


# Rulebook

IMMORTAL SOULS

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# 1. Introduction

Hail, stranger! These pages will lead you through the fantasy tale of the heroes who awoke from the dead and were made immortal to save the kingdom.

Ye intruders beware! Crushing death and grief, soaked with blood of the trespassing thief…

**Welcome to the world of Sword & Sorcery!**

## 1.1 Game Overview

**Sword and Sorcery** is an epic-fantasy cooperative board game in which 1 to 5 players embody heroes with unique powers. Recalled from death, they fight together against the forces of evil, which are controlled by the game system itself, to save the kingdom and break the spell binding their souls.

The heroes, recalled as immortal ghost souls, but still weakened by the resurrection, grow stronger during their story-driven Quests. By acquiring Soul Points, players can regenerate the hero's soul, returning them to legendary status with multiple powers, magic and soul weapons, and powerful artifacts.

**Sword & Sorcery** combines the team gameplay of the most famous MMORPGs with the experience of fast-paced action RPGs to forge the Ultimate Heroic Fantasy Adventure!



## 1.2 Component List

Inside your **Sword & Sorcery** box you will find an extensive set of components:

- This Rulebook
- 1 Storybook ACT I
- 1 Book of Secrets ACT I
- 1 Reference Sheet
- 5 Hero figures
- 1 Companion figure
- 20 Enemy figures
- 2 Master Enemy figures
- 19 Double-sided map tiles
- 4 Red Attack dice
- 4 Blue Attack/Defense dice
- 6 Plastic stand-up bases
- 5 Plastic clips
- 5 Hero sheets
- 2 Master Enemy scrolls
- 14 Enemy scrolls
- 22 Enemy cards
- 13 Enemy Power cards
- 15 Encounter cards
- 13 Trap cards
- 3 Soul Weapon cards
- 47 Hero Power cards
- 10 Hero cards
- 43 Emporium cards
- 42 Treasure cards
- 20 Event cards
- 1 Companion card
- 1 Quest Card

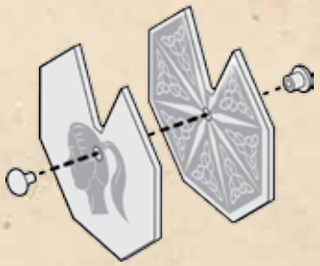
**Tokens & Markers:**

- 5 Soul Gems
- 13 Soul Points
- 5 Hero Bookmarks
- 1 Menacing Hero
- 35 Crowns
- 31 Wounds
- 16 Shadows
- 3 Doors
- 3 Locked Doors
- 3 Walls
- 1 Hiding
- 2 Illusory Images
- 1 Offensive Rune
- 1 Defensive Rune
- 1 Hunting Trap
- 15 Critical
- 6 Blinded
- 6 Slowed
- 6 Stunned
- 6 Poisoned
- 10 Fire
- 9 Charges
- 10 Magic Shields
- 6 +1/-1 Hit
- 6 +1/-1 Shield
- 6 +1/-1 Armor
- 4 Spawn Gates
- 3 Chests
- 6 Loots
- 6 Waypoints
- 2 Shrines
- 1 Magic Key
- 1 Magic Lock
- 4 Search Areas

Some of them require your attention, as described in the next sections.

## 1.3 Assemble the Soul Gems

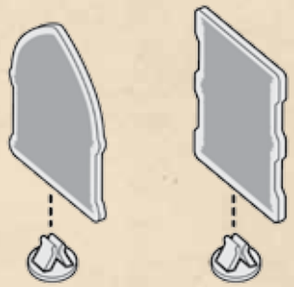
**Sword & Sorcery** uses five different **Soul Gems**, which must be assembled before play, as detailed here:



Each soul gem must be assembled so the two images of the same hero are both on the outer sides and the numbers are on the internal sides.

## 1.4 Assemble the Door Tokens

There are a few **Door** tokens with clear plastic standups, which must be assembled before play, as detailed here:





# 2. Before The Adventure

The game includes three manuals:

- Rulebook: Provides information and the rules of the game.
- Storybook: Contains the Quests setup and their description.
- Book of Secrets: Contains the Quest events and dialogs.

This rulebook is divided into 3 sections:

- General (Green bookmark)
- Heroes (Blue bookmark)
- Enemies (Red bookmark)

Each section provides information about its related topic.

There are a few general considerations to quickly understand this manual:

- The game is based on battles between two factions:
  - **Heroes:** gray figures controlled by players.
  - **Enemies:** colored figures controlled by game cards.
- The word "character" may indicate a specific hero or enemy.

While playing, please remember these golden rules:

- **All rules detailed on cards take priority over this rulebook and may change or replace what is written here.**
- **No dice can be rerolled more than once, no matter how many effects may allow it.**
- **Except for the Event deck, any other deck or token pile must be reshuffled with its discard pile when it runs out of cards/tokens and the game requires to draw from it.**
- **A character cannot gain the same bonus/penalty from the same effect twice.**
- **When the term "suffer" is used, it means the effect cannot be avoided in any way.**

## 2.1 Card Decks

**Sword & Sorcery** uses several decks of cards. Most decks are used every Quest, while the Enemy and Event decks are constructed based on the needs of the Quest:







### Enemy Scroll

These cards represent the artificial intelligence of the enemies contained in the Enemy deck, and don't need to be shuffled.

They must be easily accessible for reading by the players who control the matching enemies in play.

Some cards may use the back side to represent a different combat stance assumed by the enemies.







### Encounter

Contains cards indicating which enemies will be activated during the Enemy Turn, if there is at least one enemy in play.







### Enemy

Contains the enemies that will spawn during the Quest to face the heroes.







### Enemy Power

Contains random powers some enemies will acquire, making every combat unique.

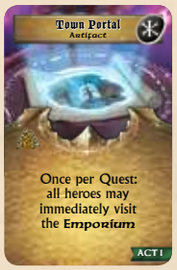






### Trap

Contains traps that may be hidden behind each door or chest.







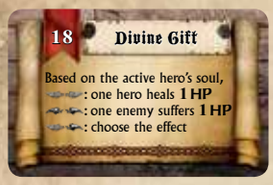
### Treasure

Contains the rewards the heroes may find by looting killed enemies and searching the battlefield.

Treasure cards can be easily recognized by the ACT ribbon in the lower right corner of the front side. S&S expansions add new ACTs and Treasure cards. These cards must be shuffled into the Treasure deck when the heroes play the relative ACT Quests.

Discarded Treasure cards must be placed in the discard pile until the end of the Quest, then shuffled back into the deck.

> *Note:* Treasure cards with the word "**Quest**" in the ribbon must be kept aside until brought into play by Quest rules.






### Event

Contains the events influencing the Quest.

These cards are usually resolved during the Event Phase or when a hero enters an area containing one of them.

**Others decks are used only in specific conditions:**






### Emporium

Contains equipment purchasable by the heroes each time they visit the Emporium, usually before the Quest begins or when an errant vendor is encountered.

All Emporium cards are printed on both sides and can be easily recognized by the price tag in the lower right corner of the front side.






### Stash

Contains the property of the heroes and can be accessed anytime they visit the Emporium.

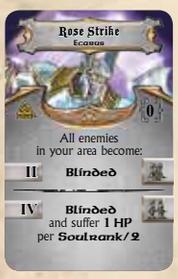
By default, it contains all cards with the "Stash" tag in the lower right corner of the front side. During the campaign, it can be expanded with all the item cards heroes leave inside.






### Hero

Each card, combined with the matching hero sheet and figure, represents the hero in play.






### Hero Power

These cards represent the powers heroes gain when advancing their **Soulrank**. There are three kinds of Hero Power cards: **Generic Talent,** which can be acquired by anyone, **Class Specific**,which is restricted to a specific hero, and **Companion** which is strictly related to summoning powers.






### Soul Weapon

The most rare and powerful weapons in the entire kingdom, they can only be found during Quests explicitly listing them.

Each soul weapon has different attack values printed on both sides, and can be recognized by the soul weapon tag in the lower right corner.

**Unless differently indicated, cards provided by Sword & Sorcery expansions MUST be shuffled into the matching decks.**

## 2.2 Setup

The board game setup depends entirely upon the story and Quest you want to play. All setup instructions are covered in the Storybook manual, but for a quick setup, we suggest organizing the game components in this way:

Each player chooses or randomly selects a **Hero card**, and takes the matching (in terms of class and colors) **Hero Sheet**, **Soul Gem** token, and **Figure**.

Depending on the Quest rules, the party may receive **Soul Points**, which must be shared, and some **Crowns** (coins) each hero can use in the **Emporium** to purchase items before the Quest begins.

Each hero starts the Quest with **full health**.

**The minimum number of heroes required to play is 2**.

If a player wants to play with more than one hero, each hero must act independently, as if it is controlled by a different player. For instance, a person who controls 3 heroes in play counts as 3 distinct players.

> *Note:* A hero is considered in play as long as he is alive (i.e. not in **Ghost Soul Form**, section 11.1, page 38).

The **Storybook** provides instructions to:

- Arrange the map tiles.
- Prepare and shuffle the Event deck.
- Prepare and shuffle the Enemy deck.
- Place figures, Shadows, tokens, and cards on the map.

### 2.2.1 Setting Up the Battlefield

The "Quest Setup" section of each Quest in the Storybook contains all instructions to build the battlefield with the designated map tiles and tokens. Map tiles are printed on two sides and may be combined in many different ways. If a scenario shows a map tile as separate from the others, it represents a zone that can only be accessed by following the Quest special rules.

# Table Setup

**To optimize space and improve the game experience, we suggest using this layout:**

1. Hero card
2. Hero Sheet
3. Soul Gem
4. Hero items
5. Hero Powers & Talents
6. Hero Weapons
7. Map tiles
8. Hero figures
9. Enemy figures
10. Shadows
11. Spawn Gates
12. Enemy Scroll
13. Enemy card
14. Enemy Power
15. Enemy deck
16. Enemy Power deck
17. Encounter deck
18. Trap deck
19. Treasure deck
20. Event deck
21. Loots
22. Crowns
23. Wounds
24. Soul Points
25. Critical
26. Other tokens



# 3. Terrain Structure

Each map tile is composed of a variable number of areas through which the two factions in the game, **Heroes** (gray figures) and **Enemies** (colored figures), move to do battle.

The graphics of the background of the map tile make it easy to distinguish each area by defining the tile edges in different ways, such as:

- **Topsoil**: present on the connection edges of each tile. It always divides the areas.
- **Floor pattern:** change from a marble area to grass, for example.
- **Repeated Ornaments:** stones or floor frames, for example.

*Note:* If unsure about identifying a specific area, remember that **each area can also be identified by a sight mark** .

Each map tile is identified by: Number-Letter. The number identifies the tile and the letter indicates the side, A or B.
The combination of these two elements uniquely identifies every map tile.

### Maps Example







Areas are considered adjacent when they share at least one common movement edge. Areas separated by walls or tile edges are not considered to be adjacent.

## 3.1 Controlling/Dominating An Area

The number of figures from the two factions (**Heroes** and **Enemies**) in a single area influences different factors and rules of the game:

- **Controlling an area:** a faction controls an area when it has numerical superiority, in terms of figures, compared to the opposing faction.
- **Dominating an area:** a faction dominates an area when it has at least twice the number of figures, compared to the opposing faction.

*Note:* Dominating the area counts also as **controlling it**.

The three main aspects about controlling/dominating an area are:

- There are no limits to the number of figures (of both factions) in a single area.
- **K.O.ed** figures count as zero (0) for controlling/dominating the area. This means, if a faction has only **K.O.ed** figures in area, a single figure of the opposite faction can control and dominate the area.
- Dominating an area grants the supremacy bonus during attacks (section 9.1, page 34).

The check to determine control or domination of an area by a faction must be performed each time the game calls for it, usually before an attack, to resolve some Encounter and Event cards, or to activate a particular character effect. In any case, an area is never considered controlled or dominated by a faction, if the opposing faction does not have at least one figure in the area.

### Controlling An Area Example




Shae can move in the central area to help the other heroes by using her Sneak Attack power because the Heroes faction controls the Area (3 VS 2).

At the same time, the two Gremlins are controlling and dominating Thorgar's area, this meaning they will obtain the Banding power bonus **and** the supremacy bonus during their attacks.

## 3.2 Types of Terrain

Normally, a hero can move from one area to an adjacent area by spending one movement point (see Movement, section 6.1 page 21); however, some terrain can block or limit movement in different ways. The areas containing these particular terrains are divided in two categories, **Architectural** and **Hindrances**, defined as follows:

### 3.2.1 Architectural



A thick and dark wall pattern may not be crossed and blocks L.O.S. for any hero/enemy.

Areas which are totally separated by a blocking side are not considered to be adjacent.

*Note:* The color of the wall may slightly vary, based on the map background.

**Blocking Side**

### 3.2.2 Hindrances

There are three types of **Hindrances**:



The barrier side is identified by a Blue map scroll printed near the edge of an area on the map.

It indicates non-flying heroes/enemies may not cross that edge to reach the adjacent area.

**Barrier Side**

**The barrier blocks the movement path only in one direction**, from the area where the Blue scroll is printed. This means heroes/enemies coming from the opposite area are able to cross it.

- **The barrier side does not block L.O.S.**
- **Areas separated by a barrier side are still considered to be adjacent for ranged attacks.**



A difficult area is identified by a Red map scroll with the movement icon printed on the map.

Hero movement into or through (i.e. not exiting) this area costs 2 movement points instead of 1.

**Difficult Area**

**Enemies are not affected by this hindrance.**



A deadly area is identified by a Red map scroll with the HP icon printed on the map.

Hero movement into or through (i.e. not exiting) this area causes a wound (1 HP) to the hero.

**Deadly Area**

**Enemies are not affected by this hindrance.**

## 3.3 Area Elements

Each area may also contain additional elements, represented by the following tokens:



A door resides on the edge of two adjacent areas.

It may not be crossed and blocks L.O.S.. A hero can open it by standing in any adjacent area and spending one Free Action (section 6.4.1, page 23).

**Door**

When opened, draw and resolve a Trap card (as detailed in the next section), and remove the door token from the map. **It cannot be closed again.**



A locked door counts as a door with one exception:

A hero can open it by spending one action (section 6.3.2, page 23), instead of a Free Action.

**Locked Door**



A chest may contain several treasures. A hero in the same area can open it by spending one action (section 6.3.2, page 23).

**Chest**

When opened, draw and resolve one Trap card, and draw a number of Treasure cards/Crowns equal to the value written on the back side of the chest token. **When finished, remove the chest from the map.**



When a magic lock is present, the associated door or chest cannot be opened as usual. A magic lock token can only be removed by a hero carrying the magic key of the same color, as a Free Action. Once the magic lock is removed, the relative door/chest follows normal rules.

**Magic Lock**



Typically, once a hero acquires a magic key, he keeps it until the end of the Quest. If the hero carrying a magic key dies, the key token must be placed on the map in the area occupied by the hero's figure. Another hero may pick up the token as a Free Action. The management of magic keys may vary from Quest to Quest and in these cases, it is detailed in the storybook.

**Magic Key**



This token represents an area that may contain treasure, but also danger! A hero in the same area can spend one action to perform a search (section 6.3.6, page 23).

**Search Area**

Flip the Search Area token and roll a Red die, then check and apply the result indicated on the token. When finished, remove the token from the map.

**It is not possible to search a token more than once.**



**Walls**

Wall tokens are used to change the shape of a map tile by blocking some of the edges. When present, they follow all the rules of the architectural blocking sides.

*Note:* Movement across any non-blocking terrain/element represents a legal movement path. Attempting to move across a blocking terrain/element represents an illegal movement path and is not allowed for heroes or enemies.

## Terrain Example




Ecarus begins his move, but cannot reach the Gremlin, because he spends his 3 movement points to move 2 areas: area 1 costs 1 point, but area 2 costs 2 points (as it is difficult terrain). In his turn, the gremlin moves, ignoring difficult terrain, and attacks Ecarus.




Laegon can attack the Raider beyond the barrier with a ranged weapon.

### 3.3.1 Traps




Each time a hero opens any kind of door, a chest, or when the game requires, the active hero must draw and resolve one card from the Trap deck. Read and apply the effects, starting from the position of the trap on the map.
**Save rolls** (section 5.2.4, page 20) **must be performed by all heroes within the area of effect of the trap (following legal movement paths), ignoring L.O.S.**

*Note:* Doors reside on the edge between two areas. Each of them counts as {1} (i.e. {0} does not exist on a door's trap.)

## Trap Example




Shae the rogue opens the chest triggering the trap.
Due to her ability, she must draw two Trap cards and play one, selecting between "**Lightning**" and "**Pentacle**." She plays "**Lightning,**" so all heroes within 2 areas must try to save versus the trap, then both Trap cards are discarded.




Ecarus opens the door triggering the trap. He and Thorgar must try to save versus the "Flames" trap because they are within 1 area. Auriel is safe because she is out of range.

## 3.4 Line Of Sight

The term Line of Sight (L.O.S.) refers to visibility from a source character to a target character or other element in the battlefield and is based on the **Sight Marks** printed on each area of the map tiles. When it is possible to trace a straight line from the sight mark inside the source area to the sight mark of the destination area, **without crossing**:

- **A blocking terrain/element**,
- **an external map tile edge** (the edge of a map tile not connected to another tile),
- **areas with enemy figures different from the target's own area** (only if the Source Character is a hero),

**then there is a legal L.O.S.!**

Attacks, items, and powers may only be performed/used against a target within L.O.S., except where indicated differently.

*Note:* Hero figures never block L.O.S., while enemy figures block the L.O.S. only when the source character is a hero.

**This means enemies can always see through other enemies and heroes can see through other heroes**.

### 3.4.1 Fog Of War

Hero and enemy vision is limited to 5 areas.

This means, unless otherwise specified, nobody can view, interact with, or attack anything more than 5 areas away, including revealing **Shadows** (section 15.4, page 44), simply because there is no L.O.S. over that distance.

### 3.4.2 Determining Distances

During the game, determining the distance between two areas will happen for several reasons: moving from one area to another, attacking, activating an enemy, etc…

Range is represented as a number surrounded by two curly braces:

- {0} means in the current character's area.
- {1} means up to 1 area of distance from the current character's area.
- {2} means up to 2 areas of distance from the current character's area.

and so on...

While calculating range, the terrain type and terrain elements of the areas must be considered.

For example, a barrier terrain may negate movement, yet allow ranged attacks. Sometimes, this will cause a difference between the movement range and the attack range.

### L.O.S. Example




Laegon and the Green Gremlin can see each other. Laegon and the Blue Orc Warrior are both hidden by the bend in the forest (the L.O.S. line crosses the edge of the 7B tile). Laegon can't see the Red Orc Shaman because the Gremlin blocks the L.O.S.; however, the Orc Shaman can see Laegon because enemies don't block L.O.S. of other enemies.




Ecarus and the Green Raider can see each other. Thorgar and the Green Raider are both hidden by the wall (the L.O.S. crosses the wall of the 6A tile). Thorgar and the Red Gremlin can see each other.




Laegon and Thorgar can see Blue Orc Warrior and the Green Gremlin, but not the Red Orc Shaman (the L.O.S. is blocked by enemies in 13B map tile). All enemies can see both heroes.

### Distance Example




For Auriel, the Blue Orc Shaman is at distance 3 for movement, as the barrier allows L.O.S., but not movement from her area. However, Auriel can use her wand {2} against the Orc, as she is at distance 1 from him, in terms of ranged combat.




Although Shae is just 1 area away from the Red Raider, she cannot use her Knives (Projectiles) {1}, since the wall blocks L.O.S., thus Shae must first move to get into L.O.S., and then use her Action to perform the attack.

# 4. Game Sequence

**Sword & Sorcery** is played over a variable number of **Rounds**.

The length of the game is defined by the Quest.

Each Round is subdivided into the following phases and sub-phases:

## Time

- Effects Cleanup
- Powers Refresh
- Powers Cooldown
- Soul Enhancement/Resurrection

## Battle {repeat steps for each hero}

- Hero Turn
  - 1 Movement activity
  - X* Combat activities
  - X* Action activities

  * The number of activities varies from hero to hero, based on the ***Soulrank*** and class.
- Enemy Turn
  - If there are enemies in play:
    Draw an Encounter card & resolve enemy activations
  - Otherwise:
    Nothing happens

## Event

- If the top Event card is unrevealed:
  Draw & Resolve the card
- Otherwise:
  Discard the top revealed card

The game continues, Round after Round, until the Quest ending conditions are met:

- Victory
- Fail



## 4.1 Time Phase

This phase has four steps:

- **Effects Cleanup**: all item & power effects and cleanups are applied following this order:
  - **Apply damage**, such as **Fire**, **Poison**, etc.
  - **Apply all other effects**, simultaneously.
  - **Clean up & Refresh**, like magic shields, etc.
  - **Hero bookmarks**, get flipped up.
- **Powers Refresh**: each used power with the refresh icon in the first position must be refreshed by flipping the card over.
- **Powers Cooldown**: each used power without the refresh icon in the first position rotates clockwise 90° to reduce its cool down (section 7.1, page 27).
- **Soul Enhancement/Resurrection**: heroes can spend as many Soul Points contained in the shared pool as desired to perform the following functions, in any order they wish:
  - **Enhance Soulrank** (section 5.3.1, page 20), to increase their powers and stats.
  - **Resurrect a Ghost Soul** (a dead hero, section 11.3, page 39), in an area with an active Shrine.

## 4.2 Battle Phase

During the Battle Phase, each player (the Active hero) plays his **Hero Turn** and then one **Enemy Turn**.

During these two turns, he is always considered the **Active hero**.

Afterward, play passes to the next chosen hero (who becomes the new Active hero).

Players may carry out their turns (always hero first and then enemy) in any order, until the last player finishes his turns.

> *Note:* Ghost Soul heroes (dead heroes) affect the Battle Phase in a different way, as detailed in the next sections.

### 4.2.1 Hero Turn

During his turn, a hero may perform different activities:

- **Movement:** to move across the areas.
- **Combat:** to attack enemies.
- **Action:** to perform special tasks.
- **Free Action:** to execute very quick operations.

Activities may be performed in any order, and usually any hero may perform each activity at least once per turn.

While the Movement activity is limited to once per turn (except due to a special effect), the number of Combat and Action activities performed by a hero during his turn increases along with his **Soulrank**, as displayed in the hero **Soul Gem** (section 5.3, page 20).

The main rule governing activities is, unless expressly specified, it is not possible to interrupt, and later resume, Movement ( ) to perform combat ( ), or to interrupt, and later resume, Combat to perform Movement.

However, it is always possible to perform an Action ( ) or Free Action ( ) during Movement or Combat, for example, to use one or more items & powers to increase movement or to improve an attack.

The Hero Turn ends when the hero cannot (or will not) perform any other activity. To keep track of the turn status, each hero can use the hero bookmark token:

**Hero Bookmark**

**Gem Up Side**



**Gem Down Side**



During the Time Phase, all heroes flip the token up to the gem side. Once a hero ends the Hero Turn, he must flip the token to the gem down side to indicate he has already acted this Round.

> *Note:* Ghost Soul heroes (dead heroes) must play their Hero Turn using only the ghost soul activities detailed on their hero card (section 11.2, page 39).

### 4.2.2 Enemy Turn

**If there is at least one enemy in play**, the active hero must draw an Encounter card (section 15.7, page 46) from the Encounter deck to determine what happens in the Enemy Turn.

**Otherwise, if no enemies are in play, the Enemy Turn ends**.

Usually, the Encounter card activates one or more enemies on the battlefield, based on their fighting style or color rank.

Once the Encounter card is resolved and all the involved enemies have been activated, or when there are no enemies to activate, the Enemy Turn ends and the next Hero Turn begins.

When the last hero has completed his Enemy Turn, the Event Phase begins.

The normal sequence of an Enemy Turn is:

- If there are enemies in play, the active hero draws an Encounter card.
- Enemies are activated according to the drawn card, using the first condition **or**, when not even partially possible, the **otherwise** condition. When even the second condition cannot be used, nothing happens.
- Activated enemies perform their movement & attacks (based on their Enemy Scroll cards).
- The Encounter card is discarded into the relevant discard pile.

> *Note:* Ghost Soul heroes (dead heroes) must skip the Enemy Turn entirely, even if there are enemies in play.

## 4.3 Event Phase

The Event Phase is the closing phase of the Round.

Sometimes its effects may influence the game during the next Round.

As the main step of this phase, **the active hero** (the hero who played last in the Battle Phase) **must check the status of the top card of the Event deck**:

**If it is unrevealed** (back side of the card is visible):

- He must draw the top card and resolve its effects in the exact order in which they appear. Then, the revealed card must be placed (front side of the card visible) on top of the Event deck.

**Otherwise, if the top card is already revealed** (front side of the card is visible):

- He must simply take the revealed card and discard it into the discard pile.

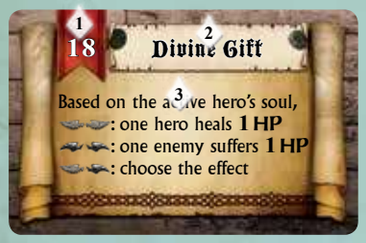
This means, unless noted otherwise, **one Event card is revealed and resolved every two rounds.**

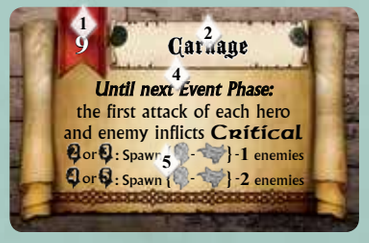
There are 3 types of Event card:

- **Standard Event**: the effects are resolved as described on the card.
- **Story Event**: represents a key point in the Quest. The Storybook and the Book of Secrets describe what happens when the event is resolved.
- **Night & Day Events**: representing the natural cycle of Night and Day, their effects are described in the Storybook. **These cards must be immediately placed beside the Event deck when resolved, meaning you will reveal and resolve another Event card the next Round.**

### Event Card

1. Event ID.
2. Event Name & Type
3. One time effect
4. Ongoing Effect (**Bold Text**)
5. Enemies Spawn Formula




Story Event




Day




Night




When the first effect of a standard event is written in "**BOLD TEXT**," the event effect is **ongoing**. It remains active until the end of its duration, usually the next Event Phase, when the card is discarded, or when covered by a Story Event card.

Most Event cards include instructions to spawn new enemies through the Spawn Gates present on the battlefield. To maintain game balance, **the number of enemies spawned depends on the number of heroes in play**:

### Spawn Formulas

**: Spawn {-} -1 enemies**
Apply that formula if there are up to 3 heroes in play.

Subtract the number of enemies in play from the number of heroes in play, then reduce this number by 1 and spawn this many enemies (minimum 0).

**: Spawn {-} -2 enemies**
Apply that formula if there are 4 or more heroes in play.

Subtract the number of enemies in play from the number of heroes in play, then reduce this number by 2 and spawn this many enemies (minimum 0).

**{-}**

Subtract the number of enemies in play from the number of heroes in play and then spawn this many enemies (minimum 0).

**{-} +1**

Subtract the number of enemies in play from the number of heroes in play, then increase this number by one and spawn this many enemies (minimum 0).

*Note:* **While Companions (with Hero Count 0) and Ghost Soul heroes do not count as "Heroes in play"** (i.e. only heroes still alive are counted)**. Ghost Soul heroes (and Companions with Hero Count greater than 0) are still considered "Heroes" (for example when the game asks "if there are 3 or more heroes").**

### 4.3.1 Story Events

During Quests, heroes may encounter Story Event cards placed directly in an area on the map. When a hero reaches one of these cards, he triggers it as a special activity. It interrupts, and pauses, any other game activity or game time.

As a rule, as soon as a Story Event card is triggered (drawn from the deck or when the hero moves into the same area), all its effects must be resolved, in the order printed in the **Book of Secrets**. After event resolution, the game resumes from where it was interrupted. For instance, a hero may complete his Movement activity, if it was interrupted by reaching a Story Event card, and then he may continue playing the rest of his turn.

Story Events and their effects are completely described in each Quest.

Usually, after resolution, the **Book of Secrets** requires placing the Story Event card with the front side visible (i.e. already revealed) on top of the Event deck.

This impacts the Quest in two ways:

- **Give more time to the heroes to complete the Quest.** By placing the card on top of the Event deck, this card will be discarded in the next Event Phase.
- **Suspend any Event ongoing effect.** Any ongoing effect of the top, revealed Event card is suspended when the Story Event is placed over it. Once the Story Event is discarded, the ongoing effect becomes active again, but its Enemy Spawn Formula, if any, must **NOT** be resolved again.

### 4.3.2 Night & Day Events



The **Night** and **Day** Event cards are used during the Quest to change from night to day and vice versa.

Each of these cards has two kinds of effects:

- A main effect detailed in the Storybook. When present, this effect usually lasts until the opposite event is drawn and resolved.
- A secondary effect that interacts with the heroes' powers. This effect is applied only when the card comes into play.

For example, during the Night of the first Quest, the heroes are still weakened by the resurrection and for this reason, they inflict less damage than usual.

#### Event Deck Placement

1. Resolved Event on top of the Event deck
2. Discarded Events
3. Night & Day Events




When the first of these two events is resolved, the card must be placed beside the Event deck and remains in play until the opposite event is drawn and resolved.

The effects of the new event replaces the current one, which is discarded.

## Quest Ending Check

Each Quest may have multiple **Victory** and **Fail** outcomes.

The ending conditions are usually driven by the Quest, revealed to heroes by resolving Story Events and Waypoints, and **end the Quest immediately once achieved**.

In any case, the Quest is considered a Fail when one of these conditions occurs:

- The last Event card is discarded from the deck.
- All heroes are **Ghost Soul** forms.



# The Heroes of Sword & Sorcery

## Auriel (Elf)



### Sorceress

(**Law**) Chosen by the elven Youth Ritual to follow the light path, her knowledge includes many magic spells of law. Auriel can meditate to enhance the magic effects of her arts.



### Enchantress

(**Chaos**) Chosen by the elven Youth Ritual to follow the darkness path, her magic arts are forged with devastating chaotic spells.
Auriel can use any wand with double efficiency, compared to another mage.

## Ecarus (Human)



### Knight of the White Rose

(**Law**) An orphan raised by the Law Knights of the White Rose, where he learned the valor of loyalty. Ecarus is an impressive fighter, able to protect his allies by taunting enemies.



### Knight of the Black Rose

(**Chaos**) An orphan matured within the army of the Chaos Knights of the Black Rose and trained to win fights at any cost. Ecarus takes advantage of his strength to prevail over the weakest enemies on the battlefield.

## Laegon (Sylvan Elf)



### Ranger

(**Neutral**) Like any Woodland elf, he looks at events with the extreme neutrality of the natural world.Laegon's ambidexterity allows him to fight wielding two weapons with great efficiency.



### Archer

(**Neutral**) Like any Woodland elf, he looks at events with the extreme neutrality of the natural world.
Laegon's archery skill allows him to nock two arrows at the same time, making him an unmatched archer.

## Shae (Human)



### Rogue

(**Law**) History remembers her as the beauty who stole the hearts of men… together with numerous Crowns to help the less fortunate.
Shae has the ability to avoid traps and her intelligence permits her to naturally use most items.



### Assassin

(**Chaos**) Trained to be the deadly hand at the service of the kingdom's rulers, she is as dangerous as she is beautiful.
Shae can use her daggers to perform an extremely quick and lethal dance of blades.

## Thorgar (Dwarf)



### Cleric

(**Law**) Born under the heavy stone of the Thunder Mountains, he spent his first 50 years learning the holy traditions of the fighting clerics. Thorgar can seek divine aid of the Three Gods to improve the chances of success in battle, for himself or his allies.



### Runemaster

(**Chaos**) Born under the heavy stone of the Thunder Mountains, he spent his first 50 years under the guidance of the black Runemasters, a Dwarven clan devoted to mastery of battle runes. Thorgar is able to detonate his runes on the battlefield to damage enemies.

# 5. The Heroes

This section details the heroes and the feats used to succeed in battle.

The Core set of **Sword & Sorcery** includes two versions of each hero, representing parallel destinies of the same person, born from past choices that shaped the nature of their very soul. Therefore, each hero sheet side shows a hero's different color style.

Each hero has his own **Hero Sheet**, with the following information:

## Hero Sheet

1. **Soul Gem:** place the soul gem token here.
2. **Primary Weapon:** place the primary or equipped ***Weapon*** card here.
3. **Secondary Weapon:** place the secondary equipped ***Weapon*** card here.
4. **Inventory:** place all non-equipped item cards here, in row from right to left. Some items can be used directly from here, while others can be stored here and equipped later.
5. **Armor:** place the equipped ***Armor*** card here.
6. **Hero:** place the ***Hero*** card here.
7. **Artifact:** place the equipped ***Artifact*** card here.
8. **Powers:** place all ***Power*** cards here, in a row from left to right.
9. **Hero Bookmark:** place the hero bookmark of the chosen color here, to keep track of your turn status.





## 5.1 Soul Nature

Each Hero contains a life essence called Soul. Souls are inextricably bound to one of the Three Gods ruling the Lands:

- **Aneres**, the benign goddess of lawful white souls. Heroes bound to the Goddess Aneres bring good and light to the world, and respect the law, ignoring both profits and perils.
- **Enomis**, the inscrutable lord of neutral grey souls. Heroes following the God Enomis incarnate the balance required by circumstance, and their unpredictability is as often praised as loathed, depending on who is judged or targeted.
- **Mir**, the dark master of chaotic black souls. Heroes belonging to the God Mir consider their own gain before taking any risk or oaths; this makes them dark, yet valuable heroes.

The soul of a hero plays three roles:

- **Decision making**

  During Quests, there will be moments when the Active hero (i.e. the hero playing the current turn) must make decisions influencing events. These decisions must be aligned with his soul nature (see Soul Nature Choice, section 2.12.1 pag. 5 of the Storybook).

- **Take advantage of exclusive Gods powers**

  Some powers the hero will acquire in battle, or use when in ***Ghost Soul Form*** (section 11.1, page 38), depend on the soul nature (section 7, page 25).

- **Forming the party**

  Before the story campaign begins, or before each standalone Quest, players should select heroes according to the soul nature represented by the available hero cards.

**The party must be formed with only similarly aligned souls:**

**Law – Neutral – Chaos**

This means Law and Chaos heroes cannot be members of the same party, while Neutral heroes can align with either of the other two soul natures. Once the choice has been made, take the appropriate Hero Sheets and Soul Gems.

### 5.1.1 Soul Storm {Optional Rule, Default OFF}

By activating this rule, most of the restrictions due to soul nature are cancelled, thus:

- Heroes in the party may belong to any soul nature.
- The Active hero may choose any decision during the soul nature choice of a Story Event, without soul nature limitations.
- Hero powers can still be acquired only by a hero with the matching soul nature.

We suggest using this rule only when you have become familiar with **Sword & Sorcery**.

## 5.2 Hero Card

Beyond displaying soul nature, each hero card defines several game elements on each side.




### 5.2.1 Fighting Style

In **Sword & Sorcery**, each character, whether hero or enemy, has his own fighting style, as indicated by one of the following runes:

**Dexterity**: based on agility and quick strikes.

**Faith**: based on might derived from the gods.

**Magic**: based on mystic arcane energies.

**Strength**: based on brute force and physical attributes.

In addition to defining the fighting style, each rune printed on a hero card defines which items the hero can use during Quests, as detailed in section 8.1, page 29.

*Note:* S&S Expansion Heroes may have multiple fighting styles.

### 5.2.2 Innate Powers

Each hero card represents a unique hero, gifted with one or more innate powers that can be used on the battlefield. Section 7, page 24 for additional details.

### 5.2.3 Items Capacity

This value represents the maximum number of item cards the hero can carry in his Inventory (i.e. placed on the left side of the hero sheet, and not equipped).

If this number is reached, the hero must perform a drop item Free Action (section 6.4.2, page 23) prior to picking up any other item.

### 5.2.4 Save Roll

A **Save** is the roll of a single Blue die used to determine whether some magic, poison, trap, or other effect succeeds against the hero.

This represents the hero's ability to avoid or resist the threat, either by dodging a trap or resisting the effects of poison.

Each time the game requires a hero to save (usually with the words, "**Unless Save**"), roll a Blue die to achieve the result indicated on his Hero card to successfully make a save.

> *Note:* When the die shows more than one result on the same face, such as: and , they can both be valid for the success of the roll.

### 5.2.5 Movement Points

This value represents the number of movement points the hero can spend during his Movement activity (section 6.1, page 21).



## 5.3 Soul Gem

The Soul gem token determines the main characteristics of the hero.

**Soul Gem**

1. **Soulrank.** Current **Soulrank** of the hero.
2. **HP.** Maximum Health Points.
3. **Powers & Talents.** Number of powers and talents (talents are identified by one or more "*").
4. **Combat.** Number of Combat activities.
5. **Action.** Number of Action activities.




The two sides of the gem represent the matching hero's soul nature/class, identified by the hero's color.

Seven of the eight facets of the gem are used to keep track of the current **Soulrank**.

### 5.3.1 Soulrank

The **Soulrank** identifies the power of the hero's soul. At the beginning of the first Quest, the heroes are awakened from death, but the recall spell was simultaneously a gift and curse. Although they cannot completely die, neither they can be completely free. The spell gives them back their strength, while guiding them closer and closer to their goal… defeating the Evil dominating the kingdom.

To represent this, each hero begins the first Quest at **Soulrank I**.

During games, he will grow stronger by killing the forces of evil, until one day, many adventures from now, the hero regains all his past glory represented by **Soulrank VII**.

When most of the enemies are killed, and sometimes during Quests, some fragments of the soul returns to the heroes in the form of Soul Points .

In game terms, each time the heroes gain Soul Points they are stored in a shared pool represented by the Soul Point tokens:

### Soul Points




When needed, take the appropriate number of tokens and place them near the Event deck to form the shared pool.

Soul Points can be spent by any hero during the Time Phase to enhance his **Soulrank** by one, discarding the amount indicated by this formula:

**Soulrank to be achieved * Soulrank to be achieved**

This means a hero currently at **Soulrank I**, who wants to achieve **Soulrank II** must spent 2*2 = 4 Soul Points. To achieve **Soulrank III** he must spend 3*3 = 9 Soul Points, etc…

*Note:* Soul Points can also be spent to resurrect a hero (section 11.3, page 39).

**The Soulrank advancement in the game must follow two rules:**

- **It is always done one Soulrank at time.**
  For example, to reach **Soulrank** IV, a hero of **Soulrank** I must achieve **Soulrank** II and III first.
  This can be done during the same Time Phase or it may happen gradually, Quest after Quest, based on the available Soul Points.
- **A hero cannot enhance his Soulrank further if there is another hero in the party with a lower Soulrank.**
  For example, a **Soulrank III** hero cannot advance to **Soulrank IV** if there is a hero at **Soulrank II**.
  This hero must reach **Soulrank III** first, to permit other heroes to reach **Soulrank IV**.

It is quite common in the game the use of the term "**Soulrank**" to give a numeric bonus to an item or power effect in a progressive way, such as adding  or rolling dice. In these cases, the term **Soulrank** always refers to the item or power owner and its value is added to the effect of the item or power.

In addition, the term "**Soulrank/2**" means the current **Soulrank** of the hero is divided by two and rounded up (always), to provide the bonus. So:

| | |
|---|---|
| **Soulrank** | I=1, II=2, III=3, IV=4, V=5, VI=6, VII=7 |
| **Soulrank/2** | I and II=1, III and IV=2, V and VI=3, VII=4 |

Each time a hero needs to modify his **Soulrank**, rotate the top part of the gem.

- 45° degrees (one facet) clockwise to increase the **Soulrank** by 1.
- 45° degrees counterclockwise to decrease the **Soulrank** by 1.

# 6. Activities

## 6.1 Movement

During his turn, each hero may use his **Movement** activity to spend his movement points to move through adjacent areas, following these rules:

- Spend one movement point for each normal area.
- Move no more than one area for each movement point.
- May not cross blocking or barrier sides.
- Entering (not leaving) difficult terrain area costs 2 movement points.
- May cross an area occupied by other heroes; he can also end his movement in such area.
- Unless special effects allow, a hero is not permitted to interrupt Movement to perform a Combat activity and then resume movement; however, he can spend any number of Actions and Free Actions while moving (for example, to open doors).
- If movement takes the hero over a Story Event area, movement must be interrupted and then resumed after resolution of the event.
- The hero's body conditions (section 10.6, page 37), events, powers, and items can modify or prevent the Movement activity.

### 6.1.1 Engaged In Combat

Moving into an area with one or more enemies makes the hero **Engaged** in combat and **he may only target and attack enemies in his area**, regardless of the range of weapons, items & powers.

If an engaged hero (standing in the same area with at least one enemy figure) wants, or is forced, to leave the area, he must accomplish it by resolving an Evade (**Free Action** activity), which may trigger reaction attacks. **Some Actions/Free Actions are prohibited while engaged in combat.**

### 6.1.2 Evade And Reaction Attacks

Figures do not block movement, but a hero who moves through enemies is evading them and may receive reaction attacks under these circumstances:

- Whenever a hero moves through, or leaves, an area with one or more enemies, he must make an evade. That means he first receives a reaction attack (made with a primary weapon, section 15.1, page 43) from each enemy in the current area, before moving from the current area to the adjacent area. Once all reaction attacks are resolved, the hero's movement may continue, if he is able.
- If, during his continued movement, a hero returns to, or enters, a new area with enemies, reaction attacks are again triggered each time, before leaving that area (unless the hero decides to stay there and ends his movement).
- **The only exception is when the heroes are dominating the current area. In this case, no reaction attacks are allowed by enemies in that area, regardless of their number.**

Hero and enemy powers may modify these circumstances.

**An enemy moving through an area containing heroes does not trigger evade or reaction attacks.**

*Note:* evading is considered a **Free Action** . It breaks the Hiding power of Shae.

### Evade Example




Shae (Hidden), Ecarus, Thorgar, and Fenrir are in the same area with a Gremlin and a Raider. Since they number twice their enemies, Shae can evade and move away without triggering reaction attacks. Shae loses her Hiding token before movement, because evade breaks hiding (as any other activity).




After the Enemy Turn, the same heroes are in the same area. This time, if Ecarus wants to leave the area, he triggers reaction attacks from both enemies in the area before moving. In both cases, enemies could move away from the area without triggering any reaction attack from the heroes.

### 6.1.3 Flying

Characters with the Flying power can be identified by this icon on the relative card. Flying grants the following benefits:

- Movement ignoring any terrain **Hindrances**.
- Ignore the **K.O.** effect.

## 6.2 Combat

The **Sword & Sorcery** Combat System is based on two kinds of Custom D10 Dice.

### S&S Custom Dice

**Red Attack Die.**

**Blue Attack/Defence Die.**

Each face of the die may contain up to two results.

### Dice Face

A successful hit.

An effect related to an ability of the owner.

A trigger for some magical properties of an item.

A successfully parried blow.

A very special effect of some legendary items & powers.

A miss.

During his turn, a hero can spend one **Combat** activity to perform an attack with an equipped primary one handed , two handed , or secondary weapon against a target within the weapon's range.

Any weapon with {0} can only hit targets in the attacker's area, which is considered a **Melee attack**.

Any weapon with {1} or more can hit targets in the attacker's area or in any other area in L.O.S. within the weapon's range, which is always considered a **Ranged attack**.

## 6.3 Action

A hero may spend the **Action** activity anytime during his turn, including in the middle of other activities (unless otherwise prohibited), to perform one of these operations:

- **Dash**: to move further than the maximum movement normally allows.
- **Bash a Chest or a Locked Door**: to discover what lies behind the lock.
- **Focus an Attack**: enhance the damage of the strike.
- **Reorganize Equipped Items**: rearrange equipped weapons, armor, and artifacts.
- **Exchange an Item**: pass or receive an item to/from another hero.
- **Search**: seek treasures and sometimes, Quest items.
- **Provoke a Master Enemy**: try to attract its attention.
- **Perform Quest Actions**: as detailed by each Quest.

It is quite common for a high **Soulrank** hero to have more than one .

In this case, each can be used to perform a different operation or the same operation multiple times (unless prohibited in the next sections).

### 6.3.1 Dash

With a Dash action, the **hero can stand after a K.O.** (section 10.6.1, page 37) **OR increase his movement points by 1** during his Movement activity. In both cases, **a hero cannot use Dash more than once per Round**.

### 6.3.2 Bash A Chest Or A Locked Door

**A hero not engaged in combat**, in front of a chest or a locked door, can bash and open it by spending the Action. Once done, draw a trap card. Section 3.3.1, page 11 for information related to doors, chests and traps.

### 6.3.3 Focus An Attack

A hero, **once per Round**, can spend one, and only one, Action to enhance **one of his attacks (before rolling HIT Dice)** coming from any item or power, adding +1 .

### 6.3.4 Reorganize Equipped Items

With this action, a hero **not engaged in combat** may rearrange any number of equipped weapons, armor, and artifacts with those stored in his inventory. Moving a weapon from the primary weapon slot to the secondary weapon slot and vice versa (respecting the weapon suitability) is a part of this action.

### 6.3.5 Exchange An Item

With this Action, a hero **not engaged in combat** may pass/receive **up to one item and any number of Crowns** to/from another hero in the same area. If the item can be equipped (weapon, armor, or artifact), the hero receiving the item can directly equip it, if his relative slot is empty; otherwise, the received item must be placed into inventory.

For example passing a "primary weapon only" card to a hero who already has one equipped, forces him to place the received weapon into inventory. During his turn, the hero may use the Reorganize Equipped Items Action to swap the weapons.

### 6.3.6 Search

To use this Action, the hero **must be in the same area with a Search Area token** (section 3.3, page 10), and **must not be engaged in combat**.

While searching, flip the token, roll a Red die and apply the result indicated by the token. Any other die result means nothing has been found. **When finished, remove the Search Area token from the map**, because it is not possible to search more than once per token.

### 6.3.7 Provoke A Master Enemy

While fighting a Master Enemy, each hero, **once per Round**, can spend one Action to modify the status of the Menace token, as detailed in section 16.1, page 54.

## 6.4 Free Actions

A **Free Action** activity represents a very quick operation executed by a hero during his turn, such as:

- **Opening standard doors.**
- **Pick Up/Drop an item.**
- **Evade.**

Like the standard Action activity, it can be used anytime during the hero's turn, including the middle of other activities (unless otherwise prohibited). Free Actions are not limited; a hero may perform any number of Free Action activities during his turn.

> *Note:* The is not represented on the soul gem due to its unlimited use.

### 6.4.1 Open Normal Doors

A hero in front of a standard non-locked door can simply open it (i.e. remove the door token from play) by spending a Free Action.

Once done, draw a Trap card. Section 3.3.1, page 11 for information related to doors and traps.

### 6.4.2 Pick Up/Drop An Item

As a Free Action, a hero **not engaged in combat** may drop any number of items, both equipped or from inventory, and any number of Crowns on the ground in his area (i.e. place the relative cards/tokens on the map). In the same way, a hero can pick up any amount of loot (section 15.12.1, page 52), items, and Crowns from his area.

**All items picked up must be placed into inventory**, even if the relative slot is empty. Once complete, the hero may decide to spend a Reorganize Equipped Items Action to equip them.

### 6.4.3 Evade

Evade happens each time a hero want to move out of an area containing enemies (not into an area!), section 6.1.2 page 21.

## 6.5 Activation Activities

In addition to activities described in previous sections, hero activities can be used to activate items and powers cards, when they have one of these icons:

**Passive**. Based on the text, the effect is always active or can be activated anytime by the hero, without requiring an activity.

**Movement**. The effect can be activated by forfeiting the hero's entire Movement activity.

**Combat**. The effect can be activated by forfeiting one Combat activity.

**Action**. The effect can be activated by forfeiting one Action activity.

**Free**. The effect can be activated anytime during the hero's turn, spending one Free Action activity.

**Reaction**. The effect can be activated **anytime outside the hero's turn**, without requiring an activity.

Follow these guidelines:

- The terms "**Soulrank**" and "**Soulrank/2**" always refer to the item or power owner.
- An item or power without range can only be used by the owner on himself.
- An item or power with the range icon { } can only be used if there is L.O.S. with the target.
- If an item or power effect refers to "next attack, movement, etc…," the effect must be accomplished before the end of the turn. This means, unless explicitly stated, it is not possible for an activated effect to last beyond the current turn.
- The phrase "until Time Phase" always refers to the next Time Phase.
- Limitations such as **"once per Round"** or **"once per Quest"** cannot be bypassed in any way.

*Note:* Other limitations regarding usage and duration can be present on items & powers cards.

## 6.6 Quest Related Actions

Some Quests may indicate one or more special actions directly related to the Quest's completion. For example, find a secret wall, destroy an object, or rescue a citizen. In these cases, each Quest provides all the information about the Quest special actions and how to use them.

# 7. Powers

Powers are extremely potent hero abilities and spells.

There are three types of powers in **Sword & Sorcery**:

- **Innate Powers**. One or more special abilities printed on each Hero card.
- **Standard Powers**. A deck of cards representing physical and magical abilities dedicated to each hero. Some cards may be related to a specific soul nature.
- **Talent Powers**. A deck of cards representing generic abilities any hero can acquire when the soul gem shows the "*" symbol near the number related to the powers.

Each hero begins his adventure with at least one innate power and a number of powers indicated by the soul gem, based on **Soulrank**.

### Hero Power card

1. Name, damage type, and power type
2. Required activity
3. Soul Nature restrictions
4. Range
5. Base Effect
6. Level and required **Soulrank**
7. Power description
8. Cooldown

**Innate Power**




**Power card**




**Talent Card**



Power cards must be placed in the power slot of the hero sheet, keeping the cards side-by-side, from left to right.




Some powers use tokens to keep track of their effect. These powers show the token in the center area of the card.




During Quests, heroes will gain additional Power cards by increasing their **Soulrank** or by acquiring mystical items. When a hero is forced to lose a Power (for example, when a Soulrank is lost), he must discard the rightmost power, which should be the newest one gained.

**When acquiring new powers, all heroes must follow two rules**:

- **Soul Gem.**

  Each **Soulrank** indicates how many Power cards the hero may have. Each Power card must be chosen from the matching hero Power card deck unless the "*" icon appears near the number. In this case, the new power must be selected from the generic Talent deck, shared between all heroes.







  The Talent power must be selected for the first **Soulrank** showing the "*" A second Talent Power must be acquired if the **Soulrank** shows "**".

*Note:* The number indicates only Standard Power cards, Talent Power cards are identified by the "*".

- **Soul Nature.**

  Each Power card deck contains a set of Power cards related to specific soul natures, **Law** and **Chaos**. These powers can be acquired only by a hero with the matching soul nature or by a **Neutral** soul nature hero.

## Lawful Hero - Power Selection




Shae, the Rogue, is a Lawful Hero, as indicated by the icon on her Hero card. Therefore, she can choose any Power card without an icon, or a power with a Law icon. However, she cannot choose Backstab, because the card shows a Chaos icon.

## Chaotic Hero - Power Selection




Thorgar, the Runemaster, is a Chaotic Hero, as indicated by the icon on his Hero card. Thorgar can choose any Chaotic power, or any power without an icon, but he cannot choose a Law power.

**Some items may grant additional Powers to the hero. These powers must be acquired following the standard rules and must be discarded if the relevant item is no longer equipped.**

## Neutral Hero - Power Selection




Laegon is a Neutral Hero, as indicated by the icon on his hero card. This allows Laegon to choose any abilities, regardless of the icon.

*Note:* This rule does not affect the Immortal Souls box, because it contains only Neutral powers for Laegon, but future expansion may use this feature.

A hero can activate his powers spending the required activity (section 6.5, page 24), selecting the required **Soulrank** level. In fact, all Power cards have minimum **Soulrank** Level (the first Roman Number on the left side) required to acquire and use that power. Some allow the power to become stronger by using a higher **Soulrank** Level. As the character gains more Soulranks, the player may choose a higher **Soulrank** Level of the Power card as long as the selected level of the Power is equal to or lower than the current **Soulrank** of the hero. If so, **simply read the base effect of the power and then add the additional effects/values of the chosen level** (as explained in the following examples).

## Power - Soulrank Usage Example




Shae, the Rogue, picks the **Soulrank I** "**Treasure Hunter**" power.

The prerequisite is fulfilled, so from now on, when Shae draws a Treasure card, she can draw 2 cards and choose 1 from them.

When Shae reaches **Soulrank** IV, she will be able to choose the best from 3 Treasure cards, instead of 2.

This power is passive, so it has no cooldown, and is always in use.

## Power - Soulrank Usage Example




Thorgar, a **Soulrank III** Cleric, can finally obtain the "**Call Lightning**" power, which he could not choose before, because the minimum **Soulrank** required is III. This spell creates lightning bolt and uses a Combat activity to cast it against an enemy

This attack inflicts 1 , in addition to any hit rolled on 2 Red and 2 Blue dice, and can also activate **AoE** {0} and **K.O.** if the matching results are rolled.

When Thorgar is **Soulrank** V, he can choose to use Call Lightning as **Soulrank** III or V. At **Soulrank** V it creates devastating lightning storm that can inflict "**Lethal III**" by spending . It also rolls 3 dice of each color instead of 2.

In both cases, once the attack is resolved, the power must cooldown. The card must be flipped and rotated to position III or IV (according to the **Soulrank** used).

Except for innate and powers, when any power is used, its card must be flipped face down and rotated so the top indicates the specific number of Hourglasses used for the Power Level: from one to four hourglasses.




The hourglasses used must always match the chosen power level.

The power is considered deactivated until it finishes its "cooldown" and is "refreshed."

This is the wait time before the power can be used again. Usually, the stronger the power and the selected **Soulrank** level, the longer its cooldown.

*Note:* There are a few powers that start the cooldown when their effect ends, instead of when activated. In these cases, the card indicates exactly how to manage the cooldown.



## Power - Cooldown Examples







Once "**Heal Wounds**" has been used, either at level I, Thorgar must flip the Power card and rotate it so the cooldown 1 symbol is up.

*Note:* a 1 Hourglass power can actually be used once per round because it is refreshed during any Time Phase.







Ecarus uses "**Cleave**," so his next attack will hit up to two targets in the same area, instead of one. Once used, the power must be flipped and rotated so the 2 Hourglasses are up.



## Power - Cooldown Examples






Shae picks the "Lucky" talent. From now on, each time she rolls to save, she must roll two dice and choose the best. Being passive, this power has no cooldown and is always in use.

## 7.1 Managing Cooldown

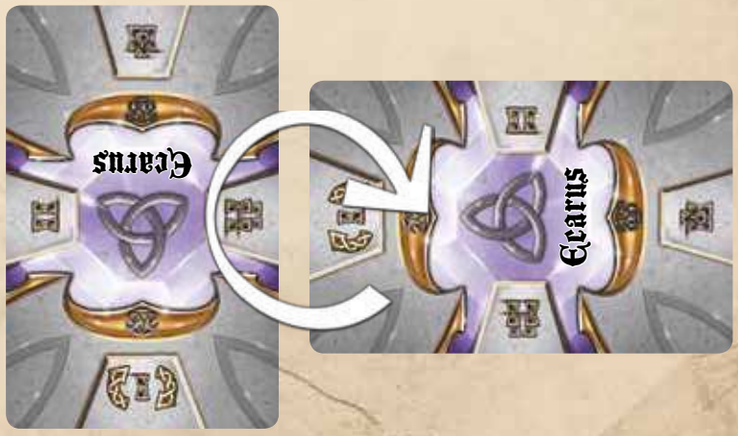
**In each Time Phase**, players must follow these rules regarding powers.

- **Powers Refresh**: for each used power with the refresh icon on top, refresh the power by flipping the card up. The power is ready to be used again during the round.
- **Powers Cooldown**: all other used powers rotate 90° clockwise, to reduce their cooldown (**shift forward**). Used powers cannot be reused until they are refreshed.

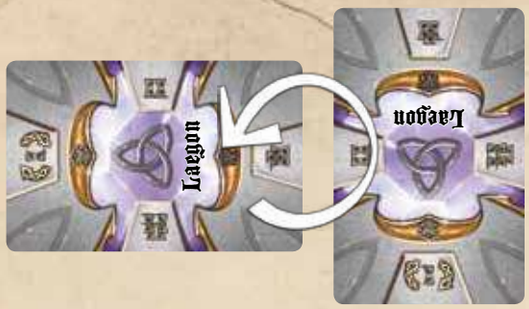
In game terms, moving the used Power card **clockwise** (4 – 3 – 2 – 1/refresh) is called **shift forward**, while moving it **counterclockwise** (1/refresh – 2 – 3 – 4) is called **shift back**. Either may happen due to an enemy power or a Quest event.

*Note:* Some cards and game effects allow heroes to refresh used powers outside the Time Phase.

**Power Shift Forward**



### Power Shift Back




### Power Shift Refresh




## 7.2 Companions

Some heroes may acquire powers to summon a companion, a valuable ally who fights together with its owner, such as Fenrir the wolf for Laegon.
In game terms, summoning a companion means using the summoning Power card, taking the relative Companion card, and placing its figure in the owner's area.
The Power card establishes the summoning conditions, such as the activity required to summon and activate the companion, the rules to manage it and how the companion can be summoned again upon death, etc…
In the first turn, the hero must spend the indicated activity to summon the companion and then immediately activate it. Once summoned, in subsequent turns, the hero can use the same activity to activate the companion, **no more than once per Round.**
The power cooldown works slightly differently from standard cooldown. Instead of starting when the power is used, it usually starts when the companion dies. When this happens, flip the Power card to the matching hourglass's side and manage cooldown as usual.
The Companion card represents all of the companion's characteristics, like an all-in-one hero sheet, plus all its item & Power cards. Once activated, the companion can move using its movement points, perform an attack with its weapon, and use its innate power. Companions follow these rules:

- A companion does not have its own Hero Turn; it can only be activated by the owner, during his Hero Turn.
- **Does not count as a hero in play during Events unless the Hero Count indicates 1 or more, if so, it counts as much as the indicated value. If the Hero Count is not present, it counts as 0.**
- It moves, attacks, and defends using hero rules.
- It counts as a hero for controlling/dominating an area.

### Companion Power card

1. Name and type
2. Activity required to summon and activate the Companion
3. Soul Nature compatibility
4. Companion's figure shape
5. Base Effect
6. Level and required **Soulrank**
7. Power Description
8. Cooldown




### Companion card

1. Name & Rank
2. Hero Count
3. Fighting Style
4. Movement Points
5. Health Points
6. Innate Powers
7. Weapon
8. Armor




- It cannot perform hero Actions and Free Actions, such as open a door, dash, bash a lock, etc.
- It cannot equip items.
- It uses the same **Save** roll as its owner.
- It does not reveal Shadows or trigger Waypoints or Events.
- It cannot be healed by heroes.
- Cannot be unsummoned by its owner.
- The owner cannot focus the Companion's attack.
- Once activated, the owner can't interrupt and then resume the Companion activation.
- Can receive hero buffs, e.g. Thorgar's "Bless."
- Companions with the Hero Count set to 1 (or above) count as heroes for Spawn Formulas and similar effects.
- Enemies count Companions as heroes (except vengeful Master Enemies).

*Note:* Companion cards can override these rules.

# 8. Items

The Item cards heroes find and use to fight the evil forces are divided into two categories:

- **Equipment items**: weapons, armors, and artifacts.
- **Miscellaneous items**: permanents, consumables, and projectiles.

Items belonging to the first category **must** be placed on the hero sheet to be used, while Miscellaneous items can be used directly from the hero's inventory.

Many standard items can be purchased visiting the Emporium (section 14, page 41), while the most powerful and magical items can only be found as treasures during Quests. Each time a hero gains an item, place it on the ground (in its area) if the hero's inventory is full.

Not all items can be used by every hero. **Items must be compatible with the hero's fighting style.**

## 8.1 Fighting Style Compatibility

Each item card has one or two runes beside the name to indicate which hero fighting style can use/equip it:




This rune indicates any hero can use the item.




This rune indicates only a hero with this fighting style can use the item.




These runes indicates only heroes with at least one of these fighting styles can use the item.




These runes indicates a hero with only this fighting style **cannot use the item.**

Even if a hero is not able to use/equip the item, he can still transport it in his inventory.

*Note:* S&S Expansion Heroes may have multiple fighting styles. In these cases, they can use the item if at least one of their fighting styles is compatible.

## 8.2 Equipment Items: Weapons

Weapons are one of the main item resources to prevail in battle!

### Weapon Card

1. Name, Damage, Type and Category
2. Fighting Style Compatibility
3. Weapon picture
4. Strong Hand Weapon
5. Two Handed Weapon
6. Weak Hand Weapon
7. Range
8. Attack values
9. Powers
10. Cost (Emporium weapons only)
11. Forged (backside of Emporium/ Stash weapons only)
12. Act ribbon (Treasure weapons only)

**Treasure Weapon**




**Emporium Weapon Front**




**Emporium Weapon Back**




A hero can equip up to 2 weapons by placing them on the weapon slots of the hero sheet, based on the following icons:

- Two Handed Weapon . These can only be equipped as a primary weapon using the primary weapon slot .

  While equipped, it prohibits equipping any other weapon in the secondary weapon slot .



- Strong Hand Weapon . These can only be equipped as a primary weapon using the primary weapon slot .
- Weak Hand Weapon . These can only be equipped as a secondary weapon using the secondary weapon slot .
- Either Hand Weapon . This weapon can be equipped as a primary or secondary weapon, at the hero's choice, using the matching slot or .

To attack with a weapon (see Combat System, page 32) or simply use any of its effects (regardless of effect, including passive ones), it must be equipped.

**A hero without equipped weapons can attack with his bare hands.**

**That hero rolls only 1** Blue **die for the attack.**

Weapons from the Emporium and Stash decks can be forged at the **Enchanting Anvil** (section 14.3.1, page 41) to make them stronger.

*Note:* The weapon category is sometime used by Powers to trigger additional effects.

### 8.2.1 Soul Weapons

The most powerful weapons of the kingdom are called soul weapons and are part of the legendary tales known to most commoners.

A hero wielding one of these is destined to become a legend, but he also risks being consumed by it! In game terms, these legendary weapons are recognizable by the gem icon in the lower right corner of the front side:

**Soul Weapons**

**Front**




**Back**




**These weapons have their own deck**. Heroes will only find these weapons during a few Quests.

**Before any Quest begins, remove all Soul Weapon cards from the deck that cannot be used by at least one hero of the party.**

Any soul weapon card can be used and equipped as a normal weapon using its front side. In addition, the owner, during his Hero Turn, can decide to spend the required Soul Points indicated inside the gem icon to flip the card to the back side. The soul weapon remains in its enhanced version until the next Time Phase.

*Note:* If the soul weapon is no longer present in the hero's weapon slot, either because it is dropped or placed in inventory, it immediately returns on the front side.

## 8.3 Equipment Items: Armors

Armors offer protection from enemy attacks!

**Armor Card**

1. Name and Category
2. Fighting Style Compatibility
3. Armor picture
4. Armor Value
5. Magic Shields
6. Defense Dice
7. Powers
8. Cost (Emporium armors only)
9. Forged (backside of Emporium/ Stash armors only)
10. Act ribbon (Treasure armors only)

**Treasure Armor**




**Emporium Armor Front**




**Emporium Armor Back**



A hero can equip armor by placing it in the armor slot of the hero sheet:



To defend (see Combat System, page 32) or simply use any of its effects (including passive ones), armor must be equipped.

**A hero without equipped armor rolls 1 Blue die for defense.**

Armors from the Emporium and Stash decks can be forged at the Enchanting Anvil (section 14.3.1, page 41) to make them stronger.

> *Note:* The armor category is sometime used by Powers to trigger additional effects.

### 8.3.1 Magic Shields

Enchanted and Forged armors provide magic shields, identified by this icon: .

**During the Time Phase, each equipped item with this icon restores all magic shields (to maximum value, only).**

Place the appropriate number of shield tokens or on the item. A "2" token is equivalent to two "1" tokens.

As described in the Combat section, **magic shield tokens must be discarded (mandatory) to cancel hits while defending during the step 3 of the DEF stage.**

> *Note:* Other magical items, in addition to armor, can generate magic shields. In such cases all magic shields are used together as a single pool.

## 8.4 Equipment Items: Artifacts

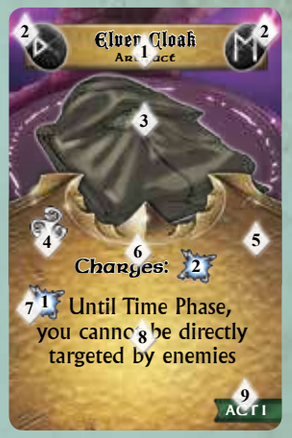
Sometimes magic can be caged into a crafted object.

When this happens, an artifact is born! Artifacts are extremely rare items available only as Treasure cards.

To use any effects (including passive ones), artifacts must be equipped.

### Artifact Card

1. Name, damage type, and Category
2. Fighting Style Compatibility
3. Artifact picture
4. Required Activity
5. Range
6. Maximum Charges
7. Charge required to activate the power
8. Effects
9. Act ribbon




A hero can equip an artifact by placing it in the artifact slot of the hero sheet:



> *Note:* Some items may grant additional Powers to heroes. These Powers must be acquired using standard rules and are available only when the items are equipped.

Some artifacts have an energy charge represented by this token:

### Artifact Charge Token







When one of these artifacts is found for the first time, it has the maximum charges. Place the indicated number of charges on it. Each time the artifact is activated, discard the appropriate number of charges (indicated on the left side of the card).

When all charges are gone, the artifact will not work until recharged (at least partially).

**Artifacts will recharge 1 at the beginning of each Quest up to their maximum charges.**

# 9. Combat System

The S&S Combat System is used to manage any attack performed by heroes and enemies, and is formed by **two Stages**:

- **HIT**: represents the attempt to hit the target. It is divided into 3 steps:
  - **Step 1 – Rolling HIT Dice:** As the first step, the attacker selects his target and chosen weapon, power, or item, applying its attack values and rolling dice as follow:




: **number of certain hits.**

: **number of** Red **Dice to roll.**

: **number of** Blue **Dice to roll.**

  - **Step 2 – Applying Effects:** As the second step, once all dice are rolled, the attacker may spend any dice result to activate the matching result's effect, such as:




Following these guidelines:

- Using an effect is optional (unless directly specified) and if done, it cannot be activated more than once.
- If the same effect is present multiple times on items & powers, it must be activated separately and no more than once each.
- A die cannot be rerolled more than once.
- Each single result cannot be spent more than once.
- The result of the Red dice can be spent as a single or as two separate to activate two different effects.
- All effects are applied in activation order, before the **DEF stage** begins.
- Unless stated otherwise, an effect ends at the end of the attack. For example, if the attacker activates **:-1**, it is valid only for this attack.
- **Subsequent attacks must reactivate an effect to use it.**
- Extra attacks are performed once the current one is resolved.
- For the description of special game effects, section 10, page 35.
- **Step 3 – Summarize Hits:** As the third and final step, the total number of obtained is calculated after any other item & power effects are used. Once this last step is ended, the attacker can no longer modify the results and the attack passes to the **DEF** stage.

- **DEF**: Represents the attempt to avoid a successful hit and is divided into as many as 6 steps, based on the defender's characteristics:
  - **Step 1 – Weaknesses and Resistances:** Most enemies have weaknesses and resistances against particular damage types, which can modify the total number of .




For Example a ***Slash*** sword weapon against a Blue Gremlin reduces the total by 1.

  - **Step 2 – Armor:** The defender may have armor that protects him. If so, the armor value must be subtracted from the total . If the defender is **K.O.ed** (section 10.6.1, page 37), ignore the armor value.

*Note:* When the armor value is not present, nothing is subtracted from the total.




Having an armor value of 2 means, unless **K.O.ed**, remove the first 2 from any incoming attack before proceeding with the next step.

  - **Step 3 – Magic shields:** If magic shields protect the defender, first cancel hits by removing one point of magic shield for each . Magic shields are usually refreshed during the next Time Phase.




Having 2 magic shields means discarding one magic shield token (if any) for each removed from the incoming attack before proceeding with the next step.

  - **Step 4 – Rolling DEF Dice:** The defender rolls 1 Blue die for each remaining **up to the defence value indicated**.

*Note:* When the defence value is not present, no defense dice are rolled.



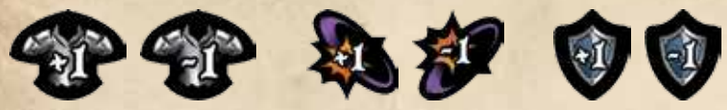

Having a defense value of 2 means rolling 1 Blue die when defending against 1 and 2 Blue dice against 2 or more.

  - **Step 5 – Applying effects:** Once all dice are rolled, the defender may spend any dice result to activate the matching armor's effect to further reduce the number of , following the same guidelines from step 2 of the **HIT** stage.
  - **Step 6 – Summarize Shields:** Finally, calculate the total number of after any other item & power effects are used.One is cancelled for each successful shield result. Once this last step is ended, the defender can no longer modify the results and **suffers 1 HP** for each remaining result.

Items & powers can be used by the attacker, during the **HIT stage**, and by the defender, during the **DEF stage**, during each step, as long as the effect is appropriate for the current step. For example, an effect adding more dice to a roll must be used in the **"Rolling HIT/DEF Dice"** step, while a

reroll effect or an effect changing the meaning of dice results must be used in the **"Applying Effects"** step. Similarly, an effect adding or must be used in the **"Summarize Hits/Shields"** step.

*Note:* To keep track of the attack bonus/penalty effects use the matching side of the provided tokens:




## Attack Example




Auriel spends one Combat activity to use the "**Thunder Lord**" power (**Soulrank I**) against the Red Orc Warrior.

She rolls 1 Blue and 1 Red die and gets 2, 1, and 1.

Auriel decides to activate the "**K.O.**" effect, spending the and the results.

The Orc becomes K.O.ed and receives 3, instead of 2, because its weakness against **Arcane** damage type adds 1 more.

The Red Orc Warrior is K.O.ed, so it cannot use its armor, but it still rolls 2 Blue Def dice.

Any remaining hits after the roll cannot be cancelled.

The Red Orc rolls 2 Blue dice and gets only 1. Thus, Auriel's spells inflicts 2 wounds to the Orc.

*Note:* **"Combat activity"** and **"Attack"** are two different concepts. The Combat activity is like a "coin" that can be spent to initiate a weapon attack, or use an Item, or use a power requiring a Combat as "fuel" (See Activation Activities, section 6.5, page 24). An attack is performed by the **HIT** and **DEF** stages, using any Item or Power having a Damage Type: **Slash**, **Pierce**, **Blunt**, or **Arcane** and follows the Combat System rules explained above.

## Attack Example




Laegon attacks a Red Gremlin with his Longbow.

He rolls 2 and 2. Laegon then uses the 2 to activate the "**Critical**" effect of his bow. He immediately draws and applies a critical token to the Gremlin. The Gremlin is now Stunned! It will skip its next activation. The Red Gremlin cancels one hit with his armor, and then rolls 1 Blue die to avoid the other hit (it rolls 1 die, as you only roll as many dice as the hits to avoid, up to the defense value). The player controlling the Red Gremlin rolls 1, thus the Gremlin suffers no damage.




Ecarus attacks a Green Raider with his Shield; he rolls 1 on the Blue die, which is cancelled by the Raider's armor value. However, Ecarus uses his shield's effect "**Bash**" to move the Raider one area away, even though he inflicts no damage.

Some high **Soulrank** heroes may have more than one activity.

In this case, each can be spent separately to perform the same or different attacks and/or activate items & powers as detailed previously.

> *Note:* Any item or power that deals against a target is considered an attack and can be defended as usual.

When the damage type is present: **Arcane - Blunt - Pierce - Slash**, it is considered an attack and must be compared against enemy weaknesses and resistances.

The term "**All**" indicates a resistance/weakness against any kind of damage type, while "**All but Slash**" for instance, means a resistance/weakness against all damage types except Slash.

### Attack Example




Shae the assassin wields a "**Forged**" Dirk as her primary weapon and a Greedy Sting as her secondary weapon .

She decides to use her Combat activity to perform an attack with the dirk against a Green Orc Shaman with 2 HP remaining, but with both of his magic shields active.

Shae rolls two and a , activating the **Lethal 1** effect.

The Orc Shaman has no armor value to absorb the hits, so he must use the magic shields to cancel both hits, even though one is **Lethal 1**; the magic shields are discarded, and will regenerate in the next Time Phase. Now, Shae uses her innate power to attack again with the secondary weapon (as she is wielding two Daggers). In addition, she spends one of her Action activities to Focus the attack, thus adding a to her result to ensure the death of the Shaman, regardless of the dice rolled, because 2 hits are enough.

## 9.1 Supremacy

All attacks performed by a faction (heroes or enemies) against a target who resides in an area dominated (section 3.1, page 9) by the attacking faction inflict +1 .

**The check to determine control or domination of an area must be done at the beginning of each Hit Stage**, this means that any effect (for instance **K.O.**) activated during the attack will not affect the current supremacy bonus.

### Supremacy Example




Laegon spends one Action to activate Fenrir and move him into the area where the heroes are fighting. Fenrir attacks the Raider with the Supremacy bonus, because the heroes now have at least twice the number of the enemies. Laegon then attacks the Raider with his Longbow, getting the Supremacy bonus, since he is attacking an enemy in an area dominated by the heroes.



# 10. Special Game Effects

**Sword & Sorcery** items & powers are able to create incredible and devastating effects. Each is detailed in the next sections.

## 10.1 Critical

**Critical** hits are particularly powerful hits caused by the extreme efficiency of certain weapons, items & powers. During the setup of each Quest (and each time the pile is empty), gather all Critical tokens and shuffle them face down into a pile (or a bag).

Each time an attack with a Critical effect is performed with a weapon, item, or power, and obtains at least 1 , **before any other effect is applied**, draw a Critical token from the pile/bag and place it on the defender card.

This means, **if the attacker obtains at least one , the Critical is applied before the defender can block it by rolling dice**.

The only way for the defender to avoid the critical is to completely ignore the attack by using some special items & powers.

**Critical**

Back Side | Green | Blue | Red



The front side of a critical token determines two factors:

- **Effect**: Critical effects may impact the target in different ways, such as wounding, decreasing the armor value or the maximum HP, stunning, etc…
- **Duration**: the color background of the token indicates the duration of the critical effect. There are three different durations:
  - Green represents an instant Critical. The effect is applied and the Critical token is immediately discarded to the relative discard pile.
  - Blue represents a temporary body condition. The effect is applied, placing the matching body condition token on the defender's card and discarding the Critical token into the relative discard pile.
  - Red represents a permanent body condition. The effect is applied, placing the Critical token on the defender's card. It remains there until the end of the Quest, until removed (as a body condition), or until the target dies. In the last two cases, once discarded, place the token into the relative discard pile.

**The same target cannot have the same Critical effect twice.** If this happens, the newest effect is discarded and the target suffers 1 wound. However, a greater effect of the same type always replaces a lesser one (without causing additional wounds to the target).

For example, if a target already has -1 (Red critical) and suffers -2 (Red critical), the -2 remains and the -1 is discarded to the relative discard pile.

## 10.2 Bash

The **Bash** effect forces the defender of an attack to move back 1 area from the current position. If the Bash effect is related to an attack, it works only if the attack obtains at least 1 . The attack is resolved normally even if the defender is no longer in the same area of the attacker (due to the Bash). "Move back" means moving in the direction where the defender came from. When this is not possible, the defender (or controlling player, in case of an enemy) decides where to move.

The Bash is applied even if the defender can't move due to a body condition or other effect.

> *Note:* When a hero is moved due to a Bash effect, he avoids any reaction attack from the enemies in the area from where he came.

## 10.3 Fire

The **Fire** effect is represented by the Fire token.

The two sides of the token are used to keep track of the effect duration:



Fire I means it is discarded during the next Time Phase, after dealing 1 HP to the character with the effect.



Fire II means, in the next Time Phase, it is flipped to the Fire I side after dealing 1 HP to the character with the effect.

When a character suffers a **Fire I** or **Fire II** effect, he must place one fire token of the matching side on his card, **even if a Fire token is already present.**

**When a Fire token is placed in an area, all characters in that area immediately suffer the same Fire effect.**

Fire can also be present as a standalone token in one or more areas of the map. In this case, each character moving into those areas immediately suffers the same **Fire** effect (i.e. taking the relative Fire token).

The Fire token on the map remains until discarded during the relative Time Phase; it is flipped/discarded just like **Fire** on a character, even if it does not damage anyone with its effect.

## 10.4 AoE

The term **AoE** means Areas of Effect. It allows an attack or effect to affect not only the primary target, but all other targets of the same faction (heroes or enemies) in the same area, and adjacent areas (connected by a legal movement path, regardless the L.O.S.), depending on the numeric range following the AoE.

In all cases, **the attacker rolls the dice only once**, while **each defender defends separately**, but simultaneously.

*Note:* AoE is also applied to healing and other effects using the same rules.

### AoE{0} Example




The attack hits the original target and all other targets in the same area with the same number of and additional effects.

### AoE{1} Example




The attack hits the original target, all targets in the same area, and any other targets within one area, connected by a legal movement path (regardless the L.O.S.), with the same number of and additional effects.

## 10.5 Lethal

The **Lethal** effect gives an unstoppable force to the of an attack.

This effect can be related to all hits of the attack with the word "Lethal" or only to a certain number of , such as: Lethal I, II, or V. In these cases, only the given number of hits are considered Lethal. The remaining hits are normal. This means the Lethal effect works only if the attacker obtains at least 1 .

**When an attack includes Lethal hits, they should be resolved before normal hits**. Each Lethal skips steps 2 and 4 of the DEF stage, because the armor value is ignored and Blue dice are **NOT** rolled against Lethal.

Normal shield results obtained with Blue dice or equivalent powers cannot cancel Lethal hits.

The only useful defenses against this type of attack are:

- Magic Shields , which absorb Lethal as usual (**DEF Step 3**).
- Resistances, and items & powers, which may modify the total number of of the attack.

This means each Lethal not canceled/reduced by resistances, magic shields, and items & powers during the DEF stage deals one damage to the defender's Health Points.

### Lethal I Example




Laegon uses his Dirk to attack a Red Gremlin with 1 remaining **HP**, rolling 1 and 1 .

By activating the effect, the becomes **Lethal I**, ignoring both armor and defense values, so the brave Ranger kills the Gremlin.

### Lethal II Example




Shae attacks a Red Orc Warrior with her **Crystal Knife**.

She rolls 4, 2 , and 1 , and activates the **Lethal II** effect, thus inflicting 4 hits, 2 of which are **Lethal**.

The Orc cannot avoid the 2 **Lethal** hits, because **Lethal** hits ignore both armor and defense values; however, he blocks the two "normal" hits with his armor.

## 10.6 Body Conditions

**Body Conditions** are particular effects that impact the hero in different ways, such as:

- **Knock Out** (**K.O.**)
- **Permanent** (Red) **Critical**
- **Poison**
- **Blind**
- **Slow**
- **Stun**

When a hero suffers a body condition, place the matching token on the hero card and apply the effects detailed in the next sections.

**A character can suffer more than one body condition at the same time, but cannot suffer the same condition twice**. If this happens, the second condition is discarded and the character immediately suffers 1 wound.

Body conditions can be removed (i.e. discarded) with many different items & powers, such as the **Bandages** and **Small Bandages** consumable items.

*Note:* Body conditions may work differently on enemies (section 15.11 page 51.)

### 10.6.1 Knocked Out {K.O.}

A **K.O.ed** hero has limited capabilities. While suffering this condition, he must follow these rules:

- He cannot perform activities.
- He must ignore the armor value of his armor card.
- He counts as 0 figures for controlling/dominating his area.
- To move, he must first remove the **K.O.** condition, either by using a Dash Action or one movement point of his Movement activity.
- Once the **K.O.** condition is removed, the hero can continue normally.

**A K.O.ed hero is represented on the map by laying the relevant figure on its side**. Stand the figure up, once the condition is removed.

### 10.6.2 Permanent Criticals

A permanent (Red) **Critical** affects the character until the end of the Quest, until removed (as a body condition), or until the target dies.

#### Permanent Red Critical Tokens




Any attack performed by the character causes -1 .




The armor value of the character is reduced by 1.




Reduce the character's maximum number of HP by 1 or 2. This critical can kill the character if his wounds equal his new HP.



The character cannot use effects of items & powers.



### 10.6.3 Poisoned



When a hero suffers a **Poison I** or **II** effect, he becomes poisoned and immediately places a Poison I or II token matching his condition on his Hero card.

While the Poison condition lasts, he must do the following in each Time Phase:

- First, suffer an amount of wounds equal to the Poison effect (1 or 2).
- Then, attempt a ***Save*** roll. If the ***Save*** is successful (see ***Save*** roll, page 20), discard the Poison token.

If a hero already has "**Poison I**" and suffers a "**Poison II**" effect, the "**Poison I**" token is flipped to the "**Poison II**" side and the hero immediately suffers 1 wound.

### 10.6.4 Blinded



A **Blinded** hero must attempt a ***Save*** roll before **any** activity. If it succeeds, the activity can be performed normally, otherwise it fails, wasting the activity with no further effects.

Discard the Blinded token at the end of his next Hero Turn.

### 10.6.5 Slowed



While ***Slowed***, a hero can only perform Free Action activities and only one of these, regardless of the numbers on the soul gem:

1  activity **or**

1  activity **or**

1  activity

Discard the Slowed token at the end of his next Hero Turn.

### 10.6.6 Stunned



A ***Stunned*** hero must skip his entire Hero Turn, forfeiting any kind of activity, including using reaction items & powers, although passive powers still work.

Discard the Stunned token at the end of his next Hero Turn.



# 11. Health



The Heart Gem icon indicates Health Points (**HP**).

The number written inside or near the icon represents the amount of damage this hero can withstand before being killed. This number can be changed by the effects of critical attacks and items & powers.



To keep track of current health, when a hero is wounded, place the appropriate number of wounds (using the numbered Wound tokens) on the hero card.

**If the total number of wounds equal or exceeds the hero's HP, he dies, becoming a *Ghost Soul* hero.**

## 11.1 Death {Becoming A Ghost Soul}

When a hero dies, he becomes ethereal and his soul becomes weaker. In game terms, he loses one ***Soulrank***. When this happens, immediately apply the following.

- Reduce the current ***Soulrank*** by 1, to a minimum of 1 (the minimum ***Soulrank*** may vary for some Quests).
- Flip the hero card to the ***Ghost Soul Form*** side.




- Discard any body condition, modifier, and effect tokens.
- Discard all the Power cards related to the lost ***Soulrank***.
- Drop all Item cards in inventory (including Crowns and Quest tokens, but not equipped items).

From this moment and until resurrection, the hero acts as a **Ghost Soul**, following these rules:

- Play his Hero Turns using only ghost soul activities.
- He never counts as a hero in play, including for controlling/dominating an area or for the spawn formula of the Event Phase (except when the formula indicates just "heroes" instead of "heroes in play." In that case, the **Ghost Soul** hero still counts as hero).
- Ignore any Item & Power cards, unless explicitly indicated.

- His Power cards continue to rotate and refresh during the Time Phase.
- Skip his Enemy Turn, even if there are enemies in play. He must play his assigned enemies, however, if activated during other Enemy Turns.
- Unless explicitly stated, he cannot be targeted by hero items & powers.
- He is completely ignored by enemies and traps. He cannot be targeted and does not suffer damage from them.
- Ignore any special game effect.

**If a Quest ends while a hero is in a *Ghost Soul Form*, that hero must permanently discard one of his equipped cards, selected at random**. This means gather all equipped cards, and then randomly pick one. The discarded card returns to the relative deck.

*Note:* **Unless explicitly stated, if at any moment all heroes are ghost souls, the Quest immediately fails.**

## 11.2 Ghost Soul Activities

While in ***Ghost Soul Form***, during his turn, a hero is limited to these three activities, which can be performed once each, in any order:

- **Soul Shout**: use the soul shout detailed on the hero card.
- **Recall**: place the ghost soul hero in the same area as an active Shrine. When more than one Shrine is present, the hero may choose.
- **Move**: move using the same flying movement rules of the heroes (section 6.1.3, page 22). While moving as a ghost soul, he can't interact with the world, so he can't open doors, chests, trigger events, or reveal Shadows.

## 11.3 Resurrection

During each Time Phase, a ghost soul hero in the same area as an **active Shrine** can spend Soul Points to return to life.

**Gods Shrine**

**Active Shrine**



**Inactive Shrine**



A **Shrine** can be activated and deactivated by Quest rules.

**The number of Soul Points needed to resurrect a hero is equal to the current *Soulrank* of the hero.** For example, a ghost soul hero of ***Soulrank* III** must spend 3 Soul Points to resurrect.

**When resurrected, flip the hero card and return to full health state**. Beginning immediately, the hero can play his Hero Turn normally.

### Hero's Death Example



Thorgar, currently ***Soulrank*** III, suffers his last wound.

His player must now update the character sheet:

- Rotate the soulgem counterclockwise, so the ***Soulrank*** II values are visible.
- Discard all body condition tokens.
- Flip the Hero card to the ***Ghost Soul Form*** side.
- Discard the **"*Call Lightning*"** Power because it was associated with the lost ***Soulrank***.
- Leave the 10 Crowns and the potion card in the area where the hero fell.

# 12. Miscellaneous Items

Potions, tools, and scrolls are the hero's best friends!

Miscellaneous items must be placed in the inventory slot of the hero sheet, keeping the cards side-by-side starting from right to left, until the hero's capacity is reached:




**Their effects are used directly from inventory, spending the required activity as needed.**

Miscellaneous items are divided into 3 categories to indicate the number of times they can be used, and **if** and **when** to discard them.

## 12.1 Permanents

These items can be used multiple times, spending the required activity.

## 12.2 Consumables

These items can be used only once, spending the required activity.

Afterward, they must be discarded.

## 12.3 Projectiles

These items can be used multiple times, spending the required activity. They must be discarded, if the resulting roll includes a result (after any reroll effect is used).

It is not possible to use more than one **Projectile** item, or the same projectile item more than once, with a single attack.

### Miscellaneous Item Card

1. Name, damage type, and category
2. Fighting Style Compatibility
3. Miscellaneous Item picture
4. Required Activity
5. Range
6. Effects
7. Cost (Emporium only)
8. Act ribbon (Treasure only)

**Permanent**




**Consumable**

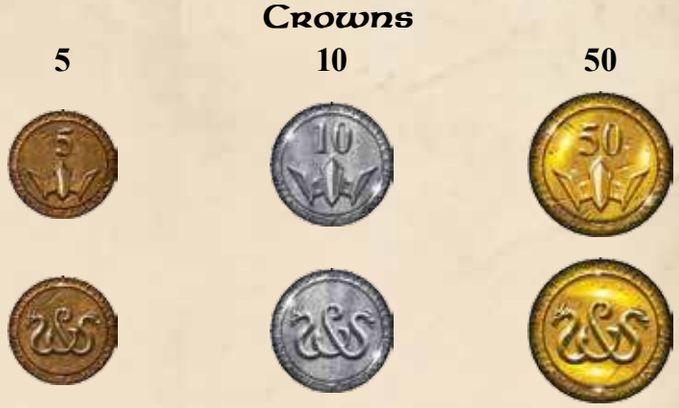



**Projectiles**




# 13. Crowns {Coins}

**Crowns** are the currency of the **Sword & Sorcery** world and are represented by 3 kinds of tokens:




Heroes looting enemies and finding treasures can easily find Crowns.

In either case, any Loot token or Treasure card with a is immediately exchanged for Crowns tokens from the game box and then discarded.

When a hero acquires Crowns, he must place them on his hero sheet using as few coin tokens as possible.

For example, finding 50 means taking a single 50 Crowns token. If that is not possible, the hero must take five 10 Crowns tokens, and so forth.

The crown tokens available in the box represent the maximum amount of coins in the game. If one kind of token is missing, heroes can exchange coins to receive the proper amount.

Coins are personal property, not a shared resource of the party.

They can be picked up, dropped, or transferred from one hero to another with a “Exchange an item” action. In addition, while heroes are visiting the Emporium, they can be transferred between heroes as a gift or loan, as desired.



# 14. Emporium

The Emporium represents any vendor or shop spread across the kingdom, which heroes could visit to acquire new equipment.




In game terms, all item cards with the **Emporium cost** printed in the lower right corner of the front side are identified as the "Emporium" deck. When the game indicates the Heroes "visit" the Emporium (usually before the Quest begins, unless specified in the Quest special rules), it means, pause the game, take the Emporium deck, and allow each hero to spend his Crowns, to purchase new cards.







Most of the Emporium cards are double sided. The back side represents a more powerful, and more expensive, version of the item. A hero can always choose which version to buy, but once acquired, the hero only acquires the purchased side; the card cannot be flipped to its back side. For example, a hero who buys "Knives" and wants to upgrade them to "Elven Knives" (on the back side), must pay the entire cost for Elven Knives when visiting the Emporium. Some cards may have different requirements on the two sides. Purchased cards can be immediately equipped (if the requirements are met), or placed in the inventory of any hero, because, while visiting the Emporium, any hero can rearrange and exchange items without spending activities.

*Note:* Only heroes visiting the Emporium can acquire and exchange items. When a game effect keeps a hero outside the shop, he cannot interact with the shop or other heroes.

## 14.1 Selling Treasure card

Treasure cards found during Quests can be sold when visiting the Emporium. Discard a Treasure card to gain 25 per **ACT** number.

## 14.2 Stash

The Stash is special deck accessible by the heroes each time they visit the Emporium, or when the game allows them to do so. It has two main functions:

**1.** Before each standalone Quest and at the beginning of the campaign, it contains all the item cards with the Stash symbol Stash printed in the lower right corner of the front side. These cards are available to the heroes, who can freely take and equip them while visiting the Emporium or when the game allows them to do so. If a Stash card is left on the battlefield at the end of a Quest or discarded for any reason, it must be placed back in the Stash deck. This ensures that heroes always have appropriate equipment available, although less powerful than equipment obtained using Crowns or Treasure.

**2.** In Campaign mode, it may also contain other Item cards left by the heroes. These cards remain until used by the heroes. This allows heroes to deposit an item, if this is not useful during the upcoming Quest, or simply to avoid taking up inventory space.
To keep track of which "non-Stash" cards are contained in the Stash deck, use the mobile App or the printable material, both downloadable from the Sword & Sorcery website. {www.sword-and-sorcery.com}

## 14.3 Buildings

As a part of the **Emporium** deck there are also special cards called **Buildings**, these cards never leave the deck and offer different services that heroes can buy.

### 14.3.1 Enchanting Anvil

The Enchanting Anvil card represents one of the most skilled blacksmiths of the kingdom!




Any hero visiting the Emporium can spend 50 to forge one standard Weapon or Armor card to enhance its characteristics. Once done, flip the card to the Forged side. The card remains in its forged state until the end of the current Quest.

At the end of the Quest, it returns to the standard side. It can be forged again in the next Quest by paying the Enchanting Anvil cost.

*Note:* The Enchanting Anvil card can be used multiple times as long as the heroes do not leave the Emporium.

### 14.3.2 Rising Pony Tavern

On the back of the Enchanting Anvil card is another place heroes can visit to gamble… The Rising Pony Tavern!




Any hero visiting the Emporium can spend 5 to press their luck, by following these simple rules:

- Choose a prediction between , , or
- Roll a and compare with your prediction. If they match, gain the appropriate reward:
  - you gain 10
  - you gain 20
  - you gain 50

**The Rising Pony Tavern card can be used only once per hero for each visit at the Emporium.**

# 15. The Enemies

The Enemy faction represents the evil forces fought by the heroes.

An enemy can have different behaviors, weapons, and powers.

These combinations are identified by three color-coded **Ranks**.

- Green: lowest rank, represents standard enemy troops.
- Blue: advanced rank, represents a more powerful veteran enemy.
- Red: elite rank, represents an elite enemy. It is usually extremely dangerous.

The game contains multiple copies of the three ranks for each enemy:

**2x Green Rank, 2x Blue Rank, and 1x Red Rank.**

In addition, heroes may encounter unique, legendary foes of Master rank, the highest rank of the game, represented by Purple enemies (section 16, page 53).

All enemies are controlled by the game itself.

Each enemy is comprised of a combination of three elements:

- **An Enemy Scroll**: a big card with the enemy behavior, weapons, and powers. For Green and Blue ranks, this card is shared between the two copies of the same enemy.
- **An Enemy card**: a small card related to each single copy of the enemy. This card contains the HP, defense values, enemy powers, and, ultimately, loot.
- **A Plastic figure**.

An enemy is considered in play as long as it is alive.

The rank of an enemy can be easily recognized on all these elements by looking at the color and Wax Sigil Icon with the initial letter of the color.

**Wax Sigil**

Green Blue Red Purple




The Wax Sigils are also used to distinguish the two copies of the same enemy that share the same rank. In the Enemy cards, the first copy has one Wax Sigil while the second copy has 2. **The second is typically a copy with additional random Enemy Powers.**

## 15.1 Enemy Scroll

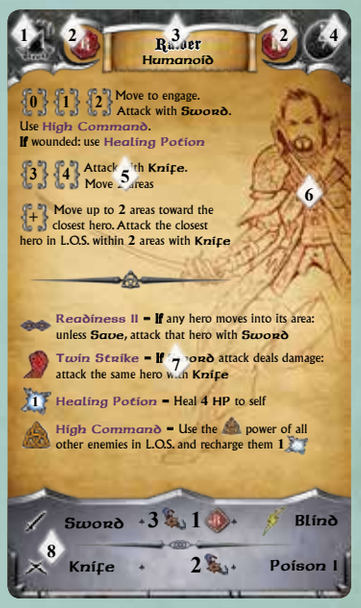
Each Enemy Scroll card represents the behavior of an enemy and has several major sections, detailing the enemy's movement, powers, and combat weapons.

The Enemy Scroll works as a behavior template shared for all copies of the same enemy with the same **Rank**. It is used mainly during enemy activation. All the scrolls are placed in the game area when the Quest begins and remain there, even when there are no enemies in play, because what uniquely identifies each Enemy is the Enemy card, not these scrolls.

*Note:* Some scrolls are printed on both sides to represent different enemies or fighting stances sharing the same figure.

### Enemy Scroll Card

1. Preferred Victim
2. Rank
3. Name and Race
4. Fighting Style & Challenge Level
5. A.I.
6. Picture
7. Powers
8. Weapons




- **Preferred Victim**: identifies the hero to be selected as a target (section 15.7.1, page 47).
- **Rank**: defines the rank of the enemy: Green (lowest), Blue, Red, or Purple (highest).
- **Name and Race**: specifies the Name and Race of the enemy. Race is occasionally used to activate the enemy or to provide a special power or benefit.
- **Fighting Style & Challenge Level**: enemy fighting style is used to determine its activation (section 15.7, page 46). The Challenge Level is represented by 1 to 4 small diamonds around the rune and is not used during the game. It allows enemies to be swapped with new ones from future S&S expansions. If the **Rank** and the Fighting Style match, the enemy may be swapped based on the desired Challenge Level: the more diamonds, the greater the challenge.
- **A.I.**: details the movement and fighting rules of the enemy.

- **Picture**: identifies the enemy figure.
- **Powers**: details the powers of the enemy. **Read this section carefully**, because it contains important information about the enemy's strategy. The symbols are useful to quickly understand the nature of a power, how, and when it can be triggered (sometimes by spending dice results):

  Always active.

  Related to the enemy's movement.

  Related to the enemy's attacks.

  Activated in response to hero attacks or effects.

  Related to some A.I. conditions.

  Special power activated by some A.I. conditions, and each time the icon appears on Encounter cards or powers from other enemies.

  Power based on # of charges. When the enemy spawns, place the indicated number of charges on the Enemy card. This also represents the maximum number of charges for that Enemy. Each time the power is used, remove 1 . **Once empty, the power must be ignored until partially or fully recharged.**

  Unlike heroes, enemies do not have activation activities. **Their powers are triggered every time possible**, based on the power's description.

  *Note:* An enemy cannot gain the same bonus from the same power twice, regardless if it is coming from itself or other enemies.

- **Weapons**: lists the primary and secondary weapons used by the enemy. Each weapon is identified by the name and attack values ( , Red and Blue dice used during the **HIT** stage). It may also contain additional effects or powers (detailed in the Powers section of the card).

  *Note:* When the secondary weapon name is not present, all effects indicated are part of the primary weapon.

## 15.2 Enemy card

An Enemy card represents a single enemy in play and has several sections detailing the enemy's HP, defense values, resistances, weaknesses, and loot.

During the game, Enemy cards are drawn by a player when required by the Quest (usually with the terms Spawn or Place) or when a **Shadow** is revealed (section 15.4, page 44). Each Enemy card drawn is assigned to a player (see the "Enemy Assignment" section 15.6, page 46), then used in combination with the figure and Enemy Scroll to represent the enemy on the battlefield. Players who are assigned an Enemy card must read it, along with the matching Enemy Scroll card, to play the enemy at its best ability.

### Enemy card

1. Preferred Victim
2. Rank and Wax Sigil Identifiers
3. Name and Race
4. Fighting Style
5. Enemy Powers
6. Picture
7. Reaction power
8. Weaknesses and Resistances
9. Armor Value
10. Magic Shields
11. Defense Value and Effect
12. Items dropped
13. HP
14. Soul Points

**Green Enemy**



**Blue Enemy**



**Red Enemy**



When the game requires enemy activation, the controlling player must read the A.I. section of the Enemy Scroll and apply the first relevant behavior rule following the activation instruction (section 15.7, page 46).
**Each time the enemy is attacked or must defend, or whenever a hero takes an action mentioned on the Enemy Scroll, the player must take into account the information on the Enemy Card and Enemy Scroll.**

- **Preferred Victim**: as for the scroll, identifies the preferred victim to be selected as a target.
- **Rank**: as for the scroll, defines the rank of the enemy: Green (lowest), Blue, Red, or Purple (highest). The number of Wax Sigils helps to identify the enemy figures when the two copies are present at the same time on the map.
- **Name and Race**: as for the scroll, specifies the name and race of the enemy.

- **Fighting Style**: as for the scroll, lists the fighting style of the enemy.
- **Enemy Powers:** each icon indicates an Enemy Power card that must be assigned to this enemy when it comes in play.
- **Picture**: identifies the enemy figure.
- **Reaction power**: when the icon is present, it means this enemy has one or more reaction powers influencing defense. This is a reminder to check the relative scroll card when defending against an attack.
- **Weaknesses and Resistances**: most enemies have weaknesses or resistances against particular damage types, which can modify the total number of during **Step 1** of the **DEF** stage.

  When the phrase, "All but ***Damage_type*** -X " appears, it means all attacks against this enemy with damage types other than the one listed causes –X . For example, "All but Arcane -1 " means all attacks except Arcane cause -1 .
- **Armor Value**: the armor value to be subtracted from the total during **Step 2** of the **DEF** stage, **if this enemy is not K.O.ed**.
- **Magic Shields**: if present, during **Step 3** of the **DEF** stage, first cancel hits by removing one point of magic shield (discarding the token) for each . **Magic shields are refreshed during each Time Phase.**
- **Defense Value**: this enemy rolls as many Blue dice as the remaining (up to the defence value indicated here) during the Step 4 of the DEF stage. **If no** Blue **dice are shown, the enemy does not roll for defense.**
- **Items dropped**: identifies any items left on the ground when this enemy dies.

  It can be nothing, Loot tokens , Treasure cards , or a mixture of them.
- **HP**: indicates the enemy's full health status. Red enemies vary their **HP** based on the number of heroes: 2-3 or 4-5, regardless of whether they are alive or in ***Ghost Soul Form***.
- **Soul Points**: when present, lists the number of Soul Points acquired by the heroes when this enemy dies.

### 15.2.1 Horde Enemies

Some enemies, like the Gremlins Pack, have the **"Horde"** power. This means a single Enemy card represents a group of two or more figures, each with its own **HP**. They must be targeted and defended individually, but counted as a single enemy on the battlefield in terms or activations and Event Spawn Formula. Each figure counts as separate for control/ domination.




The Enemy card of a horde indicates the number of **HP** for each figure with a double Heart icon.

## 15.3 Enemy Power card




Many enemies use these cards. When present, they are indicated with one or more icons located in the upper left section of the Enemy cards.

### Enemy Power card

1. Type: as for standard enemy powers, indicates when the power is triggered
2. Name
3. Level
4. Effects
5. Level II version: improved version of the power - rotate the card 180° to read it




Enemies may also gain enemy powers due to some Shadows (section 15.4, page 44) or by killing heroes (section 15.3.1, page 44)! Each time an enemy with these powers enters play, draw cards from the enemy powers deck based on the number of icons shown in the relevant Enemy card. In case of multiple Power cards, **the enemy cannot have more than two Enemy Power cards assigned and no more than one card per Type**. If needed, after the first, draw and discard the new Power card until they are all different types. Once drawn, place Power cards near the Enemy card, they become part of the enemy until it dies. Each Power card has two levels (rotated 180°), the level of the power to use is based on the Quest **ACT**. For example, all Quests from Immortal Souls are **ACT I**. For this reason, Level I powers are used unless indicated differently.

> *Note:* it is possible for an acquired power to have a similar or equal effect to a power already owned by the enemy. In this case, simply apply the Enemy Scroll's effect first, and then apply the Enemy Power card effects.

### 15.3.1 Killing Heroes

When any Green or Blue **Rank** enemy with less than two assigned kills a hero or a companion, it immediately gains a random Enemy Power card. The level of the power is based on the Quest ACT. When it dies, all Enemy Power cards are discarded normally.

## 15.4 Shadows



During Quests, our heroes will fight against enemies lurking in Shadows.

In game terms, these enemies are represented by **Shadow tokens**.

Typically, Shadow tokens are placed on the map during Quest setup. Their number varies based on the number of heroes.

**Unless indicated, they don't move and do not block L.O.S.**

A Shadow must be immediately revealed when it enters a hero's L.O.S. Shadows revelation always has the highest priority in **ANY** game phase and must be done as soon as possible (even before Event resolution) **for all Shadows in L.O.S. at the same time.** When it occurs, the Active hero must pause his current activity. For instance, when the hero moves, the L.O.S. check must be done after every single movement, area by area. If the hero has visual contact with a Shadow, it is revealed immediately and then the hero resumes his movement.

When revealed, the Shadow token is flipped up to determine what happens, according to the following table:

**Male Citizen** **Represents a male citizen, not an enemy.**



Simply discard it. Sometimes it also indicates a vendor or an ally, based on Quest special rules.

**Female Citizen** **Represents a female citizen, not an enemy.**



Simply discard it. Sometimes it also indicates a vendor or an ally, based on Quest special rules.

**Enemy** **Represents an enemy.**



Discard and replace it with the first enemy from the Enemy deck.

**Champion** **Represents an enemy with an additional power.**



Discard and replace it with the first enemy from the Enemy deck and immediately draw an Enemy Power card for it, even if the enemy drawn already has it own Enemy Power. Ignore the additional Power if it already has two.

**2 Enemies** **Represents two enemies.**



Discard and replace it with the first and the second enemies from the Enemy deck.

**Quest Enemy** **Represents a Quest enemy.**



Discard and replace it with the enemy indicated by the Storybook or the Book of Secrets.

> *Note:* **This Shadow becomes part of the reserve only when directly indicated.**

**Quest** **Represents a Key moment in the Quest.**



Discard and follow the rules indicated by the Storybook or the Book of Secrets.

> *Note:* **This Shadow becomes part of the reserve only when expressly indicated.**

During the setup of each Quest, a **Shadow Reserve** is created by shuffling the indicated number of Shadow tokens (face down), as specified by the Quest briefing. This will generate the pool of Shadows usable for the Quest, usually containing more Shadows than needed to set up the Quest.

The number of initial Shadows on the map is based on the number of heroes. The number written over each Shadow in the Quest Setup indicates the minimum number of heroes required to place it.

> *Note:* When the Shadow Reserve is empty and a Shadow needs to be placed onto the map, replenish the reserve by shuffling all the Shadow tokens in the discard pile and placing them back in the reserve.

## 15.5 Spawn Gates

In addition to Shadows, other enemies can enter the battlefield from Spawn Gates. Each Spawn Gate is located inside an area and can be either open or closed, based on which side is visible.

### Spawn Gate Tokens

| Closed Spawn Gates | Open Spawn Gates |
|---|---|
|  |  |
|  |  |
|  |  |
|  |  |

Each Quest provides instructions if and when to change the state of a Spawn Gate.

In game terms, each time the game requires an enemy to **Spawn** onto the map:

- If there is more than one open Spawn Gate on the map, the Active player rolls 1 Blue die to determine the open Spawn Gate used, matching the die result with the Spawn Gate icon. Otherwise, the single open Spawn Gate is used.
- Draw the top Enemy card from the Enemy deck and assign it, following the rules detailed in the next section.
- Place the enemy figure in the Spawn Gate area.

If the symbol rolled is not present on the map **OR** the relative Spawn Gate is closed, roll the die until it matches an existing open Spawn Gate.

**In the rare case where there is no open Spawn Gate, no enemy is spawned.**

## 15.6 Enemy Assignment

Each time a new enemy enters play, the Active player must draw the top card from the Enemy deck (reshuffling the discard pile when the deck runs out of cards) and take the relevant **Rank** figure (Green, Blue or Red).

Typically, this happens when a Shadow is revealed or when an Event or Encounter card is resolved.

The new Enemy card must be assigned to a player. That player becomes the controller for the particular enemy.

For quick and easy reference, place the matching Enemy Scroll near the Enemy card.

To maintain game balance, Enemy card assignment follows these rules:

- The card is normally assigned to the Active player, if he does not control an enemy yet. Otherwise, the enemy is assigned to the first player in clockwise order who does not have Enemy cards, or has fewer Enemy cards assigned than other players. In case of tie, the Enemy card is assigned to the Active player.
- Exception: When a second copy of the same Enemy card is drawn (same name and **Rank**), assign it to the same player who controls the first one. For example, a player who controls a Blue Gremlin is assigned the second Blue Gremlin, when its card is drawn.

If all Enemy cards in the deck are assigned (all enemy figures are in play at the same time), no more enemies can spawn on the battlefield, until at least one enemy dies. Revealing a normal Enemy Shadow in these conditions has no effect except to discard the Shadow token.

Purple Master Enemies use slightly different rules detailed in the relevant section.

> *Note:* Sometimes the game may require spawning a particular enemy, due to a Story Event effect, or for a summoning power of an enemy. In these cases, the Active player must draw and discard Enemy cards from the deck (reshuffling the discard, if needed) until the matching enemy is drawn.

## 15.7 Enemy Activation {Encounter cards}

Enemies move and fight according to the drawn Encounter card.

### Encounter card

1. Letter and Title: identifies the Encounter card
2. Enemy Pictures: not related to card activation
3. Main effect
4. Otherwise effect




In the first step of each Enemy Turn, **if there is at least one enemy in play**, the Active player draws the top card from the Encounter deck to determine which enemies will activate.

This card may activate:

- All enemies of the matching **Rank** (Green, Blue, Red, or Purple).
- All enemies belonging to the matching fighting style: , or (considered a wildcard that includes all fighting styles.)
- All enemies with specific conditions. For example, at 0 or wounded.
- "**X**" enemies, where "**X**" may be "**No enemies**" or up to 3 enemies. When one of these cards is played, use the following rule:

  Select **X** enemies to activate, starting with those controlled by the Active player. If the Active player does not control enough enemies to satisfy **the requirement, also select enemies** controlled by the next player (in clockwise order) who does control enemies. Continue to select enemies (an enemy may only activate once) until the matching number detailed in the Encounter card is reached or there are no more enemies to activate.

After resolving the "**Activate No enemies**" or the "**Activate 3 enemies**" card, shuffle the Encounter deck with the discard pile and then discard the resolved card to refresh the deck and make it more unpredictable.

Each enemy behavior (including the **otherwise** condition) indicated by an encounter card, enemy power, or Book of Secrets is considered an activation.

> *Note:* All matching enemies on the map must be activated sequentially, **one by one**, starting with the ones controlled by the Active player and following in clockwise order.

If any player controls more than one matching enemy, the player must follow this activation priority order:

- **Activate the highest Rank first**, so Purple, then Red, then Blue, and then Green enemies.
- **Do not activate stunned enemies, unless they are the only matching enemy**. This means, when an Encounter card says "Activate 1 enemy" and the Active player has two assigned enemies of the same **Rank**, and one is **Stunned** (section 15.11.6, page 52), he cannot select the stunned enemy with the hope of skipping the results of the activation. If the Active player has only one enemy to be activated, and it is stunned, the enemy is activated, meeting the requirement for the card, but does not take any actions.
- If a tie still exists, the Active player decides which to activate.

Activating an enemy means reading the relevant Enemy Scroll card and applying the proper A.I. behavior, as described in the next sections. Most Encounter cards have a main effect and an **otherwise** effect. **This second effect must be applied only when the main effect cannot be even partially applied** (there are no matching enemies for the main effect at all). If neither the main effect nor the **otherwise** effect can be applied, simply discard the card without further effect.

*Note:* Encounter cards are not drawn when no enemies are in play at the beginning of the Enemy Turn; however, some cards, like the "**Alarm**" trap, may force the hero to draw an Encounter card, even if there are no enemies in play.

### Activation Example




During the Enemy Turn, the Encounter card "**E - Master Assault**" is drawn. Since there are no Purple enemies in play, only the second part of the card text is resolved (after "**Otherwise**…"), i.e., activate all highest **Rank** enemies.

There are 1 Green Orc and 2 Blue Gremlins in play. As Blue is a higher **Rank** than Green, the two Gremlins are activated.

### Activation Example




During the Enemy Turn, the Encounter card "**H – Fight**" is drawn. The first effect of this card is to activate 3 enemies in play.

In game are: 2 Green Raiders (assigned to the Active player), a Green Orc Warrior, and a Blue Gremlin (both assigned to another player).

The 2 Green Raiders are activated first (the controlling player decides the order in which they act). The next enemy activated will be the Blue Gremlin (Blue being higher-ranking).

The "**Fight**" second effect says to shuffle the Encounter deck with its discard pile, and then discard the "**Fight**" card (becoming the first card in the discard pile).

*Note:* When the game activates an enemy in the middle of the Hero Turn (for instance, due to a Story Event effect), the hero must pause his activities until the enemy activation is completed, then his turn continues normally.

## 15.7.1 Selecting The Victim Hero

When activated, an enemy will move and fight by following the behaviors specified by its Enemy Scroll. The behavior rules of the A.I. section are based on the distance (measured in areas) between the enemy and its closest hero in L.O.S. Each behavior rule can include a single number to indicate the precise distance or a wide range of areas.

**In all cases, each behavior rule, except {+}, requires L.O.S. and a legal movement path.**

Each time a behavior rule is selected, if there is more than one hero in the indicated range, the enemy must first identify its **preferred victim**. This happens by matching the enemy's preferred victim icon, indicated by the ✹ symbol in the top left corner of Enemy and Enemy Scroll card, with heroes in L.O.S. within the range indicated by the behavior rule.

The preferred victim icon indicates the preference of the enemy to target a particular hero, as indicated:



**Most Wounded**

The hero with the highest number of wounds, regardless of the number of remaining HP.



**Closest**

The closest hero in terms of areas of distance, starting with {0}.



**Richest**

The hero with the highest amount of Crowns in terms of value (not tokens).



**Fighting Style Based**

The hero with the matching Fighting Style.

In case of multiple eligible targets, when there is no preferred victim within the range indicated by the applied behavior rule, or in any other tie situation, the enemy always uses these **priority rules** to select a victim, from the top down:

- **The most wounded.**
- **The one with the fewest HP remaining.**
- **The closest** in terms of areas of distance, starting with {0}.
- If there is still a tie between possible targets, the controlling player chooses.

When activated, the controlling player must read the first behavior rule of the Enemy Scroll for which there is a targetable hero in L.O.S. Then, the player applies the preferred victim icon and priority rules listed above to select a target in the range of that behavior.

**If there is no appropriate behavior rule, the player must apply the last behavior rule on the scroll card:**

{+} **The behavior rule indicated by this symbol still requires a legal movement path, but ignores the L.O.S. requirement.**

The enemy, therefore, may move toward a hero, even if it is not able to see him. **When even this rule cannot be applied, the enemy maintains its position, eventually applying its powers, if possibile.**

*Note:* Only one behavior rule is played in each activation (the top matching one), even if multiple rules apply.

## Selecting The Victim Hero




With the first behavior rule, this enemy will try to attack the richest hero (in terms of Crowns) in its area. When the richest hero is not present in the enemy's current area, it will try to attack another hero in its area (following the priority rules).

If no heroes are in its area, the player must skip the first behavior rule and read the second one.

With this second behavior rule, the enemy will try to move and attack the richest hero (in terms of Crowns) in L.O.S. within 3 areas first, or another target in L.O.S. (following the priority rules).

With this third behavior rule, the enemy will try to attack the richest hero in L.O.S. (or the one identified with the priority rule) ***twice*** with the stone and then move 1 area toward him.

Finally, if no heroes are present (or in L.O.S.) within 4 areas, the controlling player must apply the {+} rule, moving this enemy up to 2 areas toward the closest hero, regardless the L.O.S.




This enemy will try to move and attack the most wounded hero in L.O.S. within 1 area. This means, even if there is a hero in its area, **it can be ignored if the preferred victim in L.O.S. is in an adjacent area.** When this behavior is applied, if wounded, the Raider will discard its charge token (if still available) to heal himself.

If there are no heroes in range (or in L.O.S.), the player must read the second behavior rule, finding a preferred victim in L.O.S. at distance {2} {3} or {4}, attacking and moving toward him, if possible. Otherwise, apply the last rule, moving the enemy first, and then attacking the closest hero in L.O.S. within 2 areas (using priority, if needed), if possible.

### A.I. Example




A Blue Gremlin is activated. Its Enemy Scroll must be read and applied as follow:

- Is there a target at {0}? If so, is one of them the Richest? If yes, attack him!
- Otherwise, attack one of the others at {0} using the **priority rules** order. If the area is empty of targetable heroes (since Shae is Hidden and thus non-targetable), move to next condition.
- Is there a target at {1} {2} {3} areas ? If so, is one of them the Richest? If yes, move to engage and attack him!
- Otherwise, move and attack one of the others within {1} {2} {3} areas using the **priority rules** order.
  In this case, Auriel is the richest and she is in range, but she is not in L.O.S. because she is in cover behind a wall (only the {+} rule can be used, as the last attempt, ignoring L.O.S.). Both Thorgar (3 areas away) and Laegon (4 areas away) are in L.O.S. and possible targets. Thorgar becomes the target, as he is within 3 areas (the range limit for this condition).
- The Gremlin advances to Thorgar's area and attacks him with **Claws**, then the Gremlin's activation ends.

**"Targeting" the victim occurs at the beginning of the enemy activation.** Once the A.I. behavior is selected, the enemy executes it entirely, even if the conditions change. Movement and combat are covered in detail in the next sections.
When a hero (or enemy) is Hidden (like the Shae power, for example), he cannot be targeted directly from enemies. This also includes the "targeting" of the closest hero with the {+} behavior for enemies. So basically, the Hidden hero does not exist except for AoE or similar effects (like powers indicating "all heroes within 1 area...").

### A.I. Example



A Blue Orc Warrior is activated. Laegon is in the Orc's area, while Auriel (1 wound suffered) and Ecarus are 1 area away.

The first Orc's AI rule says to select his victim at a distance of {0} {1} areas.

Furthermore, his preferred victim is a hero using the ⚡ fighting style. Therefore, the Orc will move 1 area (ignoring Laegon) and attack Ecarus with his **War Axes** first. Then he will attack again by discarding his charge token to use the **Berserker I** power.

> *Note:* Although Ecarus is in an area with terrain **Hindrance** effects, the Orc ignores these effects during both target selection and movement.

*Note:* The artificial intelligence is designed to cover every situation on the battlefield, but, in some rare instances, two or more options may be available to an enemy. **In these cases, the controlling player chooses**.

## 15.8 Movement

Enemy movement is completely controlled by the Enemy Scroll cards. Each card details relevant instructions on how and when to move an activated enemy.

According to their specific behavior rules, **enemies usually move toward the victim hero**, when specified away from him, or in rare cases, toward a particular game element (a Spawn Gate, Waypoint, etc…).

**While moving, an enemy always tries to reach the destination using the shortest legal movement path possible, preferring to use areas without terrain hindrances.** Enemies need a legal movement path to move, so they cannot walk across a blocking side; however, there are some differences between the movement of enemies and heroes.

**When moving an enemy, use the following guidelines**:

- To apply an A.I. behavior rule, there must be L.O.S. and a legal movement path toward the victim. Only the {+} rule can be applied without L.O.S.
- When the rule indicates "Move to engage," it means move the enemy to the victim's area, regardless of the distance.
- When the rule indicates "Move X areas," it means move X areas toward the victim.
- Unless necessary, enemies always try to avoid areas with terrain **Hindrances**, by preferring to move through areas without hindrances, except in case of sequential areas of a corridor or when one of those areas is the destination area.
- Enemies ignore all difficult and deadly terrain **Hindrances** effects.
- Enemies may always move away from an area containing heroes, if required to do so by their A.I., heroes do not perform reaction attacks against a moving enemy.
- Other enemies and heroes are not considered obstacles for a legal movement path, and can be moved through.
- When the A.I. directs an enemy to move toward the destination, and the enemy is already there, it remains in its current position.
- When the A.I. says to "Move back" or "Move away," it means to move in the direction from where the enemy came or, when not possible, away from the closest hero, preferring empty areas. The controlling player chooses in case of multiple options.
- If, for any reason, the appropriate behavior rule cannot be applied, apply the next one. If no rule can be applied, the enemy remains in its current position.

### 15.8.1 Flying Enemies

Enemies with the flying ability can be recognized by the  icon on the Enemy Scroll card. Exactly like flying heroes, **they can move through barrier Hindrances and ignore K.O. effects.**

## 15.9 Combat

Each Enemy Scroll card also controls combat behavior for the relevant enemy. When an A.I. rule says to attack, the player controlling the Enemy card starts combat using the indicated enemy's weapon and powers against the chosen victim.

The Combat System used for enemy attacks follows the same rules explained before (section 9, page 32), with the following exceptions:

- Any attack performed against a hero in the same area as the attacker enemy is considered **melee**. All other attacks are considered **ranged**.
- If the used weapon (when attacking) or armor (when defending) has effects activated by dice results, the controlling player must activate them during the relative "**Applying effects**" step of the **HIT** or **DEF** stage.

### Enemy Attack Example




The Red Orc Shaman is activated.

Ecarus is the closest Hero {2}, but Thorgar {3} is a preferred victim, so the Shaman will attack Thorgar. (Heroes {2} or {3} areas away are all the same to the Shaman)

The Orc uses his **Curse II** against Thorgar, who attempts to **Save** rolling a Blue die: he rolls a , so the curse has no effect.

Next, the Orc Shaman attacks with his Magma Rod; the Orc controller rolls 1 Red die and 4 Blue dice, and gets 2 , 2 , 1  and 2 .

The Shaman must use both  results to activate the **AoE** {0} effect. It cannot choose **Fire II**, because an enemy must always use the highest-cost effect possible before any other. If it had rolled 3 magic, it could have used both effects.

The final attack results are: 4  **AoE** {0}.

- If it is possible for multiple effects to activate, the controlling player must spend results giving priority to the one requiring the most results to be activated, **even if this is not the best choice for the enemy**. Afterward, he can activate other effects, if any, following the same guideline.

*Note:* When an enemy has only one weapon on its Enemy Scroll card, it is considered both primary  and secondary .

### Enemy Attack Example



A wounded Red Raider is activated and attacks Ecarus with the first A.I. rule {0} {1} {2}. The Raider moves into Ecarus' area to engage him and attacks with his **Sword**. This weapon inflicts 3 plus 1 Red die.

The Raider controller rolls the die and gets 1 and 1 . The attack inflicts 4 and Ecarus is **Blinded**!

Ecarus wears a **Forged Scale Armor** (1 , 1 , up to 4 Blue defense dice). The first and second hits are cancelled by the armor and magic shield (the latter is discarded, to be refreshed in the next Time Phase). Ecarus then rolls 2 Blue dice to defend against the remaining 2 hits, rolling a , a and a .

The Knight decides to use the and reroll both dice: a and a . After this roll, only 1 of the 4 hits becomes a wound, but Ecarus is now **Blinded**. Since the Raider inflicted at least 1 wound with the **Sword**, he can attack with the **Knife**, for 2 and **Poison I**.

Ecarus cancels the first hit (his has armor value 1), but he cannot absorb the second hit (his magic shield is depleted). He rolls 1 Blue defense die and gets a , which he uses to roll again: a ! Ecarus therefore blocks the second hit, but the **Poison I** has effect nonetheless, and the Knight receives a **Poison I** token. The **High Command** has no effect because there are no other enemies in L.O.S. and the **Healing Potion** cannot be used because no charges are available.

*Note:* The **Readiness II** power of the Raider is not used because the Raider has moved into Ecarus' area and not the contrary!

## 15.10 Activating A Horde Unit

A **Horde** unit follows the same movement and combat rules of a normal enemy (using the closest figure for selecting the behavior),with the following exceptions:

- A hero can target only one figure of the horde for each attack, except when using an **AoE** (or multiple targets) attack/effect.
- The Horde unit includes two or more figures (counting as 1 enemy), each with separate HP. When attacked, each figure of the horde defends and suffers damages, effects and body conditions as a separate enemy with its own HP.
- The Horde is destroyed and its Enemy card is discarded only when all figures of the unit die.
- When the Horde unit attacks, it has a clear L.O.S. to a given target, if at least one figure of the unit has L.O.S. with the target.
- When the Horde unit moves, the nearest figure to the victim moves first and then the other figure moves to the same area, even if this other figure was more distant.

## 15.11 Body Conditions

The effects of Criticals, items, or powers may alter the characteristics or capabilities of the enemy on the battlefield. When this happens, place the relevant token on the Enemy card or near the figure to keep track. Discard it when the condition is removed or the enemy dies.

### 15.11.1 Knocked Out {K.O.}

Exactly like the heroes, a **K.O.ed** enemy is represented by laying the figure down. It cannot use its value and does not count for controlling/dominating the area. The enemy remains **K.O.ed** until it is activated. When this happens, as the first step of its activation, it automatically recovers from **K.O.**; stand the figure and act as normal.

### 15.11.2 Permanent Criticals

Permanent (Red) **Criticals** follow the same rules explained for the heroes (section 10.6.2, page 37).

### 15.11.3 Slowed

A **Slowed** enemy will select its behavior rule as usual during its next activation, but **it will perform only the first sentence of the rule. That means until the first "." is met.** At the end of the activation, discard the Slowed token. The enemy will act normally during future activations.

### 15.11.4 Poisoned



The **Poison** body condition follows the same rules explained for the heroes (section 10.6.3, page 38), with the following exception:

- **Enemies have no Save roll.**

This means, unless particular power effects are present, a poisoned enemy suffers damage in each Time Phase until death.

### 15.11.5 Blinded



A **Blinded** enemy has no L.O.S. with any heroes, so it is forced to use the {+} behavior rule during its next activation. This means, when an Encounter card or an equivalent activation effect activates that enemy, it ignores all other behavior rules of its scroll card except the last one, which must be applied as normal (by moving and using powers), but without performing any attack that requires L.O.S. At the end of the activation, discard the Blinded token. The enemy will act normally during future activations.

*Note:* Activating a blinded enemy with the {+} rule may indicate moving toward a victim, even if it is already there. In this case, ignore the movement part of the behavior rule.

### 15.11.6 Stunned



**A Stunned enemy must skip its next activation. This means, when an Encounter card or an equivalent activation effect activates that enemy,** it must instead ignore the activation and then discard the stunned token. The enemy will act normally during future activations. If an enemy becomes **stunned** in the middle of its movement (due to a reaction attack of a hero, for example), this enemy completes its movement and then skips the rest of its current enemy turn.

*Note:* **Stunned** enemies are not able to perform any kind of attack, including reaction attacks.

## 15.12 Health

The Heart Gem icon located at the center of the lower part of the Enemy card indicates Health Points (**HP**).

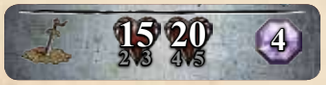



The number written inside represents the amount of damage this enemy can withstand before being killed. This number can be changed by the effects of Critical attacks and items & powers.

To keep track of current health, when an enemy is wounded, place the appropriate number of wounds tokens on the Enemy card or near the figure.

If the total number of wounds equals or exceeds the enemy's HP, he dies (section 15.12.1, page 52).

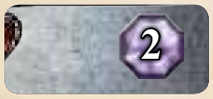
Red and Purple enemies have their HP based on the number of heroes undertaking the Quest (alive and ghost souls). This is represented by a double heart icon with the # of heroes printed on the bottom:




The left Heart indicates the HP of the enemy when there are 2 or 3 heroes, while the right one indicates the HP when there are 4 or 5 heroes.

### 15.12.1 Death

If an enemy's wounds equal its total HP, it dies. When this happen, the heroes gain the amount of Soul Points indicated in the lower right corner of the Enemy card, if any:




*Note:* Usually, defeated Red and Purple enemies are removed from the Quest.

In addition, some enemies may drop their belongings, if any, as indicated in the lower left corner of the Enemy card:



**Crowns**
Place the indicated amount of Crowns on the map.



**Loot**
**During the set up of each Quest** (and each time the pile is empty), gather all Loot tokens and shuffle them face down into a pile. Take the top Loot token from the pile and place it face down, on the map.



**Treasure**
Draw the top card from the Treasure deck and place it (face down) on the map.



**Any combinations described above**

In all cases, belongings must be placed in the area where the enemy died. Heroes not engaged in combat may reveal belongings (flip them up) and pick them up with a Free Action, as usual.

Once dead, the figure is removed from the map. Its Enemy and Power cards are discarded in the relative discard piles.

*Note:* Some enemies may have powers triggered by their death.



# 16. Master Enemies

Be prepared to challenge the **Master Enemies**!

Each of these deadly enemies is represented by a large Purple figure and big card merging all aspects normally covered by the Enemy Scroll and Enemy cards for a standard enemy.

The Master Enemy card is printed on both sides to represent different key moments of the battle. Each side typically details a completely different A.I for the Master Enemy and can sometimes be completely independent from the other side, such as the Troll card.

This means fighting a Master Enemy is a more epic, dynamic, and fun game experience.

When a Master Enemy enters play, its Enemy card must be placed in a spot easily accessible to all players.

The Active player receives the Menace token as detailed in the next section. The Master Enemy always activates as if it is assigned to the Active player, switching player after player. This means, each time a player must activate an enemy, he must always take into account the Master Enemy as if it was assigned to him.

- **Preferred Victim**: identifies the hero to be selected as a target. Master Enemies most frequently use the **Menacing Hero** system to identify their victim (section 16.1, page 54).
- **Rank**: identifies the Master Enemy rank: Purple (the highest).
- **Name and Race**: identifies the Name and Race of the enemy. Race is occasionally used to activate the enemy or to provide a special power or benefit.
- **Fighting Style & Challenge Level**: most of the Master Enemies are , which is considered a wildcard that includes all fighting styles.
- **A.I.**: identifies the movement and the fight rules of the Master Enemy.
- **Picture**: identifies the Master Enemy figure.
- **Powers**: identifies the powers of the Master Enemy. Read this section carefully. **In addition to standard powers, it may contain important information about if, how, and when to flip the Master Enemy card.**
- **Weapons**: identifies the primary and secondary weapons used by the Master Enemy.
- **Defensive stats**: this includes all aspects normally covered by a standard Enemy card: Reaction power (identified by the icon), Weaknesses and Resistances, Armor Value, Magic Shields, Defense Value (Blue dice), Items dropped, HP, and Soul Points.
- **Immunities**: due to their body mass, strength, and innate abilities, **Master Enemies with this icon are immune to the *Stun* effects**. Simply ignore a Stun when applied to the Master Enemy.

**Carefully read each side, because they may vary drastically.**

## Master Enemy card




1. Preferred Victim
2. Rank
3. Name and Race
4. Fighting Style & Challenge Level
5. A.I.
6. Picture
7. Powers
8. Weapons
9. Defensive stats
10. Immunities



## 16.1 Fighting Master Enemies {Menacing Hero System}

Most Master Enemies have the power "**Vengeful**." They are able to tell at a glance who's the most dangerous hero on the battlefield at the moment. This hero is called the **Menacing Hero** and receives the **Menace token**. The Master Enemy's behavior is controlled by the Menacing Hero's position.

| Vengeful | Menace token Front | Menace token Back |
|---|---|---|
|  |  |  |

In game terms, when the Master Enemy has the "**Vengeful**" power, its A.I. section **only takes the distance between it and the Menacing hero** (the hero with the Menace token) into account, ignoring any other possible victim. The Menace token has two sides, Level I and Level II, to indicate the hero's level of menace to the Master Enemy. During the course of a battle, hero attacks and strategies will change the Master Enemy's threat perception, so the Menace token may pass from one hero to another.

The Menacing Hero system follows these rules:

- When a Master Enemy enters play, the Menace token (Level I face up) is immediately assigned to the Active player, who becomes the Menacing Hero.
- If the Menacing Hero deals at least one wound to the Master Enemy with any attack, power, item, or controlled companion, the Menace token must be increased (flipped) to Level II.
- The Menacing Hero in L.O.S. with the Master Enemy can provoke it by spending 1 Action activity (and only one) to voluntarily increase the Menace token from level I to level II or to decrease it from level II to level I.
- If any other hero deals at least one wound to the Master Enemy with any attack, power, item, or controlled companion, the Menace token is decreased to level I. If already at level I, the Menace token is passed to the hero who dealt the wound, level I face up, and this hero becomes the new Menacing Hero.
- Any other hero in L.O.S. with the Master Enemy can provoke it by spending 1 Action activity (and only one) to decrease the Menace token from level II to level I on its current owner or, if already at level I, take the token to become the new Menacing Hero. (The Menace token must be at level I to change heroes).
- When the "**Taunt**" power (or any equivalent power that changes the enemy's victim) is used, immediately transfer the Menace token (level I) to the power's owner, regardless of the current state.
- If the Menacing Hero dies or cannot be directly targeted due to an item or power effect, the Menace token immediately passes (with menace level I) to another hero chosen by the controlling player, if possible. Otherwise, the token remains with the initial hero, who cannot be attacked until he can be directly targeted again.
- If the current Master Enemy card side has the "**Vengeful**" power, the Master Enemy will always target the Menacing Hero as the victim. Other heroes and companions may be damaged by its attacks and powers, **but they will never be its primary target**.
- Like any standard enemy, "targeting" occurs at the beginning of the enemy activation. Once the A.I. behavior is selected, the enemy will follow it, even if the conditions change. For example: the Menacing Hero is Ecarus and the Master Enemy A.I. says, "Move to engage. Attack with Claws." During or after the enemy's movement, another hero deals damage using an item or power, becoming the new Menacing Hero. The Master Enemy will, nonetheless, attack Ecarus, because he was the Menacing Hero when its A.I. behavior was selected.

Except as detailed in these sections, Master Enemies follow all standard rules and still count as a standard "enemy" for all game effects (such as: powers, items, events, control, domination, Encounter cards, etc...).

*Note:* the Menace token must be used even if the Master Enemy does not have the "**Vengeful**" power on its current stage. This means, the Menace token will continue to be passed between heroes, even if the Master Enemy still targets the victim using the normal system.

### Master Enemy Example



The Heroes battle a huge Troll, which is **Vengeful**. Ecarus, Knight of the White Rose, begins the battle, thus taking the Menace token Level I. Since he is now the Menacing Hero, Ecarus may spend 1 (and only one) Action activity to voluntarily increase the Menace token from level I to level II (1). The Troll acts, and attacks Ecarus (2). Next, Laegon attacks and wounds the Troll, reducing the Menace token (still with Ecarus) from Level II to Level I (3). Then, the Ranger uses his innate ability and attacks again, wounding the Troll and taking the Level I Menace token for himself (4). During the Enemy Turn, the Troll targets Laegon, but Ecarus, before the activation, uses his innate ability "**Taunt**" (5) and becomes the preferred victim yet again. The heroic knight gets the Level I Menace token, and the Troll attack him instead.

# CREDITS:

### Design & Development:
Gremlin Project, a board game design studio
by Simone Romano & Nunzio Surace

### Art Direction:
Simone Romano

### Art:
Phroilan Gardner, Fabrizio Fiorentino,
Alessio Cammardella, Marco Matrone

### Figure Sculpting:
GT Studio - Fausto Gutierrez & Pedro Gutierrez

### Graphic Layout:
Nunzio Surace

### Graphic Design:
Adriano D'ippolito & Francesca Michelon {www.matrioskart.it}

### Map Design:
Mario Barbati {www.0onegames.com}
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### Rules & Game Text:
Simone Romano

### Editing & Supervision:
Roberto Di Meglio, Fabio Maiorana, Leonardi Rina, Fabrizio Rolla

### English Editing:
Jim Long, Byron Campbell, Marco Signore, Federico "Kentervin" Luison

### Production:
Roberto Di Meglio

### Contributing Playtesters:
Serena Galli, Claudio Quaranta, Anna Patrone, Fabrizio Barberini, Alessio Bonvini, Marco Brugnoni, Byron Campbell, Massimiliano Cretara, Carmine Laudiero, Francesco "Cisky" Malafarina, Antonio Faggioli, Rosa Monarca, Nadia D'amato, Federico "Kentervin" Luison, Daniele "Kinder" Rea, Leonardo Rina, and... Sally & Sunny!

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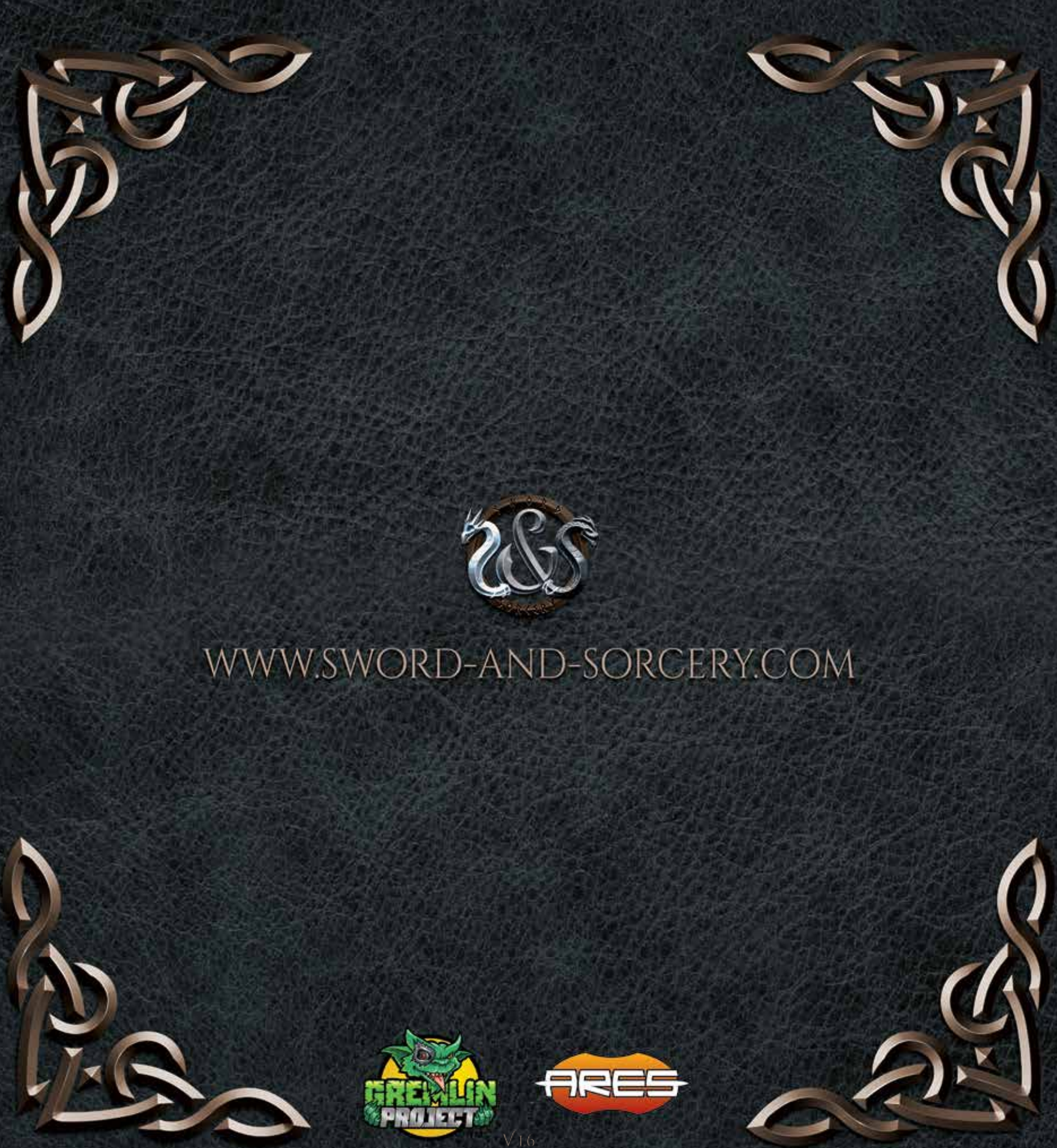

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