10-99 1-4 60'-90'

WONDER BOOK® THE POP-UP ADVENTURE

READ CAREFULLY BEFORE PLAYING!
BE CAREFUL NOT TO OPEN THE POP-UPS IN THE BOOK AND OTHER COMPONENTS BEFORE READING THIS RULEBOOK.

Oniria, the world of an ancient dragon civilization. Tales describe the land as an idyllic paradise, filled with marvellous dragon-made wonders and surrounded by a flourishing wilderness. This may have been true, in the past. But things are changing in Oniria, and the entire world is being shaken to its core. However, tales also tell of a time when human intervention was able to restore peace during a tumultuous conflict. Ages have passed, and it is time for someone new to answer Oniria's call and come to its aid. The only portal to that world is the Wonder Book, an ancient tome locked away in an abandoned tower. It sleeps, covered in dust, awaiting the one thing it desires most: you.

Wonder Book is a pop-up game for 1 to 4 players in which each player takes the role of a teenage kid in a group of adventurous friends.
This is a cooperative game, where you all win or lose together as a team.

The game is split into 6 consecutive scenarios called Chapters, each composed of a specific deck of pre-sorted cards that contain the rules, the story, and the challenges you'll have to face. Each Chapter will have you explore a new part of the interactive 3D cardboard pop-up book and will reveal more about the world your adventure is set in. Although it is not mandatory, we strongly suggest that you play all the Chapters with the same group of players.

Start the Adventure

1. First, **read this rulebook**. It will teach you all the basics of the game.

2. For your first game, take the **Chapter I** deck out of the box. *In subsequent games, take the corresponding Chapter deck.*
   - **DO NOT SHUFFLE NOR PEEK AT THE CARDS OF THE CHAPTER DECK.**
   - Chapter cards are numbered in the top-left corner and are pre-sorted in ascending order (e.g., Chapter I goes from card #1 to #42).
   - Do not open the book nor take anything else out of the box until instructed to do so.

3. The last player who has spotted a dragon takes the deck and starts reading card #1 out loud from top to bottom. From now on, always follow the text on the top card of the deck. Generally speaking, each card will tell you how to move forward through your adventure.

Components

Before your first game, carefully remove the tokens from their frame: You can use the 2 Geekbox included as well as the space in the tray to store them. Also, unwrap the Wyrm and Shred decks. ***Do not unwrap the Chapter decks until you play the corresponding scenario to preserve them in the correct order.***



1 Wonder Book
(Do not open the pop-up inside until you are instructed to do so)



6 Chapter decks
(Chapters I, II, III, IV, V, VI. Do not open these until instructed)



6 Wyrm cards
(These form the Wyrm deck)



16 Shred cards
(These form the Shred deck)



4 Hero miniatures
(With 4 colored plastic rings)



8 Wyrm miniatures



FACE UP FACE DOWN

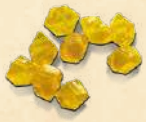
10 Destiny tokens
(Representing how well the team is performing in the game)



40 Heart tokens
(Used to track life for Heroes, allies, and some enemies during the game)



5 Dice
(Used to perform attacks, use skills or items, or resolve challenges in the game)
×3 Success ×3 Failure



17 Sparks of Magic
(Used to activate some skills and items)



8 Stun tokens
(You can use these on Wyrms instead of lying them down when they are stunned)



1 Dark Aura token
(You will be instructed when to use this token during the game)



1 Treasure Chest envelope
(Open this only when you are instructed to do so)

Setup



Each game of **Wonder Book** is guided by a **Chapter deck**, which will instruct you on how to set up the game for that particular scenario. For the majority of the components, the setup will be the same for all Chapters. If you need to prepare something differently, you will be instructed to do so while reading the Chapter. Here's the general setup for the game:

1. Place the **Wonder Book** in the center of the table. Leave room for opening and rotating it if you need to during the Chapter.
2. Put **5 face up Destiny** tokens and **5 face down Destiny** tokens on the table.
   If you want to change the difficulty level:
   Easier mode → Place **6** Destiny face up. **Hardcore mode** → Place **4** Destiny face up.
3. Take 2 **Wyrm miniatures** per playing Hero and form a **"supply"** (4 Wyrms for 1 or 2 players, 6 for 3 players, 8 for 4 players). Leave the extra Wyrms in the box: they will not be used.
4. Put the **Sparks** into the supply.
5. Put the **Dice** within reach.
6. Put the **Heart tokens** into the supply.
7. Shuffle the **Shred** and **Wyrm cards** separately and put them face down within reach.

• **For Chapter II to VI:** Give each player their Hero card, miniature, and Upgrade cards.

The Heroes

There are four **Heroes** in this epic story. During Chapter I, you will be instructed to choose a Hero to play and will be provided with the Hero cards that describe your Hero's attack and ability.

In a 2- or 3-player game, after you have chosen your Heroes, put any unused Hero cards and miniatures back in the game box.

In a solo game, choose **two** Heroes instead of one during the first Chapter. During the game, consider each of the two Heroes as if they are controlled by two distinct players, and keep their cards, Hearts, and Sparks separated in two distinct areas. When a card refers to you gaining, recovering or losing a Spark or Heart, or when it refers to drawing or discarding an Item or Shred card, always put or take them from the area of the Hero you are controlling at that moment.



HERO CARDS

Attack: Each Hero has their own way to deal with enemies. Making an attack requires you to roll one or more dice in order to deal damage. Attacks may also list additional special effects that are applied with successful hits.

Hearts: Hearts represent how much damage a Hero can receive before being knocked out (p. 6). During the game, Hearts can be lost (return them to the supply) or recovered (take them from the supply). You can never exceed the maximum Hearts indicated on your Hero card.



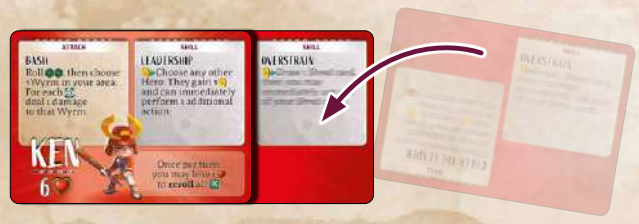
Skill: Each Hero has their own skills. They all start with one skill, and you will unlock more along the way. Some skills—like the starting ones—rely on the use of Sparks of Magic (p. 4) in order to use them.

Reroll: This is a reminder that once during each of your turns you may perform a reroll of all ✕ dice (p. 4).

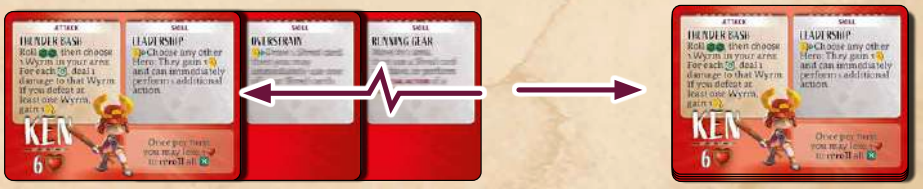
HERO'S UPGRADE CARDS

As the story progresses, the Heroes can unlock new skills in addition to the one on their Hero card. This happens when a hero gains a new Upgrade card. Each Upgrade card shows two skills, but you must choose **only one** to attach to your Hero. When you obtain a new Upgrade card, immediately choose which skill you want to unlock. Tuck the Upgrade card beneath your Hero card so the unwanted skill is hidden, leaving the chosen new skill visible.

Note: You cannot switch your skills during the game, so choose carefully!



When you put your Hero and Upgrade cards away at the end of a Chapter, make sure you arrange them so you don't lose track of which skills you have attached so far: stack the cards and put them back in the box in your Hero's dedicated slot in the tray; when you play a new Chapter, you'll simply pick up the cards and spread them out without changing their orientation.



How to Play

The cards in the Chapter deck will guide you through your adventure. Always follow the instructions on each card, starting with the top one (#1). At the bottom of each card, you will be told to either flip the current card, proceed to the next card in the deck, discard it, or keep playing until a certain GOAL is accomplished.

Hint: For convenience, you can keep all the cards you have read and discarded in a discard pile.

THE GOLDEN RULE

As a rule of thumb, **instructions on the cards always take precedence over this rulebook**.



STORY CARDS

Most of the cards in each Chapter have narrative text, instructions you must follow to set up the pop-ups or other elements of the game, choices to make, or a mix of these. Always follow the text and instructions on the card from top to bottom and flip or proceed to the next card only at the end.

CHOICES



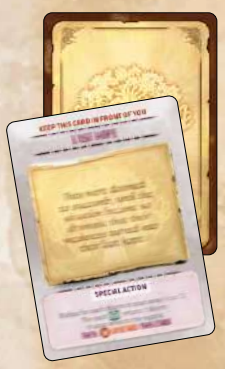
Sometimes, the card you are reading will present you with a choice: read all the options aloud, then discuss them together and choose one of them as a group. After making your choice, you will be prompted to flip the card and read the corresponding outcome. Read only the column that matches your choice. Sometimes, you will also be told to write down or erase a Keyword: in this case, write or erase the highlighted word on the back of this rulebook to keep track of your choices. If you are told to write a Keyword that you already have, don't write it a second time. If you are told to erase a Keyword you don't have, ignore the instruction. Your choices matter: Keywords will have consequences for your future options, both in the short and long term!



ITEM CARDS

Item cards represent physical objects and other things you might encounter during your adventure. You can recognize them by their white background. These cards will be useful to your progress through the game and may have a Special Action that can be performed during your turn. If you find an Item card, keep it visible next to your Hero card: you, and only you, can use its Special Action from now on. Item cards can be passed to or taken from other Heroes during your turn by spending one action.

Unless specified, do not discard an Item card after use. As long as your Hero holds an Item card, you can keep using its Special Action.



SHRED CARDS

Shred cards provide useful powers to boost your Hero's strategy. They are treated as Item cards for all purposes, with the exception that you must discard them after use. When you use a Shred card, discard it into a dedicated discard pile. Keep these cards separate from the discarded Chapter cards. If you need to draw a Shred card but the deck is empty, reshuffle the discard pile and create a new deck.

Note: All Items, including Shred cards, that the Heroes still hold at the end of a Chapter must be discarded and returned to the respective deck before playing the next Chapter, so use them before it's too late!



SPECIAL RULE CARDS

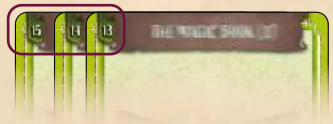
Cards with a yellow background are called Special Rule cards. These cards give you new options and restrictions that modify the basic rules. After reading one of these cards, place it so it is visible to all players and always follow its instructions until it is discarded. Sometimes, a Special Rule will introduce new Special Actions for the Heroes under certain conditions.



INTERACTION CARDS

Cards with a thin white line around the outside are called Interaction cards. Interaction cards represent things in the environment that you can interact with during the Player's Phase (described in the next section).

Sometimes you will be instructed to take some specific cards with the same banner color from the Chapter deck, and sort them into a separate stack. You can only interact with the top card of that stack.





GOAL CARDS

Goal cards provide you with an objective to complete. They also provide instructions on how to perform your turns during the game. The upper part of the Goal card describes the flow of the Players' Phase and Enemies' Phase, while the bottom part describes the Goal you must strive to achieve. When you encounter one of these in the Chapter deck, leave it on top of the deck until the Goal is met.

As long as a Goal card is visible on top of the deck, you first take turns as described in the Players' Phase then execute the instructions listed for the Enemies' Phase, repeating this cycle until you either find a way to achieve the Goal or you lose the game (p. 7). For example, to fulfill a Goal, you may need to interact with a specific object or defeat certain enemies. As soon as a Goal's requirement is met, follow the instructions at the bottom of the Goal card (generally, you will have to flip the card and read the back).

Note: Unless otherwise specified, you are allowed to take your turn only during the Players' Phase, which is usually one of the instructions you are given by the Goal cards. Perform turns (and activate enemies) only if you are explicitly instructed to by a Goal or Story card.

The Players' Phase

At the very beginning of the Players' Phase, check if one or more Heroes are knocked out (this will be explained later in the rulebook). Then, every player proceeds to take their turn. During this phase, there is no fixed order of turns: players can resolve them in any order they prefer. You may even change the turn order from one phase to the next.
Some Chapter cards may provide new instructions as soon as they are revealed: In this case, they are resolved immediately, even before the end of the current player's turn or the end of the entire Players' Phase. Unless specified otherwise, after you resolve the new instructions, you continue to play as indicated by the current Goal card.

A PLAYER'S TURN

During your Players' Phase turn, you can perform up to three actions from the following list:

- Move
- Collect a Spark
- Use a Skill
- Make an Attack
- Interact with a Card
- Give or Take an Item
- Perform a Special Action

- You may repeat the same action multiple times.
- You may perform actions in any order.
- When you have completed all your actions, or if you decide to pass, your turn is over. Any unused actions are wasted.
- Once all players have finished their turns, the Players' Phase ends.

Some effects in the game provide Heroes *"Additional actions"*: an additional action is an action that doesn't count towards the limit of 3 actions per turn, and it must be performed when indicated (e.g., immediately perform an additional action). If not specified (e.g., make an additional action), it can be used to perform any one action, including a Special Action.

REROLL

In addition to these actions, **but only once during each of your turns**, after performing an Attack roll, Skill roll or Special Action roll, you can lose 1 Heart token to roll all dice that show a ✕ symbol again.
You cannot choose to lose your last Heart token in this way.
The new roll as well as the dice you haven't rerolled are treated as the result of your roll. Rerolling dice does not count as a separate action.

MOVE

Move your Hero miniature from its current area to an adjacent area.

The various pop-up scenarios are divided into several areas, separated by two types of lines:

- Dashed lines divide **adjacent** areas. You **may** move over a dashed line.
- Solid lines represent **obstacles** to movement. You **cannot** move over solid lines.

There are no limits to the number of miniatures that can be in an area.



COLLECT A SPARK

Collect 1 Spark from your area (if any are present) and place it in your personal reserve, next to your Hero card.

When you spend a Spark, return it to the supply from your personal reserve. Sparks can be spent to:

- Use your Hero skills that require them.
- Perform some Special Actions, or to interact with some cards.

Note: Some cards will tell you to **gain** 1 Spark: in this case, you take it directly from the supply.

USE A SKILL

To use a skill, spend a Spark if required, then resolve its effect as described.

MAKE AN ATTACK

During the game, you will fight against mysterious hostile creatures called **Wyrms**. To make an attack follow the description on your Hero card:

1. Roll the indicated number of dice.
2. Then apply the results to a valid target *(usually a Wyrm in your area or in an adjacent area)*.



Usually, you can attack only 1 single Wyrm with an attack action (exception: Lara) and every ✕ allows you to deal 1 damage to that target Wyrm.
On the other hand, every time you make an attack, you can deal damage to any Wyrm of your choice, provided that it is a valid target. You don't need to keep attacking the same Wyrm if you don't want to.

Along with dealing damage, attacks can have some extra special effects.



Defeating a Wyrm: Wyrms have 2 life-points each. Unlike Heroes, you don't need to keep track of each Wyrm's life using Heart tokens.



Whenever a Wyrm is dealt 1 damage, it is stunned: lay down its miniature (or put a Stun token on its head to save space) as a reminder that it has been hit once.



Whenever a Wyrm is dealt 2 damage at the same time, or a stunned Wyrm is dealt another 1 point of damage with a subsequent attack (performed by any Hero), that Wyrm is defeated: return its miniature to the supply.



EXCEEDING DAMAGE: whenever you defeat a Wyrm and you still have leftover damage to deal (i.e.: unused ✕), you can deal that leftover damage to a second Wyrm, if there is another valid target for your attack. Otherwise, any extra damage from your attack is wasted.

WYRM RECOVERY: Stunned Wyrms heal fast! During the Enemies' Phase (see p. 6), the first action a stunned Wyrm will take is to get back on their feet: Set the Wyrm miniature standing upright (or remove the Stun token).

INTERACT WITH A CARD

If your Hero is in the same area as the object shown on an Interaction card, you may **flip that card and read it aloud**. If there is a stack of cards, you are only allowed to interact with the Interaction card visible on top. By doing this, you will eventually be told how to access the other cards in the stack.

GIVE OR TAKE AN ITEM

With this action, you can give one of your Items (or Shred cards) to another Hero in the same area or in an adjacent area or you may take one Item from another player's Hero instead of giving them one of yours, but only if that player agrees.

PERFORM A SPECIAL ACTION

During the game, you may find cards that allow you to perform Special Actions. To perform a Special Action, simply follow the text on the card.

EXAMPLE OF A PLAYERS' PHASE

This is a 3-player game.



AT THE START OF THE PLAYERS' PHASE,
SID is knocked out, so his miniature is put back on its feet and a Destiny token is flipped down. Ouch! Luckily it is not the last one, so the players can take their turns.



THE PLAYERS NOW DECIDE THAT IT'S SID'S TURN.

1st action: He attacks and rolls , so he decides to hit a Wyrm in an adjacent area, dealing 1 damage and stunning it.

2nd action: SID decides to make another attack, but this time he rolls 2a. He is not happy with the result so he decides to lose 1 Heart to reroll the dice 2b, getting . Double success!
He decides to attack the stunned Wyrm 2c, dealing it 1 more damage so it is defeated and returned to the supply. SID then decides to deal the extra 1 damage to a Wyrm in his area in order to stun it 2d.

3rd action: SID collects the last Spark from his area.

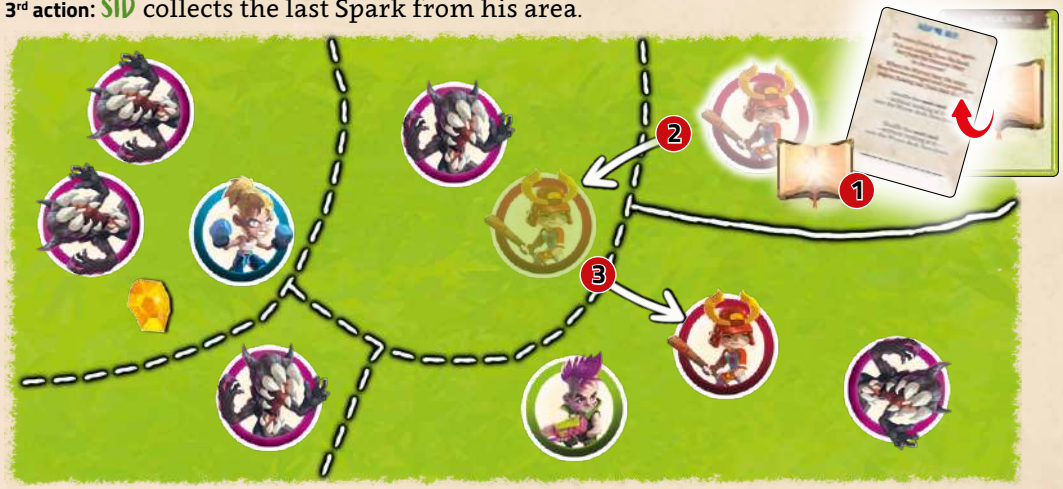


THE PLAYERS NOW AGREE THAT LARA WILL PLAY FIRST.

1st action: She collects 1 Spark from her area.

2nd action: She uses the Spark to activate her *Tag Team* skill, which lets her swap places with another Hero and take an additional action. She decides to swap with SID 2a, then she tries to attack the 2 Wyrms in her area but rolls 2b, so she deals no damage.

3rd action: She tries to attack again. This time she rolls a , dealing 1 damage each to two Wyrms in her area (thanks to the special effect of her Attack).



KEN GOES LAST.

1st action: Since he is near the object depicted on an Interaction card, he interacts with it by flipping the corresponding card: he reads it to the other players and resolves its effect: he gains a Shred card! The player draws the top Shred card from the deck and places it in front of them.

2nd and 3rd action: KEN wants to reach SID's area, but since solid borders cannot be crossed, he moves around it and uses 2 actions to get there.

The Enemies' Phase

During the Enemies' Phase, you must follow the instructions on the current Goal card. Usually this means that you must reveal the top card of the **Wyrm deck**. Always follow the instructions from top to bottom on the Wyrm card just revealed.





Wyrm cards usually have Wyrm spawns 1, activations 2, and sometimes a unique rule to follow 3. Some Wyrm cards will tell you to reveal another Wyrm card 4 from the top of the deck after following the instructions on it; thus, it can happen that more than one Wyrm card gets revealed and is resolved during the Enemies' Phase. Watch out!

Note: Some symbols have a **silver aura** around them. These symbols must be resolved only if you are playing with 3 or 4 players. Otherwise, simply ignore them.



After you resolve the Wyrm card, put it in a Wyrm discard pile.
If you must reveal a Wyrm card but the deck is empty, reshuffle the discard pile to form a new deck, then reveal the top card.

WYRM SPAWN

This symbol tells you to put a Wyrm in the **Dark Vortex area**: the Goal card shows which Dark Vortex to use. The number of Wyrm symbols indicates how many miniatures from the supply you must place in that area. If there are no more Wyrms available in the supply and yet you are instructed to spawn more Wyrms, simply ignore any leftover Wyrm Spawns.

After a Wyrm is returned to the supply (e.g., *when defeated*), it becomes available again to be spawned on the board by later Wyrm cards or instructions.

WYRM ACTIVATION

Each Wyrm that is in play (**including** any Wyrms that just spawned on the Dark Vortex) will take as many actions as there are activation symbols in the card: resolve all the actions of each Wyrm before activating the next one. Wyrms take one of the following actions **for each activation symbol**, following this order of priority:

A. **If the Wyrm is stunned, stand it up (or remove the Stun token).**
Stunned Wyrms always use their first action to recover.

OTHERWISE

B. **If the Wyrm is in the same area as a Hero, it attacks them dealing 1 damage: the Hero loses 1 Heart (no die roll is needed).**
If multiple Heroes are present, the group decides who gets attacked.

OTHERWISE

C. **If the Wyrm is in an area without any Heroes, it moves 1 area towards the closest Hero.**
If multiple Heroes are equally distant, the group decides the direction that the Wyrm moves.

Note: Wyrms **do not attack nor move** towards knocked out Heroes: in the rare case that all Heroes are either knocked out or unreachable by movement, ignore any activations that are left.

KNOCKED OUT HEROES

The moment your Hero loses the last of their Heart tokens, they are **knocked out**: lay your miniature down. If this happens during your turn, it immediately ends and any unused actions are lost.

While your Hero is knocked out, they cannot be the target of other Heroes' Skills, Attack effects, or Special Actions *(e.g. Tina cannot choose a knocked out Hero to recover 1 Heart with her attack.)*. They are also ignored by Wyrms during Wyrm Activations.

At the beginning of the Players' Phase, before performing any actions, flip 1 Destiny token face down for each knocked out Hero, then stand those Heroes back on their feet. They each also recover all the Heart tokens shown on their Hero card. This does not count as an action.

Note: If you flip the last Destiny token down, you have lost the game (see The End of the Game, p. 7).

EXAMPLE OF AN ENEMIES' PHASE



1. You **reveal a Wyrm card** from the deck as indicated for the current Enemies' Phase and follow the instructions indicated from top to bottom. Since this is a 3-player game, you must resolve all the symbols shown (including the ones with the **silver** aura).
2. The card shows 1 Wyrm spawn, so you take 1 Wyrm D from the supply and place it in the Dark Vortex area.
3. The card shows 2 activation symbols, therefore **each Wyrm** takes 2 actions.
The players agree together to activate the Wyrms in order from A to E.

WYRM A attacks twice. For each attack, the players can choose who loses 1 Heart between KEN and SID. They decide to lose 1 Heart each.

THEN
WYRM B moves either toward LARA's area or KEN and SID's area. The players decide to move WYRM B into LARA's area. Then, WYRM B makes an attack with its second action and LARA loses 1 Heart.



THEN
WYRM C attacks LARA, making her lose her last Heart: she is **knocked out**.
With its second action, WYRM C must move into KEN and SID's area.

THEN
WYRM D must move and attack, like WYRM B did. Since LARA is currently knocked out, the Wyrm ignores her and moves to KEN and SID's area, then it attacks once. The players decide that KEN loses 1 Heart.

THEN
WYRM E was stunned. First it stands up and then, with its second action, it attacks either KEN or SID. The players decide that KEN loses 1 Heart again.



4. Lastly, the players **must reveal another Wyrm** card as instructed by the current card. It tells them to place 2 Wyrms from the supply in the Dark Vortex area, but since there is only 1 Wyrm in the supply, they only place that one F. They now follow the text below, which is applied to all areas with **3 or more Wyrms** in it. KEN and SID's area contains 4 Wyrms, so 1 Wyrm of their choice is removed and both KEN and SID are dealt 2 damage. KEN loses 1 Heart and gets **knocked out**. LARA would take 1 damage from the explosion, but since she's knocked out, no damage is dealt to her.





The End of the Game

Losing the Game

If at any time you find yourselves forced to flip the last Destiny token down, the game ends immediately and you are defeated. **The current Chapter is lost!**

- Reorder all the cards for the current Chapter in ascending order. If you gained new Upgrade cards and/or added new Wyrm cards to the Wyrm deck during the current Chapter, you must return them to the Chapter deck as well.
- Erase all the Keywords you wrote down during the current Chapter.
- You will need to try the current Chapter again, starting from its first card.

Winning the Game

If you reach the **End of the Chapter** card at the bottom of the deck, you have completed the current Chapter!

Count how many face up Destiny tokens you have left and read the corresponding **ending**: The more Destiny tokens you manage to get face up during the Chapter, the better your final result will be. Heroes cannot waste precious time!

Lastly, read the instructions on how to prepare the game for the next Chapter or to store everything until you come back for the next game.



Proceeding to the Next Chapter

Chapters must be completed in order from I to VI.

Hero Cards:

Keep the Hero and Upgrade cards well sorted (see **Note** at page 2).

Shred Cards and the Wyrm Cards:

Always keep the Shred and Wyrm cards separate from the Story cards. These decks will be used in every Chapter.

New Wyrm Cards:

During the campaign, new purple cards will be added to the Wyrm deck to make it more threatening.
At the end of each Chapter, do NOT return these cards to the Chapter deck: They now belong to the Wyrm deck and therefore they will also be used in later Chapters!

Every End is a New Beginning

If you complete Chapter VI, congratulations: you completed the game!

The fun is not over, though: Play the whole adventure again!

Try to achieve a different ending, discover any content you missed in your previous game, add the new content you unlocked, and try out new Heroes and team tactics!



Other Rules

Component Limits

All components in the game (tokens, Sparks, Wyrms, etc.) are meant to be limited. Thus, if the instructions on a card involve more of a component than what is available in the supply, just follow the instructions as far as you can. Ignore any instructions left that are impossible to resolve. The Heart tokens with a "10" are a substitute for 10 Heart tokens. You can always exchange one of these tokens for 10 Heart tokens or vice versa.

Switching Heroes Between Chapters

We recommend that players stick with the same Hero from the beginning to the very end of the adventure, but it is not required: you can swap Heroes from Chapter to Chapter if you prefer to do so. In this case, always take the Hero and Upgrade cards that are available to that Hero, choose the orientation of the Upgrade cards, and start playing.

Playing with a Different Number of Players

New players can join the adventure: let them pick an unused Hero and follow the rules for switching heroes between chapters to choose their skills. Remember to put in the supply 2 Wyrms per Hero in game, and if you are playing in 3 or 4 players, to also resolve the symbols with the silver aura on the Wyrm cards.

Credits

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WONDER BOOK

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dV GAMES

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Quick reference

Players' Phase

Check if there are any **knocked out Heroes**. Then, players take turns in the order of their choice. On your turn, take up to **3 actions** from the following:

- Move
- Collect a Spark
- Use a Skill
- Make an Attack
- Interact with a Card
- Give or Take an Item
- Perform a Special Action

Enemies' Phase

Follow the instructions on the current Goal card (and the revealed Wyrm card, if any).

Remember: Resolve Wyrm symbols with the silver aura only in 3- or 4-player games.

Wyrm Spawn

Place the number of Wyrms shown on the card in the Dark Vortex area indicated.

Wyrm Activation

(from highest priority to lowest):

A. If the Wyrm is stunned, stand it up (or remove the Stun token).

OTHERWISE

B. If the Wyrm is in the same area as a Hero, it attacks them and the Hero loses 1 Heart.

OTHERWISE

C. If the Wyrm is an area without any Heroes, it moves 1 area towards the closest Hero.

Remember: Wyrms do not attack nor move towards knocked out Heroes.

Knocked out Hero

If your Hero **loses their last Heart token**, they are **knocked out**: lay your miniature down. At the beginning of the next Players' Phase, flip a Destiny token face down to put your miniature back on their feet and recover all the Heart tokens indicated on your Hero card. This does not count as an action.

Remember: If you flip the last Destiny token down at any time, **you immediately lose the game**.



Your keywords and destiny score

Use an erasable pencil or make a copy of the page!

Chapter	Keywords				Face Up
I					
II					
III					
IV					
V					
VI					
				Total:	