe's Health during combat.

RESOURCE CARDS

Resource cards augment and improve the power of the Champions. Obtaining Resource cards is critical to gaining enough strength to defeat the Villain. In the Action Phase of each Turn, players with a Champion on a Capital or Realm space may attempt to acquire Resource cards from the Hand. Certain Scenarios and Events may also instruct players to search the Resource deck or Hand for a specific Resource to equip. There are seven types of Resource cards: Combat Feats, Spells, Companions, Weapons, Armour, Items and Relics.

ACQUIRING RESOURCES

While most Resources can be bought with Gold, Companions must be recruited through a Persuasion Test, and Relics can only be obtained by completing specific Scenarios or through Anton's Special Ability. Also, only Champions that are Spirit-Touched may acquire and use Spells. After obtaining a Resource card, restock The Hand back to five using the top card of the Resource deck.

When a player acquires a Resource card from The Hand, they may also choose to discard a second card from The Hand and restock two cards. Whenever a player discards a Resource, the card is reshuffled back into the Resource Deck.

APPLYING & STACKING BONUSES

A Champion's traits can be modified by the bonuses granted by attached Resource cards, but players may not stack bonuses from the same type of Resource. For the purpose of applying bonuses, Relic cards will have either Weapon, Armour or Item written on the card and counts as that type of Resource. Players ideally benefit from attaching different types of Resource cards to stack bonuses.

When a Champion has multiple of the same type of Resource cards attached, the player may only use one of them for any given test or combat round. For example, a player may have three Weapon cards attached to their Champion, one of which is a Relic. That player may only select one of the three for the purposes of gaining a bonus for both attacking and defending in a combat round. Similar to other Resource card bonuses, Spell bonuses may not be stacked. A Champion does not get multiple Might bonuses from casting Spirits of Rage twice or from having it cast by multiple Champions.

ACTIVATING SPELLS

A Champion with the Spirit-Touched trait can have Spell cards attached. There is no limit to the number of Spells a Spirit-Touched Champion can have attached at any given time. Spells are activated during the Action Phase and require spending an

action. Spells like Warding and Spirits of Rage provide a benefit for the duration of the Turn. The player can then use the Spell again the next Turn by spending another action. Spells such as Heal and Call the Storm have an effect per use and can be cast multiple times.

ACTIVATING COMBAT FEATS

Combat Feats provide tactical bonuses while fighting Foes & Villains. A player must activate the Feat before the die roll in a combat round by turning the card sideways (represented by the 🔄 symbol). The activated effect lasts for that one combat round and only one Combat Feat can be activated per combat round. A player may straighten the card and reuse the Combat Feat in the next Turn. .

The Combat Phase

Once the Action Phase is complete, each Champion on the same space as a Foe enters combat. Note that even if no Champions actually enter combat with Foes, the Combat Phase still occurs.

Example: The Wood-Wose's ability takes effect even if no Champions fought it this Turn.

FOE CARDS

Each Villain has a host of Foes, charged with carrying out their plans. The Foe deck for a particular game should have all of the general Foes associated with that game's chosen Villain. The general Foes not aligned with the chosen Villain should be kept on hand, in the event that the current Villain's Foes run out, or a player is directed to search for a named Foe that is not associated with their chosen Villain. When a Foe enters play, place their card face-up next to the Villain card and also place the matching standee on the designated location space.

FOR CARD ANATOMY

1. **FOE NAME**
2. **FOE STATS -** Three numbers referenced in combat (Defence, Attack, and Health) See Foe Stats below for more details.
3. **SPECIAL ABILITY -** Unique effects that hinder players. The text will explain when and how this effect comes into play. Associated Villain - When setting up the game, Foes belonging to the chosen Villain will be the most prevalent.
4. **VILLAIN ALIGNMENT**
5. **REWARD -** The amount of Gold a Champion receives for defeating the Foe. Gold from a Foe is only given to the Champion that deals the killing blow.
6. **FLAVOR TEXT -** Segments of story with no mechanical relevance.

FOE STATS

A Foe's stats determine how much damage it can take from and deal to players.

Defense Score

The Defense Score represents a Foe's resistance to damage from a Champion's attack. During combat, it is compared against a Champion's Attack test result to determine if the Foe loses any Health.

Attack Score

The Attack Score is the amount of damage the Foe can potentially inflict and is compared against the Defense test result to determine if the Champion loses Health.

Health

The vitality of a Foe. When a Foe's Health is reduced to zero, the Foe is defeated.

COMBAT ROUNDS

Combat is managed in rounds with both an attack and a defense. Combat rounds continue until each Foe or Champion is defeated.

ATTACKING

Each player selects a Foe to engage during the combat round, they attack that Foe by performing an Attack Test — roll a die and add the result to the Champion's Might trait.

- Players may have Resource or Affliction cards attached to their Champion that modify Might.
- After rolling, a Champion may spend any amount of their remaining Willpower to increase their attack die roll by 1, to a maximum roll of 6.
- Once per combat, a Champion may spend 1 Willpower to instead completely reroll an Attack Test.
- Champions may spend any number of available Boon tokens to increase their test result (with no maximum bonus).
- Compare the test result against the Foe's Defense Score.
- The Foe loses Health equal to the difference between the test result and the Foe's Defense Score.
- A tie score results in no damage dealt.
- Damage dealt to a Foe should be tracked using the Foe health tokens.

DEFENDING

After attacking, the Champion must defend against the Foe's attack. Even if a Foe has been defeated from a Champion's attack, the Foe always gets a final attack in the round before combat ends. For the Defense

Test — roll a die and add the result to the Champion's Agility trait.

- Players may have Resource or Affliction cards attached to their Champion that modify Agility.
- After rolling, a Champion may spend any amount of their remaining Willpower to increase their defense die roll by 1, to a maximum roll of 6.
- Once per combat, a Champion may spend 1 Willpower to reroll a defense test, if they have not already done so on an Attack Test.
- Champions may spend any number of available Boon tokens to increase their test result (with no maximum bonus).
- Compare the test result against the Foe's Attack Score. If the test result is lower than the Attack Score, the Champion loses Health equal to the difference.
- A tie score results in no damage dealt.
- Players mark this loss of Health by moving the Champion's token down the Health track.

JOINING FORCES

In the situation where multiple Champions and Foes are on the same space, players may have their Champions team up and target the same Foe. Players with Champions in the same combat can decide the order for attacking. Once all Champions have performed an Attack Test, a designated Champion must perform a Defense Test against each Foe (a Foe gets one attack per round). Players can decide which Champions must defend against each Foe, and in what order. However, certain enemy abilities on targeting may overrule the players' choice.

RETREAT

At the end of each combat round, a player may opt to Retreat. Retreat involves moving the Champion back to the previous space they occupied. Champions cannot Retreat to a space that is occupied by another Foe. Also, certain Scenarios, Afflictions and Foes prevent Retreat. A Retreat ends combat for that Champion. If you do retreat from combat, the damage dealt to your Foe will persist to the following Turns (tracked via the Foe health tokens).

AMBUSH

Certain card effects or actions begin an Ambush, which starts combat outside of the normal Combat Phase. One combat round occurs between the Ambushing attacker and the Ambushed defender. If a Champion is the Ambusher, they perform an Attack Test, but no Defense Test. If a Champion is Ambushed, they perform a Defense Test, but no Attack Test. After this combat round is over, the Ambush ends. Depending on the situation of the Ambush, regular combat may then ensue. An Ambush resulting from a Scenario typically starts combat. No combat occurs after an Ambush from an ability or Special Action.

DUEL

Certain Foes and Scenarios will call for a Duel against the Champion. In a Duel, combat takes place the same as in a regular combat round, except the Champion cannot gain any bonuses provided by Companion cards. The Champion may not switch opponents during the Duel. Also, no other Champion may engage in combat with the duelling Foe. The Duel ends when one side is defeated, or the Champion retreats.

TWO OR MORE FOES ON THE SAME SPACE

Often multiple Foes will be on the same space. When players enter combat on a space, they are engaged with all Foes on that space. When a player makes an attack, they must designate which Foe they are attacking. Unless a special ability says otherwise, Foes will only attack the Champion who attacked them. If multiple Champions attack a single Foe, they only have to choose one of them to be attacked by that Foe that round. Players may choose a different Foe to attack on subsequent rounds of combat. Note: If a Foe does not get attacked in a combat round, it will still attack. In this case, players must designate a Champion to defend against that Foe.

EPIC FOES

Epic Foes are the most deadly servants of the Villains and are linked to Quests. They have a white stag depicted on their card back. Epic Foes are not included in the Foe Deck as these types of Foes only appear during specific Quests. They should be placed in a separate deck next to the Villain card until a Quest brings them into play. When this occurs, the Epic Foe card is turned face-up and the matching standee is placed on the map.

VICTORY AND DEFEAT IN COMBAT

A Foe is defeated when its Health is reduced to 0. Defeated Regular Foe standees are removed from the map and the relevant Foe cards are shuffled back into the Foe deck. Defeated Epic Foes are removed from the game. The player who deals the killing blow to a Foe receives the amount of Gold listed in the Foe's reward.

Champions are defeated when their Health is reduced to 0. Remove that Champion's card, standee, and any attached Resources or Afflictions from the game. During Act I, any player whose Champion is defeated may choose another Champion to enter play at the beginning of the next Turn. During Act II, a player whose Champion is defeated has lost the game. There may also be conditions on the Villain card that, if fulfilled, would result in defeat for all Champions.

The Scenario Phase

Once the Combat Phase ends, the Scenario Phase begins. Beginning with the player that has Initiative, each player draws a face-down card from a World or Quest deck and passes the unread card to another player to read out loud.

To determine which deck to draw from, players look at the space that their Champion is on. If there is a Quest token on the current space then the player may choose to draw from the Quest deck. Otherwise, or if the player chooses not to draw from the Quest deck, the player draws from the World deck that matches their current space. Each space on the map belongs to one of four types of locations: Capital, Realm, Wilds, and Hollows. Each location type is associated with one of the World decks.

Scenarios often end with either a Test against a specified trait and/or a choice. The outcome of a Success or Failure should only be read after the Test. In the case where a player is directed to make a choice, the consequences should also only be revealed after the player makes a decision. Certain Scenarios won't have a Failure section, which means there is no specific penalty for failing the test.

Some World cards and nearly all Quest cards have 2 parts. A player must succeed in the first part to continue to the second part. Parts are divided by a white horizontal line.

If the Scenario involves combat against a Foe, proceed under the same rules as the Combat Phase. Other Champions on the same space can also join in the combat, which is crucial when facing Epic Foes in Quests. If the Champion that began a Scenario Retreats from combat, other supporting Champions may continue the fight. In this case, the Champion that deals the killing blow on the last Foe may continue the Scenario and receive any rewards.

COMPLETING THE SCENARIO

After a Scenario is completed, any benefits or penalties are applied to the Champion and the card is placed at the bottom of the deck, face-up. When a deck is completely face-up, no more Scenarios of that type can occur for the rest of the game. Once each Champion has finished a Scenario, the Event Phase begins.

AFFLICTION CARDS

Affliction cards represent debilitating effects that weaken and hinder the Champions. There are three types of Affliction cards: Mental, Physical, and Magical. When a Champion gets an Affliction, the card is attached by placing it next to the Champion card. Affliction penalties stack. If another of the same type of Affliction is attached, the Champion suffers the penalty listed on both cards. Also, the method to remove an Affliction will only apply to one card at a time. If a player completes the requirements to discard an Affliction, the card should be reshuffled back into the Affliction Deck.

ANATOMY OF AN AFFLICTION CARD
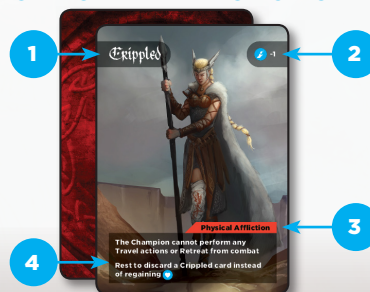
1. **NAME OF AFFLICTION**
2. **TRAIT PENALTY -** Affliction Champions will often, but not always, suffer trait reduction.
3. **TYPE OF AFFLICTION**
4. **AFFLICTION TEXT -** Typically contains both an additional penalty and method of removal.

The Event Phase

At the beginning of the Event Phase, one of the players draws and reads an Event card from the top of the Event deck. The players should follow the instructions on the Event card before placing the card face-down to the bottom of the Event deck.

EVENT CARDS

Events represent a series of incidents that happen during Act I. At the end of each Turn, one of the players draws the top card of the Event deck and reads the instructions to the other players. Once the effect of the card is resolved, it is placed face-down at the bottom of the deck. Some Events are beneficial, but most negatively impact the Champions in some manner.

Note: Players that prefer to have more control over the Event deck should consider choosing Selene as their Champion. She has a Special Ability to see the top two Event cards before returning one at the top and one at the bottom of the deck. This ability can prevent certain disastrous Events from happening at critical moments in the game.

ANATOMY OF AN EVENT CARD

1. **NAME OF EVENT**
2. **CARD TYPE**
3. **EVENT EFFECT**
4. **FLAVOR TEXT**

PROGRESSING THE STORY

After resolving an Event card, the players must then read the instructions on the Act I side of the Villain card for placing new Foes and/or Shadow tokens. Certain Afflictions may also require rolling a die to resolve the card's effect. Finally, the Fate token on the Fate Dial should move to the next numbered position. The Turn then ends and the next begins.

The 5th position on the Fate Dial is the final Turn in Act I. When it ends, the second Act begins. The players should flip the Villain card over and read the instructions on the card, which are considered to take place at the beginning of the first Turn in Act II.

At the beginning of Act II, all Champions return to full willpower!

Turns then proceed with only the Action and Combat Phases for up to 5 Turns or until the Villain or Champions are defeated.

ENDING THE GAME

Players are Victorious if they defeat the Villain during Act II, before the end of Turn 5. Read the Victory card for your chosen Villain.

Players lose the game and should read the Defeat card for their chosen Villain if:

All players are defeated during Act II.

Turn 5 of Act II ends before the Villain is defeated.

Frequently Asked Questions

GAME SETUP

Q: Where do I learn where to place Shadow and Quest tokens and how do you place random tokens on the map?

A: Reference the Villain card for instructions on placing Shadow and Quest tokens. For random placement of tokens, randomly pick up tokens and look at the back side for the location space and number to place on the map. If there is a location requirement e.g. Hollows, keep drawing random tokens until the Hollows location is shown on the back of the token.

Q: Do you round up or down for number of tokens based on half the number of Champions?

A: Round up. The game is more challenging with an odd number of Champions, but a player can always play two Champions to help with the difficulty.

Q: How much Gold does my Champion start the game with?

A: The amount listed under Starting Resources. If no Gold is listed, the Champion starts with no Gold. You can get more Gold by defeating Foes (deal the killing blow) or through Scenarios that grant Gold.

RESOURCES AND THE HAND

Q: Do I also have to pay the Gold cost to use a Resource card that I've already acquired?

A: No, the Gold cost is only to acquire the card from the Hand.

Q: If my Champion has a Special Ability to acquire a Resource card from the Hand, do I also have to pay the Gold cost?

A: No. If you use your Special Ability and pass the Test, just pick up the relevant Resource card, attach it to your Champion and restock the Hand.

Q: Relic cards have no acquisition cost listed. Do Relic cards just take up space in the Hand until the required Scenario is completed or is there another way to acquire a Relic?

A: Relics can only be acquired through completing certain Scenarios, but if you have Anton, he can use his Special Ability and attempt to acquire it while on a Hollows space.

Q: How do I restock the Hand?

A: Whenever you spend an Action to acquire a Resource card (whether successful or not) from the Hand, you may also discard another card from the Hand. This means if you acquired a Resource card, you restock the Hand with one card from the Resource Deck. You can also choose to discard an additional card from the Hand and restock with another card from the Resource Deck.

USING SPELLS

Q: How does bonuses and stacking work with Spells?

A: If Spirits of Rage and Warding are cast on the same space, all Champions on that space get the benefits of both because they give different bonuses. You cannot stack the benefits from multiple copies of the same spell. I.e. you do not get +2 Might for casting Spirits of Rage twice, even if two different Champions each cast Spirits of Rage and are on the same space. You can only stack bonuses from different Resource types e.g. Spirits of Rage + Weapon + Companion + Combat Feat.

FOE DECK

Q: Do we have to use only Epic and generic Foes in relation with the Villain?

A: The Foes associated with the chosen Villain will be most prevalent in that game. The other Foes will only be used when your Villain's Foes run out, or when directed to place a particular named Foe. The Epic Foes will only be used in relation to the chosen Villain's Quest cards.

Q: Why does the Foe deck have 3 different card backs?

A: Some Quests and Scenarios direct you to draw a random Foe that is aligned to a specific Villain. Having different backs makes it easier to sort them out without having to look at the front.

COMBAT

Q: If I kill a Foe when attacking, do I have to make a defense roll?

A: Yes, you must defend against that Foe's attack. Even though you roll to attack first, attacking and defending is considered to happen at the same time. The defeated Foe is then removed at the end of the round.

Q: If my Champion is alone on a space with multiple Foes in the Combat Phase, how does combat work?

A: If you are alone in combat against multiple Foes, each round you make one attack and then must defend against each Foe on the same space.

Q: Can you give an example of two Champions joining forces in combat?
A: There are two Foes on one space and two Champions on the same space. They all enter combat in the Combat Phase. At the start of each combat round, the Champions can target the same or different Foes. After attacking, they must defend against both Foes, but can normally choose who defends if they attack the same Foe. I.e. one Champion makes the defense rolls against two attacks. If they attack a different Foe, they must then each defend against the Foe that they attacked.

Q: Willpower is used to reroll a die during the Combat Phase, but can we reroll a die during combat in the Scenario Phase?
A: You can use Willpower to reroll in any combat, regardless of phase. While you may spend Willpower to increase a die roll result any time you roll, you can only spend it to reroll once per combat (typically in the event you roll a 1).

Q: Does the passive ability of rolling 2 dice for all Tests (and keeping the highest roll) on a type of location space apply to combat as well?
A: Yes.

Q: If you have a passive ability that allows for rolling 2 dice and choosing the highest result and also have the Lucky Totem attached, can you use it to reroll for 2 dice?
A: No. The Lucky Totem only allows for one die to be rerolled once per Turn.

Q: If a Foe or Villain has a special ability that applies at the end of each combat round, does the ability still apply in the same round they are defeated?
A: No.

Q: Does damage against Foes persist or do they heal at the end of each Turn?
A: The damage persists until the Foe is defeated. Use the Foe Health tokens to keep track.

Q: If a Foe targets a Champion with the lowest Agility and there are two Champions with the same Agility in combat, who does the Foe target?
A: The Foe will target one of them at random. Have a roll off to determine who is targeted.

Q: When do you use a Combat Feat and how long does it last?
A: You must choose to activate a Combat Feat before you roll to attack. The effect lasts for the one combat round. The Combat Feat cannot be used again until the next Turn.

SCENARIOS

Q: If a Champion is in a Scenario that has combat, other Champions join to help and the initiating Champion Retreats, what happens?
A: Whoever gets the killing blow on the final Foe may continue the Scenario and gain the Success portion.

Q: Does Selene's passive ability apply to all Scenarios or just Quest Scenarios?
A: Just Quest Scenarios.

Q: If a Scenario directs me to enter combat against a specific Foe that has been removed from the game what happens?
A: Combat does not occur and the Scenario ends.

ARAWN

Q: If a Foe reaches a Capital in Act 1, what happens next? Do you continually lose Willpower?
A: The Foe would stay there until Act 2. Champions only lose 1 Willpower every time a Foe reaches a Capital. They don't continually lose Willpower for Foes remaining on a Capital.

MORRIGAN

Q: If I use a Quest token to negate Morrigan's ability, does this last the entire combat?
A: No, it only lasts for the combat round. You will have to spend another for the next round to negate her ability for that round.

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