
ENCHANTERS
RAFAŁ CYWICKI
RULEBOOK

Game overview

You are the Enchanters *- mighty heroes who defend helpless villages with their magic and wits. During the game, each of you will be crafting a powerful Magical Artifact to defeat hordes of attacking Monsters.*

The aim of the game is to collect as many ***Glory Points*** *(◌) as possible.* **Item Cards** *(▬) ,* **Enchantment Cards** *(👁),* **Monster Cards** *(♉) and* **Dragon Cards** *(🐉) will appear on the* ***Journey Track****. You must equip yourself with* **Items** *(▬) and* **Enchantments** *(👁) from the* ***Journey Track*** *in order to fight the* **Monsters** *(♉) and the even deadlier* **Dragons** *(🐉).*



Box content

158 cards in total



150 Kingdom Cards in 6 decks, each one consisting of 25 cards:

3 Items and 3 Enchantments (2 of each); 6 Minor Monsters, 4 Medium Monsters and 2 Major Monsters; 1 Dragon



33 Wound markers and 40 Crystal tiles

*Wound: 25 with **-1**, 8 with **-5**;*
*Cristal: 25 with **1**, 8 with **3** and 7 with **10***



21 Village Tiles



Item Card



Enchantments Card



Monster Card

1. *Illustration;* ***2.*** *Card type;* ***3.*** *Village Rules;* ***4.*** *Additional Glory Points;* ***5.*** *Attack Points ( ) or Negative Attack Points ( ) (inactive after been covered);* ***6.*** *Defense Points ( ) or Negative Defense Points ( ) (inactive after been covered);* ***7.*** *Title of card;* ***8.*** *Attack Points ( ) or Negative Attack Points ( ) (always active);*







Dragon Card

Village Tile

Back of a card (with deck symbol)

9. Defense Points ( ) or Negative Defense Points ( ) (always active); 10. Monster's Health Points ( ); 11. Monster's Strength ( ); 12. Card's Rules; 13. Glory Points ( ); 14. Sometimes monster can modify players Defense or Attack Points; 15. Deck symbol; 16. "2" sign (for two player games).

Game setup

1. Each player takes **5 Crystals** ( ). The remaining **Crystals** ( ) and **Wound** ( ) markers should be placed within reach nearby.

2. Each Player takes **a "Fist" card** and places it on his or her **Item ( ) Cards Pile**. Then each player takes **"of Enchanting" card** and places it on his or her **Enchantment ( ) Cards Pile**.

3. Each player chooses or randomly takes one **Kingdom Deck**. The chosen decks are then shuffled together to create the **Adventure Deck**.

- *In a two player game, **each player chooses 2 decks**. From the 4 selected decks, take only the cards **marked with a "2" on the back**, and shuffle them together to form the Adventure Deck.*

4. Look at the bottom card of the Adventure Deck. If it is a **Monster** ( ) or a **Dragon** ( ), put it aside. Otherwise add it on the **Journey Track**. Keep putting **Monsters** ( ) and **Dragons** ( ) aside and adding **Items** ( ) and **Enchantments** ( ) to the Journey Track until there are 6 cards in the Journey Track. Then put the **Monsters** ( ) and **Dragons** ( ) you put aside back on the bottom of the deck.

5. Randomly choose one of the **Village Cards** () and place it next to the first card of the Journey Track. The rest of the **Village Cards** () are removed from the game and placed back into the box.

6. The player who was most recently underground is the starting player and takes the first turn.

Village Card

Journey Track

Adventure Deck



Your magical artifact

Each player will craft one (and only one) Magical Artifact consisting of **Item Cards** () and **Enchantment Cards** ().

Item () and **Enchantment** () Cards a player takes from the Journey Track are placed in front of her in two separate piles, with **Item** () Cards on the left and **Enchantment** () Cards on the right.

The first **Item** () Card and **Enchantment** () Card are the "**Fist"** and **"of Enchanting"**, each Player received during the setup.

Subsequent cards are placed on top of previous ones of the same type so that the lower part (under the horizontal line) of the previous card is always visible.

Defeated **Monsters** () and **Dragons** () are placed on the table in the same exact fashion in a third separate pile to the right of the player's **Enchantment** () Cards .



Flow of the game

The game is played in turns. Each turn a player takes **one Major Action** and as many **Minor Actions** as he or she wishes, but each of them only once (unless they are described as **"Multiaction"**).

Major Actions are:

- ***Journey*** - the player takes a card from the Journey Track, paying **Crystals** ( ) when applicable (see Major Action: Journey below for further explanation). This is basically the only way to obtain **Item** ( ) and **Enchantment** ( ) **Cards** and fight **Monsters** ( ) and **Dragons** ( ).

- ***Rest*** ( ) - the player uses one of the available ( ) options from the **Village Card** ( ) or one of her own cards most of the time to heal **Wounds** ( ) or collect **Crystals** ( ). If a player takes the **Rest** ( ) action, the first card in the Journey Track is discarded at the end of his or her turn.

After each Major Action cards in the Journey Track are slid down to fill any empty spaces. A card is then drawn from the Adventure Deck and added to the last space of the Journey Track.

Some cards have passive effects which trigger upon certain events. For example: "after using ( )," "after taking ( )" or "when your turn begins." These effects are not considered to be an action and are mandatory.



Actions in general

All actions (except for the Journey) in the game can be described in the following manner:

Cost ➡ Effect

Only after the Cost is paid, does the Effect take place. The cost must be fully paid, while the effect has to be implemented as much as possible.

The actions a player may take are the ones described on the **Village ( ) Card** and the topmost cards of the player's own **Item ( ), Enchantment ( ), Monsters ( )/Dragons ( )** Card piles.

Each action may only be played only once a turn, unless it's described as "Multiaction". The action's effect stays in play till the end of the player's turn.



Example (Scimitar): *"3 ➡ " John pays 1 Crystal ( ) and receives a +3 bonus to his attack ( ) this turn.*



Example (Normaltown): *"Multiaction: 2 ➡ " Martha may pay 2, 4, 6 or more Crystals ( ) to receive an extra +1, +2, +3 or more Attack Points ( ) this turn. Martha pays 6 Crystals ( ) to get 3 Attack Points ( ), so that she wins a fight with a Dragon Turtle.*

Major Action: Rest (⊗)

What Rest actions a player may take depends on the **Village (🏰) Card** and the topmost card of each pile the player has in front of him or her. Rest actions are always marked by a ⊗ symbol preceding its cost.

⊗ should be read as: Take your Major Action as described on the card, then at the end of your turn discard the card on the Journey Track nearest to the Village (🏰) Card and refill as usual.

Rest actions are on every Village Card, but can be also found on some **Item** (🔫) or **Enchantment (👁) Cards**. Taking a Rest is a standard way of gaining **Crystals** (◆) and healing **Wounds** (💧).

Example (Normaltown): *" ⊗ ➡ 3 ◆ " Jack uses his Major Action to rest (⊗) and get 3 Crystals. Then, because he can't do anything else, he finishes his turn, discards the card nearest to the Village (🏰) Card, moves the remaining 5 cards on the Journey Track toward the Village (🏰) Card, draws a new card and places it after the last card on the Journey Track.*



Major Action: Journey

Taking a Journey as your Major Action allows you to get a card from the Journey Track. The player must pay a number of **Crystals ( )** equal to the number of cards between his or her chosen card and the **Village ( )** Card. Journeys are the only way of getting new cards, whatever type they are: upgrades for the Magical Artifact or Monster trophies.

Journey Track

Adventure Deck



Example: Ralph wants to get the third card on the Journey Track. To do so, he skips over 2 cards, so he must pay 2 Crystals ( ) to the general supply. Beth then decides to take the first card, so she gets it for free, as she didn't pass any other cards.

If a player has chosen an **Item** ( ) or an **Enchantment** ( ), he or she takes the card and puts it in front of him or her as described in the section "Your Magical Artifact." If the player decides to fight a **Monster** ( ) or a **Dragon** ( ), he or she must defeat it before she taking it. Rules of a fight are described in the section "Combat".

Immediate Effect

Some cards have an **Immediate Effect** ( ) symbol, meaning the described effect must be implemented right after the chosen card is taken. However, the card is not considered to be a part of the player's Magical Artifact until after the effect is completed.







Combat

If, during a Journey, a player chooses to fight a **Monster** () or a **Dragon** (), the Combat will occur in the following order:

1. ***The Monster*** () ***attacks the player. The player is given a number of Wound*** () ***markers equal to the Monster's Strength*** () ***minus the player's Defense*** ()***.***

There is no limit to the number of **Wounds** () players may receive, but at the end of the game, each **Wounds** () becomes a negative **Glory Point** ().

2. ***The player attacks the Monster*** ()***. To succeed the player must have at least as many Attack Points*** () ***as the Monster*** () ***has Health Points*** ()***. If the player meets this condition, he or she may take the Monster*** () ***and put it on top of his or her Monster*** () ***Pile.***

Sometimes, it may be necessary to buy additional **Attack Points** () in the **Village** () or activate Minor Actions on one's own cards to win a Combat with a **Monster** ().

Example: *Susan decides to fight a Manticore 2( ) 5 ( ). She has 3 Attack Points ( ) and 1 Defense Point ( ). The Monster ( ) attacks first and deals her 1 Wound ( ). Susan decides to use a Multiaction available in the Village ( ) of Normaltown twice - she pays 4 Crystals ( ) to get a +2 Attack Point ( ). Susan now has a total of 5 Attack Points ( ), which is just as much as the Health ( ) of the Manticore. She defeats the Monster ( ) and adds it to her Monster ( ) Pile.*

End of the game

The game ends when all cards from both the Adventure Deck and the Journey Track have been taken or discarded. Every player sums all **Glory Points** ( ) from his or her cards: **Monsters ( ), Dragons ( ), Items ( )** and **Enchantments**( ). Each player must then add or subtract **Glory Points** ( ) according to the rules below:

- Minus 1 **Glory Point** ( ) for each **Wound** ( ).
- Additional **Glory Points** ( ) as described on the **Village ( ) Card** .



Example: *Beth has killed 5 Goblins, 3 Gnolls, 2 Ogres and the Bronze Dragon - that gives her 40 Glory Points ( ). Unfortunately, she received 9 Wounds ( ) during the game, so after subtracting this number from her score she is left with 31 Glory Points ( ). The game is being played in Dwarfburg, so Beth gets an additional 1 Glory Point ( ) for every Defense Point ( ) she has. On her cards, she finds 8 Defense Points ( ), so she adds 8 Glory Points and gets a final score of 39 Glory Points.*

Variant: Fast invasion

If you prefer a shorter game, remove 5 cards from the Adventure Deck for every player that wants to participate. Those cards have to be put in the box (outside the game), not on the discarded cards pile.

Variant: Super-Fast invasion

For an extremely short game, use only cards with "2" on their backs from each Kingdom Deck. Put the rest of the cards in the box (outside the game), not on the discarded cards pile.

Variant: Dragons in the depths

To make sure that Dragons won't come up too early, before you're ready for them, change the standard setup as described below:

- Remove **Dragon Cards** ( ) from the chosen Kingdom Decks.
- Take half of the Adventure Deck.
- Shuffle the **Dragon Cards** ( ) into it and put it on bottom of the deck.

Frequently Asked Questions

1. When a rule on a card refers to cards (or tokens) without specifying a player, it always refers to cards (or tokens) of the player to whom the card belongs - unless the text on the card specifically states differently.

Example: *Richard has a Necklace on top of his Items Pile (), so during his turn he may remove one of his Monster () Cards to get 7 Crystals ( ).*

2. If the text on a card doesn't refer to a particular card (e.g. Top Item), the owner of the targeted cards may choose, which card will be affected.

Example: *John took Bolas from the Journey Track and chose Ann to discard one of her Monsters (). Ann has three Monsters (): a Gnoll on the bottom of her pile, a Unicorn in the middle and a Manticore on top, so she chooses to discard the Unicorn, as it's worth the least amount of Glory Points ().*

3. **All visible symbols, actions and abilities are always active** - this means that the artifacts are getting stronger and stronger throughout the game.



4. **All hidden symbols, actions and abilities are inactive** - a card loses all its properties once it is covered up - apart from the ones beneath the bottom horizontal line.

5. Never start a fight if you can't get enough Attack Points ( )! If such situation ever occurs, after resolving the fight, leave the Monster's Card ( ) where it was, and discard the first card of the Journey Track, as if a Rest Action ( ) was taken.

6. The same Combat rules apply to fights against Dragons ( ), but keep in mind that some effects may only apply to Monsters ( ), not to Dragons ( ), and vice versa.

7. A Broken Sword ( ) icon means negative Attack Points ( ), and a Broken Shield ( ) icon means negative Defense Points ( ). Players Attack ( ) and Defense Points ( ) can never go below zero.





Trap:

After taking this card from the Journey Track, the player must give this card to another player. The card is placed on top of the receiving player's Item ( ) Card pile.



Bolas:

After taking this card from the Journey Track, choose a player (yourself included). That player must discard one Monster ( ) Card of her choice from her own Monster ( ) Card pile. The discarded card doesn't have to be the top card of the pile.



Roc:

After defeating this Monster ( ), but before adding it to your Monster ( ) Pile, choose a player. That player must give you a Monster ( ) of her choice from her own Monster ( ) Pile. Put that Monster ( ) on top of your Monsters Pile ( ), then put the Roc on top of it.



Manticore:

Manticore: after winning a fight with this Monster (), two things happen:

The player discards one of her own Monsters () from her Monster () Pile, before adding the Manticore to the pile. If the Manticore is his or her first Monster (), she doesn't have to discard anything.

The player chooses one of the other players; the target player must discard any one of her Monster () Cards.

Bronze Dragon:

Same as the Manticore rules above. Remember, the Dragon () is not a Monster ().



Axe:

After taking this card, but before adding it to your Items Pile (), every other player is dealt 1 Wound ( ) for every 2 Attack Points () you have. The Axe's 1 Attack Point () does not count towards this total as it is not yet considered a part of your Items Pile ().

Consider raising your Attack Points, before taking an Axe.



Chapel of Soulfire:

Journey to graveyard means that you can treat a top discarded card as a proper journey destination. If it is an item or an enchantment, take it (activate (⬇) abilities). If it is a Monster or a Dragon, you must first fight it (the same as if you had taken it from the Journey Track).

Note: the card removed from the Journey Track as part of a Rest action, is placed on the discard pile after the action is resolved.



of Fire:

Upon activation, the player receives an Attack Point for every Defense Point he or she has. His or her Defense Points remain at the same value.

of Rage:

Upon activation, the player receives an Attack Point for every two Monsters he has.



Giant:

When a player fights this Monster (), during the "Monster's Attack" phase of the combat, resolve it for each player, one-by-one. Other players may NOT use any actions or effects during this attack (e.g. activate a Helmet). The number of Wounds ( ) dealt may differ between players. The "Player's attack" phase goes by the standard rules.



Pink Dragon:

After winning a fight with this Dragon () count the total number of Wounds ( ) you have. Then take the same number of Wound Markers ( ) from the general supply and add it to the Wounds ( ) you already have.



Ogre:

Double damage means that player receives twice the number of Wounds.

Example: *Jack has 3 Defense and decides to take on an Ogre. Normally he would receive 3 Wounds, but since he's fighting an Ogre, he is dealt 6 Wounds instead.*

Icon rundown

 *Monster Card*

 *Dragon Card*

 *Item Card*

 *Enchantment Card*

 *Village Card*

 *Player's Attack*

 *Player's Defence*

 *Monster's Strength*

 *Monster's Health Points*

 *Wound Marker*

 *Cristals, the game's currency*

 *The Cost — Effect action*

 *Immediate Effect Action*

 *Glory Points*

 *Player's Negative Attack*

 *Player's Negative Defence*

 *The Rest Action*