TANARES
ADVENTURES

Rulebook

◈ Credits ◈

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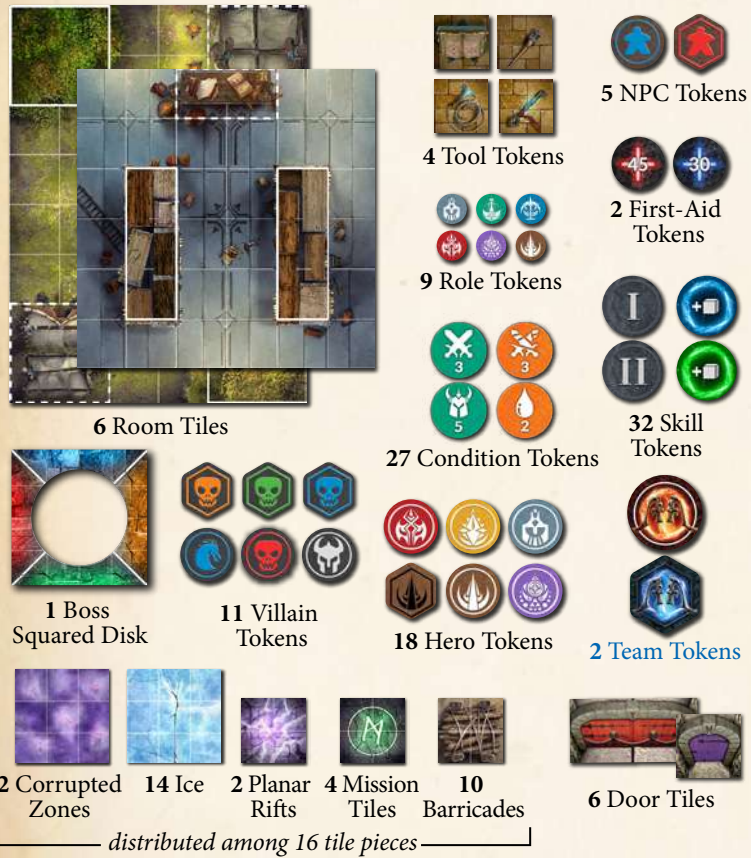
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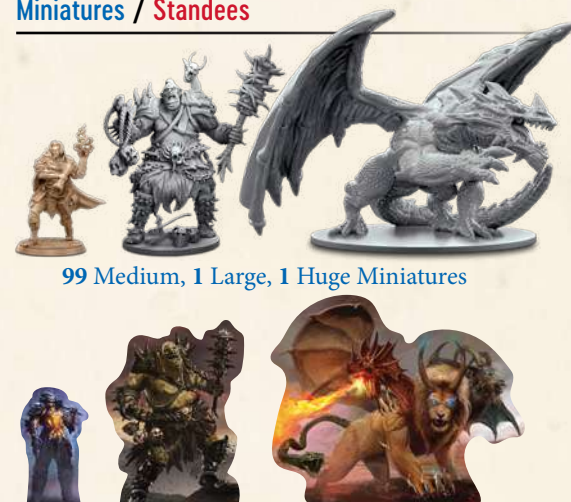
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◆ Introduction ◆

A merciless enemy has come to wage war against the Empire, whose army is in shambles. The last shred of hope for the continent is trusting that a few heroes, the world's mightiest combatants, can stand their ground against an army of thousands…

Welcome, adventurer!

Tanares Adventures is the massive Cooperative Campaign for 1-4 players, with brand-new rules for dungeon-crawling enthusiasts.

Take control of a hero, build a Team, and fight villains and monsters in a variety of scenarios. In between these journeys, return to town to heal and help manage the city's Structures. Better Structures means the possibility to learn new attacks and purchase better items, making you more powerful and more capable of developing the story toward a favorable ending.

Learning How to Play

Every player has their own preferred method of learning (and teaching) the game. Nevertheless, here's our recommendation:

1. Read the QuickStart for an overview of the combat rules. Even if you don't understand all the details, it is important to have this overview.
2. Begin the Tutorial found on page 5 of the Campaign Book. It will teach you, step by step, many important concepts.
3. Use the Rulebook as a reference guide whenever you have questions about some specific rule.

What if I already played the Tutorial and want to skip it for a second playthrough?

Gain one War Point of each type (four in total) and acquire Adventure Cards D and E.

Here, you can find many videos and additional materials to help clarify any questions you may have.

THE GOLDEN RULES

If two rules contradict each other, apply the most specific rule.

E.g., if the Rulebook says "only Ranged Attacks incite Reactions" and an Instruction on Quest 123 says "Melee Attacks incite Reactions, and Ranged Attacks don't," apply the latter, because it is more specific (it applies only during Quest 123, while the Rulebook applies in all other occasions).

E.g., if, on Quest 123, you play a card that says "Nothing incites Reactions this turn," you may apply this effect, as it is more specific — unless the quest Instructions **specifically** say that "no effect can prevent this."

Players decide all ties.

- When multiple courses of action are possible within the rules, you can decide even the behavior of villains or neutral elements of the scenario.

E.g.: "At the end of Round, one hero or villain closest to the metal rod is struck by lightning and takes 10 DMG." = If there are three heroes and one villain equally close to the metal rod, you may choose the lightning to strike the villain (even though it seems like an element of nature that is out of your control).

◉ Game Logic

Tanares is a true tactical miniature board game where your strategies make all the difference. The outcome of each quest comes directly from good positioning and strategies, so there are few random events, except for the dice roll. If you prefer a more straightforward and unpredictable way to play, refer to our Hack n' Slash mode.

Read this section to understand the core logic and design intent behind the game. This will help you grasp the individual rules more easily. Once you're familiar with the game basics, you may find it useful to revisit this section.

1 - USE = FLIP

You have an arsenal of powers to use during the quest. Attacks, items, Skills. They have specific uses and effects, but they follow the same principles: USE = FLIP.

For any element with active use, you must FLIP its card/token. Next, you need to find out how to unflip them:

Primary Attacks: Unflip when all are flipped;

Special Attacks: You cannot unflip until the end of the quest (or you can discard them);

Skill Tokens: Unflip when all are flipped;

Items: Unflip as a reward when you unflip all attack cards.

So you must think carefully about when to use each ability you have instead of spamming your favorite one. When you build your arsenal of attacks, keep in mind that each attack must be executed (unless you or an ally have some effects that allow you to flip your attack).

Also, REMEMBER: Flipping an attack or skill token is beneficial, as it accelerates your Cycle or Total Charge ability.

2 - Villains' Actions = ALWAYS ASK TWO QUESTIONS

Who does the villain want to attack?

Whom do I not want the villain to attack?

The villain's color will answer these questions (as the Favorite enemy and Passive are related to colors).

Who does the villain want to attack? Check its Favorite Target.

Whom do I not want the villain to attack? Check how to trigger its passive.

In the first game, you will need to check the target and passive every time, but as there are ONLY FOUR colors, you will memorize them very quickly. This will significantly reduce playing time.

These two factors are some of the main aspects of the strategy; if you can always be well positioned, you will avoid the Passive Power and even manipulate the villains' targets. But of course, you should always consider the quest traits, your Passive Power and many other elements to make the best decision.

3 - No classic crawler obvious targets

What is usually the obvious strategy for choosing your target in dungeon crawlers? It is the villain with the lowest HP. So, if you kill it, you eliminate one source of damage.

But... Choosing obvious targets may have consequences! You will have to deal with the Unprovoked bonus (+5 DMG). Keep this in mind when you check Retaliation Rules (basically, the enemy acts after it is attacked, but once per round).

4 - Luck Mitigation

Even with D20, the game is very low-luck-based! Use your mana cubes and skills wisely to mitigate luck.

Suppose you intend to kill an enemy but miss the attack. You deal Residual damage that cannot lower its HP below 1. However, if an ally has mana cubes and a skill that deals damage, he/she can kill it for you (during your turn, as skills can only be used on allies' or villains' turns).

5 - City/World Phase = VERY SIMPLE RULES

What's their function in the game: a "deluxe level up," where if you play better, you can get more upgrades in your level up.

One single rule: Use the abilities of heroes and NPCs to pay the costs.

To indicate that you've paid the cost, place a cube in the designated area. Following this 'payment phase' is the 'reward phase,' where you check the placed cubes and spend them to gain upgrades.

6 - Others' turns are important!

Use your Skill Power during others' turns to create devastating combos and gain a significant advantage. The higher Kemet Hunt levels assume that you will be in a good position to react to enemies and use your skills effectively to manipulate targets, and even prevent the villains from attacking.

Formatting, Text Boxes

Before we begin to explain the game, here are a few things that you will see repeated multiple times throughout the chapters. Since this rulebook is meant for short consultations on a specific topic, it would be good to know the following:

Words in dark green (such as these) are thematic introductions to the rules that follow them. They give you context and make the bullet points seem more intuitive and comprehensible. Most concepts and definitions are found in this formatting.

- Raw rules come in bullet points, such as this one.
  - Text in sub-bullets like this are complements or sub-rules: you must read them with the main bullet in mind.

LONG EXAMPLES COME HERE

If a long example would get in the way of the core rules, we may put it in text boxes that look like this one — skip it if you already understood the rule.

CORNER CASES (skippable box):

When learning the game, **skip red text boxes**: they contain rules that only apply to very specific game situations.

Read these when your basic knowledge of a subject gets you stuck.

- *E.g.* = *"Exempli gratia"* = "for example" = Following these letters, you'll find the description of a concrete situation, for better understanding of an abstract rule.
- *I.e.* = *"Id est"* = "that is" = This always comes after a sentence and, following these letters, you'll either find a repetition of what you've just read (but in other words), or a logical consequence to it, for better clarity of a rule that our playtests indicate may be found obscure by the reader.

E.g., "This effect applies to all **combatants (i.e., heroes and villains)**." = We want to reinforce what "combatant" meant (perhaps because playtests showed that people were forgetting to apply the effect on villains).

Bold letters = either an important concept that is at the core of the section, or an important detail about the rule, that we think it's important to highlight.

Capitalized Initials = often reserved for game components *(e.g., Skill Token)* or concepts of the game *(e.g., we say "Companion" instead of "companion" when you might confuse a specific type of combatant in the game for a teammate or fellow player)*.

ALL CAPS = often a reduction: a series of rules are behind it. Some are intuitive *(e.g., MOVE, HEAL)*, while others you may feel like consulting this Rulebook *(e.g., ECHO, PULL)*.

- We sometimes break formatting guidelines and even employ synonyms, because the main goal of all of this is improving your experience and understanding of the game.

Chapter 1 - Introduction to Heroes

Heroes and you. Team. Allies.

A HERO is the Character you (the player) control. Through the hero you will accomplish objectives, defeat enemies, and make decisions on and off the board.

- All quests must be played by one Team. A **Team** is a group of **exactly four** heroes.
- All heroes in a Team are each other's **allies**.
- Not all allies are heroes: sometimes other characters may join the party (*e.g., a combatant you need to save or escort, an NPC, or a Commander's Companion*).

Hero Card

The Hero Card represents each hero's unique identity. It informs:

- Your set of off-combat **Abilities** (used in story events and City Phase).
- Your unique **Passive Power** (triggered during attacks).
- Your **Combat Role** (which determines your Skill Pad and, by extension, Stats).

Combat Roles

Combat Role is a classification that determines the hero's tendencies, stats, and attacks, indicating the optimal function your character would perform in combat.

*There are **eight** combat roles, each with its own **color and symbol**. Heroes of the same Role share **identical Stats**.*

*Although the Combat Role gives a clue about how a hero would fight, keep in mind that heroes have **exclusive attacks and Passive Power effects** that make them all vastly diverse from all others, as both their powers and their optimal behavior on the board depend on these unique features.*

- Teams cannot have more than one hero of the same Combat Role.

CORNER CASES *(skippable box):*

"Special" Role. Dragori has already released more than 50 different heroes; some of them were made with particular powers, Stats, and passives that don't fit any of the Roles above — these belong to the "Special" Combat Role.

You may use these heroes to have fun in unique compositions, but you cannot start a Campaign with them.

Offensive Roles

Usually the main source of concentrated damage. Every Team is recommended to have one of the two:

BRUTE

Close combat attacker who cares more about dealing extra damage against isolated targets than about its own safety.

SHOOTER

No one deals more damage from range, but they're the easiest to die.

Defensive Roles

Usually the main source of defense and reactions against enemy moves. Every Team is recommended to have one of the two:

TANK

Die-hard leader who tries to remain close to enemies to protect strategically important teammates.

BRUISER

Solid all-around melee fighter and protector, jack of all trades, master of none but oftentimes better than master of one.

Combat Stats

*While attacks and effects represent what a hero **can do**, Stats represent what your hero **is**, such as how much it can normally move (MOVE STAT), how likely it is to defend or evade an enemy attack (DEFENSE STAT), how much damage it can take (HP STAT), etc.*

- Hero Stats are found in Skill Pads; villain Stats are found in Villain Cards.

Max Hit Points (Max HP)

Your Hit Points Stat indicates how much damage you can take. If your HP drops to zero, you die.

HP Track. Slots. HP Token.

- The **HP Track** runs around the main board and has numbered **slots** (from 0 to 70).
- Combatants begin quests with full HP: put their **HP Tokens** on slots that correspond to their Max HP Stat.

Strategic Roles

Usually the main source of debuffs and repositioning. Every Team is recommended to have one of the two:

TACTICIAN

Versatile close combat expert that excels at exploiting positioning to debuff and disrupt enemies.

CONTROLLER

Ranged master of chaos, who manipulates the battle from a safe distance while causing powerful adverse effects to enemies.

Support Roles

Usually the main source of healing and buffs. Every Team is recommended to have one of the two:

HEALER

Low damage supporter who is greatly efficient in making teammates last longer and, contrary to popular belief, they're moderately difficult to kill.

COMMANDER

Specialist in buffs, they can deal moderate damage through a Companion they unleash on the battlefield.

Moving the Token around the Track. DMG. HEAL.

- **Damage (DMG)** taken reduces HP by the same amount (*e.g., if you take 10 DMG and your Token is on slot 50 of the HP Track, move this Token to a lower position — in this case, slot 40*).
  - HP can never have a negative value. Its minimum amount is always zero.
- When you receive a Healing Effect (**HEAL**), move your Token to a higher position.
  - You cannot move past your Max HP (any exceeding hit points to regain are lost).

Death. Square of Death.

- **Death** happens when a combatant's HP drops to zero.
  - When you die, replace your figure for your HP Token. It marks your **square of death**.

CORNER CASES *(skippable box):*

Your Stats may be different than the number on the Pad. *Some elements in the game can change them (e.g., Armor increases Max HP).*

Dropping to zero HP during an attack. *You are only considered dead after the attack that killed you is completely resolved (see Attack Timeline, Death).*

Dropping to zero HP outside of an attack. *Immediately replace your figure for your HP Token. You are dead.*

Die = Kill. *Whenever a villain dies, consider as if you have killed it (even if a hero was not responsible for reducing its HP to zero).*

- *E.g., a quest's Primary Objective says "Kill all villains" — You still meet the Objective if a villain kills itself on Lava or suffers collateral damage from another villain's effect.*

Basic Attack

The number in this Stat indicates the damage you deal when you hit a Basic Attack. This is your most basic resource, for the rare occasions when you cannot (or should not) make stronger attacks.

- The icon next to the damage value indicates the **Range** of a Basic Attack:

  1 square (Melee Attack)   2 squares (Melee Attack)   8 squares (Ranged Attack)
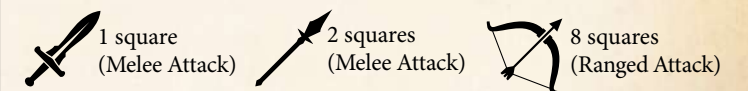
Defense

The Defense value indicates how likely an attack targeting you will miss. A high defense means your hero is good at dodging or blocking.

- Combatants must roll a die for every strike of their attacks.
- Strikes HIT only if the result of the roll **matches or exceeds** their target's Defense.

Movement

The distance you can normally travel on your turn.

- Indicates how many movement points you are allowed to spend in a Move Action (*see next chapter*).

Reaction DMG

- Reactions automatically deal the damage indicated in this Stat (see **Chapter 8**).

Table Setup – A Hero's Corner

This section is a visual representation of all components through which your hero will perform their actions in combat. This is a mere introduction — their rules are more thoroughly explained ahead.

In this chapter, we briefly talk about **Hero Cards** and the **Stats** found in the **Skill Pad**.

Chapters 2-3 teach how to read and use the different types of **Attack Cards**.

Chapter 5 explains **Items**, **NPCs**, and the rest of the **Skill Pad**.

Components are listed and numbered according to the order you will find them in this Rulebook.

Find the table setup of the City Phase in **Chapter 9**, and the table setup of a quest (including villains and books) in **Chapter 10**.

CHAPTER 1

A **Hero Card:** Each hero has its card, with a unique Passive Power and Abilities that are used on the City Phase or Adventure.

B **Skill Pad:** In PvE Mode, heroes use the Skill Pad that matches the Combat Role. It contains Stats and Skills.

C **HP Token:** placed on the **HP Track** (see below) to display a combatant's current HP. The color of the miniature or colored ring must match the color of the token. There are round and hexagonal shapes to differentiate villains of the same color or combatants of different Teams.

- **Hero HP Token:** Select the one with the same color and role as your miniature; its back must have the "+70" (to be used if your HP becomes higher than 70 later in the game).

D **HP Track:** place and move Tokens to keep track of combatants' current Hit Points (HP). Also used to track other statuses (HP of doors/prisoners, passage of time, etc.).

E **Figure/miniature:** miniatures placed on the **Battlegrid** (see below) to indicate the position of a combatant or element of the scenario.

F **Battlegrid:** where the fight happens. Place miniatures, Tiles, and Tokens on it. Size: 24x16 squares.

CHAPTERS 2-3

G **Primary Attack Card (not flipped):** Each hero plays the quest with 4 Primary Attacks. Their maximum levels are determined by your City Structure. You can only make attacks whose cards are not flipped.

- **H** **Primary Attack Card (flipped):** When an attack resolves, flip its card. If all Primary Attack Cards are flipped when your turn begins, unflip them all (see "Cycle").

I **Special Attack Card (in hand):** Each hero plays the quest with 2 Special Attacks. They can be made only once per quest.

- **J** **Special Attack Card (spent):** When a Special Attack is made, visibly remove it from the match. *(Some effects may recover it.)*

- **Primary/Special Attack Card (with lasting effect applied):** when an attack applies a Temporary or Permanent Effect, place it on the card of the affected combatant. When the effect ends, return it to its owner (Primary) or remove it from the match (Special Attack).

K **Twenty-sided Die:** rolled against a target's Defense to determine if an attack hits or misses (See "Strike Phase").

CHAPTER 5

L **Item (Weapon):** each hero can equip a single weapon (Melee or Ranged). Its active power may be used when one of your attack's strikes hits its target.

M **Item (Armor):** each hero can equip a single armor (Heavy or Light). Its active power may be used when a villain strikes.

- **Items (on cooldown):** when you use an Item's active power, flip it. It is on cooldown. Its passive bonuses remain in effect. Flip **one** of them back to "active" when you complete a Cycle.

N **Mana Cube:** Use it to track how much mana you have on your Skill Pad's mana pool.

O **Skill Token:** Each hero has 4 Skill Tokens, each assigned to a specific skill. Whenever a skill is used, they are flipped to "charged";

P **NPC:** Each hero can bring a different NPC with them to gain a Quest Power before the quest begins.

Q **Role Tokens:** This small token can be placed next to a combatant's figure (hero or villain) to track any effect applied by the hero.

If there are 3 players or less, you may need to control a Comrade (a simplified version of another hero). See its components in Chapter 6.

Chapter 2 - A Hero's Turn — Actions

Types of Attacks

- You have one **Move Action** and one **Prime Action** per turn.
- These two actions may be spent in any order during the hero's turn.

*E.g., You may spend a Move Action and then a Prime Action, **OR** a Prime Action and then a Move Action.*

*But you may **NOT** move just a little bit, attack (which is a Prime Action), and then resume your Move Action.*

MOVE ACTION	PRIME ACTION
A) Spend Movement Points to: • Move • Interact ✋	A) Extra Move Action
	B) Basic Attack
	C) Primary Attack
B) Sidestep	D) Special Attack
C) Focus	

Move Action

Move Action is the primary way of repositioning combatants during the match. It is intimately connected with good performance in combat, as all attacks require Range and Vision of your target, Passive Powers are often related to the position of combatants in relation to others, Reactions depend on being adjacent to an enemy, and villains sometimes target one hero instead of another based on their positioning.

Possible Activities

- On your Move Action, you may MOVE **AND** INTERACT; **OR** SIDESTEP; **OR** FOCUS.
- MOVE and INTERACT **spend movement points:** as long as you have points to spend, you may perform them multiple times and in any order.
- SIDESTEP or FOCUS **spend the Move Action:** you must forgo all your movement points, and you must not perform any other activity (before or after) on that Move Action (including SIDESTEP—or FOCUS—a second time).

E.g., If your Move Stat is 6 and you move a single square, you still have 5 movement points to spend. Still, you can no longer SIDESTEP, as that must be the only activity performed on a Move Action.

Movement Points

- Check the **Move Stat** on your Skill Pad. You have that many movement points to spend on your Move Action.
- You forgo all unspent movement points if your Move Action ends.

E.g., if you MOVE only one square and then declare an attack (signaling the beginning of a Prime Action, and, therefore, the end of your Move Action), it doesn't matter that you didn't spend all your points: you can no longer perform any other Move Action activity.

MOVE

- **Spend 1 movement point to:** leave the square you currently occupy and enter a valid adjacent square.
- You may freely combine orthogonal and/or diagonal moves when you spend multiple points.

"MOVE 1" = "Move 1 square" = "Move to an adjacent square"

"An enemy adjacent to you" = "An enemy in [1] of you."

- You may step on *(i.e., move through)* squares occupied by **allies**, but you cannot end your move on them *(see "Movement restrictions" ahead).*

INTERACT ✋

Most quests require or allow you to interact with objects for a variety of reasons (e.g., to repair a statue, to open a chest, to disarm a trap, etc.). This is done by spending 1 movement point while adjacent to the object with which you're interacting.

- **Spend 1 movement point** while adjacent to an interactable object to INTERACT with it.
  - Some quest instructions may require additional conditions *(e.g., spending HP, possession of a Key Token, etc.).*

SIDESTEP

Sidestep is a special movement where the combatant swiftly enters an adjacent square to avoid inciting Reactions.

- SIDESTEP is leaving your square to land in an unoccupied adjacent square.
- SIDESTEP never incites Reactions. *(This is the major difference between a SIDESTEP and spending 1 movement point to MOVE.)*

Movement Restrictions

Diagonal movement

- Diagonal movement is not allowed through the corners of Barriers *(i.e., Walls, Doors, and Barricades)*, but it is allowed through Obstacles, Combatants, and other Tiles.
  - If you PUSH, PULL, FLEE, or RUN, spend 2 movement points to move through the corners of Barriers (see **Appendix D**).
- If you move diagonally through a corner shared with a Terrain Tile, you will suffer its effects as if you had just entered and then left it a single time *(e.g., you take damage when you move through the corner of a Lava Tile or you have to spend an extra movement point to go through a corner shared with Ruins).*

Middle and End of a movement

- **Enemies, Barriers, Obstacles:** You **cannot step** on squares they occupy.
- **Allies:** You can move through them, but you **cannot end** your move on the square they occupy.
- **Terrain Tiles:** You can move through **and** end your move on them.

Prime Action

If not for the possibility of spending it to gain another Move Action, you could consider this your "Attack Action." Also, in rare circumstances, quest instructions may allow you to spend your Prime Action on something else.

- You may spend your Prime Action to make an attack, **OR** to gain a second Move Action.

Types of Attacks

There are 3 types of Attacks you can make:

Basic Attack

A hero's simplest form of aggression, for the rare occasions when more powerful attacks are unavailable or you want to hold your hand.

- The **symbol** on your Stat indicates the **range**.
- The **number** on your Stat indicates the **damage** dealt (if it hits).
- The Basic Attack is not represented by a card — they are all the same:

Basic Attack
1 square or 8 squares (depends on the Role) / 1 enemy
Benefit: +1 bonus to roll.
Hit: Basic Attack Stat DMG.
Miss: Nothing happens.

Special Attack (gold border)

Each hero has two unique Special Attacks that only they, and no other hero, can bring to a quest. These are your deadliest resources — but each can be made only once per quest.

Available / Spent

- Your hero starts the quest with both of its Special Attacks available and unspent.
- Once a Special Attack is declared, it is considered "spent" and becomes unavailable until the match ends.

Tracking lasting effects

- If an attack applies effects that require tracking, put its card on top of the card of the affected combatant.
  - After this effect ends, remove the Special Attack Card from the match.

Interrupt Special Attack ✋

Interrupt is a particular and rare category of Special Attack that has its own set of rules. Its major feature is that you make it on another combatant's turn, as a response to a declaration of attack.

- Pay attention to the moment of declaration described on the card: this is the only attack that does not spend a Prime Action.
  ○ Like all attacks, you must roll a die to determine if it hits the target.

CORNER CASES *(skippable box):*

"Enemy making an attack" = *Your Interrupt's Attack Timeline happens, and entirely resolves, between the enemy's declaration of attack and declaration of target (i.e., before the attack roll).*

Villains are considered to declare their attack immediately after their Move Action ends. (See Chapter 7)

If the Interrupted attack cannot continue (for any reason): The attacker can no longer attack this turn (their Prime Action has already been spent).

Primary Attack (silver border)

You begin the campaign with four Primary Attacks (two that belong exclusively to the hero you chose, and two that belong to your Combat Role). As the campaign progresses, you unlock Primary Attacks of higher level, based on your Combat Role.

- There is no limit to how many times you can repeat the same Primary Attack in a match *(just respecting one Prime Action per turn, and the Cycle — see ahead).*

Types of Primary Attack Cards

- There are two types of Primary Attack Cards:
  ○ Hero-exclusive Attack Cards.
  ○ Role-based Attack Cards.
- **Hero-exclusive cards** are characterized by the presence of the hero's illustration: only that particular hero may use them.
  ○ All exclusive attacks are considered "Level Zero."

- **Role-based Primary Attacks** have no character illustrations in them — only the symbol and color of a Combat Role.
  ○ These can be Level 0, Level I, Level II, Level III, or Legendary.

- The Level of an attack is relevant for two reasons:
  ○ Some effects take them into consideration (e.g., "flip an attack. Then, HEAL 4 per level of the attack flipped").
  ○ The set of four Primary Attack Cards you may take to each quest is restricted by level.

CORNER CASES *(skippable box):*

Preparing your set of Primary Attacks. See Chapter 10 - Adventure (Step A - Prepare your Team).

Cycle (Primary Attacks)

In a quest, you should time and plan your Primary Attacks well. When such an attack resolves, its card is flipped and becomes unavailable. Only when all your Primary Attacks have been flipped can you "unflip" them all, at the start of your turn — this is called "completing a cycle."

Flipping

- When you declare a Primary Attack, separate its card from the others.
- When this attack finishes resolving, flip its card.
- If the attack applies a **Temporary or Permanent Effect**, do not flip its card. Instead, put it on top of the card of the affected combatant.
  ○ Only after this effect ends or expires must the Attack Card rejoin your set, flipped (see "Effects — Duration").

CORNER CASES *(skippable box):*

Special Attack Cards are not part of the Cycle (but their Permanent Effects end when you complete one). They are never flipped; instead, remove them from the match when their effects end. DO NOT recover a spent Special Attack when you complete a Cycle.

Separated Cards are immune to flipping. Some effects allow you to flip a card; you cannot target an attack that has already been declared and didn't finish resolving.

Flip the Card only when its attack resolves. Some effects require you to count the number of flipped attacks; the attack currently being made cannot be included (see next Chapter — Attack Timeline).

Completing the Cycle

If, at the start of your turn, all of your Primary Attack Cards are flipped, do the following, **in order**:

1. All of your currently-applied Temporary and Permanent Effects (if any) end.
   ○ Primary Attack Cards in this situation return to you.
   ○ Special Attack Cards in this situation are removed from the match.
2. Unflip all of your Primary Attack Cards. (*This completes a Cycle.*)

CORNER CASES *(skippable box):*

3. *Reactivate an Item.* Whenever you complete a Cycle, you may reactivate ONE of your Items (if any of them is on cooldown) — (See Chapter 5 - Items)
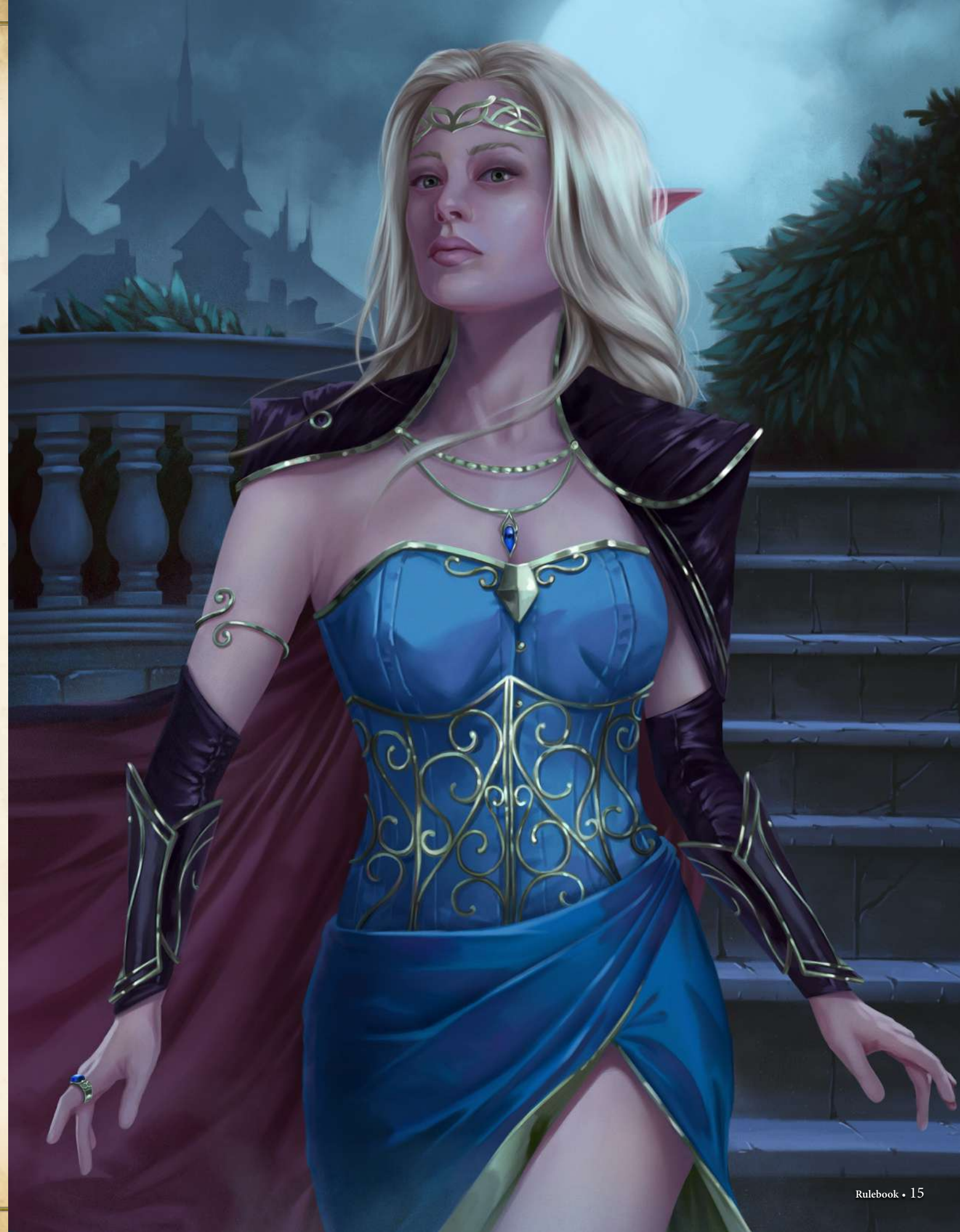
Chapter 3 – Attack Timeline

On almost every turn, a hero's main action is the attack. With the **Attack Damage**, heroes get their enemies closer to death, and via its **Effects**, they change the circumstances of battle in their favor. Plan ahead!

The variety of targets, ranges, and effects makes this one of the most complex actions you will learn, but, as you'll see, it all works very intuitively.

Before you allow the number of steps in the Attack Timeline to intimidate you, rest assured that, *in the vast majority of cases*, **this** is how you will spend your Prime Action:

1. Choose an Attack Card in your hand.
2. Select a suitable target within Range.
3. Roll a die and compare the result to that target's Defense.
   - If you roll **lower** than their Defense, you **MISS** and deal **Residual Damage (R-DMG)**.
   - If you roll **equal or higher**, you **HIT** and apply **Attack Damage** to your target, as well as the **Effects** described in the Attack Card.

Sometimes, however, complex situations may demand knowledge of the order of steps you and your opponents have to follow. For that, follow the Timeline and sections ahead.

A HERO'S ATTACK TIMELINE

DECLARATION PHASE

1. **Declare your Attack.**
(Separate its card, unless it's a Basic Attack)

2. **Benefit / Drawback[1].**

3. **Declaration of Target(s).**
(If it's a Ranged Attack, villains might React)
   - Check Description.
   - Check Range.
   - Check Vision.

STRIKE PHASE[2]
(Some skills apply before or after the roll)

4. **Roll the die** *(= natural roll).*

5. **Apply Result Modifiers**.
(e.g., Mob/Focus, Items, skills, Conditions, Benefit bonuses)

6. **Check Final Result (HIT or MISS).**

A) Strike HITS *(roll equal or higher than target's Defense).*	B) Strike MISSES *(roll lower than target's Defense).*
• **Apply Passive Power**, *if triggered (once a turn)*. • **Apply Attack Damage** to the target hit. ◦ *(+5 DMG if you rolled a natural 20) (once a turn).*	

EXECUTION PHASE[3]

7. **Apply additional effects**.

A (At least one strike hit)	B (All strikes missed)

• If available, you may apply, **in any order**:
  ◦ Your **Weapon's Active Power**; *and/or*
  ◦ **Attack Card Effects** *(in the order listed in the card)*.
	• Apply the effect in the Attack Card's **"Miss" field** *(if any)*.
	  ◦ *(If you apply a "Miss" field effect, you* **gain 1** ▢.*)*

8A (Special Attack): Remove or Apply Card.	8B (Primary Attack): Flip or Apply Card.
(Instant/no effects): Remove from match (it's spent). *(Temporary/Permanent):* Put it on the card of the affected combatant.	*(Instant/no effects):* Flip it. *(Temporary/Permanent):* Put it on the card of the affected combatant.

9. **Apply Death Consequences.**
(If combatants dropped to 0 HP after the Strike Phase)

10. **The Attack is considered RESOLVED**.

Declaration Phase

[Step 1] Declaration of Attack

Simply put, state the name of the attack you want to make.

- This declaration spends your Prime Action.
- You can only declare an attack if it **will** enter the Strike Phase.
  - *(I.e., you can't declare an attack if you don't have a valid target).*

E.g., You may not take advantage of a Benefit…
… and then forgo the rest of the attack.
… if there will be no valid target to declare afterward.
… and then declare an invalid target.

- If there are no valid targets to declare, you may apply your attack's Benefit if, after it resolves, a target will become valid *(e.g., because the Benefit allows you to move into range and/or vision of a target that was previously invalid.)*.

[Step 2] Benefit / Drawback

Some attacks come with a Benefit or Drawback. Read the Attack Card instructions.

- Benefits are optional. Drawbacks are mandatory.
- Check **APPENDIX D** to understand various specific Benefits.

[Step 3] Declaration of Target

After you have declared your attack and possibly executed its Benefit (or Drawback), you must declare who you will attack, and it must be a valid target.

A target is valid when it matches the **description** *in the Attack Card and you can see it* **(Vision)** *within a proper distance* **(Range)**.

- You must not declare an invalid target. (See "Declaration of Attack.")

DESCRIPTION

To be valid, a target must match the description in the card of the declared attack. For example, you cannot target an ally if the attack card's target description states "1 enemy."

1 enemy: choose any villain.

1 ally: choose any combatant on your team, except yourself.

1 hero: choose yourself, or an ally.

2 enemies: choose one or two villains. *(You may strike each of them once.)*

3 enemies: choose one, two, or three villains. *(You may strike each of them once.)*

RANGE

Range is how far your attack can go. If the number of squares between yourself and your target is equal or lower than the number in your attack's Range, the target is within a valid distance.

- When counting squares, exclude the square you occupy and include the square your target occupies.

E.g., if two figures are in adjacent squares, the distance between them is one square. If there is one vacant square between them, their distance is two squares.

Range 1: Melee Attack. You must be adjacent to the target.

Range 2: Melee Attack. You can be [1] **or** [2] away from the target.

Range 8: Ranged Attack. You may be up to [8] away from the target.

VISION

Vision is the third prerequisite when validating a Target (alongside Description and Range). It means you can see a square on the grid because at least one straight line between this square and your square is not blocked.

- Two squares have vision of each other whenever you can trace a straight line between them.
  - Only **Barriers** *(i.e., Walls and/or Doors)* block this line.
  - Obstacles, Terrains, Barricades, and combatants do not block vision.

Determining your Vision

1. Trace imaginary straight lines from the corners of your square. They cannot cross the edges of squares occupied by Walls and/or Doors (not even graze through a corner).

2. If at least one line touches any corner of a square, you have vision of what is on that square.
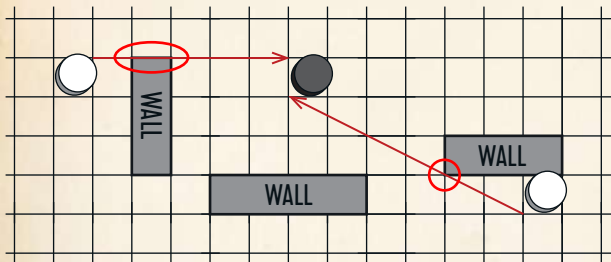
No Vision, as the lines cross vertices / edges of squares occupied by Barriers.

They all have Vision of each other, as at least one corner of the occupied square can reach a corner of the target's square, without any interruption from Barriers.

CORNER CASES *(skippable box):*
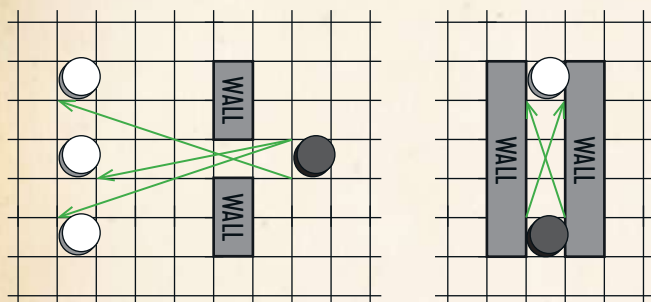
TIPS (for difficult cases)

You don't need to stick to corners. The four corners (or vertices) of the square are the farthest points from its center. If you can see that any other part of the square can be touched, rest assured that at least one corner can be touched, also.

Props. You can use rulers, strings, or any other straight object to link corners.

◉ Strike Phase

*The **Strike** is an attack's attempt to HIT a target. It is resolved by rolling a d20 and comparing the result to the Target's Defense stat. Many times the natural roll will be high (or low) enough for you to quickly know whether the strike hit (or missed). However, when it is a close call, carefully check the **roll modifiers** in play.*

Moment. Purpose.

- The Strike Phase begins after all declared targets have been deemed valid.
- Its purpose is to determine whether the attack hits or misses these targets.

Definition. Exclusive for Attacks.

- **Strike = Roll a d20** *(i.e., a die with 20 sides)* against a valid target's Defense Stat.
- In combat, attacks are the only action that require rolling a die: skills, Items, Passives, and all other effects apply automatically.

- All attacks require rolling a die — even if you target an ally or a dead combatant.
- Some attacks allow multiple strikes.

(Step 4) Roll the Die

Natural roll. Final result. Result modifiers.

- **Natural roll** is the number that shows on the top side of a rolled die.
- **Final result** is what you get after applying bonuses and/or penalties to the natural roll, and/or to the target's Defense.
  - **Result Modifiers** are elements of the game that apply these bonuses and penalties.

(Step 5) Apply Result Modifiers

Since the Strike is merely the confrontation of your die roll against the target's Defense, there are only two ways to modify its result: boosting or penalizing the roll, and boosting or penalizing the target's Defense.

Automatic Hit. Automatic Miss.

- You may ignore this entire step whenever an effect says that the result of an attack is "automatic."
- **A natural 20 is always a hit, and a natural 1 is always a miss.**

E.g., a natural 20 roll will hit your target even if its current Defense exceeds 20 and you have multiple penalties to your roll.

The most common Roll Modifiers

BONUS TO ROLL	PENALTY TO ROLL
Attack Benefit	Attack Drawback
Blessed Condition (roll twice, choose best number)	**Cursed** Condition (roll twice, choose worst number)
Altar Terrain (Blesses the attacker)	**Distracted** Condition (-3)
Items (weapons)	

The most common Defense Modifiers

BOOST TO DEFENSE	PENALTY TO DEFENSE
Protected Condition (+3)	**Exposed** Condition (-3)
	Mob/Focus (Exposes the target)

CORNER CASES *(skippable box):*

The importance of Mob and Focus. Tactically speaking, they are the most important modifiers. While the others depend on specific effects, cards, and Terrains, smart Teams with good decisions and positioning can constantly use Mob and Focus to impact their performance.

📑 Focus

With no distractions around them, ranged combatants can Focus and make an extra-careful attack that is more likely to hit its targets.

- **ALL** targets of focused strikes are considered **Exposed**.
  - This applies even if your target is an ally.
- To strike a target with Focus, all of the below must be true:
  - It must be your turn.
  - You must forgo your Move Action (it is spent focusing).
  - When you roll the die, there can be **no enemies within [3] of you.**

- Benefits, skills, or effects of the attack can still move you. Benefits, skills, or effects of the attack can still move you, but focus is lost if you are within 3 squares of an enemy when you roll the die.
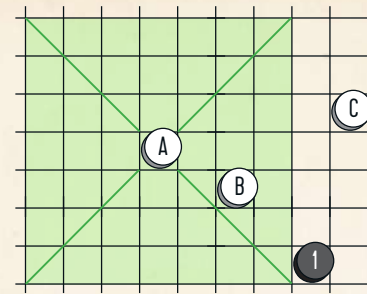
1, B and C are potential targets of focused attacks.

Mob

A Mob is two or more heroes that approach a villain from distinct angles. When this happens, the villain has to divide its attention, which impairs its ability to defend itself.

- Villains are considered **Exposed** to **ALL** strikes from heroes in a Mob.
  - You cannot Mob allies.
- You strike with Mob when both of the below are true:
  - An ally and you are both adjacent to your target.
  - This ally is not adjacent to you.
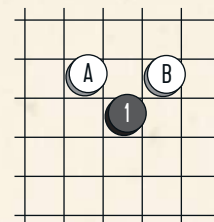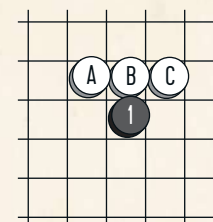
Mob   *Not Mobbed by (B)*

*In the second example above, a square separates allies A and C, which means they Mob enemy 1. However, there are no squares separating ally B from another ally adjacent to enemy 1, which means B is not in the Mob. In other words, enemy 1 is **Exposed** to attacks made by A and C, but not to attacks made by B.*

(Step 6) Check Final Result (HIT or MISS)

A) THE STRIKE HITS

- If the final result of the roll *(i.e., the natural roll + modifiers)* matches or exceeds the target's current Defense Stat, the strike is a **HIT**.
  - The **Passive Power** of most attackers will trigger at this moment. If this is the first time in the turn that it happens, apply its effect **immediately**.
  - Next, deal **Attack Damage** to the target hit.

CORNER CASES *(skippable box):*

"Critical Hit (once per turn). If you've rolled a natural 20, not only the strike is an automatic hit, but you **may** deal +5 Attack Damage to the target. (Sometimes you may not want to deal it, e.g., the target is your ally.)

Multiple strikes: restarting the Strike Phase. Some attacks allow you to strike multiple targets (or to strike the same target more than once, so it can take Attack DMG multiple times). In these cases, instead of continuing to the Execution Phase, restart the Strike Phase.

Multiple targets: no distribution of Attack DMG. The reason Attack Damage belongs to the Strike Phase (and not the Execution Phase) is that it must be dealt in full to each target hit (while Attack Effects, on the other hand, apply just once). Some rare attacks explicitly instruct you to divide the DMG between all targets hit; in these cases, restart the Strike Phase sooner.

Passive Power

A special power that most often enhances the first strike you hit on your turn. Its trigger is determined by your Combat Role, but the effect is unique for each hero — often giving it a combat "signature" that influences that hero's positioning and behavior in combat, when compared to other heroes of the same Combat Role.

- Passive Powers are entirely described in your Hero Card (or Villain Cards).
  - **Trigger:** the condition that you must meet to produce the Passive Effect.
  - **Effect:** the automatic combat consequence of meeting the trigger.
- You can only apply your Passive Effect **once per turn, on your turn, immediately** after its trigger is met for the first time *(i.e., before any other effects, or the Attack Damage, apply)*.

CORNER CASES *(skippable box):*

TANK'S PASSIVE POWER

> **Circle of Protection - Tank**
> **Trigger:** Enemy started its turn in [1] of you and declares an attack.
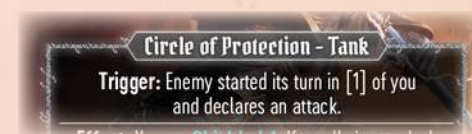
Unique moment. Since Tanks' main function in combat is to protect its allies from attacks, it is the only Combat Role whose Passive **triggers on a villain's turn.**

- Since a villain can die on its way to its target, the Passive triggers at the last possible moment before the villain rolls its attack's strike.

Effects require vision and range of their target. E.g., the villain (target of the Passive's Effect) starts its turn adjacent to the tank, but it then moves behind a wall to attack one of the Tank's allies. Since the Tank no longer has vision of its target, it cannot apply its Passive Effect.

- Since there's no distance restriction described in the Passive's Effect, the Tank needs (besides vision) to be in [8] of the effect's target *(see next Chapter to learn how to interpret and apply effects).*

B) THE STRIKE MISSES

- If the final result of the roll is lower than the target's current Defense Stat, the strike is a **MISS**.

CORNER CASES *(skippable box):*

A Strike may miss, and its attack be considered a hit: the case of multiple strikes. Most missed strikes result in a missed attack (because most attacks allow a single strike). However, an **attack** with multiple strikes is considered completely missed only when **none** of its strikes hits a target. If at least one strike hits, you get to apply Attack/Weapon effects in the Execution Phase (see next section).

Execution Phase

The Execution Phase begins after all strikes have been resolved as either a hit or a miss, and ends with the death of combatants (if any). It is at this moment that you might apply a variety of possible effects and give a destination to the Attack Card (flipped/removed/applied).

- Begin this Phase only after all possible strikes have been made (and determined either a hit or a miss).

(Step 7) Apply additional effects

A) The attack is considered a **hit** when **at least one** of its strikes hits a target.

B) The attack is considered a **miss** when **all** of its strikes miss their targets.

A) Hit

Your attack HITS when the result of at least one of its strikes is successful (your natural die roll, plus modifiers, results in a number equal or above your target's current Defense Stat). If this happens, you get to apply Attack Damage and Effects.

- If your attack was a hit, you may apply, **in any order:**
  - Your Active Weapon's Power *(if any)*; **and/or**
  - The "Effect" field of the Attack Card *(if any, and in the order listed in the card).*

B) Miss

*An **attack** is considered MISSED when **none** of its strikes hit a target.*

- A missed attack doesn't apply attack damage and effects, but it applies a Residual Effect, described in the card's "Miss" field — often 5 R-DMG (Primary Attack) or 15 R-DMG (Special Attack).
  - Residual DMG may increase in attacks of higher levels.
- The difference between regular damage (DMG) and Residual Damage (R-DMG) is that R-DMG cannot drop a combatant below 1 HP *(i.e., R-DMG cannot kill).*
- **Gaining ▱.** Whenever a **hero** applies a "Miss" effect (as a result of missing its entire attack), it gains 1 ▱ (see "Mana Cubes;" "Skill Pad" in chapter 5). Some cards have this reminder.

E.g., if the missed target has 6 HP and it takes 15 R-DMG, its HP is reduced to 1 — the excess R-DMG is lost.

CORNER CASES *(skippable box):*

Basic Attacks have no card and no "Miss" field. Therefore, they apply no residual DMG/effects, and you do not gain 1 ▱ when you miss one.

R-DMG can remove/flip +70 HP Tokens. A +70 Token may occupy slot 1 of the HP Track, but that doesn't mean its combatant has 1 HP.

Residual DMG ignores conditions, EXCEPT:
  - **Shielded X** Condition: shielded combatants reduce by X the next DMG **or** R-DMG they take.
  - Effects that explicitly mention the Residual Damage in their description.

*E.g., there is no change to the amount of R-DMG dealt by an Empowered attacker against a Vulnerable target, as both Conditions {Empowered and Vulnerable} affect only strikes that **hit**.*

(Step 8) Give the Attack Card a Destination

Basic Attack: *skip this step (it uses no card).*
Special Attack Card: Remove it from the match *(it is considered spent).*
Primary Attack Card: flip it *(see "Cycle").*

CORNER CASES *(skippable box):*

Attacks that apply Temporary or Permanent Effects (Primary or Special). Put the Attack Card on top of the Card of the affected combatant *(i.e., Hero Card, Villain Card, or Boss Card).* See "Effects - Duration."

(Step 9) Apply Death Consequences

After applying the consequences of the Miss or Hit steps of the Attack Timeline, the attack is considered resolved. Combatants with zero HP at this point are considered Dead.

- Outside of an Attack Timeline *(i.e., before the Strike Phase begins, or after an Execution Phase ends)*, combatants that drop below 1 HP immediately die.
- In the Attack Timeline, a combatant is considered dead only when the attack resolves at the end of the Execution Phase.

E.g., if Tide of Blades hits a target with 2 HP, that target's HP Token drops to slot zero of the HP Track, but the figure remains on the grid. You may still move it with the attack's effect so that you can deal damage to other enemies who become adjacent to the still-living target.

Tide of Blades

⚔ 1 square   ✦ 1 enemy

✴ 11 damage + effect

Effect: ❶ You may move the target up to 2 squares. Then, all enemies now adjacent to the target take 3 damage each.

Miss: The target takes 5 residual damage.
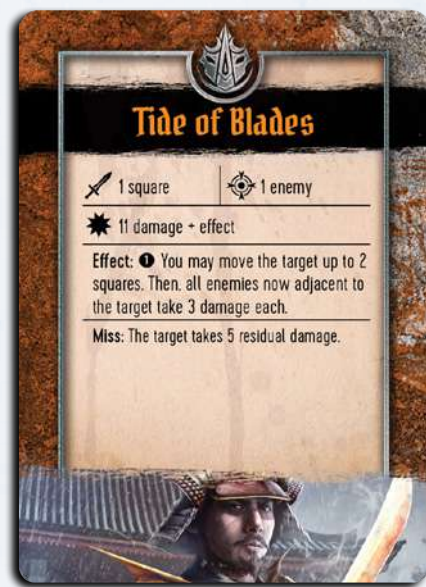
CORNER CASES *(skippable box):*

Heroes with 0 HP cannot regain HP. Before this point in the Attack Timeline, even though a combatant must not be considered dead yet, **only First Aid and "revive" effects** can change the HP of combatants with 0 HP *(i.e., you cannot use a skill to HEAL an ally that has just been dropped to zero HP by a villain).*

Death during a quest. Killing villains. First Aid. Please check other death-related instructions in Chapter 11.

(Step 10) The Attack Resolves

- Several effects in the game contain the expression "after the attack resolves." It just means that all steps above must have been fulfilled. In other words, the attack has ended and will no longer produce an impact on the fight.

CORNER CASES *(skippable box):*

"During the attack". It means any moment between the Declaration of Attack (Step 1) and its resolution (Step 10).

Chapter 4 - Effects

Damage-dealer. Life-saver. Game-changer. Effects are special modifications to the circumstances of the match. Not always directly related to the loss or gain of Hit Points, they give combat a new layer of strategic depth and richness.

- **Effect** is **any text** that may (or must) be applied in consequence of a specific situation or action. It changes the circumstances (*e.g., HP, cards, position*) of a combatant or component in the fight.

The following table is not exhaustive:

COMPONENTS WITH EFFECT DESCRIPTIONS	PHENOMENA THAT MAY APPLY EFFECTS
Attack Card / Villain Card	*"Benefit/Drawback" (when the attack is declared)* *"Effect" (when the attack hits)* *"Miss" (when the attack misses)*
Hero Card / Villain Card	Passive Power
Skill Pad	Skills Total Charge Mana Power
Item Card (unflipped)	Item's Active Power
NPC Card	Quest Power
Quest	Interaction with the scenario (*e.g., with a Door*) Quest Features
Rulebook	Critical Hit *(when a strike rolls a natural 20)* Terrains (*e.g., step on Lava = take 4 DMG*) Dark Surge *(when a villain can reach no targets)* First Aid *(when a dead hero's turn comes)*

⊙ Target

Effects may apply on the target of your attack, other combatants, or even yourself, according to the effect's description.

- Do not mistake the target of an *attack* with the target of an *effect*:
  - **The target of an attack** is described in its own field, in the Attack Card.
    - To apply Attack Damage, you must roll against its Defense.
  - **The target of an effect** is described in the effect's description.
    - To apply an effect, you **DO NOT** need to roll a die against its target.

CORNER CASES (skippable box):

When target of attack = target of effect. *If an effect description says "target" (Effect: ❶ PUSH 2 the target), it is saying that the target of the attack is the target of the effect, also.*

- *If it says anything else (Effect: ❶ PULL 4 another enemy), it means that the target of the effect may be different.*

Validating the target of an effect

- An effect can apply on a target (*no roll required!*) if all these three requirements are met:
  - **Description.** The target fits in the text of the effect.
  - **Range.** 8 squares, unless the text describes another range.
  - **Vision.** Between the target and the applier of the effect, unless the text describes another reference.

CORNER CASES (skippable box):

If there are no valid targets. The effect is lost and the action that would have produced it resumes as if the effect didn't exist.

Interpreting target requirements. Implied meanings.

The diversity of effects is what makes this game so rich. But this comes with the need to correctly interpret a variety of descriptions. If you learn how to read them, most of your potential doubts will never arise.

- The distance to (or position of) a target is always described **or implied**.

Here are the most important rules and implicit meanings about the three target requirements that you should keep in mind:

"Hero" ALWAYS includes "you"

- Whenever an effect's description describes its target as "you," or a "hero," the hero applying the effect may target itself (and, naturally, ignore vision/range requirements).

E.g., "You MOVE 3" = Target restrictions are irrelevant because you're targeting yourself.

E.g., "HEAL 5 a hero" = You may heal yourself or another hero in [8] of you.

E.g., "HEAL 5 an ally" = You must heal another combatant that is not an enemy (i.e., excluding you, including a Companion). This combatant must be in [8] of you.

"In [8] of you"

- Whenever another restriction is missing, **"IN [8] OF YOU"** is implied. This means that the target of an effect must be **at most** 8 squares away and in vision of the applier of the effect.

CORNER CASES (skippable box):

Number between brackets. The brackets represent the edges of two squares, and the number in the middle, the distance between them. This always implies vision.

"In"= "within". The target doesn't need to be in exactly [8], but anywhere in that range.

Once an effect begins to apply, range and vision are no longer prerequisites.

E.g.: MOVE 3 the target. To begin to move the target, it needs to be in [8] of you, and in your vision. However, you no longer need to verify these conditions after you begin to apply the effect — Even if the first move puts the target 9 squares away from you, and the second move hides the target behind a wall, you may still move it a third square, as the description states "MOVE 3."

Consider that **beneficial** effects you own (especially regarding movement and targeting multiple enemies) are **"up to"** and **"you may."**

E.g.: The effect of one of your attacks reads "MOVE 5 an ally." This is something that you can use to your advantage in the fight, so it is a beneficial effect. You **may** choose not to move your ally if you don't want to. If you want to move it, you **may** move your ally **up to** 5 squares (*i.e., you may move it 1, 2, 3, 4, or 5 squares*).

E.g.: The target of one of your attacks is "**3 enemies.**" If there is only one enemy alive, or in range, naturally you can make this attack against this single enemy (striking it just once, and forgoing the possibility to strike others).

E.g.: "You **must** MOVE 5, in a single direction, at the end of round." Even though it can be argued whether this is beneficial or harmful, you don't need to think about it. The description says you don't have a choice (and, by the way, you cannot choose to move less than 5 squares, because "must" includes the whole sentence).

Consider that **harmful** effects against you and your Team are **"exactly,"** and/or **"you must."**

E.g.: The effect of a **villain** reads "MOVE 5 a hero, toward its closest Lava square." This is an enemy effect, so it is **harmful**. You **must** apply this effect, you must move your hero toward the nearest lava square, and you'll move less than 5 squares only if you have already reached your closest Lava square.

E.g.: One of your own attacks has a **Drawback**. That drawback **must** be applied to its full extent.

E.g.: One of your own effects requires you to **pay 5 HP.** You **must** pay **exactly** 5 HP (naturally, you cannot pay "up to" 5 HP, and if you don't have enough HP to pay, you cannot apply the effect).

Interpreting a difficult effect description

Most effects are pretty intuitive. Let's see how to interpret a complicated one and learn a few KEYWORDS.

Imagine your hero has the following Attack Effect:

"All villains MOVE 2 and take 5 R-DMG. Then, an ally in [3] of one of them HEALS 5."

(FIRST PART)

"All villains"

- Since it doesn't say **"anywhere"** or **"on the grid,"** you can only apply this effect on villains in [8] of you. "Villain" is any enemy (all combatants that are not you or your allies).
- You need to have vision of a villain to begin to move it, but once it begins to move, you can move it outside of this range and outside of your vision.

"MOVE 2"

- Since it doesn't say **"must,"** you may decide not to move any of these villains in [8].
- Since it doesn't say **"exactly,"** each villain that you move may be moved just 1 square.
- The owner of the effect (you) controls this movement.

"and take 5 R-DMG"

- R-DMG means Residual Damage (it can't drop a combatant below 1 HP).
- Since it doesn't say **"if they do,"** you may apply this damage to villains in [8] that you decided not to move.

(SECOND PART)

"Then,"

- This part of the effect **must** happen **after** the first, but is independent from it (*i.e., you don't need to move a villain to apply it, unless it says "If you do"*).

"an ally" means a combatant in your Team that is not you.

"in [3] of one of them"

- 1, 2, or 3 squares away of any of the villains mentioned in the first part (moved or not).
- This is a specific distance (and reference): therefore, your ally can be more than 8 squares away from you and outside your vision; It just needs to be in vision and at most 3 squares away from any of the villains encompassed in the first part.

"HEALS 5" means the chosen ally regains 5 HP (move its HP Token up).

Durations

Effects are produced, affect a target, and then end. Knowing their duration allows you to plan your moves around how long they will last.

- Effects are either Instantaneous, Temporary, or Permanent.
- To remember a lasting effect and track who is being affected, place the Attack Card that applies it on the card of the affected combatant.
  - In addition to the card, you can put a **Role Token** next to the affected combatant's figure, to remember it is under an effect (and which hero applied it).

- There is no limit to the number of effects (Permanent and/or Temporary) that can affect the same combatant at the same time.

Instantaneous

These are not identified as such in the effect's description — logic dictates that their effects end as soon as they're applied.

These resolve completely on the same Turn they are applied.
  - E.g., "HEAL 5 an ally," "MOVE 4 the target," "Revive a dead ally."

Temporary ⏳

- Lasts until the start of the next turn of the combatant that applied it.
- When the effect ends:
  - If it's a **Primary Attack**, return it to its owner, flipped.
  - If it's a **Special Attack**, remove it from the match. *(It's considered "spent.")*
- The start of the next turn of the Attack Card's owner is the **maximum** duration of a temporary effect. Some might end sooner.
  - If the target of the effect dies, the effect ends.

E.g., ⏳ "reduce your next damage to zero" = When you receive damage, the effect prevents it, and then ends. If you never receive damage, this effect ends when the hero that applied the effect starts its next turn.

- If the owner of the Attack Card dies, its Temporary effect remains active until the dead hero's next turn begins.

Maximizing Temporary Effects

Since the Temporary Effect you apply may last until the start of your next turn, you can maximize its duration by delaying your next turn as much as possible (see "Turn Order").
- *E.g., you're fighting a Boss and one of your attacks applies a Temporary "Vulnerable 3" Condition (once per turn). If you are the first to take a turn this round and the last to take a turn next round, your three teammates can take advantage of this Condition six times (three this round, and three in the next round).*

- If for some reason there is not a number after the condition, consider it 3.

Permanent

- Ends only when:
  - The affected combatant dies; **or**
  - The hero who applied it ends a Cycle (see "Primary Attacks").

Conditions

*Condition is a combat status that effects apply on combatants. They are either **Harmful** (because they reduce a combatant's performance) or **Helpful** (because they improve a combatant's performance in some way).*

- 📝 Conditions stack.

E.g., a "Weakened 3" combatant normally deals -3 Attack Damage. A combatant can be weakened twice and deal -6 Attack Damage, instead.

- You must consider and apply them at the first opportunity.

E.g., you are Blessed (once per turn). Your attack allows you to strike 3 targets. You roll a die against the first target, and it is a natural 20. You cannot choose to roll twice against the second target — you must roll twice against the first one.

"Ends if used"

You will read this in the description of lasting effects, to indicate that, if they are considered in combat, they must end before their normal moment of expiration.

- You lose the Condition after it is **considered** for the first time — even if it didn't impact the fight.

E.g., you are Protected 3 (+3 to Defense). A Weakened 3 enemy (-3 to Attack Damage) rolls a '2' against you (both conditions end if used). Your Defense had a necessary bonus against this strike, so you lose your Condition — even though you'd have been missed anyway. However, your enemy did not hit you, so its -3 damage penalty was never considered — so it remains Weakened.

CORNER CASES *(skippable box):*

📝 **Condition Token: "Ends ONLY if used"**

This is a special rule for Condition Tokens, mostly applied by Villain Cards.

- Put them **on the board**, next to the figure of the affected combatant.
- These tokens remain on the affected combatant until one of the following happens:
  - Their effect is considered in combat *(even if it didn't impact the result of a strike)*; **OR**
  - The combatant dies; **OR**
  - A DISPEL effect removes them.

CORNER CASES *(skippable box):*

Glossary. Check **APPENDIX D** to understand various specific Effects and Conditions.

Conditions List

Blessed: *Helpful Conditions*
Roll twice, use best result. Apply only to Primary Attacks. Does not stack. Cancels **Cursed**.

Empowered 3:
Deal +3 Attack DMG against enemies.

Hastened:
You do not incite Reactions. Cancels **Slowed**.

Preserved 5:
If you would die, your HP becomes 5 instead. Increase it by 5 for each **Preserved** Token on you.

Protected 3:
+3 to Defense against enemies.

Shielded X:
Take -X DMG (hit) or R-DMG (miss) from enemy attacks.

Toughened 3:
Take -3 DMG from enemy attacks. Does not affect R-DMG (miss).

Cursed: *Harmful Conditions*
Roll twice, use worst result. Apply only to Primary Attacks. Does not stack. Cancels **Blessed**.

Weakened 3:
Deal -3 Attack DMG against enemies.

Slowed:
You can't Sidestep or move by Benefits. Cancels **Hastened**.

Bleeding 2:
Take 2 R-DMG for each square you enter by spending movement points. Does not apply on Forced Movement.

Exposed 3:
-3 to Defense against enemies.

Distracted 3:
-3 to attack roll against enemies.

Vulnerable 3:
Take +3 DMG from enemy attacks.

Chapter 5 - Off-Turn/Other Resources

*Your hero's main actions in a fight are moving and attacking, both of which are done on your turn. This doesn't mean, however, that you will just stand still while you watch your enemies and allies exchange turns, because you have several **skills** that can be used outside of your turn.*

*When you embark on an Adventure, other than your set of Attack Cards, you'll bring with you Items (Weapon/Armor), and an NPC Asset. **Items** provide you with a permanent passive bonus, and, when active, you may apply their active power when you hit an attack (Weapon), or when you are targeted by one (Armor). NPC Cards give you a unique Quest Power, most often applied just once, and before the quest even begins.*

🔵 Skill Pad

*Heroes possess true grit and powerful spirits fueled by **mana**. The particularly exciting moment of slaying a foe gives heroes an empowering feeling, while missing an attack strengthens a hero's resolve. Heroes "on fire" are more capable of acting outside of their turn, either to punish enemies or to act in synergy with allies.*

*Before a quest begins, assign four **Skill Tokens** to four of the fourteen different skills listed in your **Skill Pad**. Some skills are more powerful, but will require you to spend more mana.*

MANA CUBES

- In the game box, you'll find eight sets of little cubes, each in the color of a Combat Role.
  - Their name is *mana cubes*, and their graphic representation is as follows: 🔲

Earning 🔲
- Each hero gains 1 🔲 when a villain dies.
- Each hero gains 1 🔲 when a **Boss** loses a "+70" HP Token.
- If you apply an attack's "Miss" effect (as a result of missing all of its strikes), you gain 1 🔲.

> *CORNER CASES (skippable box):*
>
> ***Dead heroes continue to earn*** 🔲. (But only living heroes may spend them.)
>
> ***Gaining*** 🔲 *is independent of vision/range. E.g., you may be 14 squares away from a villain's square of death, and still gain 1* 🔲 *when it dies.*

Reading a Skill Pad

❶ Combat Role
- Each Combat Role has a particular set of skills. You must match the color and Role of the Skill Pad with that of your Hero Card.

❷ Stats
- Check your hero's Stats here (see Chapter 1).

> *CORNER CASES (skippable box):*
>
> Some effects may cause you to flip your Skill Token to that of another Combat Role. Your Stats are always those on the side of the Skill Pad that is facing up.

❸ Skill Boxes
- A skill box consists of **skill name, cost** (in 🔲), **effect**, and **Skill Token** slot.
- It is divided vertically by 3 power levels, and horizontally by **Ally** / **Villain** turn.
- Before a quest begins, assign your four Skill Tokens to four different skills, by placing each on a Skill Token slot.
  - You can only use skills to which a Skill Token has been assigned.

❹ Total Charge
- As soon as all your Skill Tokens are charged, a powerful effect is discharged (see more ahead).

❺ Mana Power
- This is the only power of the Skill Pad that you can use on your own turn. Especially useful when you have 5 🔲 (*the maximum*) and you think you'll earn more 🔲 before spending the ones you have.

❻ Reminder about Range ([8]) and Vision.
- Unless another distance or reference is explicitly described, you may apply all of your effects only on targets in [8] of you and in your vision.

> *CORNER CASES (skippable box):*
>
> ***Rule reminder.** This part of the Skill Pad is a note about a rule that affects not only skills, but all other effects in the game (from attacks, Passives, Items, Total Charge, etc.), as seen in the previous chapter.*

❼ Mana Pool
- You can have a maximum of 5 🔲 at a time. Those that have been earned and are waiting to be spent are placed here.

Skill Tokens

Assigning
- At any time before each quest begins, you must assign **four** tokens to different skills by placing them on their respective slots.
  - The level of the chosen skill cannot be higher than the level of the Token.

> *CORNER CASES (skippable box):*
>
> ***Skill Token level.** Your first Token set is gained at the beginning of the Campaign, and evolve as you progress. Tokens are level I, II, or III. You may not assign a Token to a skill of higher level (e.g., you may assign a level II Token to a level 2 skill or a level 1 skill).*

> *CORNER CASES (skippable box):*
>
> ***Reassigning.** Skill Tokens are assigned at the beginning of each Journey Phase. Afterward, unless a command or effect specifically allows you to reassign Tokens, you cannot move them to other skill slots until the quest ends.*

Uncharged

Charged

Level I   *Level II*   *Level III*

Charging
- A Token has a "charged" (+🔲) side and an "uncharged" side.
  - Each Token begins the quest uncharged. Flip it to "charged" when you use the skill to which it was assigned.
  - "+🔲" means that the skill to which that Token was assigned costs one additional 🔲.
- Using a skill whose Token is already charged does NOT flip it back to uncharged (*besides certain specific effects, only by "Total Charge" can Tokens "unflip"*).

Using a Skill

Skills are powers that heroes can use outside their turn by spending mana cubes. When all heroes combine their skills, devastating effects may happen in a single turn, allowing you to experiment with many different strategies and combos.

- When you use a skill, its effects apply immediately.
- To use a skill, you must verify all of the following:
  - **Moment**. Check when it can be used.
  - **Cost**. Pay the necessary amount of mana (🔲).
  - **Charge the Skill Token.** (Unless it's already flipped, in which case, it remains charged, and you must pay one extra 🔲.)
  - **Quantity**. You must not have used another skill that turn.
    - *Maximum skills per turn: 1 (hero); 4 (Team).*

Moment of use
- Skills on the RED half of the Skill Pad can only be used on villain turns.
- Skills on the BLUE side can only be used on turns taken by allies.
  - **You CANNOT use skills on your own turn.**
- Even if it's the correct turn, some skills may describe additional restrictions.
  - **Start of turn:** you cannot use it if the owner of the turn has already taken any action.
  - **Before Roll:** use at any time between the start of turn and a strike (*i.e., die roll*).
  - **After Roll:** use after the die rolls, but before any other conflicting action is taken (*e.g., you cannot boost the result of the roll if R-DMG has already been dealt as a result of a Miss*).

> *CORNER CASES (skippable box):*
>
> ***Before/After the roll. Death.** If an attacker dies **before** the Strike Phase (i.e., before the roll), that villain dies immediately (i.e., the attack doesn't continue). Otherwise, the attacker, even with 0 HP, is considered dead only after the attack resolves (i.e., the rest of the attack happens as usual).*

Paying the mana cost
- If you don't have enough 🔲, you cannot use the skill.
- The cost of each skill is indicated below its name in the skill box and is equal to the Level of the skill:
  - Level I skills cost 1 🔲
  - Level II skills cost 2 🔲
  - Level III skills cost 3 🔲
  - If a Skill Token is Charged, the skill to which it is assigned costs 1 additional 🔲.
- To pay the cost, remove the 🔲 from your mana pool (to wherever you store the cubes outside of the Skill Pad).

> *CORNER CASES (skippable box):*
>
> ***Charging a Skill Token and not paying HP.** If a skill's effect requires you to pay HP and you don't have enough (or you don't want to pay), you **may** pay the skill's 🔲 cost only to charge the Skill Token (and not apply the effect).*

> *CORNER CASES (skippable box):*
>
> *All skill effects last, at most, until the end of the turn when they're applied.*

Special Skill Pad Effects

These are not considered skills; your Skill Pad allows you to apply them, nevertheless.

Total charge

You flip a Skill Token to its "charged" side whenever it's not charged and you use its assigned skill. When all four Tokens in your Skill Pad are charged, they immediately flip back and "discharge" a powerful effect (the skills return to their original cost).

- Whenever a Skill Token becomes charged, if all your Skill Tokens are charged, apply the following, immediately and automatically:
  - Unflip all your Skill Tokens back to "uncharged" **and**
  - Apply the effect described in your Skill Pad.

Mana Power

- Once per turn, and only on your turn, you may spend "X" 🔲 on your mana pool to charge "X" of your own Skill Tokens.
  - This only charges the Skill Token; the skill's effect is not applied.

Leveling UP a Skill Token / Legendary Hero Skill

You may improve your Skill Token at the end of the week (after the World Phase). Also, you will eventually get your Legendary Hero skill.

🔵 Items

Equipping

- Before each quest, each hero can equip one Weapon and one Armor the Team owns.
  - Until the quest ends, equipped Items cannot be changed, exchanged between heroes, or unequipped.

Reading an Item Card

It is a reminder of the passive bonus

---

❶ Name and illustration

❷ Passive Bonus

- According to their level, Weapons add +1, +2, or +3 to ALL attack rolls (even if the attack has multiple targets or strikes).
- Armors add +5,+10, or +15 HP to the Max HP Stat found in your Skill Pad.

Using +70 HP Tokens. E.g., if your Max HP becomes 80, put your HP Token on slot "10" of the HP Track before the quest begins. When you take your tenth point of damage and drop your HP Token below slot 1, remove the +70 Token and "jump" your HP Token to slot 70 (i.e., you now have 70 HP).

- Passive bonuses apply at all times you're equipped, even if the Item is on cooldown.

❸ Active Power

- Items begin the quest "**active**" (i.e., illustration facing up).
- If your item is active, you **may** apply its Active Power at the following moments:
  - Weapon: after your attack HITS a target (see "Attack Timeline").
  - Armor: after a villain strikes you *(i.e., after the roll, regardless if it hit OR missed).*
- As soon as you apply an Active Power, flip that Item's card. It is on "**cooldown**."
  - When you complete a Primary Attack Cycle, you may reactivate **ONE** of your items on cooldown *(i.e., flip it to the "active" side).*

❹ Item Level

- Items can be Level 0 (the initial ones), Level I, Level II, Level III, or Legendary.
  - What items you may open and buy is determined by the level of your City Structures.

❺ Item Cost

- These icons indicate the type and quantity of Loot Cards you must spend to buy the item during the City Phase.

❻ Item Type Icon

- There are 4 types of items: Melee Weapons, Ranged Weapons, Heavy Armor, and Light Armor.

❼ Combat Roles allowed

- The card comes with the colors and symbols of the Combat Roles that can equip the item.
  - **Melee Weapon / Heavy Armor:** Brute, Tactician, Bruiser, and Tank.
  - **Ranged Weapon / Light Armor:** Shooter, Healer, Controller, and Commander.

NPC CARDS

*During the campaign, many special **Non Playing Characters** found in missions or in the City may join your cause, for a variety of reasons. These are **not** heroes, but they can tag along with one. Their company provides heroes with a special power they can use before a quest begins.*

- Each hero may be accompanied by **one** NPC.
  - The same NPC cannot serve two heroes on the same quest.
- Advanced NPCs provide their heroes with a **Quest Power** (often a enhancement to hero-customization possibilities).
  - Whenever possible, apply the Quest Power before the quest begins *(e.g., gain +10 initial HP, gain 1 🔲).*

*We go through all the details of an NPC Card on **Chapter 9**. For the **combat**, all that matters is this small text box, which contains the NPC's Quest Power.*

Chapter 6 - Controlling More Than One Hero

YOU MAY SKIP THIS CHAPTER IF EXACTLY FOUR PLAYERS WILL PLAY THE CAMPAIGN.

Teamwork is paramount in Tanarean combat, and four Heroes is often an optimal number to conduct highly specialized operations without drawing too much attention to themselves. This chapter explains the Comrade system, a small set of modifications you should implement to the game if you're playing "solo," or with fewer than four players.

- Teams must have **exactly four** heroes of different Combat Roles.
- Each player must control **at least one** regular hero (*i.e., your Team may not have four Comrades*).
  - E.g., two players could have two regular heroes and two Comrades on their Team, or four regular heroes and no Comrades.

The Five Comrade Cards

Comrade | ˈkɑːm.ræd/ | *a friend or trusted companion, especially one with whom you have been involved in difficult or dangerous activities.*

In the Comrade system, each player fully controls and levels up a single hero. Depending on the number of players, this hero will be in the company of one or more "comrades" that will provide you with valuable assistance. In other words, comrades are simplified versions of heroes.

- Comrades have Combat Roles and act like heroes, but they use **only five cards.**

1x Hero Card
- Your Comrade has a unique identity, and it is represented by the Hero Card.
- Passive Powers and Abilities apply as usual.

1x NPC Card
- Its Abilities are considered as usual, but ignore its Quest Power.
- The Quest Power of Comrades' NPCs is always "**begin with as many ▯ as my Week number.**"

2x Special Attack Cards
- All Comrades have the same two Special Attacks: *Lesser Impulse* and *Greater Impulse*.
  - These are the same throughout the entire Campaign.
  - They follow all the usual Special Attack rules (*e.g., they are removed from the match after being used*).

1x Comrade Primary Attack Card
- There's only one of these cards for each Combat Role, per level.
- You may upgrade this card as the Campaign progresses.

A Combat Role and card level
- This card is Level 1 when the campaign begins.
- You may purchase a 1-level upgrade for each of these cards in the City Phase (see Chapter 9, Spending Stage).

B Minimum City Structure level required to use

C Cost to buy it

D Benefit
- All Benefits are the same: they offer a hit bonus, or a chance to move before the attack roll.

E Damage and Effect
- The damage is always the same at all levels of a Combat Role. It's the effect that gets stronger.

F Simple Skill (see next section)

G Stats

Skills and Comrades

Simple Skill
- Comrades don't use the Skill Pad, but they earn ▯.
- Comrades may use their simple skill on allies' and villains' turns (*at any time*), for a single effect: damaging a villain or healing a hero (depending on the Combat Role).
  - Spend more ▯ at the same time to increase the amount of damage/healing.

Borrowing mana cubes
- Standard heroes (*i.e., not Comrade*) can pay their skills with ▯ their Comrades have earned.
- You may use mana from multiple Comrades, anywhere, dead or alive, at the same time.

E.g., on an ally's turn, you (i.e., with your "standard, non-comrade" hero) want to use a Level 3 skill whose Token is charged (i.e., it costs 4 ▯). You have 5 ▯.

You borrow 1 ▯ from the card of a dead comrade and 2 ▯ from another comrade that is 20 squares away from you. The fourth cube you pay from your own mana pool. This exemplified procedure is within the rules.

Chapter 7 – Villains

*Villain is the generic expression Tanares Adventures uses for all combatants that represent **enemies** of heroes in the battlefield. These may be the Kemet, a huge dragon, a monster, a Boss, a human, or any other opposing combatant.*

♟: this represents the word "villain" in cards and other components.

● Reading a Villain Card

① Villain's name, illustration, and miniature

CORNER CASES (skippable box):

Alternate miniatures. Some of Dragori's expansions have more specific miniature versions of some villains (especially Bosses). The card or Campaign Book always describes all the options you may use. You will never be short of miniatures to place on the board (e.g., even if you don't own the Gold Dragon, you may use the 3x3 huge dragon that comes in Tanares Ultimate box).

② Stats
- Their Move is always 5 and Reaction DMG is always 8.
- Their HP and Defense vary according to the type of monster.

③ Level
- Villains in Tanares Adventures come in three levels: 1, 2, and 3.

④ Attack
- Name, Range, DMG, Effect, Miss, and Critical Hit/Unprovoked bonus reminder.

⑤ Favorite Target
- Villains of the same color always target the reachable hero that best follows this parameter (see more ahead).

⑥ Passive Power
- This follows the same rules applied to heroes: when the villain **hits its attack**, verify whether the trigger was met.
  - If it was, apply the Passive's Effect **immediately** (i.e., before the Attack DMG).
  - If the villain misses its attack, the Passive Power is not applied.
- Besides having the same Favorite Target, villains of the same color all have the same Passive **trigger**.

⑦ Card number
- This helps organize the cards, so you can quickly grab them when a villain appears in a quest.

IMPORTANT

Tracking the villain color, miniature, and HP.

Use the color ring and HP Token of the same color as the villain card.

In some situations, there are two villains of the same color. In this case, use the color ring and HP token of the same shape to track.
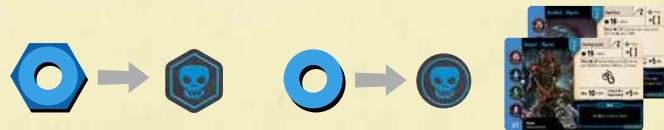
● A Villain's Turn

In order of importance, villains want to attack their favorite target, move as little as possible, and take the least possible amount of damage while meeting these higher priorities.

Priorities

1. Target	**2.** Shortest Path	**3.** Safest Path

Favorite Target

Villains have a favorite type of victim and target them with priority over all others. Red villains (Violent) want juicy targets for their strikes; blue villains (Mystic) practice their aim on distant targets; green ones (guardian) identify the most dangerous mana pool; finally, orange villains (noxious) are drawn to the target which is closest to death.

+HP **Red** - The hero with highest HP within reach. *(The closest one, if two or more are tied.)*

+▭ **Green** - The hero with most ▭ within reach. *(The closest one, if two or more are tied.)*

-HP **Orange** - The hero with lowest HP within reach. *(The closest one, if two or more are tied.)*

+[ ] **Blue** - The farthest hero within reach.

- If the tie persists, players must choose one of the tied targets.

*E.g.: It's the turn of the red villain. The hero with highest HP is 20 squares away: it's not within reach. Two heroes have 40 HP and are [4] away. One hero has 35 HP and is [1] away. Since a villain chooses the closest **among** its favorites, it **won't** attack the hero with 35 HP, but one of the two with 40 HP (players' choice, because both are equally close).*

CORNER CASES (skippable box):

Villain miniatures are gray; attach colored rings to their base to easily distinguish them. This is necessary to link each miniature to an HP Token and Villain Card. There will never be two villains of the same color and type on the board.

(BEFORE THE ATTACK)

1 - Determine a target.
- Check if the **Favorite Target** is reachable.
  - Take into account movement-impairing Terrain Tiles *(e.g., Ruins, Ice)*.
  - **DO NOT** take into account damage they may take on the way *(e.g., Reactions, Lava)*.
- If, even after moving, the villain would not reach its Favorite Target, repeat the process with the second favorite (and so on), until a reachable target is found.
  - If no hero can be reached, the villain **Dark Surges** (see the next section).

2 - Move as little as possible.
- If the villain needs to move to reach its **Determined Target**, spend as few movement points as possible to do so.

3 - Move as safely as possible.
- If multiple paths tie as the shortest, take the one that deals the least amount of combined damage *(i.e., from Reactions and Terrains)*.

- If multiple paths are shortest and safest in equal measure, the players choose which the villain takes. *(Usually, the most important choice is the villain's final square, to facilitate your Mob/Focus/Reactions on future turns.)*

3.5 - Special Adjustment
- A villain will **SIDESTEP IF**:
  - The shortest path is not moving at all; **AND**
  - It can avoid DMG (Terrain and/or Reactions); **AND**
  - Its Determined Target will be kept in range and vision.

E.g., Ranged villains that are in [1] of a hero will likely Sidestep if their favorite target is in reach.

E.g., Melee villains that start their turn on Lava and already in [1] of their favorite target will likely be able to step away from the harmful terrain and avoid the DMG from ending their turn on it.

4 - The villain attacks its determined target

AN "EASY" EXAMPLE

In the vast majority of cases, you will find it pretty easy to calculate the movement of a villain.

Consider that the following villain (Move Stat: 5) is ORANGE and that its attack is Range [1]:
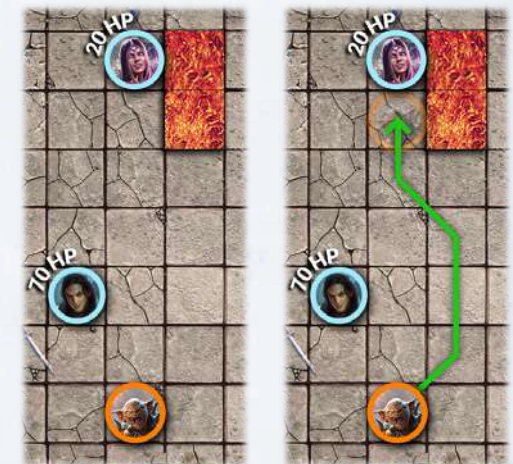
1. **Favorite Target:** ORANGE villains go after the hero with lowest HP. It doesn't matter that there is a closer hero nearby, because the hero with 20 HP is reachable with 5 movement points.
2. **Shortest path:** The hero with the lowest HP cannot be reached with less than 5 movement points, and there are several possible paths that spend 5 movement points *(remember: moving diagonally spends 1 movement point, also)*.
3. **Safest path:** Lava deals less damage than a Reaction, so the villain will not get in [1] of the hero with 70 HP, even if that means stepping on lava. However, there's a way to get to the Determined Target while receiving **no** damage whatsoever. This way is as short as the other options, so the villain avoids both the Reaction and the Lava. This is very intuitive, as that is the way you'd move your own heroes.

CORNER CASES (skippable box):

"Closest" (hero). This refers to the distance in squares (even if the presence of Barriers/Obstacles requires spending more movement points to get there, in comparison with a more distant hero).

"Shortest" (path). This refers to the number of movement points spent (sometimes you need more movement points to get to something which is closer).

A VERY "DIFFICULT" EXAMPLE

Now, let's break down one of the most "difficult" examples we can conceive and follow the villain's thought process, step by step.

Consider that the ORANGE villain (Move Stat: 5) is Retaliating, and its attack is Range [1].

Next, consider that the Team of heroes has a 5th member that may be targeted (which happens in some Quests):

1 — TURNING THE FAVORITE TARGET INTO A DETERMINED TARGET

1.1. The hero with lowest HP has 20 HP, so the villain will see if it is reachable.

1.2. Ice Tiles work like Ruins when a combatant is moving itself, so it would need to spend 6 movement points to reach the hero with lowest HP.

1.3. The Favorite target is unreachable (villains' Move Stat is 5). The villain will check its second Favorite (i.e., the hero with lowest HP, *excluding* the unreachable one).

1.4. Two heroes tie as the second-lowest HP, with 45 HP each. The villain checks which is closest.

1.5. It doesn't matter that there is a Wall forcing the villain to move more to reach hero on the right corner: both are 3 squares away *(note: it also doesn't matter that one of the heroes is not in vision, because it can be in vision after the villain moves).*

1.6. Both are equally close and both are reachable, so, the **PLAYERS CHOOSE** which gets attacked.

1.7. **Note, again:** we are not in the "shortest path" step yet, therefore players MAY choose the one that requires more movement points to reach.

1.8. However, let's assume, in this case, that the players **DETERMINE** that the hero next to Lava will be attacked.

2 — DETERMINING THE SHORTEST PATH

2.1. We are no longer considering the distance in squares. The important factor is how many **movement points** the villain will spend.

2.2. The villain could easily go around Ice and Lava and reach its DETERMINED target spending 4 movement points and taking no Lava DMG.

2.3. However, the movement that spends the fewest movement points uses diagonal movement to spend only 3 movement points = this is the **shortest** path.

2.4. Six different paths spend 3 movement points and thus tie as the shortest (see below) *(Note: you may not move through enemies, but you may move through their diagonal).*

2.5. Since different paths tie as the shortest, we move on to the next step.
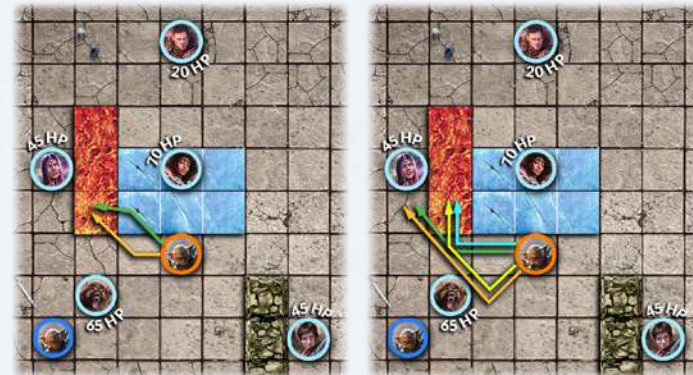
3 — DETERMINING THE SAFEST PATH

3.1. All six paths require entering Lava *(moving diagonally through a tile is considered as entering that tile)*, therefore lava damage is unavoidable.

3.2. If the villain's first move is to spend 2 movement points to enter Ice, it will be in [1] of the Tank, and then it will need to leave that hero's adjacency: a Reaction would be incited.

3.3. Any other first move would put the villain in [1] of the Brute, and then the **Brute**'s Reaction DMG would be unavoidable.

3.4. **To sum up:** all shortest paths necessarily take Lava damage AND Reaction DMG.

3.5. **However**, Brutes deal MORE Reaction DMG than Tanks (8 and 6, respectively). Therefore, the **safest** path is moving onto Ice first, to incite the Tank's Reaction instead of the Brute's.

3.6. There are two paths that are equally short and equally safe to reach the Determined Target:

    a) Enter Ice and then move diagonally (away from the Brute) (3 movement points, 10 DMG).

    b) Enter Ice and then move orthogonally and to the left (away from the Tank) (3 movement points, 10 DMG).
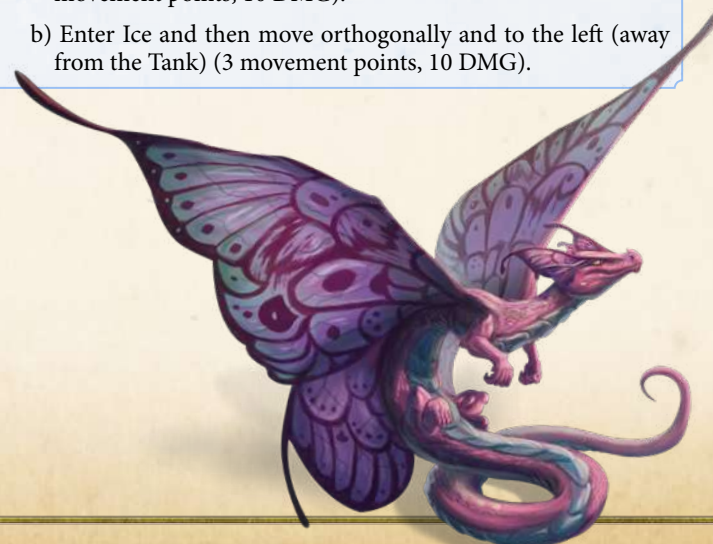
3.7. The **players choose which of these two paths** the villain takes.

*In the case above, assume the Brute will take the next turn. It wants to **Sidestep** (to avoid the Blue Villain's Reaction) and attack the Orange villain with a Range-[1] attack and with Mob. Therefore, players choose the second option, to make the Orange villain reachable after the Brute Sidesteps:*

Dark Surge

- A villain Dark Surges when all heroes are outside its reach.

- When this happens, the villain takes 3 R-DMG to increase its Move Stat to 10 (this turn only).

  ○ Then, its Favorite Target becomes its closest hero (this turn only).

DARK SURGE EXAMPLE

Villains will still follow the behavior described in the previous section:

- None of the heroes can be reached with 5 movement points.

- Therefore, the villain **Dark Surges:** it pays 3 HP to increase its movement points to 10.

- Even though this is an ORANGE villain whose attack is Range [1], **its Favorite Target is no longer the hero with lowest HP, but the hero closest to the villain.**

- Two heroes can be reached with 6 movement points, while the other two can only be reached by moving 7 squares. There's a tie, so, the **players choose** which hero will be attacked.

- *NOTE:* It **no longer matters** who has more HP, and it **still doesn't matter** what the safest path is.

- The players decide that the hero with 70 HP will be attacked — even if that means taking Lava DMG that would not be taken if the hero with 20 HP were targeted.

- With 10 movement points, the villain could easily go around Lava and take no DMG to attack the hero with 70 HP. **However, the higher priority is the shortest movement,** so the villain will step on Lava to spend only 6 movement points.

(OPTIONAL IMPLEMENT): SURVIVAL INSTINCT

Figuring out how villains will Retaliate or otherwise take their turns is one of the most important tactical aspects of the game. In the right conditions, you can "manipulate" who the villain will target and where it will be positioned for future Rounds, giving your savvy heroes an edge that will be much needed against the villains' overwhelming forces and numbers.

The game is fun, fast, quick-paced, and manageable if you apply the behavior and villain priorities described in this chapter; therefore, we **wholeheartedly recommend you DO NOT implement this option.**

However, if you absolutely cannot stand the idea of a villain killing itself on Lava just so it moves fewer squares, you can implement the "survival instinct." This adds a **Priority Zero: surviving**.

This would come even before step 1 (Favorite Target). In other words, the villain will not move in any way it would die from, and it will not attack if that means dying.

*The hero with lowest HP would be the orange villain's target. But the orange villain has 2 HP, so it would die to the unavoidable Reaction of the hero with 70 HP. If you've decided to apply the **not recommended** "survival instinct" implement, you can change the villain's target to the hero with 70 HP, which avoids inciting a Reaction.*

And if you **really** hate yourself, you can simply change the order of steps 2 and 3 of the villain behavior. Doing this will make the **safest** path have priority over the **shortest** path. Again, this is only "recommended" if you **really** can't stand the idea of villains stepping on Lava unnecessarily, or coming near Heroes and take Reactions just to move fewer squares.

- If there are no available tokens in the game *(i.e., they're all in use)*, the Condition is not applied.

There are 9 copies of each Token. One side displays a Helpful Condition, and the other, a Harmful Condition.

Bosses

Bosses are special villains not represented by one of our 100+ "common" cards. Designed especially for a quest's unique situation, their Stats and Powers are often found near the end of the quest instructions.

Stats / Stat Sheets

- Bosses' Stat sheets come in the Campaign Book. Pay attention to them, since all Bosses have **+3 to attack roll and are Blessed**, and their Move Stat may not be 5 like all other villains.
- Most Bosses have more than 70 HP (the final slot in the HP Track): that's why, on the other side of a Boss Token, you'll find a "+70."
  - Bosses cannot recover "+70" Tokens in any way *(i.e., even if they heal, the excess healing is lost)*.
  - When a Boss loses a "+70" Token, all heroes gain 1 ▭.

E.g., if a Boss has 100 HP, put the Boss's HP Token on slot 30 of the HP Track. When it takes its 30th point of damage, transfer this Token from slot 1 to slot 70 whilst flipping the Boss Token from its "+70" side to its regular side.

CORNER CASES (skippable box):

Bosses have Special Passives. They have unique effects and don't follow the standard color-related triggers.

Boss Card

- Even though the Boss's Stats come in the Campaign Book, the game comes with **Boss Cards. They are mainly used to:**
  - Track the Boss's Favorite Target (it is the same of any other villain of its color).
  - Remember special combat rules and **Boss Perks** (find them next).

CORNER CASES (skippable box):

The base of Boss miniatures is colorless. Even though most Bosses have a color that determines their Favorite Target, don't attach a colored ring to its miniature.

Boss Perks

Either due to a stronger resolve, more experience in the battlefield, or outright stubbornness, Bosses are willing to take more damage just so they can have the opportunity to act and make it more likely for heroes to fail. While they take normal effects as usual, effects that would prevent them from attacking or taking a turn the way they want to are converted into damage.

- Bosses cannot be controlled by heroes.
- Boss attacks cannot be negated, copied, or removed.
- Effects cannot make a Boss become Fatigued *(i.e., Bosses Fatigue only when they take a turn)*.
- Bosses take 12 DMG whenever they would suffer one of the effects above.

(DURING THE ATTACK)

- Villains can never attack with Mob or Focus.
- Whenever a villain forces a hero to move, it tries to put it on the most damaging path possible.

Passive Power

- Whenever a villain attack hits, check whether the Trigger was met and apply its effect immediately *(i.e., before applying the attack damage and effect)*.
  - If it misses its attack, no Passive Power is applied (only R-DMG).

Effects

- On a hit, some villain attacks apply effects.
  - Red and Blue villains apply instant effects.
  - Green monsters either heal or apply buffs on another villain with the lowest HP (Green Condition Tokens).
  - Orange monsters either steal mana ▭ or apply debuffs on their target (Orange Tokens).

Condition Tokens

- These Tokens **stack**.

E.g., if a villain has three Empowered 3 tokens and one Weakened 3 token, its next Attack Damage receives an overall +6 boost (+9 from Empowered, -3 from Weakened). Since the condition has been considered in combat, all tokens are removed — even if the target had 1 HP and the extra damage ended up making no difference in the fight.

There are three parts to this chapter:
- We'll talk about **Turn Order** and **Rounds**, as you need to know how heroes and villains must exchange turns.
  - Closely connected with the above is the different categories of villains: you'll learn how a villain Retaliates, when it is Unprovoked, and what are villain Guards.
- Then, we'll talk about a special action that both kinds of combatants *(i.e., heroes and villains)* take against each other: the **Reactions**, that punish enemies' careless moves and positioning.

Round / Fatigue / Guards

*A **Round** is a single set of turns taken by all active combatants (i.e., excluding villain Guards). The END OF ROUND comes when all combatants are Fatigued.*

*A **turn** is the unit of "time" in a Round when an active combatant can perform a Move Action and a Prime Action, or when the end of round effects take place. When a combatant takes its turn, it is Fatigued and needs to wait until the next Round to take another turn.*

Fatigue

- Whenever a combatant finishes its turn, it is **Fatigued**. Place a **Fatigue Cube** *(i.e, the big black cube)* on that combatant's card.
  - Fatigued combatants cannot take turns.

R End of Round

- The END OF ROUND comes after all active combatants (excluding villain Guards) are Fatigued. It is signaled by this symbol: R

CORNER CASES (skippable box):

- Quest instructions may apply several effects at this moment (see Chapter 11).

Restarting the Round

- The last end-of-round effect is that all combatants lose their Fatigue markers.
  - Then, the next Round begins. Combatants become ready to take turns again.

Villain Guards

*Villains are usually unaware of the presence of heroes, and they roam dungeons and other settings in groups. These villains are **Guards**. They don't take turns and will never attack while they're Guards. When a hero comes close to (or attacks) at least **ONE** of the Guards in the group, the entire group loses the **Guard** status and may immediately Retaliate and/or take turns in that same Round.*

- Guards are **inactive villains:** combatants that can't attack or take turns.

  GUARD 3: Soulborn Kemet (**110-R**) and (**111-B**), and **Ghost Lord Boss** (**B2**). *See EVENT 3.*

  Guard Groups are indicated like this in the Quest instructions and map.

- While they are Guards, villains are **Shielded 6**.
  - **SHIELDED 6** means that they take 6 less damage from attacks. *(Even Residual!)*

Activating Guards

- A villain immediately loses this status, forever ceasing to be a Guard, if any one of these are true:
  - It is declared a target of any attack or effect (but the **Shielded 6** applies to the attack).
  - It gets affected in any way by any attack, benefit, skill, passive power, or effect.
  - A non-Guard combatant *(i.e., hero or villain)* moves within [3] of a Guard *(regardless of that combatant's final position)*.
  - Another villain in the same Guard Group becomes active.
- *Activated ex-Guards must be included in the Turn Order (like any other villain).*
  - They become immediately ready to Retaliate, or to take their Unprovoked turn **this Round** (see next section).

Activated villains immediately lose the SHIELDED Condition. E.g., it is possible to move within [3] of a Guard (activating it) and then attack that villain — it will no longer be Shielded against the attack (and will Retaliate after this turn ends). However, if attacked while they are Guard, they apply the Shielded 6.

Turn Order / Provoking Villains

*Turn Order is the set of rules that govern which combatants **may**, or **must**, take the next turn.*

*Every Round, heroes take the first turns while villains take some time to prepare a powerful attack. However, when a villain is attacked, it is provoked into action, and acts immediately afterward. This is called **Retaliation**.*

- In a Round, heroes act first, and in any order chosen by the players.
  - This order may change every Round.

Retaliation

- **When you make an attack on your Prime Action, the first NOT-Fatigued villain you target must take the next turn.**
  - This is called a **Provoked Retaliation**.
  - This villain takes the next turn even if your strike against it misses.
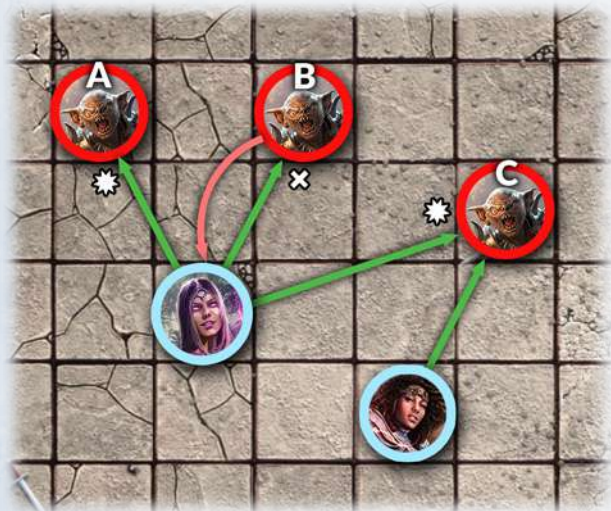
The hero taking a turn has an attack that allows it to strike three enemies. Villain A is Fatigued, villains B and C are not Fatigued. Before this hero declares its first target, one of its allies uses a skill and deals DMG to villain C. This has NO impact on the Turn Order, because it is a skill, not an attack made by the owner of the turn.

Then, this owner declares the order of its strikes. The first roll will be against villain A's Defense (it hits), then against villain B (it misses), and, finally, against villain C (it hits).

Villain A is Fatigued, so it won't Retaliate. Villain B is not Fatigued. Therefore, it is the first not-Fatigued target that suffered an attack in the turn. It doesn't matter that the attack against it missed, it will be provoked into taking the next turn.

Finally, villain C is not Fatigued, also. However, it was not the first not-Fatigued villain targeted by the attack of the owner of the turn. Therefore, villain C will NOT Retaliate (not even after villain B takes its turn).

Unprovoked Villains

*After all heroes have acted, if there are active villains (not Fatigued), these villains will attack because they are ready to take their turn (not because they are provoked). This gives their Attack Damage an **Unprovoked** bonus.*

- If all heroes are Fatigued, any villains that are not Fatigued (and not in Guard) take turns, **in any order chosen by the players**.
  - These are villains that were not provoked into Retaliating this Round: they are **Unprovoked**.
    - Unprovoked villains roll the die, and, if their attack hits, it is considered a **Critical Hit**, regardless of their natural roll *(i.e., their Attack Damage receives a +5 bonus)*.
    - If an Unprovoked villain rolls a 20, there is **no** additional consequence: the attack still deals +5 DMG.

Reactions

Reaction is automatic damage an enemy deals to the owner of a turn to punish its careless actions. It's incited by nearby movement or Ranged Attack.

- **Reaction** is an effect that deals "X" DMG to an inciting enemy, "X" being the value of the incited combatant's Reaction Stat.

INCITING A REACTION

- You incite the Reaction of an enemy in [1] of you when it's your turn **AND** you:
  - Declare a MOVE on your Move Action; **and/or**
  - Declare the target of a Ranged Attack on your Prime Action.

The rule above summarizes all you need to know about how a Reaction is incited. Nevertheless, let's break it down:

Moment: against turn owner

- A combatant can only incite a Reaction on its **own turn**.
  - I.e., you may deal Reaction DMG only against the owner of the turn.

Positioning: enemies in [1]

- A combatant can only incite a Reaction from **enemies in [1]** of it.
  - I.e., you may deal Reaction DMG only against an enemy that is [1] of you.

Causes (Move Action): MOVE

- A combatant incites Reaction from enemies in [1] if it MOVES on its Move Action.

- Other Move Action activities (SIDESTEP, INTERACTION) don't incite Reactions.
- Movements outside of the Move Action *(e.g., Benefit, effects, Ice)* don't incite Reactions.

Causes (Prime Action): declare target of Ranged Attack

- A combatant incites Reaction if it declares the target of a Ranged Attack on its Prime Action.

E.g., you declare a Ranged Attack while in [1] of an enemy, but this attack has a Benefit that allows you to move away from this enemy. Since the Benefit applies before the declaration of target, you do not incite this enemy's Reaction.

LIMITATIONS: once per turn, the first time it is incited.

- The owner of the turn can take Reaction DMG only once in its turn, and, necessarily, the first time it is incited.
  - Villains always deal Reaction DMG (the first time you incite one on your turn).
  - Heroes may opt to forgo dealing Reaction DMG that turn.

E.g., a villain in [1] of a hero whose Reaction Stat is low MOVES. You know that, a couple of squares ahead, that same villain will be moving while in [1] of a hero that deals more Reaction DMG = since Reaction DMG must be dealt only the first time it's incited, your only two options are dealing the lower Reaction DMG of the first incited hero, or not dealing Reaction DMG at all to that villain, that turn.

Differences between PvP and PvE

If you're used to Reactions from playing Arena, the only similar rule is how they're incited.

You may skip this section if you don't intend (or don't know how) to play PvP.

	(PvE)	(PvP)
Is it an Attack?	No (automatic DMG)	Yes (requires a strike roll to hit)
DMG dealt	**Heroes:** Reaction Stat **Villains:** 8 DMG	Basic Attack Stat + loss of 1 movement point
Is Reacting optional?	**Heroes:** yes **Villains:** no	Yes
Maximum frequency on a turn	1x (once per turn, the first time it is incited)	4x (once per enemy per turn)

Chapter 9 - City / World Phase

Welcome to Part II of this Rulebook!

This game is all about making difficult decisions. The rules found in **Part I** help you make combat decisions, either in preparation for it *(such as team-building decisions)* or during it *(such as how to fight the villains more efficiently).*

Part II *(Campaign)* explains everything that happens when your heroes are not fighting villains on the board. They are full of decisions:

- **Journey Phase** *(how to equip your heroes, what adventure to make, and several story decisions that determine what you'll be doing on the board)*;
- **City Phase** *(how to build the city, which NPCs to recruit, how to allocate your limited resources, how to level up your heroes)*;
- **World Phase** *(which regions to conquer to optimize your War Points).*

THE EMPIRE IS AT WAR!

A mysterious species — the Kemet — came from the other side of the ocean to attack the continent. They have successfully conquered the coastal city of Fisherman's Wharf and established a base there.

They will not rest until they conquer the entire Empire, no matter how many innocent people die in the process. It is up to you, the mightiest heroes of Tanares, to fight against all odds and stop them to save Tanares.

BEGINNING THE CAMPAIGN

- Start by reading the **Quickstart**. Even if you don't fully understand the content, it is important to make this first contact before the tutorial.
- To start a new Campaign, simply open the **Campaign Book** on page 5 and begin reading the tutorial.
- The Adventures A and B (Quests 01 and 02) are **Tutorials** that give you an overview of how to play the game and how the Campaign works. It introduces you to important characters and elements of the story.
- After the first two quests, your decisions impact the story of Wharfugee and Tanares; you'll track Phases and your Adventure Path in the **Calendar**.

Chapter 9
City / World Phase - Introduction

*Your city is **Wharfugee**, the place where you'll heal wounds and get some much-deserved rest between your exhausting adventures. It is located right at the center of your map of Outumn Province.*

When the Kemet invaded Fisherman's Wharf, refugees and rescued people needed a safe place to endure the war. Wharfugee was hastily built in a relatively safe spot. It is still under construction, and more people arrive by the hour.

What is the City Phase?

Consider this a "deluxe level-up system," where you build your home base, improve your attacks, buy new weapons and armors, recruit new NPCs, and more to better prepare for the quests.

If you play the city management game strategically, you will have a better level-up. This game is about investing your resources well and optimizing your rewards.

You have three main places to invest your "labor."

1. **Structures**: They allow you to get new attacks, open new items, gain resources, and some abilities to help you on the city phase
2. **NPCs**: They can help the heroes on the quest (with the Quest Power, to be applied at the start of the quest) and with abilities to the City/World Phase.
3. **Expeditions**: You can get resources and War Points

Before explaining the Management Game, it is important to check how to read each card.

NPC Cards

How to get them?
- During the City Phase
- Some are rewards on the Adventures / Quests.

How to use them?
City Phase
- Use its abilities to pay ability costs OR
- Use its City Power for special effects

Journey Phase
- During Adventures: Add its abilities to its hero's on all tests
- During Quests: Apply its Quest Power before the quest starts. (You don't have to worry about them during the quest.)

Reading an NPC Card

1. **NPC's name and art.**
2. **Week:** Each City Phase, shuffle all NPC City Cards corresponding to the current game week. Then, draw four of them to put on the City Map. These are called "face-up NPCs."
3. **Cost:** If this card is on the City Map, you must produce the required amount in a single turn to acquire it (i.e., it joins your Character Deck).
   - "Initial" cards are in your Character Deck from the beginning.
4. **Quest Power:** Advanced NPCs have Quest Powers. Each hero may be accompanied by one NPC and use the power described in this text box.
5. **Abilities produced** (in Adventure tests or when played in the City/World Phase).
6. **City Power**: Some cards do more than simply produce Abilities. Most often, this boosts the production of another card already played.
7. ⚡ : This symbol indicates that you may play this card on another hero's turn to combine the powers of multiple cards.

Abilities

Ability is a technique or skill with which a hero or NPC resolves relevant off-board situations.

- All Character Cards produce one or more of the following abilities:
  - 🔨 **Force:** *Combat technique, vigor, violence and strength. The ability to physically coerce or compel.*
  - 🤝 **Diplomacy:** *The ability to solve situations peaceful and collaboratively. Personal charisma, empathy, and the skill of producing convincing arguments.*
  - 👁 **Spycraft:** *The ability to sneak or remain undetected, or to obtain information or objects with restricted access. The art of espionage.*
  - 📖 **Intelligence:** *The ability to come up with creative strategies or plans, or to process and analyze information; general knowledge.*
- Each ability ranges from 0 to 6 (for heroes).

City Structures

What are the Structures?

- Tavern: Managed by Sara
- Weapon Shop: Managed by Zalir
- Natural Lab: Managed by Huradrin
- Ironhand Outpost: Managed by Sedura

What are each Structure's powers?

Tavern
- Improve attack cards (Tactician / Controller)
- Improve Light Armors
- Recruit new heroes

Weapon Shop
- Improve attack cards (Brute / Shooter)
- Improve Melee Weapons
- Exchange Items

Natural Lab
- Improve attack cards (Healer / Commander)
- Improve Ranged Weapons
- Transmute Resources

Ironhand Outpost
- Improve attack cards (Tank / Bruiser)
- Improve Heavy Armors
- Remove permanently NPCs from your Character Deck (to improve your chances of drawing better NPCs).

Reading City Structure Cards (on the City Map)

(Structure Card)

1. Maximum number of cubes you may allocate on the City Map.
2. Name and Level of the Structure.
3. Illustration: Improves as you build extensions.
4. These Combat Roles can use Primary Attack Cards of these levels.
5. Level and type of the Item it may open.
6. Power: You can spend cubes earned during the City Phase to produce different effects.

A Abilities you must produce in the Management Game to place 1 ▢.

B Place cubes here. They can be spent later only on this Structure.

C Spend 2 ▢ to generate this resource;

D Spend 1 ▢ to open (not acquire) 2 Items of this type;

E Spend 1 ▢ and these resources to Upgrade the Structure to the next level.

Character Cards

They represent important individuals in Wharfugee.

- The **back** of these cards is always the same; their front part is one of two types:
  - A) **Hero Card** — the playable heroes you can use on quests (see Part I);
  - B) **NPC Card** — (non playable characters).

- In the **City Phase**, all Characters improve your ability to manage the city.
- In the **Journey Phase**, heroes can play quests, and NPCs can accompany heroes to provide them with a special **Quest Power**.

Character Deck

This deck represents the NPCs and heroes that have joined your cause. There are many ways to recruit someone, such as paying a hero's expenses or displaying sufficient Diplomacy when an NPC visits Wharfugee.

The **Character Deck** consists of Character Cards you **own**.

Deck composition

- The minimum number of cards in a Character Deck is 24. You can include cards with any Week number in the deck.

You begin the campaign with a deck comprised of "Initial" cards, which are all basic Ironhand officers assigned to assist you. After adding your four initial heroes, the deck will have 28 cards.

CITY PHASE: MANAGEMENT GAME — OVERVIEW

ASSEMBLING STAGE

Step 1 - Grab and shuffle your **Character Deck** (include the Hero and NPC Cards used in the last Adventure).

Step 2 - Assemble the **City Map** and place cards and decks in their respective areas.

PLAYING STAGE

Step 1 - Each hero draws a **hand** of four Character Cards. Consider always 4 players.

Step 2 - Each player takes one **turn** and can play as many cards as they wish, placing them upon accomplishing ability challenges.

SPENDING STAGE

Step 1 - Gain Characters and Loot Cards from Expeditions, based on the ▢ that have been placed on them.

Step 2 - Spend resources and earned ▢ to upgrade City Structures and/or perform their actions.

Step 3 - If you have opened Items, you may spend resources to buy them.

Wrapping-Up Stage

Step 1 - Move the Discard Pile back into your Character Deck.

Step 2 - Separate the components you might need during the Journey Phase (e.g., heroes, NPCs, purchased items, mana cubes).

Step 3 - Store the other cards you own, such as your Characters Deck, Structures, and Loot Cards, in a dedicated place for your saved game.

City and World Phase Management Game

The main rules are very simple:

- Each player draws FOUR cards from the Character Deck. Even if fewer people are playing, you should still draw four sets of cards.
- Use your cards (heroes and NPCs) to pay the costs to place ▢ on Expeditions, City Structures, and/or new NPCs (or Regions in World Phase). Later, you will get rewards related to them.
- To place the ▢, you must pay the cost in ONE turn, using any number of cards. Any ability excess is lost (if you pay more than needed, you lose the extra).

Components

A **City Map**: Place it on the table to play the Management Game of the City Phase.
- **B** **4 Face-up NPC slots:** Open four random NPCs from the current Week.
- **C** **City Structure slots:** Put your current-level cards here. During the Spending Stage, you may spend ▢ and resources to upgrade their level and/or apply various effects, such as opening Items, adding a hero to your Character Deck, exchanging Items or Loot Cards, etc.

D **City Structures Deck** (32 cards): If you upgrade your current City Structure, you need to replace it with a higher-level card.

E **Initial Character Deck** (24 cards): You begin the campaign with 24 Ironhand Officers that have low ability production and no Quest Power. This deck is constantly enhanced as you begin to conquer face-up NPCs and obtain new Hero Cards.

F **Other Characters**: The Characters you don't own. The face-up NPCs come from here.

G **Face-up NPC Cards** (4/City Phase): Pay their cost to move them to your Character Deck (i.e., the NPC is conquered). They are subdivided by Week (each NPC arrives in Wharfugee at a different moment).

H **Deck of Items** (140 cards): You may spend ▢ earned in the Playing Stage to randomly open these during the Spending Stage. When purchased with Loot Cards, they leave this deck and become your Team's property. They are divided into 4 types (melee and ranged weapons, heavy and light armors), and have 4 levels (levels 0, 1, 2, and 3).

I **Mana Cubes** ▢: In the Playing Stage, they track the challenges you've conquered. In the Spending Stage, they are exchanged for Loot Cards, NPCs, and City Structure actions.

J **Loot card deck:** A shuffled deck with all the resources you don't own. You may earn Loot Cards in the Spending Stage (and draw cards from this deck), or spend resources you own (thus returning your cards to this deck).

K **Resources:** A specific, known type of Loot Card that you have looted or gained. Spend them in the Spending Stage to buy Items and City Structure upgrades and/or actions.

1 – Assembling Stage

The condition of Wharfugee: The NPCs currently found in the town and the City Structures at their current level.

[Step 1] Open the CITY MAP and shuffle your CHARACTER DECK.

- You can always "save" your Character Deck in a dedicated space inside the game box.
- The only Character Cards you own outside the Character Deck are the heroes and NPCs used in your last Adventure. You must **include them** in the shuffle.

[Step 2] Shuffle all NPCs from the current Week that you don't own. Draw FOUR and put them face-up on the map.

[Step 3] Grab a bunch of MANA CUBES (▯) of any colors. Put your four CITY STRUCTURE CARDS, on their respective slots.

- Cards of your current level must always be saved or noted.

2 – Playing Stage

You must lead a group of Characters (heroes and/or NPCs), employing their abilities to accomplish a variety of challenges.

[Step 1] Each hero draws a hand of four Characters (total: 16 cards).

- For fewer than four players, draw FOUR hands of four cards each, regardless of the number of players in the game.

[Step 2] Each hero plays a single turn.

Turns and Turn Order

- Each hero has a **single turn** to play as many cards in hand as he or she wants.
- If all cards have been played, or if a hero decides to "pass" its turn, track this with a Fatigue cube.

CORNER CASES (skippable box):

⚡ ***Instant City Powers:*** *Like skills in quests, cards with this symbol may be played during another hero's turn — even by Fatigued heroes.*

- As in quests, there is no fixed turn order: it is up to you to determine which hero takes the first turn, and so on.
- The Playing Stage ends when all four heroes have played a turn and are Fatigued — even if there are still unplayed cards in someone's hand.

CORNER CASES (skippable box):

Free player communication. *You can see the contents of each hand and freely communicate with other players to plan a course of action.*

Allocating Character Cards

- To play a Character Card, place it near one of the following challenge areas and announce where you intend to use its ability:
  - Expeditions (to gain Loot Cards or War Points).
  - Face-up NPCs (to gain them for your Character Deck).
  - City Structures (to gain ▯ to be spent in various effects).
- You can distribute your hand across multiple challenges, but each Character Card can only affect ONE challenge.

> *E.g., the same Character cannot help conquer two different Expeditions (or an NPC and an Expedition) on the same City Phase, even if it produces more ability points than necessary.*
>
> - *(I.e., you cannot assign a card's ⚔ to an Expedition and the same card's 🕊 to another Expedition)*
> - *(I.e., if an NPC requires 2 🕊 to be conquered and the Character you play produces 5 🕊, you cannot assign the exceeding Diplomacy to an Expedition).*

- **When played on your turn,** Characters produce the ability points described in the lower part of their card. In addition, "Advanced" NPCs apply a **City Power** *(e.g., searching the City Deck for a Hero Card, or permanently removing a Character from your deck.)*
- **When played outside your turn,** only the ⚡ (**Instant City Powers**) applies: that Character doesn't produce other powers or abilities.
  - *Only NPCs have these powers: Hero Cards must be played on your turn (or not at all).*

Conquering Challenges

- **Challenge** is the minimum ability that you must produce to conquer a specific Expedition, NPC, or City Structure.
  - Some challenges require points from more than one type of ability *(e.g., 🕊 and 📖)*. In these cases, you must produce the required minimum of **all** types of abilities.
- The abilities must be produced **in a single turn**.
  - At the end of each turn, move all played cards to the Discard Pile.
    - Any ability points produced in excess, or not used, are lost.
- If you conquer an **Expedition** or **City Structure** challenge, immediately place ▯ on their designated space on the City Map.
  - If you conquer an NPC, put the ▯ on top of its card.

See examples of getting ▯ on Expeditions and Structures on page 49.

3 – Spending Stage

Get the rewards, use the Structures to invest in the city, and/or buy Items to prepare for the upcoming journey.

[Step 1] NPCs / EXPEDITIONS: remove their cubes (if any), then draw Loot Cards (if earned).

- Follow the instructions on the "Expeditions" and "NPC" areas (conquering them may grant you Loot Cards).
- If you have 2 ▯ on an Expedition, you can choose to gain 2 Loot Cards or 1 War Point.
- Move the acquired NPC Cards to your Discard Pile.

[Step 2] CITY STRUCTURES: Spend the cubes on them (if any).

- If your Characters have accomplished challenges in a City Structure, you will have cubes on that Structure. You may not spend these elsewhere.
- You may spend cubes in a Structure (sometimes in conjunction with resources) to:
  - Gain one Loot Card of a specific type.
  - Upgrade that particular Structure by one level.
  - Open *(not buy!)* two random Items of a specific type and level.

> **IMPORTANT:** The Structure indicates the level of the items that can be opened. However, you have the option to open items of lower levels. When you choose this option, only items of the selected level are included in the random draw.
>
> - (**Tavern**): Gain new heroes.
> - (**Ironhand Outpost**): Remove Characters you no longer want in your Deck.
> - (**Natural Lab**): Swap your Loot Cards for others of different types.
> - (**Weapon Shop**): Exchange items for others of the same type and level.

> **IMPORTANT:** The expected level for your Structures is your current Week plus 1. If you want to upgrade beyond this (to a level equal to the current Week plus 2, you need to pay 3 additional loot cards.
>
> - This rule is crucial to prevent players from becoming overpowered too early, which could break the game.

- If you decide to upgrade a Structure, all of its benefits and effects come into effect immediately.

> *E.g., if you have enough Loot Cards and four ▯ on the Tavern, consider upgrading it from level 1 to level 2 before recruiting a new hero. The new level allows more options for recruitment at the same cost.*

CORNER CASES (skippable box):

Multiple purchases. Provided that you have enough cubes to pay its cost multiple times, you may apply the same effect (e.g., upgrading the Tavern) multiple times on the same City Phase.

Regarding gaining heroes from expansions you don't own. Tanares Adventures includes many Hero Cards featuring characters whose miniatures and Attack Cards are found elsewhere in the Tanarean Universe. During the City Phase, if you draw one you don't own (e.g., Uster, who comes in the Legendary Box), you may remove it from the game and draw cards until you get a hero you own. You may also choose to keep it for use as Comrade or improve your Character Deck for the City Management Game.

[Step 3] ITEMS (if opened): you may buy them.

- An Item's cost is printed in the lower right section of the card. To buy it, you must pay that specific amount and type of resources with your Loot Cards and consume one item of the same type that is one level lower (level -1).
  - You may **NEVER** sell items already purchased or use their cost to reduce the price of a new item. They are consumed when you upgrade!
- Items you buy become your team's property. Any hero may equip these items if their combat role allows it. You may immediately equip them for the next quest.
  - You may own more Items than the number of heroes in your Team.

(Playing with Comrades)

Step 4 — Purchase Comrade Primary Attack cards of higher level.

Since the Hero Cards and Special Attack Cards of Comrades remain the same throughout the campaign and Comrades don't use Items, this is the way to level them up.

- You can only buy a card one level above the one you own (i.e., you cannot "skip" levels).
  - You may buy more than one level in the same City Phase, though.
- Cards of higher levels become available to purchase when your City Structure is at the appropriate level. This requirement is signaled in the Comrade Card.
- Purchasing new Comrade attack cards does not depend on City Structure powers, or on cubes earned in the City Management Game. If you want to get a new card, simply spend resources to pay its cost, and it's yours.
- Once a new card has been bought, remove your lower-level card from the game.

4 – Wrapping Up Stage

Separate the components needed for the next Journey Phase. Then, store and save those that will be used only during the next City Phase.

[Step 1] Move your Discard Pile back into your Character Deck

[Step 2] For the upcoming Journey Phase, grab:

- The 4 **Hero Cards** and 4 **NPC Cards** you want to use.
- **Items** you own and wish to equip your characters with.
- The ▯ you've used (to represent mana).
- New **Attack Cards** according to the Structure Level; you may choose any, even if they were not used in the last quest.
- *Alternatively, you can flip over the City Structure cards; each card contains a list that explains everything to grab, including the specific attack levels.*
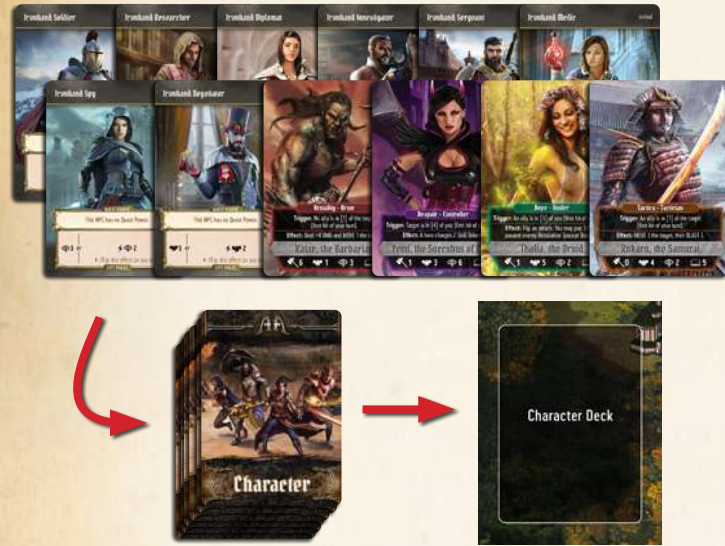
[Step 3] Return all other components to their original places:

- This includes the City Map, heroes you don't own, NPCs you haven't acquired, and Items opened but not bought. You don't own these.
- Your **City Structures, Items** not equipped, and **Loot Cards** may be stored in a separate "Save Game" space (they are cards you own).

⚔ World Phase ⚔

What's the goal of playing this phase:

- *Conquer Regions to gain War Points. They are important to unlock powerful Campaign Perks and influence the ending.*

Note: This part of the game is played for the first time only at the end of the first Week. Only then we recommend you go through this chapter.

The World Phase is very similar to the Management Game of the City Phase: You draw four hands, each containing four characters, and produce abilities in different regions. Each accomplished challenge grants you 1 ▣ in that Region, and each ▣ grants you 1 War Point.

- Follow City Phase rules for everything that doesn't contradict this chapter.

Gaining War Points is the only purpose of the World Phase. It greatly accelerates your path toward the Campaign Perks *(see their list in Appendix G)*.

⬡ Assembling Stage

(Step 1) Open the World Map and check "Regions" in your Log.

- The World Map is on the other side of the City Map. It contains a very comprehensive step-by-step of the rules contained herein.
- Take the opportunity to browse the Campaign Perks in the Log and determine which War Point you desire the most.

(Step 2) Place Tokens, hero figures, and ▣ on all Regions.

- Regions on which you've gained a total of SIX mana cubes (▣) in previous World Phases are fully Conquered. Place any hero figure on them.
- Put a ■ on all other Regions (*i.e., those without a hero figure, that have not been fully conquered in the past*). The ■ (black Fatigue cube) represents Kemet forces that are in the way and must be eliminated before you can improve your presence in that Region.
- You have a partial presence in Regions that have gained at least one but fewer than six ▣. Put 1 Helpful (green) Condition Token on the map for each ▣ marked in your Log, so you can see how many ▣ each Region needs to have six and be fully Conquered.
  - All Regions with Tokens must have a ■, also.

(Step 3) Shuffle your Character Deck and draw four hands of four cards.

- A total of 16 Characters must be drawn, regardless of the number of players.
- Include the Hero and NPC Cards used in the last Journey.

WHARFUGEE

Wharfugee is a special region that is always considered conquered and follows special rules. It is adjacent to three Regions: Outumn, South Stravian, and West Seashores.

- Put 1 ▣ on Wharfugee for every 3 ⚔, 3 🗡, 3 🛡 and/or 3 ◈ produced here.
  - E.g.: if you play a Hero Card that produces 6 ⚔, 3 ◈, 1 🗡, and 1 🛡, Wharfugee gains 3 ▣.
  - Characters are usually more effective in other Regions. Play them here only if you find no better use.
- During the Playing Stage, you may spend one Wharfugee to produce one point of any ability in any region. (This may be done multiple times per turn and Phase.)

⬡ Playing Stage

- Each player takes a single turn, in any order.
- **NPCs can use their City Powers as usual, but powers that mention Structures or elements of City Phase don't work here.**
- Play each Character card in a single Region to remove its ■, or, if it's already removed, to accomplish its ability challenge.
  - Abilities not required by that Region's challenge are lost, as well as spare points not complemented by other cards from your hand at the end of your turn.
- Whenever you accomplish a Regional challenge, put a ▣ of any color on that Region. The same Character Card can accomplish the same challenge multiple times (as long as it produces sufficient abilities).

Removing ■

- Produce 2 ⚔ to remove a Region's ■. After it's removed, Character Cards can then be played in it, to accomplish its challenge.
  - Spare points from the card that removed the ■ may contribute to that Region's challenge.
  - E.g.: If a Regional challenge requires 4 ⚔ and 3 ◈, a Hero Card that produces 6 ⚔ and 3 ◈ can remove that Region's ■ **and gain 1 ▣** for that Region at the same time.
- You can only remove ■ from Regions adjacent to a Region without ■.
  - E.g., in the first World Phase, when only Wharfugee is conquered, you must spend 4 ⚔ before you can play a Character on Storm Oceans = two to remove the ■ from Outumn, and then another two to remove Storm Oceans' ■.
  - Note: unless you gain 6 ▣ and conquer a Region, its removed ■ will return in the next World Phase!

⬡ Spending Stage

The name of this stage is similar to what you'll find in the City Phase, but it actually consists of one simple procedure: Each ▣ that each Region has gained during the Playing Stage will be converted into War Points in your Log.

Which type of War Point depends on the number of the ▣.

This means that the first and fifth ▣ this Region gains must convert into "Warriors" (red). The second, fourth, and last ▣ every Region gains is "any" (you

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Reading the World Map

A **Regional borders.** If two Regions are divided by this line, they are considered adjacent to each other.

B **Region's name.** The name of the Region.

C **▣ slot.** In the Assembling Stage, put a Fatigue cube on each Region not fully conquered. You can only play Characters in these Regions after producing 2 ⚔ to remove it.

D **Regional challenge.** If that Region has no ■, you may play Characters in a Region to produce these abilities. Whenever a challenge is accomplished in that Region, it gains 1 ▣.

E **Color order.** Depending on how many total ▣ that Region has earned across all World Phases, you'll gain a different type of War Point in the Spending Stage.

F **Color code.** Compare it with the color order to see which type of War Point to gain. Note that **white** is any type of War Point.

G **Hero figure.** It marks a Region that has already gained six ▣ and is thus fully Conquered.

H **Green Token.** It marks ▣ gained in the past by Regions that are still not fully conquered.

I **Mana Cube (▣).** See "D."

J **Campaign Log (Regions).** In the Assembling Stage, consult it to check your total presence in each Region. In the Spending Stage, mark ▣ earned by each Region this World Phase, and their respective War Points.

K **Step-by-step.** Refer to it after you've learned the rules, so you don't need to open this Rulebook.

L **Character Deck.** Shuffle all your Hero and NPC Cards. You'll draw 4 hands of 4 cards from here to play in Regional challenges.

M **Wharfugee.** A special Region. See rules on page 46.

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choose which). And the third ▣ gained here is "Spies," according to the color code. This means that this Region can grant you a **maximum** of 5 Warriors Points, **or** 4 Spies Points, **or** 3 of Diplomats or Strategists Points. Choose your points wisely: Once a choice is made, you can never go back.

If you start the World Phase with four Green Tokens and then gain one ▣ in this Region, this will be the fifth ▣ this Region has earned. You must mark it as a 'Warriors' Point, and you'll be one ▣ away from conquering the Region.

- Resolve 1 Region at a time. For each ▣ gained last Stage:
  - Mark it in the Log (on its Region).
- Gain 1 War Point (*check which by the Region's color order*).
  - If you mark a **qualified slot**, gain its reward immediately.
- Any exceeding ▣ gained after the sixth is lost.

⬡ Wrapping-up Stage

- Just like at the end of a City Phase, separate the components that will be used in the next Journey Phase, and store other components your Team owns in your dedicated storage.
- The end of a Week is usually an important moment in the story. Therefore, the last step of a World Phase is to read the last pages of the Campaign Book according to your current Week.
  - If you're ending your first World Phase, read the chapter titled 'World Phase — Week 1' in Book 1, page 216.

City Phase Tutorial

Steps:

1 - Assembling your first Character Deck
- 24 INITIAL cards (Ironhand) + the 4 chosen heroes

2 - Place the NPCs on the Board
- Take all 12 NPCs Week 1
- Shuffle and place the top four cards in the indicated places.
- Place the other cards again on the City Deck (NPCs you don't own). They will not be used on this City Phase.

---

3 - Place your four structures in their places.
- All of them are Level 1 on the first City Phase. On the others, use your current structure levels (on your save game).

4 - Pick many Mana Cubes (their colors make no difference).
- They will be used during the Management Stage.

Playing Stage

1 - Shuffle your Character Deck (28 cards)
- Place it in the indicated place, face down.

2 - Each player draws 4 cards.
- **Important:** Even playing with fewer than four players, consider 4 players (draw four hands of 4 cards).

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3 - The main rule is very simple:
- Pay the costs to place 🃏 on NPCs, Expeditions or/and City Structures. Later, you will get rewards related to them.
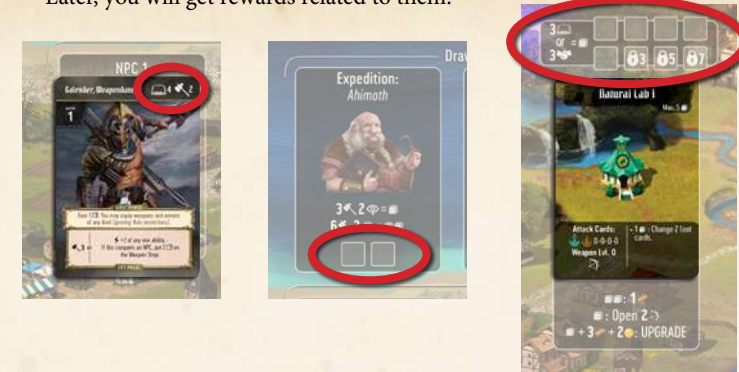
- To place the 🃏, you must pay the cost in ONE turn, using any number of cards. Any ability excess is lost.

- Each player has one turn to play his/her cards (using the ability or city powers). When the card is played, put it in the Discard Pile.

> **! Important:**
> - Many NPCs have City Powers to be used instead of producing their Abilities.
> - Some NPC's City Powers allow you to play in others' turns. See the power's description.
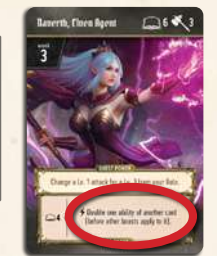
Example 1:

If you want to place 🃏 on Expedition: Ahimoth.
- If you pay 3 ⚔ 3 👁, place 1 🃏. The extra 👁 is lost.
- If you pay 6 ⚔ 2 👁, place 1 🃏. The extra ⚔ is lost.
- If you pay 9 ⚔ 9 👁, place 2 🃏. The extra ⚔ and 👁 are lost (you cannot use them for other expedition.
- If you have an Ironhand Soldier 3 ⚔, another player can use the City Power of the Ironhand Spy (⚡2 👁) to complement the cost. Place 1 🃏.

Example 2:

If you want to place 🃏 on on Natural Lab.
- If you pay 4 📖, place 1 🃏. The extra 📖 is lost.
- If you pay 6 📖, place 2 🃏.
- If you pay 3 📖 3 ❤, place 2 🃏.
- If you pay 2 📖 1 ❤, DO NOT place 🃏.
- If you pay 8 📖 7 ❤, place 4 🃏. The extra 📖 and ❤ are lost.
- Remember, the maximum number of 🃏 you can place is 5, unless you unlock more based on the Structure level (when it is 3, you can place 6 🃏)
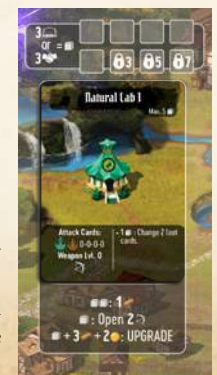
> **! Important:**
> - Do not remove the 🃏 (or gain loot) during the Playing Stage.
> - Once the 🃏 is placed, it cannot be moved during the Spending Stage.

Spending Stage

Now, you get the reward for each placed 🃏. Once you collect the reward, remove the 🃏. They cannot be used on other elements.

NPC: Place the NPC on the Discard Pile with your other cards. Now they belong to your deck.

Expedition: Get the loot cards for each 🃏 you have (or 1 War Point instead of two loot cards). Also, you can get 1 extra loot card for each 3 🃏 on expeditions, according to the information on the board.


Structure: The Structure gives you plenty of options to spend the 🃏. Check on their cards and the board.

> **REMEMBER:** Once you finish the City Phase, separate the heroes for the quest (with their items and one NPC for each one).
> - Then, store the remaining Character deck in the dedicated place (Tanares comes with a Plastic Bag).
> - Also, put there the 4 structure cards (current level) and your other items not used on the Quest.
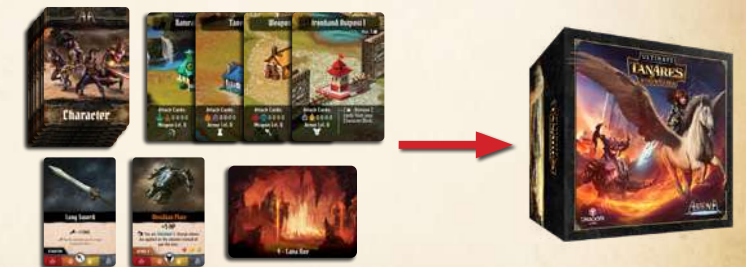
In case it is not possible to store the save game, if you wish to register your items / NPCs and Heroes / Structures you have, you can use the Save Sheet (see QR Code on page 6).

Chapter 10 - Journey Phase – Adventure

This is the moment of action. Assemble a Team with four heroes, assign NPCs you own, equip your items, and choose an available Adventure to embark on.

Adventures are typically missions suited for a small and highly specialized tactical group. Currently, Fisherman's Wharf is occupied by enemies, so plenty of missions require the expertise of powerful heroes. You might be called on to escort a wagon of supplies that will feed the army or rescue prisoners of war. You might delve deep into the ruins of an ancient Kemet city to discover their motivations, or face them in direct combat to control a strategic point of interest.

JOURNEY PHASE — OVERVIEW

- **A — Prepare your Team**
  - Assemble and equip a Team with four heroes of different Combat Roles.
  - Select Attack Cards, assign Skill Tokens, equip Items, and choose NPCs.
- **B — Adventure**
  - Choose an **Adventure Card** (among those available).
  - Read the adventure's story in the **Campaign Book**.
- **C — Mission set-up**
  - Set up the board and read the quest's instructions.
  - Apply modifiers *(e.g., Facts, Kemet Hunt)* from the Quest Chapter, which is always on the page following the quest.
- **D — Play the quest**
  - Fight villains on the board to accomplish **Objectives/Challenges**.
  - Gain **Loot Cards**, Facts, and War Points, and advance the **Calendar**.

Components

❶ A Hero's Corner: This was seen in detail in **Chapter 1** (read the list of components there). A table will have four of these. You're supposed to assemble your hero's corner at the very beginning of the Journey Phase, in preparation for the upcoming quest (choose your hero and its accompanying NPC, select Primary Attacks, equip Items, and assign Skill Tokens).

❷ Adventure Cards: Choose one of your available Adventure Cards at the beginning of each Journey Phase. They brief you about the expected mission and give the story some context.

❸ Campaign Book (according to the Week): The book with the story of the Campaign, quest instructions, moral choices, the quest's secret events, and more. Each Adventure Card will direct you to its corresponding Adventure (C, D, and so on), which ends with the revelation of the quest you must play. After a quest has begun, it may require you to consult additional information in its Quest Chapter (on the page immediately after the quest).

ⓐ Quest Map: Provides essential visual guidance for assembling the board and positioning tiles and combatants.

❹ Campaign Log: These sheets record the Quests you won, story Facts you've earned, and more. Everything recorded here reflects your decisions and choices, making your campaign unique.

❺ Tool Tokens: Hook, Key, Tome, and Torch. These are often given to one specific hero to distinguish them from others in the Team (e.g., only the bearer of the key can open a specific door). The Tome and Torch tokens have an "illuminated" and an "opaque" side.

❻ Quest Items: There are four 1x1 Quest Items, each with a different color and symbol. Their uses and effects vary according to quest instructions. Usually placed on a card or on a square of the board, in which case its square continues to be valid (it is not an Obstacle; you may move through or end on them).

❼ Mission Tiles: There are four of these 2x2 tiles, each with the same symbol and color as one of the Quest Items; they may represent various things in different quests (e.g., platforms, wagons, special zones).

❽ Various Tokens: Time Token, XP Token, Prisoners, and others. Occasionally used to track elements of the quest, according to its instructions. They typically occupy a slot on the HP Track.

❾ Special Cards: Some quests require the use of Fate Cards (five cards, numbered from I to V), Flasks, and others. Follow the quest instructions.

❿ Villain Cards: Contain the villain's type, name, level, Stats, attack, Passive Power, and Favorite Target.

⓫ Condition Tokens: Quests and villains may apply six different Conditions on combatants. Track them by placing the tokens next to the figure of the affected combatant.

⓬ Fatigue Cube: Black cubes used to track which combatants have already taken their turns for that round. Remove them all before a new Round begins.

⓭ Tiles: They customize the battle grid and change the dynamics of combat. Place them in positions as shown on the maps you consult.

⊙ A - Prepare Your Team

Choose who will leave town, and equip them as well as possible.

(Step 1) Assemble a Team

- Among your owned Characters, grab all Hero Cards, and select **four heroes** from different Combat Roles.

(Step 2) Customize and equip your hero

- Grab the **Skill Pads** and assign your four **Skill Tokens** to different skills.
- Equip one **Weapon** and one **Armor** that you own, of types that suit your Role.
  - Once an Item is equipped, it may not be unequipped or given to another hero until the next Journey Phase begins.
- Put the **HP Tokens** on HP Track slots, according to your Max HP.
- Choose your four **Primary Attack** Cards.
- Choose one **NPC** for each hero.
  - If possible, immediately apply their Quest Power *(e.g., gain 1 ▢)*.

> **CORNER CASES** *(skippable box)*:
>
> **Increased options as you make progress in the Campaign.** Remember that your pool of Attack Cards depends on the level of the City Structure related with your Combat Role (all of the same level are available for choosing); your Skill Tokens are upgraded in time; and you may only choose NPCs that are in your Character Deck.
>
> **Comrades.** Remember that they use different, simplified components (see Chapter 6).

Preparing your set of Primary Attacks

- Before each Quest begins, your set of Primary Attack Cards needs to meet the following restrictions:
  - **1- Number.** You must have **exactly four** Primary Attacks.
  - **2- Type.** You cannot pick other heroes' exclusive attacks. *(I.e., you may only pick your hero's exclusive attacks, and Attack Cards of your Combat Role.)*
  - **3- Level.** Determined by your current City Structure card.
    - Each of the four City Structures improves the attacks of two Combat Roles.
    - City Structures of higher levels unlock Attack Cards of higher levels.

- Once a level is unlocked, all Primary Attacks of that level are available for selection.
- The City Structure only indicates the *maximum* levels. You may pick lower-level cards, if you want.

In this example, your City Structure card allows each hero of these particular Combat Roles to begin a quest with one Level II attack, two level I attacks, and one Level 0 attack (2-1-1-0).

- You can change your hand of Primary Attacks before every quest *(e.g., to try a different build, or to include stronger cards your City Structure unlocked).*

⊙ B - Adventure

(Step 1) Read and choose one of the ADVENTURE CARDS available.

ADVENTURE CARDS represent which missions are up for grabs in town. They provide a brief background story and foreshadow what you may face on the board.

This is the moment to decide your priorities, as the number of problems in the war often exceeds the time you have to solve them (i.e., sacrifices must be made).

- When you're ready to leave town, grab your deck of available **ADVENTURE CARDS** to choose which you want to play.
  - You may read available cards at any time.

Reading an Adventure Card

Front | *Back*

Front

① Adventure Chapter and name: Each Adventure Card has a unique letter and name. Suppose you decide to play this Adventure, head to Chapter "D - Hunger and Crime" of the Campaign Book and start reading it. This letter is often referred to in instructions to gain or remove Adventure Cards from your pool of available ones (typically, you remove them at the end of the weeks). Pay special attention to these instructions to avoid making mistakes.

② Art of the Scenario: Illustrates the part of the world where the Adventure probably takes place (sometimes your decisions will take you elsewhere).

Back

③ Description: The members of the War Council bring you the problems they are concerned about and try to convince you of their importance.

Sometimes, they don't have accurate information and report what they know. In other cases, they exaggerate, trying to persuade you to help them. Carefully consider the situation they report and its effects on the war. Unfortunately, you can't be everywhere at once, so you have to make difficult choices.

Usually, Sedura, Zalir, Huradrin, and Sara serve as the Quest Givers, but sometimes other characters may also present you with quests.

> **CORNER CASES** *(skippable box)*:
>
> **The information is not omniscient.** Adventure Cards represent the best information you are able to attain with your Characters and other people in Wharfugee, but things don't always go as planned. Sometimes the consequences of neglecting a quest are not what you think; sometimes you think you are going to a wheat field in Ubel, but find yourself in a quest that takes place in Tsvetan desert caves that flood with magma.

Availability of Adventure Cards

You have a short window of time to solve the problems described in Adventure Cards (e.g., if you must intercept a Kemet ship before its troops disembark, you can't "sit" on this Card forever: eventually, the troops will disembark, and its related Adventure Card will be removed from the game).

- Each Adventure Card is in one of three situations:.
  - **It may be gained.** Before the Campaign begins, that's all of them. They are not yet in your hand.
  - **It may be played.** Your Team has, in hand, all Adventure Cards you were instructed to gain, but not yet instructed to remove.
  - **It is removed from the game.** These cards may never be gained or played in this Campaign.

(Step 2) Head to the Adventure of the Campaign Book indicated in the Adventure Card chosen.

CAMPAIGN BOOK

The Campaign Book is the element of surprise and variety in the Campaign. It tells the story of your team, based on the adventures you choose and other decisions you make during your journey. It also contains the Quests you should face to accomplish the missions.

Tanares Adventures Main Campaign consists of 3 books, each based on different Campaign Weeks. Therefore, you will use only one of these books at a time.

Each journey in the adventure is divided into the following:

- **Adventure Chapters** are identified by letters (A, B, C, etc.) that correspond to their respective Adventure Cards.
- A **Quest** is presented as double-page instructions outlining the mechanics you will engage with on the board.
- **Quest Chapters** are identified by the same numbers as their corresponding quests and come immediately after the quest.

A quest arises as a consequence of the decisions you make during your Adventure; thus, the same Adventure can lead to different quests.

In the "Hunger and Crime" Adventure Card seen in the previous Section, you have the problem of important supplies that have gone missing on the road, thanks to the spike in criminality that is the result of a war among the different Orc tribes. Your decisions may lead you to find the Ironhand's supplies that you need to escort to Wharfugee (that's one quest).

Alternatively, you might not find the supplies; however, in your dealings with the Orcs, you could discover a way to end their war (and that's a different quest).

SECTIONS

- Each Chapter in the Adventures is divided into **Sections**.
  - The first section in a chapter is number 1, the second is number 2, and so on.

> *E.g., the seventh section of Adventure Chapter D is numbered [7]. No other section in the Campaign Book has this identification.*
>
> *E.g., the second section of Quest Chapter "89" is numbered [89.2]. No other section has this number.*

- When you see a number within brackets at the end of a sentence, it is telling you to head to that Section.

> *E.g., if the third Section of Chapter 48 wants you to head to the tenth Section of Chapter 48, it will simply say "Go to [10]"*
>
> *E.g., if Chapter 48 wants you to head to the seventh Section of Chapter 26, since it is a different chapter, it will tell you "Go to [26.7]"*

(Step 3) Read your way to the beginning of the quest.

- The Campaign Book will always instruct you where to go next. Pay special attention to instructions in **bold italics, *especially if they're in red*.**

Alternatives

You decide how the story of your adventure unfolds.

- Letters followed by different courses of action represent alternatives. You must choose one of them and head to the Section they indicate.

Ability Tests

Some situations in the adventure require you to perform a particularly difficult task, that range from sneaking past a patrol to convincing someone to call your bluff in a card game.

Sometimes you will use skills or make attacks before the quest even begins, but the most frequent way of verifying whether you succeed or fail in a challenging task is checking if you meet that task's ability threshold.

- The standard ability test is rolling a **d20** and then adding to the result the total points of that ability that your **Hero Card** and its accompanying **NPC Card** produce. Then, verify if you meet that task's success threshold and follow the Campaign Book (each test comes with comprehensive instructions).

> *Pay attention to the many variations this test may have. E.g., adding two different abilities, subtracting an ability, adding the Spycraft of a single hero of your choice who sneaked ahead, not counting the abilities produced by NPCs, bonuses received from Facts and others.*

Cubes, Tool Tokens, markers

- Keep Tool Tokens in your dedicated storage: many Adventures use them *(e.g., the hero you choose to enter the dark tunnel may receive the Torch Token, and that can have an impact in the quest).*
- ▢ *(slot 5)* means that you must put a Fatigue cube on slot 5 of the HP Track: this will likely change something when the quest begins.

Chapter II - Journey Phase – Quest

You've assembled, prepared, and equipped a Team. You've chosen an Adventure Card and read its story in the Campaign Book. It is now time to play the **Quest**: a mission that develops on the board, following Quest Instructions.

- At one point of the Adventure, it will instruct you to go to the **Quest** — That's when the "Mission Set-up" begins.
  - You will not return to the Adventure Chapter again.

◉ Step 1: Read the Quest / Setup the board

What follows is a list of sections found in the Quest Instructions, presented according to their order of appearance in the QUEST (from top-left to bottom-right).

❶ ILLUSTRATION, NUMBER, TITLE

A graphic representation of the scenario where the quest takes place (this may be different from the location of the Adventure).

❷ INTRODUCTION

A brief description of what is happening (or must happen) in that particular quest.

- Whenever you see bold words with a capitalized first letter (here or elsewhere), it is the name of a **Feature** of that quest (see ahead).

❸ PRIMARY OBJECTIVE

A quest's "win condition."

- The quest is immediately over when you accomplish it (*e.g., you cannot try to accomplish the "Extra Challenge" after the Primary Objective was already met*).
  - See **Chapter 13** to learn what happens after you win a quest.

❹ IF YOU LOSE

Instructions to follow if you lose the quest.

There are three ways to lose a quest:

1. **A dead hero's turn must begin and you don't have a First Aid Token to revive it.** (*In this case, heroes are considered to have aborted the mission to save the fallen teammate.*)

2. **You didn't, or won't, meet the Primary Objective.**
   - Sometimes, circumstances on the grid are such that achieving the Primary Objective becomes impossible.

E.g., the Primary Objective reads "Kill the Boss," and only Necromantic Statues can deal damage to the Boss. If all Statues have been destroyed and the Boss is still alive, it is pointless to keep playing, even if you can heal yourself and forever avoid lose condition number 1, above.
  - Quests will often explicitly inform you about the quest's **"lose conditions."**

3. **For any reason, you want to give up.**

E.g., in the example above, you calculate that the number of Statues on the board ought to be insufficient to kill the Boss.

❺ EXTRA CHALLENGE

Extra Challenges are difficult objectives that reward additional loot. Insisting in accomplishing one may make you lose the quest entirely, so try to gauge how well you are actually doing at all times.

- If you accomplish the Extra Challenge **and** the Primary Objective, draw 2 Loot Cards (in addition to other rewards for winning that particular quest).

❻ FEATURES

Each story and scenario has its particular set of unique circumstances. The result of these unique situations is a set of rules that makes the quest memorable and mechanically different from all others.

- **Quest Feature** is a set of one or more rules that apply only for that particular quest.
- The title of the set always comes in bold letters, and the thematic justification for the Feature may come in green letters, next to its title.

> **EXAMPLE OF A FEATURE:**
>
> **Misery** (*This is the title of the Feature*)
>
> *The famished have no choice but to loot the wagon if you leave it unattended. The XP Token represents how well-stocked the wagon is. (This is the thematic justification for the special rule)*
>
> - Put the XP Token on "50" (HP Track). (*This rule must be followed before the quest begins*)
> - At the end of each turn, if there are no heroes on the **Wagon**, **reduce XP** by 5. (*This is another rule of the Feature. If the instructions say that the Feature ends, stop applying this rule; otherwise, apply it until the quest ends.*)

- Elsewhere in the quest, Features may be referenced only by their title.

E.g., the Boss's Attack Effect reads: "apply Misery (as if it were the end of a turn)" — It means that you must reduce XP by 5 if there is no hero on the Wagon.

E.g., the Quest Chapter may state: "You are now in a deserted region, far from the villages and its famished people. Misery ends." = Ignore this Feature (and all its rules) from now on.

- Unless the quest instructions state otherwise, all Features must be applied until the quest ends.
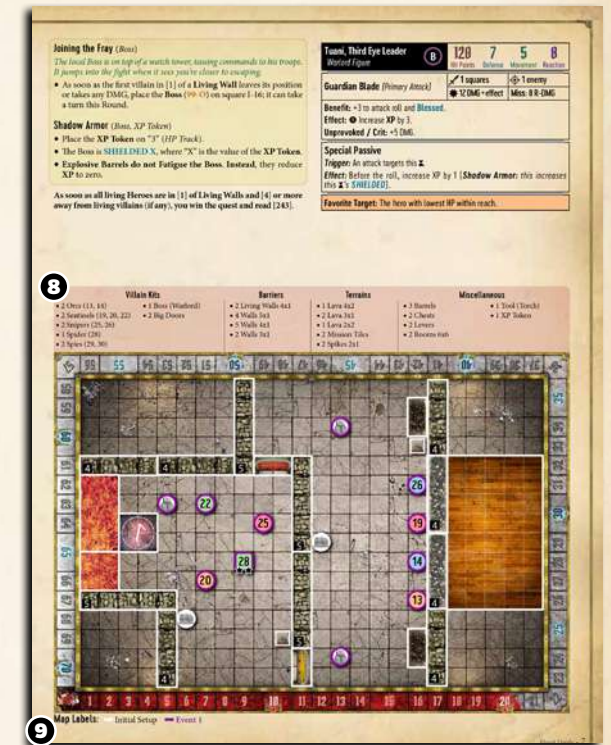
❼ SPECIAL RULES

Special Rules is the group of Features that is in effect from the very first turn. Therefore, read them before the quest begins, and keep them in mind until the quest ends.

- If a Feature is in the "Special Rules" section of the quest instructions, you must read it before the quest begins, and apply it from the very first turn. (*If any of its instructions may be immediately followed, do it.*)

❽ LIST OF COMPONENTS / MAP

*While you may perfectly assemble each quest merely by a visual consultation of the **map**, some players prefer to separate all components they might end up using to ease their gameplay flow. For that, we have a **list of components** with all Tiles, miniatures, and Tokens the quest might require.*

Moment of placement

- **Before the quest begins: White borders** indicate Tiles and figures that must be on the board since the first turn.
- **After Events begin:** Elements that spawn later have borders that match the **color of the Event** that spawn them.

> **CORNER CASES** (skippable box):
>
> **Coordinates.** The main board comes with tiny numbers and letters around the edge of the grid (*between the squares and the HP Track*).
>
> - Numbers represent an entire **column** of the grid. These lines may also be called "numeric coordinates."
> - Letters represent an entire **row** of the grid. These lines may also be called "letter coordinates."
>
> **Squares.** Each square is individualized by a letter-number coordinate (*e.g., "A1" or "A-1" is the square in the corner of the grid — most often at the upper left corner of a quest's map*).

Villain identification

- Villains are indicated by round tokens in the map.
  - **Color of border:** the Event in which they must be placed.
  - **Number:** number of their Villain Card.
  - **Background color:** the color of their Villain Card.

> **13** This villain is the **13-O** *(orange)* and it is put on the grid in the Initial Setup due to the white border.

> **CORNER CASES** *(skippable box):*
>
> **Kemet Hunt. Guards.** Villain Guards and those added by the Kemet Hunt appear differently in the map. See next step (Kemet Hunt) and Chapter 8 (Guards).

❺ INITIAL SETUP

It describes the placement of heroes, of the first villains you may encounter, and other elements to which you must pay attention before taking the first turn.

Description of Villains

- Villains are always mentioned first by their generic name *(e.g., "Goblin")*.
- Following this name, find the number of their specific card in parenthesis *(e.g., "08")*, accompanied by an indication of the card's color:
  - **B = Blue** / **G = Green** / **O = Orange** / **R = Red**

This will be called "Orc (13-O)" in the quest instructions. Note that "O" stands for Orange, not Orc.

Going to the Quest Chapter (always the next page after the quest).

- At the end of most Initial Setup instructions, you'll find a bullet point such as this:

> **Then, after reading the Special Rules, read [4.1].**

  - The first part of the instruction is a reminder to apply whatever is possible from the Features found in the Special Rules.
  - The second part of the example above is an instruction to head to Section 1 of Quest Chapter "4".

⚜ Step 2: Apply modifications

After you've assembled the map and read the Special Rules, you're almost ready to take the first turn. You just need to quickly check the Quest Chapter, as your past actions and Adventure decisions may have an impact on the situation on the board.

This is your journey through components before the fight begins:

Adventure Card > Adventure > Quest > Quest Chapter

As soon as you open a Quest Chapter, you will see a table like this:

IF YOU HAVE...	APPLY THE FOLLOWING:
▣ (slot 1)	Here comes a brief description remembering what you have done in the Adventure to justify having placed a Fatigue cube on slot 1 of the HP Track. *The effect you must apply comes in bold italics. Remove the ▣ from the Track, except if otherwise instructed (e.g., it may apply another effect later).*
▣ (slot 2)	Mark **"Name of the Fact"** (fact) — This means that, if you have a cube on slot 2 during the Adventure, you have gained this fact — Head to its line on the Fact Log and mark its slot to register it.
"Name of another fact" (fact)	In this case, you didn't gain a Fact: instead, if you **HAVE** marked the Fact listed, you **must** apply the effect described *in bold italics, such as "gain ADVANTAGE for this quest."*

As you can see, many things have been introduced above. We need to talk about **Facts**, **Advantage**, and **Kemet Hunt**.

Facts

Your Adventure decisions and quests played sometimes change the ***facts*** *of the story. This creates long-lasting consequences that impact the future of your Campaign.*

- You gain a fact and register it in the Fact Log whenever the Adventure instructs you to mark a fact. All facts are alphabetically listed in the Log, and, whenever the name of a fact appears, it is in **bold green** followed by **(fact)**.

- Be careful about sentences such as *"If you have (…) (fact)"* or *"If you have marked (…) (fact)":* You are not earning these facts; instead, you must check whether you have marked them in the past. The context easily gives away whether you're earning or checking a fact.

Advantage

- Almost all consequences of your past decisions apply once and immediately in the quest, so you don't need to keep them in mind.

> *E.g., gaining cubes or Tokens, dealing DMG, swapping one villain for another, changing the position of elements in the map, putting a Fatigue cube on a combatant are all examples of effects that may be forgotten after they're applied.*

- Some Effects, however, alter **Features**, which means they may apply multiple times in a quest. These are indicated on the quest by the name Advantage.
- You can track it as you wish, just remembering, using a ▣ on Slot zero, or even using the Blue Team Token.
  - The Quest Chapter will instruct you to have Advantage.
  - This lasts only until the quest ends.

> If you see something like this in the quest instructions, apply the instruction in this box only if you did not have Advantage. You can **never apply both instructions**.
>
> Since the background of this instruction is in the color blue, apply it if you have **ADVANTAGE**.

Kemet Hunt

The perfect difficulty level

The enemy army is aware that heroes are actively working to disrupt their plans for the continent.

If you perfectly accomplish missions and steal Kemet treasures (chests) along the way, the Kemet become more concerned and may hunt you down, sending additional troops and even monsters after you.

This results in surprise attacks against your camp in the middle of the road — or even during quests, if any of their scouts monitoring your activity in the Penumbra can determine your destination.

On the other hand, if you lose quests or die, the Kemet become less concerned with you and divert their troops to higher-priority targets (i.e., your Kemet Hunt Level decreases). You may choose to spend time covering your tracks, but confronting additional forces on your journey yields more Loot Cards.

Note: *You don't need to memorize the following: all Kemet Hunt instructions are in the Campaign Log and Quests.*

Rewards

- At the end of any quest *(win or lose)*, you gain "X" additional Loot Cards, "X" being your current Kemet Hunt Level.
  - You begin the Campaign on Level "zero;" the maximum Level is "6."

Side-effects

- High Kemet Hunt Levels force you to:
  - **(Level 1)** Each hero chooses to take 13 DMG or start the quest with a spent Special Attack.
  - **(Levels 2-4)** Place **additional** villains *(or place some villains instead of others)* in a quest.
  - **(Level 5)** Start of Quest: Distribute 75 DMG between the heroes as you want.
  - **(Level 6):** Chests no longer appear on the board.
- The effects are **cumulative** *(e.g., if you're on Level 3, apply the effects from Level 2 and 1, as well).*

> **63** ⭐⭐ *In the map, stars mark the additional villains you must place. Two stars means that you must place this villain **only** if your Kemet Hunt Level is 2, **or higher**.*

Using the Mythical Phoenix

You can replace the effects of Kemet Hunt 1 with the Penumbral Phoenix OR Kemet Hunt 5 with the Hell-Fire Phoenix (appears once per quest).

Whenever the first villain dies, place the phoenix on the square where it died. You cannot use it during Endgame Boss Fights.

Changing Levels

Facing more troops means you earn more rewards, but you can spend time to erase your tracks and make it more difficult for the Kemet to follow you.

- Your Kemet Hunt Level may change only after a quest ends.
- **You MAY increase your Kemet Hunt Level by 1 if you:**
  - Won the quest (Primary Objective); **AND**
  - Accomplished the Extra Challenge; **AND**
  - Didn't spend First Aid Tokens; **AND**
  - Did not use the Scroll of Healing from the chests (you may grab them, just not use them).
- **You MUST reduce your Kemet Hunt Level by 1 if you:**
  - Lost the quest; **OR**
  - Spent both First Aid Tokens.
- **You MAY ALWAYS reduce your Kemet Hunt Level, as much as** you want.
  - Remember: you will gain fewer resources if you do, and you will only be able to increase it by 1 on each quest, following the rules above.

⚙ Step 3: Fight!

You've read the Quest's Features and map. The board is assembled. After checking whether cubes, Facts, or the Kemet Hunt impact the beginning of the Quest, the Quest Chapter will instruct you to take the Quest's first turn. When you do, the Quest effectively starts!

Most of what happens during combat is explained in Part I of this Rulebook. Next, we'll talk about the three most frequent and most important situations that happen during a quest: **DEATH, END-OF-ROUND,** and **EVENTS.**

DEATH

- When a **villain** dies, remove its figure and its HP Token from the board. Then, put both on its card *(a similar villain might spawn later on and you'll need to reuse these).*
- When a **hero** dies, remove its figure from the grid. Then, put its HP Token on the square the figure occupied. This is the hero's **square of death.**
  - Combatants may freely occupy and step on this square, since the Token does not influence rules of combat.
  - Attacks that target "a dead combatant" must consider that the dead combatant is on this square (for the purposes of Range and Vision).
- Dead combatants cannot HEAL. End all active effects on them.
  - Effects applied by a dead combatant remain as if it lived.

> *E.g., you are **Blessed** and apply a Temporary **Curse** on an enemy. If you die, the **Blessed** status is removed, but the **Curse** remains until the start of your next turn (see Duration of Effects - Temporary Effects).*

> **CORNER CASES** *(skippable box):*
>
> *While dead, a hero continues to gain mana cubes* — but they cannot be spent (see "Skill Pad").
>
> *Other than ending effects applied on a dead hero, everything else remains the same. E.g., don't change the status of the dead hero's Primary Attacks cycle, Items on cooldown, Special Attacks spent and available, quest components carried, etc. That's because either that hero will revive, or the quest will end (in loss — see "First Aid," ahead).*

First Aid

Heroes that drop to 0 HP are "dead" for the combat around them — but not dead "for good." Only "revive" effects, or First Aid provided at the start of their next turn, can put them on their feet.

If you run out of First Aid kits and that dead hero's turn comes, the mission must be aborted so that hero can receive special attention and return to Wharfugee for medical care (i.e., you lose that quest).

- Dead heroes must be included in the Turn Order *(i.e., you must not end a Round if there's not a Fatigue cube on a hero, even if that hero is dead).*
- At the start of a dead hero's turn (and only then), you **must spend a First Aid Token** to HEAL 10 all living heroes. Then, the owner of the turn **revives** with 30 HP on the square it died on (or its closest unoccupied square).
  - Every Quest, you have **two** First Aid Tokens to spend *(i.e., they automatically replenish before the start of each new Adventure).*
  - When revived, the owner of the turn may take a Move and a Prime Action that turn, as usual.
- If your two First Aid Tokens have been spent, **you lose the quest** at the start of any dead hero's turn.

> **CORNER CASES** *(skippable box):*
>
> **Winning the quest with a dead hero and two First Aid Tokens spent.** If you have spent both of your First Aid Tokens and a hero dies, you don't lose the quest automatically — only when that dead hero's turn comes. If you accomplish the Primary Objective before that hero's turn needs to start, you win the quest (that hero is considered to have been rescued and saved in time).
>
> *A dead hero's turn must start, at the latest, when all other heroes in the Team are Fatigued.* If a Fatigued hero dies, you **must** wait until all non-Fatigued heroes and villains take their turn, apply end-of-round effects, and then you **may** wait for all living heroes take their turn (and Fatigue again) until a dead hero must take its turn. This must happen before an Unprovoked villain takes its turn.
>
> *You must not spend a First Aid Token to revive a hero outside of that hero's turn.* Sometimes you may want to revive a hero so that, for example, it can become a villain's target, or so that it can be healed by an end-of-round effect. You must not: only at the start of a dead hero's turn must you spend a First Aid Token.

END-OF-ROUND Ⓡ

- When all active combatants are Fatigued, skim through the quest instructions and look for the following symbol: Ⓡ
- Apply its instructions/effects **in the order** these symbols appear in the Quest.
  - Then, all combatants lose their Fatigue cubes, and a new Round begins.

> **CORNER CASES** *(skippable box):*
>
> **End-of-Round effects in the Quest Chapter.** In these rare cases, apply these effects in order, **after** resolving the effects from the Quest.
>
> **"Once per turn" effects apply as if the end-of-round were a turn.** *E.g., if a combatant is moved at the end of Round, it can take Lava DMG just once.*

EVENTS

If the situation described in the Initial Setup must significantly change before you can accomplish the Primary Objective, new villains (and sometimes even Features) will appear in Events.

- The Quest always mentions what must happen before a new Event can start.

> **E.g., Ⓡ**: *If all villains are dead, read [43.5] (to continue the quest).*

This means that, if you get to the end of a Round after having killed all villains currently on the board, you must head to Section 5 of Quest Chapter 43. Sometimes there's a little story to read (and/or hidden instructions to follow). This always happens in between Events, when combat ceases for a few moments to place new Tiles and villains on the grid.

- Each Event has a color in the instructions and on the map.
 - You don't need to read an Event's instructions before it begins.

> **CORNER CASES** *(skippable box):*
>
> **Components that must spawn in an already-occupied square.** If that square cannot be shared *(e.g., Terrain+hero is possible, Tile+Tile is not)*, move the component that was **first** on the grid to its closest free square available *(if multiple positions are possible, the players choose).*
>
> **Changing rooms: dead heroes.** Whenever all heroes are transferred to another part of the board, put the HP Token of a dead hero in one of these new squares *(e.g., Portal Tile, Stairs — its body is considered to have been carried by its teammates, as they are about to provide First Aid).*
>
> **Companions.** If the transferred hero is a Commander, always transfer its Companion to a free square in [2] of it.
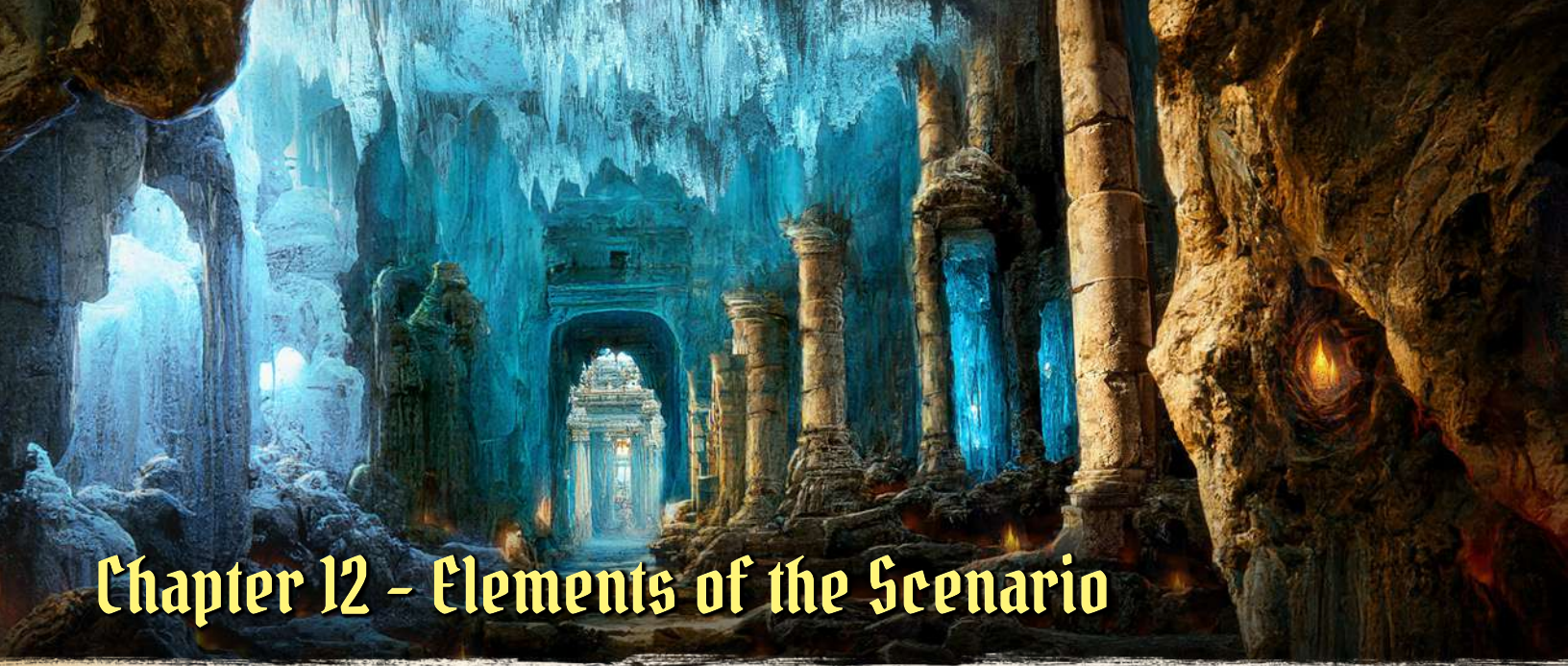
Chapter 12 - Elements of the Scenario

Chests

- You may grab two **Chests** in every quest. They represent magic essences that the Kemet treasure.
- A hero in [1] of a chest may spend 1 movement point (i.e., interaction) to **grab the chest**. It now belongs to the Team.
- **At the end of any hero's turn, the Team may discard a chest to HEAL 30 any hero, then heroes with 20 HP or less HEAL 10.**

CORNER CASES (skippable box):

Kemet Hunt increase. If you open a chest, you won't be able to increase your Kemet Hunt Level after the quest ends.

Orbs, Barrels, Levers and Prisoners

Orbs, Barrels, Levers and Prisoners are obstacles with specific rules in each Quest.

Wall

Wall is a tile that separates rooms and blocks combatants' vision of what's on the other side.

- You cannot move through squares occupied by walls.
- You cannot move diagonally through the vertices of squares occupied by walls.
- You cannot attack or move walls.
- Walls block Vision.

Door

Door is a removable tile that separates rooms. Once opened or destroyed, such rooms become accessible.

Doors come in different colors, each with its own Token. The edges of tokens follow the color of the tiles, allowing you to track and distinguish their HP.
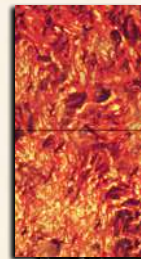
- You may put locked or unlocked doors on the grid, according to the side of the tile.

- To open an unlocked door, you need to be adjacent to it, spend 1 Movement Point, and declare that you are opening that door.
  - After that, you may resume your Move Action and spend your remaining movement points (if any).
- Once you open or destroy a door, remove its tile. You cannot close the door again.

Lava/Spikes

These terrains represent dangerous squares on the Battlegrid. They cause damage to heroes that enter them or finish their turns on them. NEVER treat Lava and Spikes differently, unless a Quest instructs otherwise.

- You take 4 damage when entering a lava tile (voluntarily or forced by some Effect).
  - If you are already on a square with lava, entering another square with lava has no consequence. *(E.g., if you can move an enemy 2 squares, and such enemy is on a lava tile, moving it to an adjacent tile with spikes causes no damage, but taking it OUTSIDE the lava tile and then forcing it to enter the tile again causes 4 damage).*
- If you end your Turn on lava, you take 4 damage.
- If you move diagonally through a lava tile, you take 4 damage as if you had entered it.
- You can take lava damage only once per turn *(E.g., if you move diagonally through the vertex of a square with spikes (1), then, further ahead, you step entirely on a lava tile (2), and finish your turn on this lava tile (3), even though you have met the conditions for taking lava damage three times, you only lose 4 HP).*
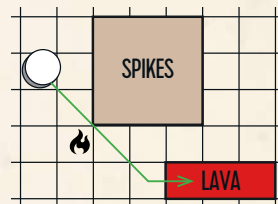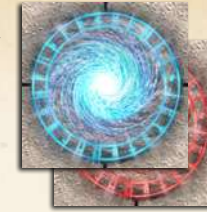
Altar

- Combatants on it are **Blessed** (once per turn).
- The condition is immediately lost if, by any reason, the combatant leaves to a non-Altar square *(e.g., it uses the attack's Benefit to move before the die is rolled).*

Portal

- Spend 1 Movement Point to teleport.
- Teleport: transfer to any unoccupied square of another Portal.
- This does not incite Reactions.

Stairs

- Unless otherwise stated, this Terrain Tile applies **no** combat effects: its sole purpose is to visually indicate the initial placement of heroes in a quest.
- If there are more than one of these in the Initial Setup, you may distribute heroes among them as you please *(e.g., all heroes in one Tile, or a few heroes here and others there, etc.)*

📋 Ruins/Swamp

- If a combatant is moving itself (i.e., in its Move Action, or applying an effect it owns), count each **square** (not Tile!) with Ruins as two.
  - Ignore this if the movement is caused by any other source *(e.g., Ice, an enemy skill, an ally's attack effect, etc.).*
  - You may not Sidestep onto Ruins (unless you spend two Move Actions).
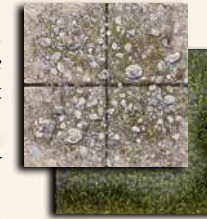
CORNER CASES (skippable box):

Different skins, same rules. The difference between some Tiles is purely cosmetic. That is, unless the quest instructions explicitly differentiate them, their rules and effects are the same. Such is the case for Lava/Spikes, Stone Wall/Wall of Bones, Ruins/Swamp.

Room Tiles

- Quantity: four 6x6, two 8x6
- These are characterized by the fact that other Tiles may occupy their squares *(e.g., Lava, Walls).*
- They produce no particular effect: each quest will describe how they work. Sometimes, they may even be placed off the main board!

Ice

Combatants must tread slowly on the slippery ice. When forced onto it by an enemy, though, the combatant speeds away in a straight line, possibly hurting itself or others who happen to be in the way.
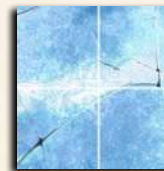
- Quantity: 8 Tiles = 2x2, 2x2, 2x2, 2x2, 4x2, 4x2, 3x3, 3x3

Treading carefully (= moving yourself or allies)

- Whenever a combatant moves itself or an ally, consider as if Ice squares were **Swamp** squares.

An ally's skill makes you RUN 6. Ignore the Ice Tile, because Swamp only affects combatants that move themselves.

A Boss's Special Passive PUSHES 3 another villain. Ignore the Ice Tile, because Swamp only affects combatants that move themselves.

You start your turn on Ice and apply an Attack Benefit that says "You MOVE 5". If the next square you enter is not Ice, you must spend just one of these five points (because you'd be leaving an Ice square, not entering it). You must spend two of the Benefit's five points to enter an Ice square, because it is considered Swamp when you move yourself (by any means, not just on your Move Action).

There's an Ice Tile between a villain and its Favorite Target. A villain moving itself must spend two points to enter an Ice square, because it considers it Swamp. If that makes its target unreachable, it will look for another target. If no heroes can be reached, it will Dark Surge. When it Dark Surges, it will continue spending two points to enter an Ice square, because Swamp effects apply against combatants that are moving themselves by any means.

Slipping (= the source of the moving effect is not your Team)

- If a quest **Feature or enemy** effect makes a combatant enter an **Ice** square, the following Ice effects apply:
  - The part of the effect that was moving that combatant ends.
  - That combatant must continue moving in that same direction until it steps on a square that is not ice. Then, that combatant must move another three squares in that same direction.
    - If that combatant can move all these squares, no Ice DMG is dealt.

A Boss's Attack Effect says: "PUSH 4 all combatants in [2] of this ☠; each of them takes 10 DMG." If the first hero PUSHED immediately enters Ice, that part of the effect is interrupted (i.e., the Boss can no longer PUSH that hero more squares, before or after Ice effects are applied). However, the rest of the effect must still resolve after that hero finishes slipping (i.e., other combatants may be PUSHED, and all targets of the effect will take 10 DMG — including the hero that slipped on Ice and interrupted the PUSH effect against itself).

By the way, if the Boss PUSHES another villain, that villain will not slip on Ice — it will ignore it altogether, because you slip on Ice only when moved by an enemy (the Boss and another villain are allies), and Swamp only applies when you move yourself (the villain is being PUSHED by another combatant).

Applying Terrain DMG (stopping beforehand)

- While it is slipping, a combatant must stop just before it leaves the grid or enters a square with a Obstacle, Barrier, or figure.
  - If this happens, the slipping combatant takes 4 DMG.
  - If it was another combatant blocking the path, that other combatant takes 4 DMG, **too**.

You slip on Ice and then move 3 squares in the same straight line after leaving the Tile. You stop next to a Wall. It occupies the next square in your path. You take no Ice DMG because you are considered to have been able to stop yourself right before hitting the Wall. If you had moved just 2 squares and had to stop because of the Wall, you take 4 DMG.

CORNER CASES (skippable box):

SHIELDED Condition cannot reduce Terrain DMG.

While slipping, you cannot move through allies. No one is in control of this movement, and the ally is not considered to have time to swiftly allow you through its square.

As it lands on a normal square, the combatant is immediately considered off-ice and must thus move another 3 squares in the same direction. However, it enters another ice square, so the effects of ice apply all over again.

In this case, the combatant will stop moving earlier due to an ally in the way, and both will take 4 DMG. The combatant is not considered in control of its movement, so it cannot move through an ally. (Another way to stop on Ice is by moving there by yourself, in which case, Swamp rules apply instead.)

As with all Tiles, Ice effects apply to a combatant moved diagonally through it.

Planar Rift

- Quantity: 2 Tiles = 2x2, 2x2
- Also called by its shortened version, **Rift**.
- A hero on a Rift may spend 1 movement point to MOVE 1 any combatant in [4] of this hero.
  - This effect can be used a maximum of 3 times each turn.

Since movement points are spent one by one, hero A on a Rift moves two combatants: a villain and an ally. As soon as the villain is [5] away from the hero, it cannot be moved again.

Note that hero A in the example spent movement points to move itself, both before and after spending other of its available points to use the Rift's power.

Mission Tile

- Quantity: 4 Tiles = 2x2, 2x2, 2x2, 2x2
- This tile may have a variety of different PvE effects, described in a quest's instructions.
- It has no use on PvP, unless you and your opponent agree in creating a new effect.

Corrupted Zone

- Quantity: 2 Tiles = 3x3, 3x3
- Combatants on this tile are Vulnerable 3, **AND**
- Negate **ALL** new effects applied by, or targeted against, combatants on this tile, **except** Benefits/Drawbacks. *(This includes attack effects, heroic actions, passive powers, Items, artifacts, scrolls, skills, or any other source of effect.)*
  - The entirety of the effect is negated, even if the attack has multiple targets and some of them are out of the Corrupted Zone.
  - This does not affect effects already applied on combatants.

Barricade

- Quantity: 10 Tiles = 4x2, 4x2, 3x1, 3x1, 2x2, 2x2, 2x1, 2x1, 2x1, 2x1
- Barricades block movement as if they were Walls.
- Barricade is a Barrier.
- Barricades don't block Vision. Combatants can target and attack through them.

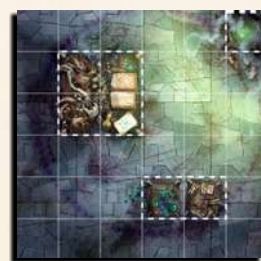*Room tiles. Full line = wall. Dashed line = barrier*

Camp

Cemetery

Armory

Library

Laboratory

Prison

 =   *These 4 squares in the Camp Tile follow Lava rules.*

Chapter 13 – End of Quest / Rewards / Campaign Log

Quests are the most important events that take place in your Campaign. After any quest ends, your Heroes return to their usual status, as they were when you prepared them for the Journey. Among others, they return to full HP, recover spent Special Attacks, lose unspent mana cubes, etc. In addition, you will:

- Collect **rewards** based on your performance (Loot Cards);
- Register **facts** of the story (Log);
- Gain **War** points (Log);
- Write down, in the **Calendar**, the letter of the Adventure Card and number of the Quest played, and your next **Kemet Hunt** level (it may not change);
- Finally, begin that Phase's City/World Phase (Calendar).

All of the above comes instructed in the Campaign Book, to which the quest directs you after you win (or lose) it. Nevertheless, this Chapter provides you with an overview of how the involved components work.

> *What to do after you win a quest — Do not set the table down or store components yet.* Accomplishing the Primary Objective doesn't mean the quest has ended, because things might happen in the Quest Chapter. Sometimes you may want to immediately have dinner or stop for any other reason and continue the campaign the following day or weekend: **we strongly advise against that**, for the Quest Chapter may request a brief follow-up — or you may end up forgetting whether the Extra Challenge has been met, for example.
>
> After a quest properly **ends**, check page 4 of the Campaign Book for instructions if you win or lose the Quest.

Loot Cards / Resources

Loot is the game's "currency." Earn Loot Cards from quests and during the City Phase, then spend resources on City Structures and Items.

Usually earned as a reward for winning quests, their main purpose is allowing you to purchase different things in the City Phase's Management Game.

- Each Loot Card contains 1 unit of a **resource**.

○ There are four types of resources:

Type of resource	Graphic Representation	Number of Loot Cards	Most common uses
Gold		20x	The basic generic imperial currency, accepted by most people in most places.
Wood		14x	An important crafting resource for boats, bows, furniture, and various structures.
Gem		10x	Imbued with intangible properties of the Tanarean Magic Field, it is most commonly used in magic Items and Armor. Their small size and high value makes them accepted in trades at times.
Iron		16x	Despite its heaviness, this metal can be molded into all sorts of utensils, such as keys, pans, the heaviest of shields, or the finest of arrowheads.

- Unless otherwise stated, gained Loot Cards must be **drawn** *(i.e., randomly pick the top card of a shuffled Loot Card deck).*

Standard ways to gain resources (no need to memorize)

City Phase (Management Game)	Quantity drawn
Conquer Expeditions	1 per 🎴 earned +1 per 3 🎴 earned
Conquer three NPCs	1
City Structure Power (spending 🎴)	1 (chosen, not drawn)

Journey Phase	Quantity drawn
Win a Quest (3-12 resources)	3 (Primary Objective) 2 (Extra Challenge) 1 per unspent First Aid Token 1 per Kemet Hunt Level"
Lose a Quest (0-7 resources)	2 (if milestone was reached) 1 per Kemet Hunt level

Standard ways to spend resources (no need to memorize)

- The following requires specific types of resources:
  ○ Upgrade a City Structure.
  ○ Recruit a hero (Tavern).
  ○ Exchange Armors or Weapons for others of the same level (Weapon Shop).
  ○ Exchange/transmute one type of resource for another (Natural Lab).
  ○ Release Characters to the Ironhand (Ironhand Outpost — *i.e., remove the worst cards from your Character Deck*).
  ○ Purchase Items.
- The Adventure may bring other ways of winning, losing, or spending resources.

Campaign Log

The Campaign Log is a 4-page sheet where you will take notes about things happening in the world and with your Team as your unique story progresses. When your campaign ends, no other player in the world will have a set of Facts and Calendar like yours.

Phase Calendar

You will need to take breaks during this long, long campaign. The Calendar helps you keep track of the very last thing you've finished, while keeping a complete record of your campaign for posterity.

- All Phases and their number are here, in sequence.
  ○ Register here the **Adventures** and **Quests** you've played.
  ○ Take note of your **Kemet Hunt Level**.
  ○ Track what **activity** must come next (City Phase, World Phase, or Journey Phase).
- A **Week** has **four Journey Phases (see Calendar)**.
- Play a **City Phase** after the first three Journey Phases of the Week.
- After the fourth Journey Phase of the Week, play a **World Phase** and end the Week.
- You must take notes in the Calendar only **after** a City Phase or Journey Phase **ends**.

> *Adventure letter / Quest name and number.* Write them down here only *when instructed by the Campaign Book, after the end of a quest.*
>
>
>
> *Kemet Hunt Level. In the example below, you've ended the last quest, which was played under Kemet Hunt Level 2. You opted not to decrease your level, and you couldn't increase it because you opened a chest. Therefore, your level stays the same, which means that the NEXT quest will be played with this level. This is the only note you make BEFORE a Phase ends (actually, before it even begins!).*
>
> *End of a City/World Phase When you finish a Management Game in the City Map or World Map, put an "X" or any other mark in that Phase's slot.*

Quests

- A list of all quests in the game. When you win a quest, you'll be instructed to paint the ☆ next to its name.

Facts

- Simply mark one of the slots when instructed.

Puzzles (see Appendix G)

- The first unmarked slot is the puzzle you must attempt next.

Regions and War Points

*The Resistance is not confined to Wharfugee. Once enough word of your heroic deeds spreads through the imperial lands, **Warriors**, **Diplomats**, **Strategists**, and **Spies** begin to gather and contribute to the cause against the Kemet. The strength of this aid is measured in **War Points**.*

Regions (e.g., Kolbjörn, Storm Oceans): How much presence you have in each of the twelve Regions that compose the Imperial World Map. You can recruit and build all types of Resistance anywhere in the world, but all Regions have a main type (e.g., Warriors), and a secondary type (e.g., Diplomats) — choose carefully where you will build a presence when making Adventure decisions, and when the World Phase comes.

War Milestones. Rewards.

- As soon as you mark a qualified slot, get the reward immediately "[War category - Number of the slot]."
- The War Points reward you with a variety of boons (e.g., heroes, Loot Cards). The most important rewards, though, are the **Campaign Perks (see Appendix G)**.

> *CORNER CASES (skippable box):*
>
> *Maximum reached.* If you gain a War Point but you already have 45 points of that category, gain instead 1 point in your least-advanced category.

Regions (see "World Phase" in the next Chapter).

- Mark here each 🗔 that each Region gains in the World Phase.

> *CORNER CASES (skippable box):*
>
> **DEDICATED STORAGE. THE "SAVE GAME" SHEET**
>
> You must put all components your Team gains during a Campaign in a dedicated storage. If you ever need to mix components again *(e.g., you want to begin a second campaign with a group but you don't want to lose your "solo" campaign progress)*, we've made a printer-friendly sheet for you to record the names of Characters, Items, and other components you own.
>
> Do not confuse it with the Campaign Log. The Save Sheet does not come in the game box and is **not meant to be used on a regular basis**. If you want or need printable copies of the Campaign Log and Save Sheet, find them at https://www.dragorigames.com/sample/log.pdf

Reading a Campaign Log

1 **Campaign Perks**

1 A Mark here when you decide to gain a Campaign Perk (at the 9th, 23rd, and 42nd War Points of each category).

1 B Cross the entire box if you decide to lose this Perk (you can have 3 active perks. If you pay 2 loot cards (any of them) at the start of the quest, you can have a fourth perk active for that quest. The decisions to gain and/or lose are permanent).

2 A After a Journey Phase ends, take note, here, of which Adventure Card you've played.

2 B You'll note in the next Journey Phase slot the Kemet Hunt level under which the next quest will be played.
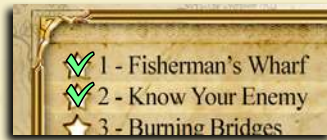
2 C Mark this slot when you complete a City Phase.

2 D Mark this slot when you complete a World Phase. Remember to read, in the final pages of the Campaign Book, the "World Phase" chapter of the week that is ending before proceeding.

2 **Phase Calendar**

3 **List of Quests**

3 The Campaign Book will instruct you to mark the star of quests you win. These may impact future quests and adventures.

4 **Regions**

4 A After playing all turns in a World Phase, mark here each ☐ you've gained in that region.

4 B Mark this slot if its Region is Conquered (i.e., you've earned a total of 6 ☐ in that Region, across all World Phases).

5 **War Points**

5 Mark the next empty slot whenever you gain a War Point. This happens when you gain a ☐ in the World Phase or Quests/Adventures. If you mark a qualified slot, get the reward immediately.

6 **Fact Log**

6 Mark one of these slots whenever the Campaign Book instructs you so. Facts are organized alphabetically and may impact a variety of experiences in the game.

7 **Player Notes**

7 Take a variety of notes here, according to what you deem important, such as clues you've obtained, deductions, or other observations. Especially important in the endgame (reserve some space to take notes after the 23rd Journey Phase).

PART III — APPENDICES

◆ Appendix A — Commander (Combat Role) ◆

*The Commander is the Combat Role from Tanares Adventures. Like Healers, it exercises a **support** function in the Team, which is why we recommend you have one of the two Combat Roles (but not both).*

*The Commander fights alongside another figure: the **Companion**. Since Commanders are not that different from other heroes, this section dedicates to the rules that primarily apply to the Companion.*

The Companion

Placement
- Place the Companion in [2] of its Commander **after** all heroes have been placed on the board, but before a quest or match begins.
- If a quest instruction transfers the Commander to another location, immediately place the Companion in [2] of it.

Non-hero combatant
- Companions are considered **combatants** for all purposes: to attack (or be attacked), to make / incite Reactions, to check Mob/Focus, etc.
- Heroes in its Team consider it an **ally** and villains consider it an **enemy**.
  - **Neither considers it a hero.**

I.e., effects that apply on heroes cannot target Companions. (E.g., "HEAL 6 a hero" cannot heal a Companion, even if it is the Commander applying the effect, but "HEAL 6 an ally" can.)

Villains ignore Companions in Attacks, Passive Powers, Effects, and Favorite Targets.

Villains only consider Companions when they Dark Surge.

Elements of the Scenario
- Unless otherwise stated, Companions…

CANNOT:	CAN:
Use/open Levers, Chests, Barrels, Doors	Teleport (Portals)
Use Planar Rifts	Use Altars
Interact with anything	

Commander dependence

Sharing Turns
- Companions take one Move and one Prime Action at the end of (i.e., during) its Commander's turn.
  - Both Companion and Commander share the same Fatigue Cube.

Sharing HP
- The Companion does not have an **HP** Stat. Instead, their HP is shared with the Commander.
  - The Commander cannot consider its companion an ally for healing effects (or total charge ability), as the commander's HP is healed.
  - If the Commander **dies**, remove the Companion from the board.
    - If the Commander is revived, place the Companion back too, in [2] of the Commander.

"Once per turn" effects. Whatever already applied during the Commander's actions cannot apply again during the Companion's actions.

If the Commander or the Companion takes a once per turn damage, the other can't take the same damage on that turn. (E.g., if the Commander enters Lava/Spikes and takes 4 DMG, neither will take that kind of DMG again — even if the Companion, on its Move Action, steps on a different Lava Tile.)

Mutual Independence
- **Attack Effects** apply either to the Commander or to the Companion (i.e., separately).

CORNER CASES (skippable box):

DMG/HEAL. Naturally, since they share HP, both are equally affected when one of them is targeted by an effect that changes HP.

Other Cases

CORNER CASES (skippable box):

WHEN THE COMMANDER IS A COMRADE

Comrade Companion Card. Use this generic version (it has no Special Ability).

*Effects that mention a specific Comrade (e.g., the Pegasus). They **apply** for the Comrade's Companion.*

CORNER CASES (skippable box):

(PVP-MODE ONLY): Double Jeopardy Immunity

- If the Commander is targeted, takes attack DMG, **or** receives an attack effect, the Companion is immune to being targeted, taking DMG, **and** receiving effects from the same attack, and vice versa.

- **E.g.,** *an attack can strike 2 enemies and has BLAST as one of its effects. If the Companion is declared its target, the Commander can neither be targeted (even if the strike against the Companion misses), nor can it take BLAST DMG if the attack hits (even if the Commander is in [1] of the Companion).*

◆ Apprendix B – Special Conditions ◆
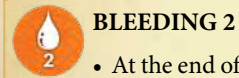
🔵 BLEEDING 2

- At the end of a Bleeding combatant's Move Action, it takes 2 R-DMG per square it entered spending movement points.

Sidestep deals 2 DMG. It is performed in a Move Action and with it you enter a single square *(e.g., if you have one Bleeding 2 Token you take 2 DMG).*

Count squares entered, not movement points spent. *E.g., entering Ruins does not deal more DMG.*

Other effects DON'T cause Bleeding DMG. *E.g., an ally uses a skill that moves a Bleeding combatant on its Move Action (= no DMG). E.g., you apply your own Attack Benefit to move yourself (= no DMG).*

Removing the Condition Token. This Condition is deemed "considered" *(i.e., it ends)* **only** at the end of the combatant's Move Action, and only **if** it took at least 1 Bleeding DMG.

🛡 PRESERVED 5

- When a Preserved 5 combatant takes a DMG that would kill it, instead of dying its HP becomes 5. If it had multiple Preserved Tokens they are all consumed and the HP increases by 5 per extra Token used.

  ○ **Note:** during attacks, combatants die only when the attack resolves.
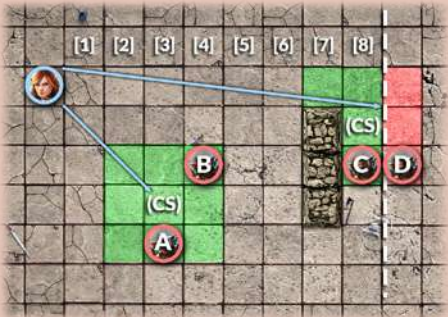
"SHIELDED X"

- Reduce by X the **Attack Damage** from attacks that hit, **or R-DMG** from attacks that missed.

  ○ Shielded **DOES NOT** reduce DMG from other, non-attack sources *(e.g., Attack Effects, Reactions, Passive Power, Terrains, skills, etc.)*

◆ Apprendix C – Short Glossary ◆

The following is not for you to memorize or even read: merely consult a specific entry if questions arise during gameplay.
These lists are not exhaustive: we've merely compiled the words whose meanings have the highest probability of causing confusion.

🔵 Target Descriptions

Word / Phrase	Explanation
"A 👤" x "The 👤" (Skills)	If a skill's description mentions that the target of the effect is "a 👤" (or "an 👤"), any villain (or ally) may suffer that skill's effect. If, however there is no indefinite article (a/an) preceding the symbol, the target is the combatant taking the current turn (the moment when you are applying that skill).
"All combatants in a 3x3 area"	All combatants occupying a determined area of attack, **including yourself and allies**. • To determine the area of attack, you must point to any square in the grid within Range **and Vision** (even Walls, corners and **empty** squares). This becomes the central square (CS). You'll strike this square and all squares adjacent to it, **regardless of Vision**, as long as they're in Range. ○ The Central Square can be empty *(i.e., occupied by no combatants).* 'A' has Vision over the central square, and it is within Range. An attack in that area can hit all green squares and the central square. Red squares are not struck because they are 9 squares away, putting them outside of the attack's Range. All strikes against targets within Range are made as if they were on the central square. (E.g., if a combatant in the area of attack is off your Vision, but you can see the central square, you must strike this combatant.) Despite not having Vision of its enemy, the attacker has Vision over the central square. The enemy gets attacked as if it were on the central square.
"Enemies in a straight line"	All enemies in one orthogonal or diagonal line from the square you occupy — the first square of the line must be a square adjacent to you (the attacker), the second square in the line must be [2] away from your figure, and so on. There are eight possible directions: four orthogonal and four diagonal directions. (Think of how a Rook or Bishop moves on an empty chess board.) • You must choose exactly one of the lines seen above.
"Enemy/ally making an attack"	Related to Interrupts (see "Special Attacks"). • Like any other attack with multiple targets, you must roll a die for each strike, and choose the order in which you will strike the targets before rolling. • Whenever a target description mentions squares or an area (e.g., combatants in a straight line, or in a 3x3 area) you cannot choose to spare some targets: all combatants in the area you determine must be attacked.

◆ Keywords

COMPONENTS AND THEIR MANIPULATION

| Word / Expression	Explanation
Bear / Carry	To have a specific component on your card, usually one that may be lost of transferred to other combatants.
Charge (a Skill Token)	To flip a token to its "+1" side.
Unflip/Uncharge (a Skill Token)	To flip a token to the side that informs the maximum level of the skill to which it may be allocated.
Choose (opposite of "randomly")	Unless otherwise stated, consider that every action with multiple options gives you a **choice**. *E.g.: Draw 4 cards. You must put 2 cards in your hand and remove 2 from the Character Deck. This means you choose which cards to hold and which to remove.*
Deck / Pile	A stack with two or more cards. They may be **face-up** (i.e., with the content of its top card revealed) or **face-down**.
Draw	Pick the card **on top** of a pile.
Pick / Search	You may look at all available cards *(even if they're facing down)*, and, contrary to the "draw" command, you're not restricted to picking the one on top.
Flip (a Token)	If it's not specified, choose whether you will charge or unflip the token.
Flip (an attack card)	It can only mean putting the attack card facing down.
Place/Put/Transfer (a figure)	This is not considered movement. The figure is simply removed from its square and placed in another as if it were already there. As such, it cannot suffer terrain DMG or incite Reactions along the way it would take to its new square.
Slot	The numbered spaces around the HP Track. It can also mean any empty space where something is marked/placed *(e.g., Fact slot, Skill Token slot).*

INTERPRETATION OF EFFECTS/INSTRUCTIONS

Word / Expression	Explanation
All / each	There's no difference: sometimes we use "each" to make it abundantly clear that an effect applies, individually, to each element in a group. • *E.g.: all heroes take 10 DMG = each hero takes 10 DMG. (I.e., this DMG must not be distributed.)*
Enemy (Attack Card)	Since many Attack Cards are also used on PvP Mode, they mention "enemy" instead of "villain." If playing PvE, always consider that (your) "enemies" are the "villains."
If you do / colon (:) / "to"	Sometimes there are two "effects" in the same text. The second part depends on the occurrence of the first only when: • Preceded by a **colon (:)** *(Forgo your Move Action this turn: you may strike the enemy twice).* • Preceded by **"to"** *(Pay 2 HP to deal +5 DMG).* • Preceded by **"if you do"** (You may flip an attack. If you do, an enemy takes 10 DMG). If preceded by "or," the second part depends on the first not occurring / being chosen."
Otherwise	This always comes after the description of a situation or condition — if you don't meet this condition, apply whatever comes after this expression. • *E.g., If you have* "Name" (fact) *marked, OR if there is a Tactician in your Team, go to [45.2]* ○ *Otherwise, gain* ADVANTAGE *for the Quest and go to [45.6] = You will only flip your token and head to Section 45.6 IF you have* **not** *marked this fact in the Campaign Log, and* **none** *of the heroes on your Team is a Tactician.*
Owner	The combatant that is taking the turn, or the combatant that can use the component owned.
Place/Put	These words are used interchangeably. The important rule here is that you **must** apply it on a component that is **not** on the board. E.g., if there's a Reaper on the board and a quest instruction says "place a Reaper on an Altar square," you must not move the Reaper that is **on** the board (see "Transfer")
Remove	From match = until the end of that Phase, you cannot use that component. From game = you can no longer use that component in that Campaign.
Test	See "Ability Tests" (Chapter 10).
Then	Contrary to "if you do," the second part of an effect description does not depend on the first to apply (see Chapter 4 — "Effects")
Transfer	This word is used when you're supposed to change the position of a component on the grid (instead of an off-grid component — see "Place/Put"). No other effect must interfere with the component. It is **not** MOVED *(e.g., a transferred figure doesn't take Lava DMG if there's Lava between its former square and new square — unless that figure is transferred onto a Lava square).*
"Under a 🜂", or "🜂 in effect"	This is a Temporary Effect currently applied onto a specific combatant *(e.g., if the target is under a 🜂)* or unspecified combatants *(e.g., 🜂 in effect in [8] of you).*

NUMBERS

WORD / EXPRESSION	EXPLANATION
-1, -2 (Negative sign before a number)	Reduce another positive number (indicated in the text) to a minimum of zero. *E.g., a challenge requires -2 AP in each ability = If the normal requirement is 3 AP, you still need to produce 1 AP.*
+X to HP Stat.	This means that your Max HP (and therefore initial HP) is increased by X.
[X]	Single numbers in brackets represent a distance, in squares, to something. This always implies Vision. Sections of the Adventures will always have more than one digit within brackets *(e.g., [43.2], [003])*.
In [X] of	Read "in" as "within" (the distance does not have to be exact). • *E.g., HEAL 5 an ally in [3] of you = You may choose an ally that is 1, 2, or 3 squares away from you. It needs to be in your Vision.* • "In [1] of" is the same as "adjacent to."
Even/Odd	These may apply to coordinates (the numbers 1-24 found on the edge of the longest side of the board), or to a die roll (1-20). When you read the word "odd," it means a whole number that you cannot divide by two and obtain equal whole numbers. "Even" is a whole number that you can divide by two.
highest/lowest	Interpret this **relatively** — that is, in comparison with other combatants. "Hero with lowest HP" is not a hero with 0 or 1 HP; it's the hero whose current HP is lower than that of all other heroes.
Increase/reduce (Time/XP/Torch)	When you read "Time," it is short for "Time Token." This is only mentioned alongside movement the token along the HP Track. • *E.g., "increase Time by 1." = Move the Time Token up by one slot.* • *E.g., "all villains are dead before Time drops to zero" = this means, before the Round ends with the Time Token on slot zero.*
Round up/down	Rounding is found in cases where a possibly-odd number is halved. "Round up" means it becomes the closest whole number above the result, while "round down" means it becomes the closest whole number below the result. • *E.g., another enemy takes DMG equal to half your natural roll (round up). If your natural roll was 17, half of that is 8.5. The enemy takes 9 DMG because the effect tells you to round up. If it said to "round down" instead, you would deal 8 DMG.*

SQUARES AND SPACES

WORD / EXPRESSION	EXPLANATION
Adjacent	The same as "in [1] of" (see "in [X] of" in the previous table). Diagonals **count**.
Orthogonal/Diagonal	Orthogonal is up and down, left and right (Rook move). Diagonal is the Bishop's move. If you move orthogonally, you will enter a square that shares one of its sides with yours. If you move diagonally, you will enter a square that shares one of its corners (or vertices) with yours.
Square	A space on the main board, or in a Room Tile. Two combatants can never occupy the same square, nor can two **Tiles** (such as Walls+Swamp). You will count squares when moving or checking distances.
Free/unoccupied/valid (**square**)	• A square on which there are no figures *(e.g., combatants, chest, a prisoner, etc.)* or Barriers *(e.g., walls, barricades)*. • Unless otherwise stated, a square with a Terrain *(e.g., Lava, Ruins, etc.)* is **not** considered occupied. • "**Valid**" is more often (but not necessarily) used when there are more restrictions and rules you need to observe. *(E.g., if on a quest you can only step on Altar squares after grabbing the Tome Token, these would not be a valid square to move onto or to transfer a figure, even if they're "unoccupied.")*
Straight lines	Includes diagonals, unless it says "straight orthogonal line."
Step on = Enter; (move) through	Typically, enemies cannot occupy each other's squares while moving (not even temporarily). = they cannot **step on/enter** enemy squares. Some cards will allow you to move across, or *through*, an enemy-occupied square, as long as you don't END your move action on the same square.
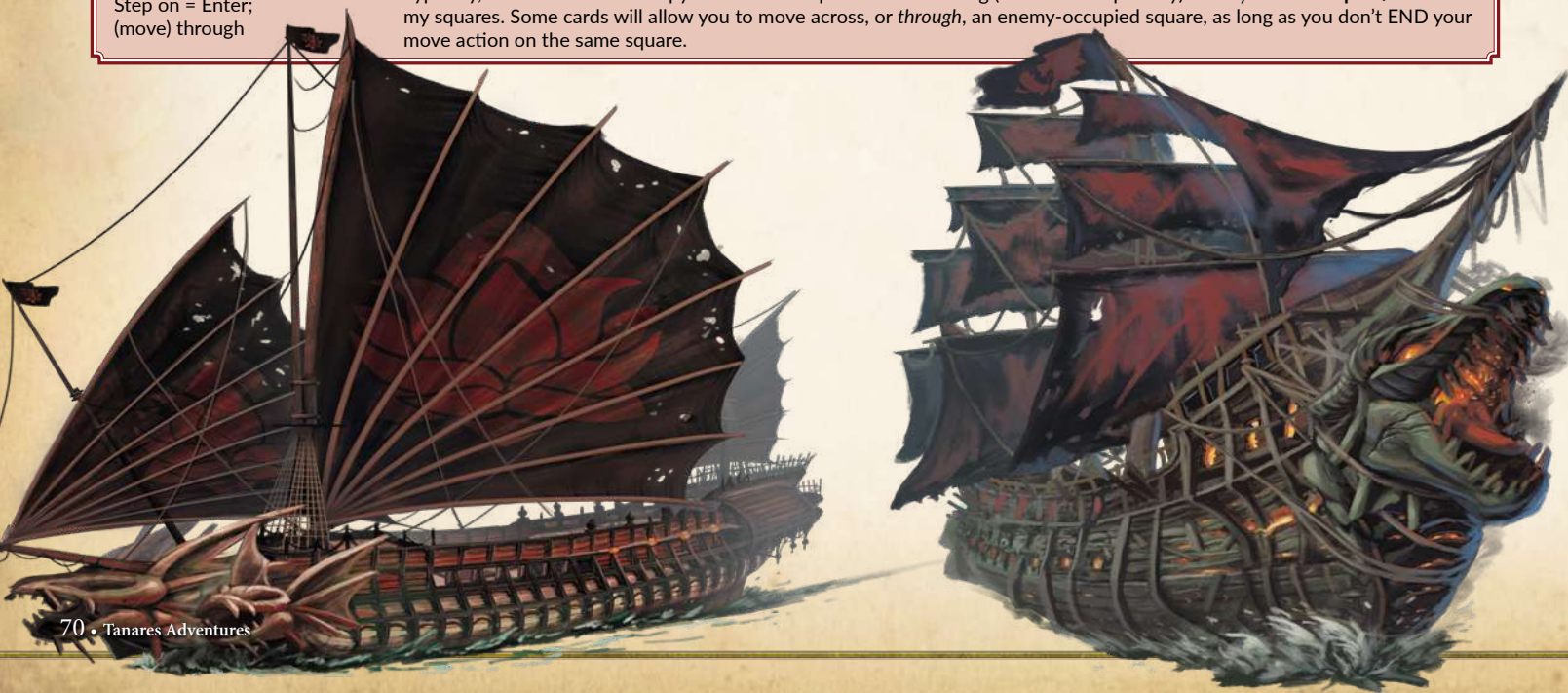
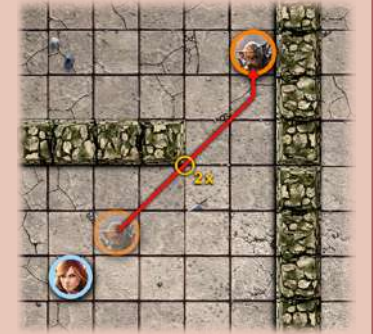## ◈ Appendix D – Specific Effects ◈

The following is not an exhaustive list of effects. We've listed, in alphabetical order, those effect descriptions that require additional explanations or rules.

• The following may appear in all kinds of moments and components: Attack Benefits and Effects, Hero/Villain Cards, Skill Pads, etc.

WORD / EXPRESSION	EXPLANATION
"BLAST X"	• Deal X DMG to all enemies in [1] of the target. • Only the blasted target, or the Central Square of a 3x3 area, needs to be in [8] of you. The other squares don't require vision, but they require proper distance. • *(See "all combatants in a 3x3 area" in Appendix C).*
"BLEEDING X"	• See "Special Conditions" text box on Appendix B.
"Cannot regain HP"	• Healing Effects may still target you, they just do not recover your HP.
Controlling a combatant	• Controlling happens and is resolved during the controller's Turn. The controller (and the controlled) combatants never lose their turns as a result of this effect. • Since Reactions can only target the owner of the turn, the controlled combatant's actions do not incite them. • All effects on the controlled combatant remain active. It consumes effects like Conditions from Tokens or "ends if used." • If you control an enemy, invert that combatant's reference of enemies and allies (and hero/villains) when applying rules or when following the text of its cards 　∘ *E.g., "Effect: another ⚔ in [8] HEALS 6" means this effect may be applied to heal a hero, instead.*
"DISPEL X"	• Remove up to X Condition Tokens currently applied on combatants. 　∘ These combatants must be in [8] of you and in your Vision, as in all effects whose description doesn't state otherwise. 　∘ *E.g., if your attack has DISPEL 3, you may remove a green token from a villain and two orange tokens from an ally.*
DISTRACTED	• -3 to attack roll.
"ECHO X"	• Deal X DMG to an ally of the target, closest and in [8] of the effect's applier.
"FLEE X" "PULL X" "PUSH X" "RUN X"	**RUN** = Move yourself toward a destination (taking the shortest possible path). **FLEE** = A ranged villain's effect. It moves away 3 squares from you (the opposite of RUN). Usually it is instructed to apply it only if it did no move (nor Side-stepped) prior to attacking. **PULL** = Move something in your direction. **PUSH** = Move something away from you. **Common rules** • The affected combatant must move, **at most**, X squares. *E.g., if the pulled combatant is already in [1] of you, it stops moving.* *E.g., if a villain RUNS 6 toward a Barrel, it stops moving when it is in [1] of that Barrel, even if it has moved only 2 squares.* • Each square moved must decrease (PULL/RUN) or increase (FLEE/PUSH) the distance between the combatant and its described destination. When this is no longer possible, the effect ends. 　∘ If this path requires you to cross the edge of a barrier or any other blocked square, you must spend 2 points to move diagonally through it.
FLIP (an attack)	*This powerful effect allows you to ignore a weaker attack and Cycle faster (reactivating an Item on cooldown).* • This means to put an Attack Card face down (never the other way around). • You may never target the card of the attack that is applying this effect. • Do not confuse this with the natural flip that must happen shortly before an attack resolves. Since this is the result of an effect, it applies immediately. • Ignore this effect if its target is a Comrade, or if all its Attack Cards are already flipped. • **If a specific target is not inferred or described, the applier of the effect must flip one of its own cards (instead of any Attack Card in the game). The same goes for any other kind of effect.**
Forcing movement	• All movement not made by a combatant's Move Action (like applied by effects or Benefits) is considered "forced." • Forced movement ignores the **Slowed** Condition. This means you must ignore Swamp/Ruins Tiles. • Forced movement **does not** incite Reactions. • The target cannot move past squares occupied by enemies of the combatant forcing the movement, but can pass through allies. • The movement can never end on a square occupied by Barriers, combatants, or Obstacles.

PULL 5

PUSH 5

Word / Expression	Explanation

"HEAL X" ♥	• This is the same as *"(the combatant) regains X HP"* — increase the HP Token of the affected combatant by X.
	  ○ This can't put a combatant above its Max HP Stat.
	• The amount of healing is followed by the description of the affected combatant *(e.g., "HEAL 5 a hero")*.
	  ○ Sometimes, for the sake of clarity, the description of the combatant that must regain HP comes before this expression *(e.g., "You or an ally HEALS 5")*.
	    ▪ *"An ally HEALS 5"* means that the chosen ally regains 5 HP. It **never** means that the chosen ally **chooses** someone to regain 5 HP.
	• Dead combatants and combatants with 0 HP cannot regain HP *(only First Aid and "revive" effects can change their HP)*.

LURE	• Only villains apply this effect. • The farthest hero in [8] and Vision of the **target of the villain's attack** must be PULLED to that target, as much as possible. It then takes DMG for each square it entered due to this effect.
"Ignores all effects enemies applied on the target."	• Effects currently affecting the target are ignored as if they didn't exist, but only **IF** they were applied by enemy attacks (includes self-inflicted effects). • The ignored effects are not lost as a result of this Benefit, and remain applied on the target after the attack resolves. ○ This happens even if the text of the ignored effect implies it should end after the next attack *(e.g., "Reduce the next attack's damage to zero") (e.g., "ends if used")*.
Immunity to new effects from enemies	• Enemies cannot apply effects on you. If you are their target, the effects are lost. • This effect only protects you against new effects. Do not remove enemy effects that were already active on you when you received immunity. These function normally.
"Meanwhile, you may strike each target at any time."	• This is present on Benefits that allow you to alternate between moves and strikes. ○ You may strike before beginning to move. • After one of your strikes is determined as either a hit or a miss, if the attack allows more strikes, you may reset the Attack Timeline to the "Benefit" step until all strikes are made.
"(You) MOVE X"	• You **may** move from zero to X squares. This is not considered spending movement points. • This movement is independent of your Move Action, which you can spend before or after attacking. • Since you are on your Prime Action, this movement does not incite Reactions. Only declaration of movement on a Move Action does. • During this movement, you may step on squares occupied by allies, but not those occupied by enemies. Other movement restrictions apply as usual. ○ You cannot end this movement on an occupied square.
Negating an attack	• Applied only by Interrupt Attacks. • The villain's attack is cancelled (it can go no further in the Attack Timeline). • This does not work against Bosses.
NOVA X ✳	• Only villains apply this effect. • It deals X DMG to each enemy in [3] of that villain **and** in line with it (orthogonal or diagonal). ○ The target of the attack that applies NOVA is **not** included. *Remember to decide ties in the villain's path to make sure as few heroes as possible take NOVA DMG.* *NOVA*
"Pay X HP"	• Drop your HP by X to apply the rest of the effect in the description. • You cannot prevent the loss of **paid HP** by any means *(e.g., if you're required to pay 4 HP and you are under the Toughened Condition, this doesn't reduce the HP lost — you still need to pay 4 HP)*. • You cannot apply an effect that requires payment if you don't have sufficient HP to pay its cost and remain with at least 1 HP. ○ In this case, you may pay a skill's ▭ cost, charge the Skill Token and not apply the skill's effect.
"Pick a Card"	• It means to search for any card in a pile, even if it is shuffled and face-down. Otherwise, the effect would have said "draw a card." • Piles who are meant to be random must be shuffled whenever you resolve an effect that tells you to pick or search for a card in it.
PRESERVED	• See "Special Conditions" on Appendix B.
"PULL X" / "PUSH X"	• See "FLEE."
"Regain 1 spent Special Attack"	• One of your spent Special Attacks changes its status to "unspent" and may be made again. Recover its card from outside the match. • This cannot affect Special Attacks with currently-active effects *(i.e., Special Attacks affecting a combatant with a Temporary or Permanent Effect)*.
Special Interrupts	• Some Interrupts like M'Bollo or Vaeraunt have a specific moment to be used that differs from the standard timeline. • The rule on the card always supersedes any other rule, so this interrupt happens when they specify. • For example, M'Bollo can use his special attack "Take Heart" after seeing if the enemy attack hit his ally or not.

Word / Expression	Explanation
"Revive a dead combatant"	• This is not a healing effect. • The attack that applies this must roll a die against the dead target's Defense Stat and consider all applicable result modifiers, as if the target were alive. • The attack's Range and Vision are verified in relation to the combatant's square of death (marked by the combatant's HP Token). • If the target is revived, it is not affected by any effects (they ended when it died). • The target's Items and mana cubes are not lost. • The target's Special Attacks keep their status (spent or unspent). This is often addressed and changed by the effect's description. *E.g.,"revives with no Special Attacks" = regardless of their status when the combatant died, both are unavailable/spent.* *E.g., "revives with 1 Special Attack unspent" = even if both were spent when it died, one of them changes its status to unspent and is available for the revived combatant.*
SHIELDED	• See "Special Conditions" on Appendix B.
"Take 10 R-DMG" / "Take 10 Damage before striking. This can't lower your HP below 1."	• Since this applies before the Strike Phase, the future result of the die roll is not relevant (you take the damage even if you end up missing the attack). • Effects that reduce or negate damage **do not** affect this. • This damage cannot kill you. *(E.g., If at the time of this drawback you have 7 HP, or even 1 HP, you will drop to 1 HP, and no further. You can still attack.)* • This effect is not optional. For the rest of the attack to continue, it must be applied *(even if you are already at 1 HP, because all the damage was done. It just couldn't drop your HP below 1)*.

Effect examples

BLAST X *example. A is the target, B and C take X DMG each.*

ECHO X *example. A is the target, B is the closest target's ally in vision and range [8], so it takes X DMG.*

LURE *example. A is the target, B is the farthest target's ally in vision and range [8]. In this case B was pulled 3 [ ] and therefore took 3 DMG.*

RUN *(to a villain) example. The hero takes the shortest safe path, walking 3 [ ] and taking the lava DMG, as there is no way to avoid it without moving more.*

◈ Appendix E ◈

SPOILER ALERT!!!

Read this if you are playing Adventure RE.

1 This is one of the most protected vaults. You must unlock the regular locks using your three PINs and pass through its elemental trap. Make both Lockpick puzzles and Elemental Puzzles, (Rulebook, page 76).

AFTER THE QUEST, if you got five gems (this is your fifth relic quest), return here as soon as you finish the Quest (before reading the conclusion). REMEMBER to come back here; a superb reward awaits!

Go back to the Adventure at the point you stopped to come here. But after the Quest finishes (before reading the conclusion), go to [2].

2 When you combine all the gems, a super flow of holy energy runs through your bodies. You see a vision of Tamera and Bauron, appearing as a blurred image.

An angelical feminine voice speaks with an intonation that goes directly to your heart. *"You did it! Now, as a reward for your obstinacy, we shall grant you a miracle. Our holy energy will protect you from harm."*

Another imponent masculine voice speaks, *"Our children don't want protection; they want the power to defeat the enemy. It takes time to attune to them and fully gain their power permanently, but you can have at least a glimpse of their might."*

As the images start to fade, you feel intense power coming from the gems. *For the next Quest, at the start of all hero's turn, it gains 2 ▭. If you have ✩ 72 - Zarumag, you have encountered Tamera in an apocalyptic future, and now her blessing resonates within you. Heroes also HEAL 3 at the start of their turns (in addition to gaining ▭).*

Also, no other Relic Hunter has such a discovery to share. If you want one day to become their leader, it shouldn't be difficult with this achievement and Zalir's assistance.

Go back to the Quest and read the conclusion.

Answer: D

ELEMENT	RULES REMINDER
	BALL (Initial Position) • Set in motion **after** all PINS are inserted. It rolls through the PATH.
	PATH of the BALL • Does not obstructs vision. You cannot insert a PIN here.
	BALL's GOAL • This is considered part of the BALL's PATH.

	MAGNET
	• MAGNET ELIMINATE BALLS if:
	  ○ The BALL is moving and gets in [1] of the MAGNET.
	  ○ The BALL reaches the GOAL and one or more MAGNETS "survived".
	  ○ Squares of eliminated or moved MAGNETS become a free HOLE square *(can insert PINS)*.

	HOLE • Square where you can insert a PIN.

Check the answers on QR Code, page 76.

PINS	
• Only one per Hole (only on free squares). ○ They are always making their effect *(even after the Ball begins rolling)*.	
Trap	**Insertion:** First (before the Watch Tower). • Eliminate Magnets in [1]. • Eliminate Balls in [1]!
Watch Tower	**Insertion:** Second (after the Trap). • Eliminate all Magnets on the same row AND column and not in [1] *(adjacent squares)*. ○ Requires vision *(Ball and PINs block vision)*.

Portal	**Insertion:** Third (after the Watch Tower).
	• Teleport Ball, Magnets and Pins in [1] *(when inserted and continuously)*.
	  ○ Teleported pieces go to opposite adjacent Hole or Path.
	  ○ Only if the hole exists and is free. It has priority over other effects.
	  ○ Pieces teleported to a Path block the Ball.

Answer: E

Answer: F

Answer: A

Answer: C

Answer: B

Answer: Z

Answer: Y

Answer: X

Answers

◆ Appendix F ◆ Using Expansions

Dragori's expansions can improve your Tanares Adventures experience in one or more of the following ways:

- **New heroes** (to play quests).
  - Tanares Adventures contains the Hero Cards for most heroes in our universe. These Hero Cards can be used in the City Phase, but you'll need the Attack Cards and Miniatures that come in the expansions to use them in the Journey Phase.
- **Specific miniatures** (villains and Characters).
  - All villains in Tanares Adventures may be represented by miniatures found in Tanares Adventures *(i.e., you'll never be short of miniatures)*.
  - Whenever there's a chance you might not have the specific miniature that represents a villain, its card indicates which miniatures can be used to best represent it (or Stat Sheet, when it's a Quest Boss, as these don't have a villain card).
- **3D Scenario** (Walls, Doors, etc.)
  - Tanares comes with sufficient tiles to assemble all scenarios in the game.
  - Instead of Tiles, you may place the miniatures found in the **Legendary Box** and **Scenario Pack**.
  - Whenever quest instructions refer to "tiles," consider that the rules apply to their miniature versions, too.
- **New quests**
  - Six quests in Tanares Adventures are added by the **Dragon Collection** expansion.
  - The **Penumbral Collection** comes with the "Time Twist" 7-Quest mini-campaign, to be played under the rules of Tanares Adventures (after you finish its campaign).
- **New board "skins"**
  - The "Game Board Scenarios — Packs I, II and III" come with "pre-painted" and "empty" grids — Use the latter to assemble quests, for better immersion.
  - We recommend the "frozen grounds" skin for "In the Realms of Madness" Epilogue.

Here's a list of the expansions that have been released thus far, and how they complement Tanares Adventures.

- We are suppressing information about content that does not communicate with Tanares Adventures (e.g., the Dragon Collection's "Boss versus Boss" Game Mode).

Legendary Box

- 16 heroes (Emperor and Harun have Special Combat Roles and cannot be selected).
- Miniatures for monsters (Orc, Walker, Skeleton, Vampire, Ghost Dwarf, Golem).
- 3D Walls / Doors / Levers.

Dragon Collection

- 5 Huge Dragon Bosses.
- 6 sidequests (mini-arc, playable during the campaign).
- Talessa, the Queen of Dragons (Special Hero).

Penumbral Collection

- Includes the *Villains, Classes, Characters, Penumbral, and, in some cases, the Mystical Pack.*
- 16 heroes.
- Miniatures for Huradrin, Sara, Captain Sedura, and Zalir.
- 7 "Epic Level" quests.
- "Epic Level" villains, including the huge Penumbral Dragon.
- "Epic Level" Attack Cards, Items, and Skills.

Scenario Pack

- Miniatures for Barricades, Portals, Tool Tokens, Fatigue markers, and others.

Phoenix Box

- Phoenix figure.

Dread / Gold Dragon / Elder Dragon / Silver Dragon Packs

- Each of these packs comes with impressive Boss miniatures for some of the most difficult fights in the game.

Game Board Scenarios (3 packs)

- Each pack contains skins for main board quest scenarios, and preset scenarios for PvP matches.

◆ Appendix G ◆
Rules To Be Unlocked

The following are rules you unlock after reaching a certain point in the Campaign, presented in the order they are most likely to appear.

◉ Puzzles

The Adventure contains two types of recurring challenges, physical and magical, that you may face in the Campaign: Lockpick and Elemental.

- Place colored cubes on the grid found in the Player Aid to record each solution. Then, check the solutions at the end of the Campaign Book.
- Give yourself 2 to 3 minutes to solve each puzzle. If you can't solve it within a reasonable time, consider it incorrectly solved.

Lockpick Puzzles

Introduction

There are well-protected Taii'Maku Vaults in Tanares, hidden treasures beyond the imagination. Zalir doesn't have the key, but Utibam (the genius Taii'Maku) has developed some PINS to help open them. They aren't perfect, but they may be crucial for your attempts to open the vaults and discover their secrets.

Step 1: Check the puzzle sequence you must attempt to solve on the Adventure.

Step 2: Read the Rules
- You will find the rules on either the same page or the adjacent one. You can read them before trying to solve the puzzles.
- Use the Puzzle Player Aid to track the solution.

Step 3: Solve the puzzle.
- You can use the Mana cubes on the Puzzle Player Aid to track your solution, using colors that correspond to the pins.

Step 4: Check the solution.
- Follow the letter code beside the puzzle. The answer is on the last page of the Campaign Book, and the letter code scrambles the solutions to avoid spoilers.

How does this kind of puzzle work?

You place the available pins in the inserts. Then, the ball starts rolling toward the other edge, following the red path.

What do you need to do?

Destroy all magnets (purple places) without destroying the ball.

Each PIN has specific effects that you must study carefully to place them correctly and destroy ALL magnets (while preserving the ball). Note: Even magnets that are far away must be eliminated.

The sequence for inserting the PINs always starts with Trap (red) and then Watch Tower (green). Later, the Portal (blue) will be available and is the third to be inserted.

When you insert a PIN, apply its effect. Then, it continues to apply until the end of the puzzle. This means that when you insert the Trap PIN, you immediately destroy all Magnetics adjacent to it. However, later, if the ball moves adjacent to it, the ball is also destroyed.

Two IMPORTANT details:

Remember, if you destroy a magnet (represented by a purple square) with the Trap Pin, it creates an opening where you can place the Watch Tower Pin.

If the ball initially obstructs the Watch Tower's line of sight to a magnet, once it starts rolling towards the other edge, it will not stop, and the magnet will be destroyed.

Elemental Puzzles

Introduction

Sara presents you with a handful of elemental marbles.

"All material manifestations connected with the Tanarean Magic Weave or the Penumbral Plane have an elemental signature," Sara says. "The right concentration of elemental powers allows one to tap into almost anything magical."

What is this puzzle?

The crystal ball indicates how many elemental spheres are in the correct or incorrect positions. You have one final attempt to arrange the spheres correctly, based on previous attempts provided in the puzzle.

- If an incorrect element is among the runes, it will not be displayed in the crystal ball.
- If you see a dark marble, it means that the correct element is in the wrong place.
- If you see a shining marble, it means that the correct element is perfectly placed.
- The positions of the marbles displayed in the crystal ball are not related to the positions of the elemental spheres in the ring.
- You cannot use elements that are not present in any of the puzzle's rings.

To solve the puzzle, carefully consider the information, use the Puzzle Player Aid, and place the colored cubes in the appropriate positions. Afterward, check the answer, which is located on the final page of the Campaign Tome.

◉ Campaign Perks

These are boons that affect your whole Team in every quest going forward. You gain them when achieving War Point milestones. Their effect is described in the Log, but the whole list is found ahead, for further clarification of your most probable questions.

- When you reach 9, 23, and 42 Points in each specific War category, you get to choose one of two Campaign Perks.
- Perks are cumulative.
  - *E.g., you may have three Lv. 1 Perks from different War categories.*
  - *E.g., if you unlock the Lv. 3 "Diplomats" Perk, you don't lose that category's lower-level Perks.*
- **The maximum number of active Perks you may have at any given time is FOUR. If you've gained your fifth Perk, choose one to permanently LOSE (*you may choose not to gain — that is, LOSE — this 5th Perk that has just been unlocked). Simply cross the text box of the Perk you decide to lose. This decision is permanent.*

Campaign Perks

WARRIORS

Level 1

War Veterans: +5 initial (not Max) HP.
- This affects all heroes.

Side-weapon Training: Equip an extra Level 0 Weapon.
- This affects all heroes.

Level 2

Art of War: Draw 5 cards (instead of 4) in the World Phase.
- A total of twenty Character Cards will be drawn (instead of the usual 16).

Martial Mastery: Each hero may swap a Lv. 1 Primary Attack for a Lv. 2.
- This ignores the Primary Attack hand limitation of City Structure Cards whenever it determines that one of your four cards must be, at most, a Lv. 1.
- Restrictions other than Level remain *(i.e., you may not select a card from another Combat Role).*

Level 3

Critical Roll: Your natural rolls of 17 or more are Critical Hits.
- The attack still needs to hit for the Critical effect (+5 Attack DMG) to apply. *E.g., if a villain has 20 Defense, your attack roll of 17 still misses and doesn't apply Attack DMG.*

Strategic Positioning: Mob applies **Vulnerable 3** and **Exposed 3** (instead of only **Exposed 3**).
- "Applies" merely means that the Condition exists only against attacks of the heroes that are part of the Mob. This doesn't change other Mob rules.

SPIES

Level 1

Spiritualists: Start of quest: One hero gains 1 **Preserved** Token.
- This must be given at any time before the quest's first turn.

Penumbralists: Start of quest: All villains take 6 DMG (this doesn't activate Guards).
- This doesn't affect villains that are not on the board on the quest's first turn.

Level 2

Farmers: When you win a quest, draw 1 extra Loot Card.
- Contrary to many other Perks, this is not "per hero": the **Team** gains a total of 1 additional card.

Curers: First Aid Tokens HEAL 45 instead of 30 (use their red side).

Level 3

Shamans: Start of Round: Turn owner HEALS 6 if it's in [8] of an active villain.

Herbalists: Once per Quest: the turn owner HEALS the value of a First Aid, plus 5. That Token may not be spent.

STRATEGISTS

Level 1

Jacks of All Trades: +5 bonus to all rolls in ability tests.
- This doesn't affect other rolls required in the Adventure, only those that are required of heroes in ability tests.

Adrenaline Surge: +4 attack roll bonus and Empowered 10 in the Quest's first turn.
- This is once per quest (first hero taking its turn only).

Level 2

Seasoned Adventurers: All heroes take -5 DMG whenever an Adventure deals DMG. (only Adventure)
- This never heals; it only reduces DMG.
- DMG dealt in Quest Chapters do not count, only DMG from sources found in Adventures.
- This may apply several times in the same Journey Phase.

Mystical Knowledge: +1 max 🂠 and start with +1 🂠 from an unused color.
- All heroes benefit from this; unused colors are those from Combat Roles not in your Team.

Level 3

Terrain Expertise: Heroes ignore all Terrain DMG, except Mission Tiles *(e.g., Lava, Ice).*
- This applies to all effects that depend on your position in relation to a Terrain *(e.g., a Quest Feature that deals DMG to heroes in [1] of Lava at the end of Round).*
- Ignore this whenever the Tile is used to represent something other than the Terrain listed in this Rulebook.

Treasure Hunting: Whenever a hero grabs a Chest, it gains 3 🂠.
- Grabbing a Chest is interacting with it; you don't need to use the Scroll of Healing.

DIPLOMATS

Level 1

Famous Ale: Immediately lose this Perk and upgrade the Tavern by 1 level, for free.

Maddening Power: Start of quest: Each hero may charge two Skill Tokens.

Level 2

Natural Leader: One hero may have an extra NPC (Week 3 or lower).

Prosperity: Start of City Phase: each Structure gains 1 🂠.

Level 3

Foresight: Once per Quest: change a natural roll to any number from 1 to 20.

Well Rested: Heroes not used in the last Journey Phase gain +1 initial 🂠 and 1 **Empowered** Token.

Endgame Fights

Introduction

Endgame Fights are special quests whose sole purpose is defeating a special villain — one that is so big or powerful that its main characteristic is having four distinct **Body Parts**.

- To kill an Endgame Boss, you must **Maim** its four **Body Parts**.

Quests

Out of the 110 quests released for Tanares Adventures and Time Twist Expansion, only seven are considered Endgame Fights and apply the rules below: **quests 93, 94, 95, 96, 103, 107, and more.**

- Endgame Bosses have **Boss Perks,** but they are not to be confused with the regular quest Bosses that appear in most other quests.

Components

In addition to the components found in regular quests, every Boss Fight requires the following components:

Ⓐ Boss Card: contains the Boss's illustration, Stats, and the rewards you gain for Maiming each Body Part.

Ⓑ 4x Body Part Cards: contains the color of each Part, their attacks and Special Features. They begin the quest on the "Healthy" side — the other side is "Maimed."

Ⓒ 4x Villain Tokens: matching the color of each Body Part, to track their HP. When the HP of a Body Part drops to zero, flip its card from "Healthy" to "Maimed."

Ⓓ Miniature and Boss Base: place the miniature on the assembled 4x4 base. Some quests use four smaller miniatures, instead *(check the quest instructions and Body Part Cards).*

Representation of the Body Parts

- There are two types of Endgame Bosses:
  - **Multiple miniatures:** each Body Part is represented by a different miniature.
  - **One Huge miniature:** a single figure concentrates the four Body Parts. This fight requires you to use a special base with four colors, as you must pay attention to the direction the miniature is facing.

Body Parts — Taking Action

- **Treat each Body Part as an independent villain:** they have their own attacks, HP, and all of them must Fatigue for the Round to end.

- *I.e., the Boss attacks 4 times per Round (each with a different Body Part).*
- *I.e., each Part follows Retaliation, Unprovoked, and Fatigue rules independently (you must choose which Body Part you are targeting).*
- All Body Parts have **Boss Perks.**

Maiming a Body Part

- Each Body Part begins the quest with 140 HP: put their Villain Tokens on their "+70" side.
  - As usual, all heroes gain 1 🗒 when one of these Tokens is flipped to its regular side *(i.e., you've dealt 70 DMG or more to it).*
- When a Villain Token on its regular side drops to zero HP, three things must happen:
  - Flip that Body Part's card: it is considered **Maimed**; and
  - Heroes gain 1 🗒 (as when a villain dies); and
  - You may apply the rewarding effect described in the Boss Card (each Body Part entails a different effect).
    - This effect (applied when a Body Part becomes Maimed) is independent of vision or range.

Fighting against Maimed Body Parts

- Maimed Body Parts still take turns and attack as usual.
  - They don't have HP. Redirect all DMG they would take to the Body Part with highest HP.
  - You may apply effects on Maimed Body Parts.
  - As soon as the four Body Parts are Maimed, the Boss dies.

One Huge Boss — Special Combat Rules

The following applies for Endgame Fights where the four Body Parts are represented in a single huge miniature.

Each Body Part occupies 4 squares

- Huge Endgame Bosses must use a 4x4 base (each the color of a Body Part).
- Each side of this base has the color of a Body Part and occupies four squares.
- The Body Part of that color occupies these four squares, only.

Attacking the Boss: Barriers

- Apply **Wall** rules to the four squares that each Body Part occupies *(i.e., combatants cannot move, make Ranged attacks, or apply effects through them).*
- **Body Parts block vision of the others** *(i.e., you do not have vision of a color if all you can see of it is the corner it shares with another color).*

Blocked visions. The only vertex of the Green Body Part that the Shooter can reach is the corner it shares with the Orange Body Part. Therefore, even though the Shooter is only [1] away, it may not target the Green Body Part (only the Orange one).

Note, as well, that the Healer does not have vision of the Tank, as its line of sight crosses the corner of a square occupied by a Barrier. (The only Body Part that the Healer's Ranged attack can target is the Orange one.)

Vision not blocked. On the other side of the Boss, the Brute is [1] away, too, but it has vision of multiple squares occupied both by the Blue and by Red Body Parts; therefore, the Brute may attack either.

Other Body Parts are ignored when checking Favorite Targets. The Blue Part wants to target its farthest hero. Even though the Tank is [2] away from the miniature, the hero that is most distant to the Blue Body Part is the Shooter, who is 3 squares away from its closest blue square. The Boss will rotate 90° clockwise and attack the Shooter (since it's a Ranged Attack, it will incite a Reaction from the Healer or the Shooter) (see next section for rotation rules).

> **CORNER CASES** *(skippable box):*
>
> *Effects that allow heroes to move through enemies.* You may only move through squares occupied by Body Parts; NEVER through the four squares in-between them (painted white in the example).
>
> *Attacks in area; BLAST.* Since they only require vision of the Central Square, sometimes they may deal DMG to Body Parts not in your vision.

Turning and Moving the Boss — Priorities

- Since they're all in one miniature, all Body Parts move together.
- Always move the Boss as little as needed to attack its Favorite Target.
- As soon as the Boss can reach its target, it stops moving.
- The Boss can spin on its axis. This happens **AFTER** the Boss ends its move, and **ONLY IF:**
  - This is necessary to attain vision of its target; **AND/OR**
  - This enables the Boss to attack its target with fewer moves.

If the Favorite Target for the Red Part's melee attack is the Tactician, the Boss prefers to rotate 90° clockwise (so that the Wall no longer blocks its vision) instead of moving 1 square to the right.

If its Favorite Target is the Shooter, the Boss prefers to rotate 180° and move 1, instead of rotating 90° and move 2 (or don't rotate at all and move several squares down).

> **CORNER CASES** *(skippable box):*
>
> *Effects that move enemies.* They apply as usual and move the Boss as a whole. Hero effects can NEVER rotate the miniature.
>
> *No room for the Boss to end its movement.* If there is no other position from which to attack its Favorite Target, the Boss checks the next Favorite in line.
>
> *No targets are reachable.* The Body Part **Dark Surges,** like any other villain.
>
> *Other Body Parts may incite your Reaction.* When a part moves you may deal Reaction DMG to any Body Part you can see and that is in [1] of you when the whole body moved (once per turn of a Body Part).
>
> *Rotation does not incite Reactions.* Spinning on one's own axis is not considered "moving."
>
> *The Boss may Sidestep.* It follows all other rules that apply to regular villains.

Envelopes of Secrets

During your journey, as you perform heroic deeds, your army gains tactical advantages in the war. Many NPCs will be grateful for these actions and use their powers or influence to grant you surprising rewards.

Whenever you reach a slot that rewards an Envelope of Secrets (see War Points on the Campaign Log), you open the envelope and get the card related to the tier you are unlocking.

Never look at the front of cards, just the back (with the art). It indicates the Tier and the War Points you have just reached to unlock this reward.

- Open Tavern Envelope: Sara (Diplomats)
- Open Natural Lab Envelope: Huradrin (Spies)
- Open Ironhand Outpost Envelope: Sedura (Warriors)
- Open Weapon Shop Envelope: Zalir (Strategists)

It will be a surprise reward. You receive it immediately.

Extra Quests

You may have instructions during your campaign that allow you to make an extra quest (e.g., Interludes, or perhaps an Envelope of Secrets reward with these).

- They are optional; you may skip them.
- Consider the current week, not the upcoming one. *(E.g., if you finish your World Phase and gain this reward, you can select a quest from the week you are finishing, not the new one).*
- Do not mark this Quest on the Calendar.
- Interlude Quests do not grant you loot rewards *(as you are not instructed to read [001] on page 4).* But you can expect surprise rewards!
- Quests from Envelopes of Secrets reward you as usual *(since they instruct you to read [001]).*
- If no Adventures are available for any reason, you cannot play the extra Quest.

Legendary Hero Skill Cards

Each hero has an exclusive Skill Card that is to be unlocked as they progress during the campaign. When Week 3 ends, the Campaign Book will instruct you to acquire these cards.

- Place them on your Skill Pad;
- They are considered as a regular Skill Level 3 and follow the same rules for use;
- You can place a Level 3 Skill Token on them if you choose to use them

Flasks

Flasks are consumable items you may find in some quests, or use if you are playing as Magenta, the Witch Hunter. The bearer can make one specific attack as described on the card.

Preparing the Flask Deck (Containing 10 Cards)

- Shuffle them and place them face down.
- Whenever you are instructed to draw a Flask card, get the top card of the deck.
- When you finish the deck, shuffle the cards and create a new one.

Using a Flask

- Treat a flask like any other attack. You must spend a Prime Action, roll to check if the strike hits, and apply damage and effects just as you would during a regular attack.
- Consider flasks as primary attacks for bonuses and penalties that affect attacks (e.g., conditions, mob, focus).
- After using it, discard the used flask card.

Note: Some quests may have different procedures for using flasks, but the rules above are the standard ones.

Appendix X: One-Shot Quests

Perhaps you've played the Campaign, already, or you're curious about a particular scenario. If you want to pick and play any specific quest (outside of the context of a Campaign), choose any quest, assemble a Team with four heroes, and apply the following table of modifiers, to assure that they are sufficiently equipped to deal with its difficulties.

Reading the "One-Shot Game Mode" on Campaign Book, page 3.

Information	Meaning
Special Challenge	Recommended for experts who have already finished the campaign, this especially difficult challenge will test your teambuilding and gameplaying abilities to the maximum.

Modifiers to apply:

- The following must be applied or given to ALL heroes in your Team.
- The final instruction of most quests' "Initial Setup" tells you to head to a Section of the page 3 of the Campaign Book. You'll find any additional instructions for this Game Mode there *(such as "choose a hero to carry a Torch Token").*
- After NPCs are drawn, heroes may swap them among themselves.

CORNER CASES (skippable box):

Increasing your difficulty. If you want to challenge yourself, you may consider as if you were at a higher line of the table, or one (or more) Kemet Hunt levels higher.

Quest number	Weapon and Armor (max. Level)	NPCs (max. Week)	Primary Attacks (Lv. 0/1/2/3)	Improved First Aid (45)	Skill Tokens (Lv. 1/2/3)
01-02	Lv. 0 (chosen)	-	4/0/0/0	no	4/0/0
03-16; 95	Lv. 0 (chosen)	1 (random)	2/2/0/0	no	4/0/0
17-31; 96	Lv. 1 (random)	2 (random)	1/3/0/0	no	2/2/0
32-45; 97	Lv. 1 (chosen)	3 (random)	1/2/1/0	yes	2/1/1
46-56; 98	Lv. 2 (random)	4 (random)	0/3/1/0	yes	1/2/1
57-72; 99	Lv. 2 (chosen)	5 (random)	0/2/1/1	yes	1/1/2
73-82; 100	Lv. 3 (random)	6 (random)	0/2/1/1	yes	0/2/2
83-94; 101	Lv. 3 (chosen)	6 (random)	0/2/1/1	yes	0/2/2

Hack'n Slash Mode

Tanares is a highly strategic game in which careful thought about your actions can make all the difference. However, some players prefer a more straightforward and unpredictable game, caring less about strategy and focusing more on immersively defeating enemies. You can use this alternate mode, which significantly simplifies your decisions, making the game lighter while still retaining its danger and immersion.

You can use the back of the folder that comes with the game for this alternate mode:

Use these rules instead of the standard ones (REMEMBER, this does not apply to the normal rules, ONLY for HACK N' SLASH):

Villains

- They ALWAYS apply their Passive Power (no trigger required)
- IGNORE the Unprovoked bonus (+5 DMG)
- Determine the **Favorite Target based on the first dice roll of the hero** who provoked the Retaliation:
  - Hit the enemy with an even number: the most distant hero.
  - Hit the enemy with an odd number: the nearest hero.
  - Miss the enemy: the hero who attacked it.
- If unprovoked, roll a D20 for all villains still taking a turn this round and follow the same rules as above (consider a "hit," so only even and odd apply).

Heroes

- Always use Passive Power without needing a trigger, except for Tanks and Bruisers.

Call to Arms (twice per Quest):

After you choose your NPCs, bring your Character deck. During the start of any hero's turn, draw four cards (each player draws one), and you can choose where to apply the abilities. Each ability can be applied only one time per Call to Arms use.

Cost	Effect
3 ⚔ or 3 🗡 or 3 👁 or 3 📖	A hero gains 1 Empowered or Protected Token.
5 📖	A hero gains 2 🎴.
5 ⚔	A villain takes 10 DMG.
5 👁	All combatants in a 3x3 area take 7 DMG.
5 🤝	HEAL 10 a hero.
6 📖, 6 ⚔	A villain takes 18 DMG. If you kill a villain this turn, all exceeding DMG is applied to another villain.
4 📖, 4 🗡	A hero gains 3 🎴. If it has no 🎴 in its pool, it gains 4 🎴 and flips one Skill Token instead.
4 ⚔, 4 👁	A non-comrade hero regains 1 Special Attack. If the attack was a miss, it also gains 2 🎴.
6 👁, 6 🗡	HEAL 15 a hero or 25 if it has 20 HP or less.
9 ⚔, 9 🗡, 9 👁, 9 📖	Deal 100 DMG divided as you wish between any number of villains.

Surprise Encounters

This adds thrill to each encounter; you never know what will happen when you "open a dungeon door." Whenever an event starts, roll a D20 and apply the effect. A few quest traits may make it impossible to apply the table effect. In this case, roll the die again.

Random effect

Result	Effect
1	**Lethal Ambush:** All villains start the round attacking the heroes, except Bosses and Guards. They target their farthest hero and don't apply Passive Power.
2	**Ambush:** Two villains start the round attacking the heroes, except the Guards. They target their closest hero and don't apply Passive Power.
3	**Perfect Summoning:** Place another villain in 1 of any other. Choose the monster with one number higher than the monster with the highest number.
4	**Imperfect Summoning:** Place another villain in 1 of any other with half HP. Choose the monster with one number lower than the monster with the lowest number.
5	**Fire Trap:** Each hero takes 5 DMG or 8 if it is in [2] of another hero.
6	**Wild Hunt:** Apply +1 level of Kemet Hunt *(place the villains indicated on the map for this encounter, ignoring effect of Kemet Hunt 1, 5, and 6)*
7	**Power Surge:** Distribute a total of 8 Empowered Tokens to villains, trying to give the same number *(or as close as possible)* to each of them.
8	**Charming:** Choose a hero to start a round to move [4] and attack its closest hero. Select one of its Primary Attacks to use. Do not Fatigue this hero.
9	**Domination:** The hero with the lowest HP starts the round moving [1] and attacking its closest hero. It must use its highest level Primary Attack. Do not Fatigue this hero.
10	**After Life:** Each villain gains 1 Preserved Token.
11	**Balance Trap:** The hero with the highest HP takes DMG to bring its HP equal to the hero with the lowest HP.
12	**Vortex:** All villains teleport to [1] of the heroes. Unless there are five villains, each one must be placed in [1] of a different hero.
13	**Strategy Twist:** Flip all the villain cards. They have other colors *(ignore if it is a different villain.)*
14	Nothing happens.
15	**Apprentice Artificer:** One hero unflips an item.
16	**Master Artificer:** Two heroes unflip an item.
17	**Failed Summoning:** Place another villain in 1 of any other with 20 HP. Choose the villain with one number lower than the one with the lowest number. This villain considers other villains as heroes and attacks only them.
18	**Surprise Attack:** Choose one villain to start Fatigued, except Bosses.
19	**Mana Flow:** All heroes gain 3 🎴.
20	**Tamera's Intervention:** HEAL 20 all heroes and gain 3 loot cards based on the color of the next monster killed. Red: 🍖	Green: 🧪	Orange: 🍯	Blue: 📘

With these changes, your gameplay becomes faster and more action-oriented while retaining hero abilities.

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