

Set a Watch

-Swords of the Coin-

Rulebook

July 2020 Draft

2 Game Summary

The Kingdom is in grave danger once again and there is no one left to deal with the Unhallowed threat. The crown has been forced to enlist the Swords of the Coin mercenary guild to gather champions from outside the realm. The task of hunting down the acolytes and stopping the Unhallowed scourge falls upon the shoulders of four ruthless mercenaries. While each has a unique set of skills, they must band together to vanquish this evil before the Unhallowed consume the world in darkness.

Set a Watch: Swords of the Coin is a cooperative adventure puzzle game for 1-4 players. Swords of the Coin is a stand-alone expansion featuring the same critically-acclaimed gameplay along with some new twists centered around collecting coin and buying Items from the merchant. The expansion is fully compatible with the original game; creatures, locations and adventurers can all be mixed and matched together with the original Set a Watch.

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- TBD

Game Setup

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1. Set out the board and Components

Place the **Camp board** and **Rest Tokens** within easy reach of all players.

2. Select Adventurers

Note: *There must always be four Adventurers in play no matter the player count.* If you have 4 players, each selects one Adventurer. With 3 players, pick a flex Adventurer that the player in camp controls during the Watch phase. In a 2 player game, each player selects two Adventurers. In a solo game, that player selects four.

Players select their Adventurer and take that **Adventurer's board, 5 Ability cards,** and **3 corresponding dice**. Shuffle the Adventurer's Ability cards together and draw 2 cards at random to place on your Adventurer board (faceup). Draw a 3rd card and place it on your board exhausted (facedown). Place the remaining 2 Ability cards off to the side of your board (faceup).



A. Adventurer Class
B. Ability Slots: Place three equipped Ability cards in these slots.
C. Dice: These banners represent the dice your adventurer will play with: each blue banner represents a d8, and each red banner represents a d6, each green banner represents a d12 and each purple banner represents a d4. During the game, each spent combat die is to be placed on a different, empty banner space on your adventure board.
D. Camp Action: This special ability can only be used once per Camp Phase if the Adventurer rests in Camp (see page 7).
E. Attack Type: An Adventurer with Range can attack and damage Creatures in either first or second position of the Line. Melee can only attack and damage Creatures in first position of the Line.

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3. Prepare the Creature Deck

Easy: Summon **x1**
Normal: Summon **x2**
Hard: Summon **x3**
Insane: Summon **x4**



Take all Creature cards in the game. Select either 1, 2, 3, or 4 **Summon** cards, for respectively an Easy, Normal, Hard, or Insane game. Remove all unused Summon cards from the game. Set aside at least two **Acolytes** (see Deckbuilding page 21), then select randomly 28 cards from the remaining Creature cards and add the two Acolytes atop of them. Remove unused Creature cards from the game. Shuffle the Creature cards together, and then divide them into facedown piles, as even in size as possible, so that the number of piles matches the number of Summon cards in play. Shuffle 1 Summon card into each pile. Then stack these piles to form the Creature deck, placing smaller piles on the bottom.

4. Prepare the Map Deck

Take all the Location cards, and set aside all the respite ( ) and final Locations ( ). Shuffle the remaining Location cards together and draw 8 cards without looking at them. Shuffle these 8 cards together, then select (randomly or by picking it) one of the previously set-aside final locations and add it to the bottom of the deck to form the **Map deck**. Remove any unused final Location cards from the game. Take all the remaining Location cards (including the respite Locations) and shuffle them together to form the **Unused Location Deck**.

5. Prepare the Unhallowed Deck

Take all the **Unhallowed cards** ( ), shuffle them together, and without looking, draw and place one card in the **Horde** facedown. The Horde is a facedown deck of cards that is added to the final round of the game. The bigger the Horde is, the more difficult the final round will be. Then, draw and place 7 Unhallowed card faceup next to the Camp board to create the **Unhallowed deck**. Set aside all the remaining Unhallowed cards.



Unused Locations



Horde

Place inside the box.





Creature Deck

Graveyard

Defeated Creatures go to this discard pile.



Unhallowed Deck

6. Light the Fire!

Draw the top location card from the Map deck and place it as the current location on the Camp board. Do not resolve the location's firewood modifier for the first round (see page 7). Place the fire token to 7 firewood on the Camp Board. Alternatively, to vary the gameplay and make the game more difficult, you may roll a d6 to randomly set the starting firewood.

7. Prepare the Merchant

Place the **Merchant board** next to the Camp board. Take all the coins and place them off to the side of Merchant board to represent the Bank. Place a coin on each Camp board action space marked with the coin symbol .

8. Prepare the Market

Take all the Item cards and shuffle them together to form the Item deck. Place the deck near the Merchant board. Draw 3 Items from the Item deck and place them faceup on the Merchant board. These Items represent the Market.



Creatures

During the Watch Phase, players will use their dice to defeat Creatures. When Creatures are defeated they go to the **Graveyard**, when they are not defeated they end up in the **Horde**.



A. Damage: This number represents the total number of Ability cards from the Adventuring party currently on Watch that are exhausted if the Creature is not defeated.

B. Base Health: This number represents the total amount of damage that must be assigned with dice to defeat the Creature.

C. Power text: This section contains all the unique abilities of the Creature, including Reveal and First position effects.

D. Creature Type: *Unhallowed are considered Creatures with a Creature Type of Unhallowed.*

Summon and Unhallowed cards

When a Summon card is revealed from the Creatures deck, it's immediately resolved (see "Order of Play" on the back cover): one Adventurer on Watch chooses and exhausts 1 Ability card they control; then, the Summon card is discarded to the Graveyard, to be immediately replaced with the topmost card of the Unhallowed deck. When an Unhallowed card is revealed, resolve any triggerable Unhallowed card powers, and then when defeated, the Unhallowed card is discarded into the Graveyard.

8 Gameplay

The game is played over a series of 9 rounds represented by 8 random Locations and 1 Final Location. Each round is composed of a **Camp phase,** a **Merchant phase** and a **Watch phase**; before moving to the Camp phase, all Adventurers will be asked to roll their dice.

Locations



A. Firewood Modifier: Advance or retreat the Firewood token based on this modifier.
B. Creature count: This number respresents the number of Creature cards that will form the Line at the beginning of the Watch phase.
C. Location type: Respites and Final Locations are marked.
D. Location Ability: Location-specific effects and conditions; usually these represent effects lasting as long as the Location card is in play, but some Locations might have a different time trigger. In this case, the Location special ability is resolved when the triggering conditions are met

After rolling, players will decide, together as a team, who'll be the Adventurer going to the **Camp**. That Adventurer, during the Camp phase (see below), will assign their dice to any camp actions and/or Runes on the back of the map deck to resolve these actions. All other Adventurers will be **on Watch** (see page 8), where they'll be tasked to eliminate Creatures threatening the party.



Camp Phase

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Each Adventurer **MUST** go to Camp exactly twice during the first 8 rounds of the game. During the final round all Adventurers go on Watch for the final battle.

The Adventurer who rests in Camp refreshes one of their exhausted Ability cards and refreshes all of their exhausted Items, if any. Take a **Rest token** on an Adventurer's first visit to Camp and place it on their board. Flip it over on their second visit. **An Adventurer with all their Ability cards exhausted won't be able to participate in a Watch phase.**

The Adventurer in camp does not participate in combat. Instead they assign their rolled dice and resolve the action one at a time on one of the following:
- an action space in the Camp
- an action space on their Adventurer board
- a Rune on the back of the card on the top of the Map deck

Whenever a die is placed on an action space with a coin on it, move the coin to the bottom of the Merchant board. The coins placed here represent the coins held by the Adventurers as a group.

The selection is repeated until all three results have been assigned and resolved. The same action can be selected more than once per Camp phase, as long as a die is not assigned to a space already containing an assigned die.

Camp Actions:

The Camp board has action spaces for each Camp action. Some Actions might come with a **requirement** that must be met in order to be resolved.

Chop Wood (max 3 placements): Advance the Firewood token 2 spaces clockwise, increasing by +2.

Scout Ahead (max 3 placements): Draw and look at the top 2 Creatures of the Creature deck. For each card, return it either to the top or to the bottom of the Creatures deck. **Requirement:** In order to assign a second (or third) result to this action space, the result on the second (third) die must be higher than the result of the highest die on this space.

Check Map (max 1 placement): Draw the top card of the Map deck and the top card from the Unused Locations deck, and choose one to place on the top of the Map deck, and the other one to the bottom of the Unused Locations deck. **Requirement:** You cannot resolve this action unless you spend a result of '4' or a higher. **By resolving this action, you cannot swap out the Final Location.**

Heal (max 1 placement): Refresh 1 exhausted Ability card in play (you can either target yourself, or any one Adventurer on Watch). **Requirement:** You must spend a result of exactly '6' in order to resolve this action.

Equip (max 1 placement): Swap 1 Ability card currently on your Adventurer board with 1 of your leftover unused Ability cards. If the Ability card that is swapped out is exhausted, the new card is placed on your Adventurer board exhausted as well.

Adventurer Special Camp Actions

Each Adventurer has a special camp action, listed on their Adventurer board. As per any other Camp action, an Adventurer wanting to activate their special camp action simply assigns one of their dice to their Adventurer board. Each Adventurer camp action can only be used max once per round.

Runes:

Runes are special action spaces available on the back of location cards. During the Camp phase, the Adventurer at the Camp can activate these Runes by placing dice on them. **Requirement:** In order to activate the Runes, you need to spend at least two matching results (i.e. 2 '3s', or 2 '4s' and so on). Each result must be placed on a different Rune space (i.e. you cannot activate the same Rune more than once). If three matching results were rolled, they can be used to activate all three runes, or they can be used to activate two of them, and the third result can be used for a different action.

Seal (max 1 placement): Search the Graveyard for an Unhallowed card of your choosing and move it to the bottom of the Unhallowed deck. Do not shuffle the Graveyard afterwards.

Vanquish (max 1 placement): Take the top card of the Horde and remove it from the game.

Bolster (max 1 placement): Each Adventurer on Watch may choose to reroll any number of their dice.

When all of the Camp Adventurer's dice have been assigned and actions have been resolved, the game continues to the Watch Phase.

If there is still an Adventurer with all 3 Ability cards exhausted at the end of the Camp phase, they cannot particpate in the next Watch phase. Without that Adventurer's dice actions, the next round will likely be your last.

12 Merchant Phase

The Merchant phase gives Adventurers a chance to purchase Items that can be used on their quest.

Purchase Items

The Adventurer resting in Camp may spend coin to acquire Item cards (there is no purchase limit). When an Item is purchased, discard coins equal to the Item's cost back to the Bank. Then, the resting Adventurer gives the Item to any Adventurer (including themselves). The Item is now equipped by the Adventurer; this will give them access to the item's special ability. **Each Adventurer can have up to 2 equipped Items.**



A. Item Name

B. Item Effect: This section contains the trigger conditions for the Item (Passive, Activate, Discard, etc) followed by the effect.

C. Item cost: This number represents the number of coins that need to be discarded back to the Bank to acquire the Item.

Refresh Market

After purchasing is completed, draw Item cards to fill in any empty spots in the Market. If no Item was purchased this round, draw 1 Item and place it faceup covering another Item of your choice in the Market. Adventurers can only purchase the topmost Item of each pile in the Market.

Add Coins to Camp

Add a coin on each Camp action space that is marked with the coin symbol that does not have a die assigned. Stack coins as necessary.

Watch Phase

The Watch Phase represents a night of battling Creatures as they try and make their way into your Camp. After setting up the Line of Creatures, Adventurers spend their dice on direct attacks and Ability cards to defeat them. Players can activate abilities and assign dice in whatever order they see fit (there is no turn order) until all Creatures have been defeated or all Adventurers run out of useful actions. **An Adventurer cannot participate in combat if all of their Ability cards are exhausted at the start of the Watch Phase.**

Setting up the Line

Check the Creature count on the current Location card (see Locations pg 11): this is the number of Creatures the Adventurers will face during this Phase. Then draw cards from the Creature deck and place them facedown to form a Line, starting with the top card being placed closest to the Camp board, until the total number of cards in the Line is equal to the current Location's Creature count. **If you ever need to draw a card from the Creature deck and cannot, shuffle all the Creatures in the Graveyard (including any Unhallowed and Summon cards) to create a new Creature deck.** Then, draw Creature cards from the new deck until the Line is fully formed.

Reveal Creatures

Check the current value on the Camp board. The number of Creatures revealed by the Campfire is indicated by the Campfire reveal level on the Camp board (1-6 reveals 1 Creature, 7-11 reveals 2 Creatures, and 12+ reveals 3 Creatures). Creatures are revealed one at the time, starting with the facedown Creature closest to the Camp board. Every time a new Creature is turned faceup, their special powers are checked, and any effect triggered is immediately resolved. Creatures remain revealed even if the Firewood token would retreat enough to affect the number of Creatures revealed in the Line.

The can never reach zero. If the is ever zero, exhaust an Ability card of an Adventurer on Watch to increase by +2.

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Combat Actions

After Creatures are revealed and their effects are checked and resolved, Adventurers may work together and take actions until a Creature is defeated. Creatures are defeated by attacking them directly or activating an Ability card. When a Creature is defeated, it's moved to the Graveyard; then, the Line reacts. All facedown Creature cards move 1 space closer to the Camp board and then Creatures are revealed according to the Campfire reveal level.

Direct Attacks:

Adventurers can spend and combine their dice to attack revealed Creatures in range. Melee characters can only attack Creatures in first position. Ranged characters can attack Creatures in first or second position. A Creature's Base Health is located in the top right of its card: this value can be modified by some Creature special Abilities to form the Creature's Health (❤). When the sum of the results is equal to or higher than the Creature's Health, that Creature is defeated and sent to the Graveyard.

Activating Non-Passive Ability Cards:

Once per card per round, Adventurers can spend a die on an unexhausted Ability card to activate it. Alternatively, Ability cards can also be exhausted to trigger their effects. This means that Adventurers can potentially trigger an Ability twice in the same round: once by spending a die on it, and a second time by exhausting it. They can of course activate said Ability just once per round by either spending the die, or by exhausting the card.

Passive Ability Cards:

Passive abilities do not require a die to activate. Passive abilities are active as long as they remain faceup and may be used according to their text (e.g. the Ranger's *Sharpshooter* ability, reads " Once per round, you may reroll and reuse a die spent on a direct attack." whereas the Warrior's *Cleave* ability can be continually used to save the remainder of die result from a direct attack.)

Using Items:

Items are similar to Ability cards and can only be used by Adventurers on Watch during the Watch phase.

Items with the **Activate** trigger can only be used by spending a die to activate them. They **cannot** be exhausted and can only be activated once per round.

Items with the **Exhaust** trigger can only be used by exhausting the Item. **Exhausted Items are only refreshed when you rest in Camp**.

Items with the **Discard** trigger are one-time use Items that are activated by discarding and placing them on the bottom of the Item deck.

Items with thr **Passive** trigger are similar to Passive Ability cards. They are used according to their text and are active as long as the Item is not exhausted or canceled by an in-game effect.

Out of Actions:

If Adventurers run out of actions and there are still Creatures in the Line, the Adventurers, as a group, exhaust cards based on each Creature's damage, one at the time, starting from the first undefeated Creature in the Line. Then, add those Creatures facedown to the top of the Horde in Line order. **Whenever cards need to be exhausted, Adventurers must exhaust cards of their choosing from the Adventurers on Watch.** The moment the Adventurers on Watch exhaust their last unexhausted Ability card, the game is lost.

Once the Line is clear of Creatures, the Watch Phase ends.

Ending the Round

If at least one Adventurer on the Watch has an unexhausted Ability card, play moves to the next round. Draw and reveal the next Location card and adjust based on the Location drawn.

The Final Round

When the final Location is revealed, the Adventurers have reached the last round, and all Adventurers go on final Watch (i.e. there's no Camp phase this round).

Proceed to setup the Line normally; then draw cards from the Horde deck and place them facedown at the end of the Line until the entire Horde deck has been added to the Line. **The Horde is not shuffled.** Gameplay then proceeds as normal to the Watch phase.

Winning the Game

If at the end of the Final Round, at least one Adventurer has an unexhausted Ability card and there are no more Creature cards in the Line, the Adventurers win the game.

Losing the Game

If at any time, all Adventurers on Watch have all their Ability cards exhausted, the game is lost. Additionally, if an Unhallowed is to be summoned but the Unhallowed deck is empty, the game is lost.

Order of Play

If cards are to activate at the same time or they are in conflict with one another, please resolve card actions in the following order:

1. Reveal Creatures **one at a time,** corresponding with the Campfire reveal level. Trigger, in this order, any relevant **Reveal, Ongoing** and/or **Position** Creature powers.

2. Adventures may use Abilities, Items and direct attacks to defeat Creatures. Adventurers as a group decide what to resolve first in case there are timing conflicts of these effects.

3. As soon as a Creature is defeated, advance the Line and return to poin 1 of this list before taking any further Adventurer actions.

4. Summon cards always trigger! If they are to be discarded as part of an effect that targets unrevealed cards, they are resolved instead. After the card is fully resolved, the effect that was targeting it is resolved against the Creature that was just summoned.

The Heretic



Not too long ago the Heretic was a devout Acolyte of the Unhallowed, but has abandoned their beliefs and uses their own dark magic against them in exchange for profit and protection from the Swords of the Coin. The Heretic specializes in manipulating the Undead and interacting with the Graveyard. The Heretic also is invaluable in Camp with the power to seal away the very Unhallowed they once served.

18 Bounty Hunter

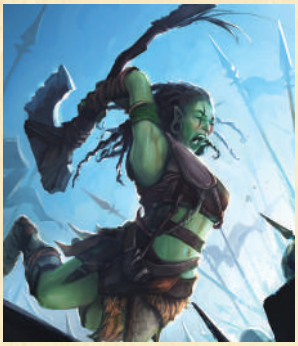


The Bounty Hunter is strictly in it for the Trophies and the coins they fetch. The Bounty Hunter is a versatile warrior who is able to claim defeated creatures as Trophies. These Trophies unlock abilities and grant expertise fighting certain creature types. Of course the Bounty Hunter can always save up Trophies and cash them at the merchant when resting in Camp as well.

Trophies

Whenever the Bounty Hunter contributes to defeating a Creature in the Line **with direct attacks**, they *may* take that Creature card as a Trophy and set it next to their board instead of placing it in the Graveyard. The Bounty Hunter may hold up to 3 Trophies.

The Barbarian



The Barbarian channels rage to powerful effect. The Barbarian's ferocity in battle is represented by the highest dice in the game and Abilities that lay waste to enemies. This comes with a setback though, the Barbarian cannot spend dice to activate their Ability cards: **their Abilities must be exhausted each time they are to be used**.

Activating Abilities

The Barbarian **cannot** spend a die to activate their Abilities. Instead they **must** exhaust their Abilities to activate them. The Barbarian can of course spend their dice on any other game action, such as resolving direct attacks or activating Camp abilities when on Camp.

The Witch



Don't let the Witch's low dice dissuade you, many Abilities are magnified by spending higher results on them and the Witch's loyal familiar can assist with direct attacks. The Witch was sought by the Guild to provide vital knowledge needed to combat the Unhallowed. The Witch's premonitions and familiar let you peek at cards in the Line and deck without revealing/triggering them - allowing you to share information with your party and plan ahead.

Familiar

During Setup, the Witch places their Familiar card next to their board. They may choose which side starts faceup. The Familiar is **not** a tamed Creature.



Once per Watch phase, you may use the Familiar's passive effect and make a direct attack without spending a die.

A. Damage: The number here is added to the result of the direct attack currently being resolved. A Familiar can be used during a combined direct attack.

B. Passive effect: This section defines the Familiar's attack range and describes the effect you may take when the Familiar attacks.

Abilities

All of the Witch's Abilities trigger off X, where X is the die value spent to activate the Ability. **If an Ability is exhausted to be activated, the Witch uses the value of one of their spent dice instead**.

Note on Hex: *We recommend placing the d4 used to activate it next to the Creature card in first position as a counter. As Creatures move into first position, you can negate their powers and decrease the die by 1. When the die value is equal to zero, Hex has finished resolving; the die can be returned to the Hex card as a spent die of its original value.*

Deckbuilding

Set a Watch is designed to offer a ton of replayability and challenge. Our setup instruction tell you to set aside and include 2 Acolytes in your Creature deck, but you can add/remove Acolytes to further tailor the difficulty of the game.

After exploring all the challenges in this game, additional Set a Watch products open a world of new challenging Creature decks that you can build.

A Creature deck is composed of exactly 30 cards (not including Summon cards).

You can pick any 30 Creatures and build a valid Creature deck, but if you want your deck to be balanced for all of the Adventurers in the series, we offer the following guidelines:

- Include at least 4 Forest Creatures
- Include ate least 4 Undead Creatures
- Include at least 4 Dragons
- Include at least 1 Human, Goblin, and Golem

To make more challenging decks, you will want to create synergies between Creature types, Creature powers and the Unhallowed. For example, don't select the *Wyvern Rider* if you don't have any *Wyverns* in your deck.

Deckbuilding can extend beyond the Creature deck into the Location deck as well. Feel free to select the 8 other locations along with the Final location to make a challenge that is worthy of your group!

24 Glossary

Base Health: refers to the Health value printed on the card - not the Creature's current Health which may be modified by effects in the game.

Beast Rider: is a Creature power that targets Forest Creatures before or behind the Creature with the ability in the Line. If a Forest Creature is every revealed before or behind a Creature with the Beast Rider power, then the Rider is placed on top of that Creature card and considered a single Creature. The Rider's Health gains +X ❤ where X is the Base Health of the Forest Creature. Once these cards are combined, they cannot be tamed.

Dragon Rider: see above but targets Dragons instead of Forest Creatures.

Health (❤): represents the current Health of the Creature, and refers to the value that must be met or exceeded to send the Creature to the Graveyard.

Campfire: This refers to the center dial on the Camp board. The Campfire reveal level dictates how many Creatures are revealed at any given time. See "Reveal Creatures" on page 11 for more details.

Defeat: The act of placing a Creature card into the Graveyard.

Defeated: This term is sometimes used on Creature cards and triggers when the Creature is destroyed and sent to the Graveyard.

Direct Attack: The act of spending one or more dice to defeat a Creature

End of Line: This term is sometimes used on Creature cards and triggers when the Creature is revealed and at the end of the Line furthest away from the Camp board.

Exhaust: This refers to the act of flipping over an Ability card to represent that you have used up that ability.

Exhaust X Abilities: is a common Creature power that is shorthand for "the Adventurers on Watch, as a group, must immediately exhaust a total of X Ability cards."

First Position: Many Creatures have first position powers that activate if they are ever the first Creature in the Line.

Graveyard: The Creature discard pile.

Horde: The Horde is a stack of additional Creature cards that will be added to the final round of the game.

In Camp: Refers to the Adventurer resting in camp that round.

The Line: The Line of Creatures that needs to be defeated every round.

Ongoing: Creatures with ongoing abilities trigger and continue to occur and change based on the game state.

On Watch: Refers to the Adventurers currently involved in combat.

Negate: When a Creature power is negated, its text box is treated as if it were blank.

Peek: this keyword is used with a lot of the Witch's abilities and allows you to look at a number of unrevealed cards without triggering and revealing them. When cards are looked at they should be returned to where they were i.e. the top of the deck or back into the same position in the Line.

Range: Refers to how far back in the Line an Adventurer, or their tamed Creatures, can target with a direct attack. Every Adventurer can target Creatures in first position. Adventurers with a Ranged icon in the bottom right corner of their Adventurer card can attack Creatures in first or second position. Effects increasing Adventurers range by +1 allow Adventurers to target cards up to 1 spaces further down the Line (so that Melee attacks are now able to target Creatures either in 1st or 2nd position in the Line, and Ranged attacks can target Creatures in 1st, 2nd, or 3rd position in the Line).

Recover a die: Ability Cards that say recover dice return them (at their value) to the Adventurer they were stolen from. Once returned, they can be used as normal.

26 Glossary

Refresh: Flip over an Ability card to its unexhausted side so that the Ability can be used again. It can also be refered to as *Heal* because of the Camp action associated with refreshing.

Rest: An Adventurer going to camp this round is considered Resting. Remember that every Adventurer needs to rest exactly twice. Use the Rest tokens to keep track of resting.

Reveal: When a Creature is revealed, it is flipped faceup. Creature Reveal powers trigger when this occurs and/or when Creatures enter the Line for the first time (i.e. when an Unhallowed is summoned or a Creature is added to the Line from the Graveyard).

Second Position: This term is sometimes used on Creature cards and triggers when the Creature is revealed and in the second position in the Line .

Steal: There are several Creature powers that steal a die. When a die is stolen from an Adventurer, it is placed on that Creature until it is defeated. Once the Creature is defeated, the die is returned to the corresponding Adventurer but it is considered spent. Recovered dice by other means can be spent as normal.

Stun X Abilities: is a Creature power that causes the Adventurers on Watch, as a Group, must spend X dice on X Ability cards without activating their effects. The Ability can still be activated by exhausting the card.

Tame: Some Creatures can be tamed, i.e. removed from the Line and added to an Adventurer's play area as an attack die. When used as an attack die, you always use the Creature's base . These Creatures can be saved between rounds unless otherwise specified.

Credits

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Round Overview

1. Roll Dice

2. Camp Phase:
Pick who rests in Camp. Resting player refreshes a card and takes Camp Actions:

a. Chop Wood
b. Scout Ahead
c. Check Map with 4+
d. Heal with exactly a 6
e. Equip
f. Cast Rune Spells with Doubles/Triples
g. Adventurer camp ability

3. Merchant Phase:

a. Purchase Items
b. Refresh the Market
c. Add Coins to the Camp

3. Watch Phase:

a. Reveal Creatures based on the Campfire reveal level
b. Spend your dice as attacks or to activate abilities
c. Exhaust a card to +2 

4. End Watch:
Add any Creatures that were not defeated to the Horde one by one, triggering any relevant powers. Adventurer's on Watch exhaust cards equal to each Creature's damage.

5. Reveal the next Location:
Adjust the  by the value shown on the Location card.