

THE CITY OF KINGS



QUICK REFERENCE

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THE QUICK REFERENCE BOOKLET DOES NOT NEED TO BE READ BEFORE YOU START PLAYING!

It is recommended you use the Quick Reference Booklet to lookup Map tiles, Creature abilities, Quests and Tokens as you encounter them on your adventure. You will only encounter a small selection of the contents of the Quick Reference booklet each time you play, making every playthrough unique.

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CREATURE ABILITIES




AMBUSH

Set up a second creature, and place its War Banner 2 tiles north of The City of Kings.

BERSERK ★

Berserk is the combination of Grab All, Panic, and Move, performed in order.

1. GRAB ALL (SEE PAGE 4).

The creature pulls all heroes in  to its current location. The characters travel through every tile on their way, taking any damage from  and/or  they travel through.

2. PANIC (SEE PAGE 5).

All heroes within range of the creature draw 1 Position card each and move to the marked spot.

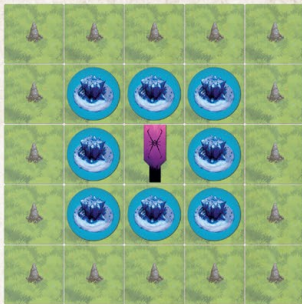
3. MOVE (SEE PAGE 5).

Draw 1 Position card, and move the creature to the new location.

BLIZZARD ★

Blizzard consists of two steps, performed in order.


1. PLACE STRONG ON MAP TILES AROUND THE CREATURE.





2. MOVE (SEE PAGE 5).

Draw 1 Position card, and move the creature to the new location.

BLOOD BOIL

When this creature takes damage from a basic or special attack, place 1  attack token on it.

CALL TO ARMS

When this creature dies, place 1  and 1  on all creatures on the board.

CHAIN LIGHTNING ★

Chain Lightning hits the creature's priority target and all other heroes on the same map tile as the priority target.

2 players: 4 total damage

3 players: 6 total damage

4 players: 8 total damage

The amount of damage each hero receives is equal to the total damage divided by the number of heroes hit by Chain Lightning.

*Example: In a 4 player game, if Chain Lightning hits 3 heroes, they receive 3 damage each.
8 divided by 3, rounded up.*

CHARGE ★

Charge is the combination of Teleport and Knockback, performed in order.



1. TELEPORT (SEE PAGE 6).

The creature instantly moves to the priority target's location, ignoring any effects on the board.


2. KNOCKBACK (SEE PAGE 5).

The priority target draws 1 Position card and moves to the new location.

CURSE ★


Place 1  on the priority targets Character Sheet. A hero may only have 1  on their Character Sheet at any time.

ENRAGE ★

Place 1  on this creature's template.



Remember. This happens every time the creature activates.

FIRE BALL ★

Place 1 strong  on the Map tile the creature's priority target is on.

If the creature has both Fire Bolt and Fire Ball, then only activate Fire Ball.


FIRE BALL ALL ★

Place 1 strong  on all Map tiles with a hero on them that are within  of the creature.

If the creature has Fire Bolt or Fire Ball, and it also has Fire Ball All, then only activate Fire Ball All.

CREATURE ABILITIES




FIRE BOLT ★

Place 1 weak  on the Map tile the creature's priority target is on.

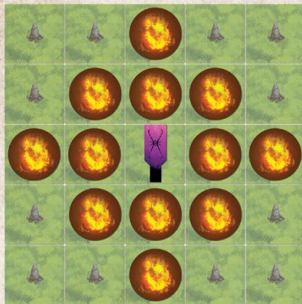
FIRE BREATH ★

Fire Breath consists of two steps, performed in order.

1. GRAB ALL (SEE PAGE 4).


The creature pulls all heroes in  to its current location. The characters travel through every tile on their way, taking any damage from  and/or  they travel through.

2. PLACE STRONG ON MAP TILES AROUND THE CREATURE.




FIRE TRAIL ★

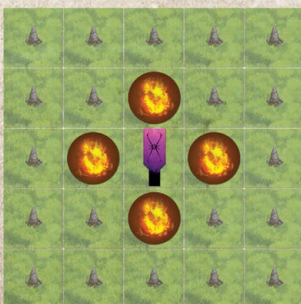
Draw 1 Position card and move the creature to the new location.

Place strong  on every tile the creature travels through, including the one it starts on and the one it ends on.

FIRE WALL ★

Place strong  on Map tiles around the creature.


FIRE WALL 1




FIRE WALL 2



FROST BOLT ★



Place 1 weak  on the Map tile the creature's priority target is on.

FROST STORM ★

Place 1 strong  on the Map tile the creature's priority target is on.


If the creature has both Frost Bolt and Frost Storm, then only activate Frost Storm.

FROST STORM ALL ★

Place 1 strong  on all Map tiles with a hero on them that are within  of the creature.



If the creature has Frost Bolt or Frost Storm, and Frost Storm All, then only activate Frost Storm All.

FURY 🛡️

When this creature takes damage from a basic or special attack, or trap, draw 1  and place it on its Template.

GRAB ★




The creature pulls the priority target to its current location.

The hero travels through every Map tile on their way, taking damage from  and triggering  they travel through.

If a hero is grabbed over a pit, the hero falls into the pit.

If grab causes a hero to go from an unexplored tile to another unexplored tile, they stop moving on the first unexplored tile.

GRAB ALL ★


The creature pulls all heroes in  to its current location. The characters travel through every tile on their way, taking any damage from  and/or  they travel through.

If a hero is grabbed over a pit, the hero falls into the pit.



If grab all causes a hero to go from an unexplored tile to another unexplored tile, they stop moving on the first unexplored tile.

GREEN BLOODED 🛡️

When this creature takes damage from a basic or special attack, reduce the damage done by 1.

The attacker reduces their current  by 1.

HEART OF FIRE 💀

When this creature dies, it does damage equal to its  to all heroes in .

CREATURE ABILITIES

HORDE ★

Draw 1 Position card and set up the lowest creature stat card from the discard pile on the location indicated, where the creature with Horde is the X on the Position card.

HOUNDS ★

IF THERE ARE HOUNDS ON THE BOARD:

Move the 🐾 1 tile towards the closest worker, ignoring any workers located in The City of Kings. If 2 workers are at an equal distance, then you may choose which worker the 🐾 move towards.

If all workers are located in The City of Kings, the 🐾 do not move.

IF THERE ARE NO HOUNDS ON THE BOARD:

Draw 1 Position card and place the 🐾 on the location indicated, where the creature spawning the Hounds is the X on the Position card.

Hounds do not attack, they have 1 health and they trap workers. They are immune to fire and poison, but any basic or special attack from a hero will kill them.

HUNTING PARTY 🏹

Set up a second creature and place its War Banner on the same location as the first creature.

Do not give this creature any abilities.

KNOCKBACK 🗡️

When this creature attacks, the priority target is pushed back the number of Map tiles indicated on the Knockback ability token.

If the priority target is standing on the same tile as the creature, draw 1 Position card to determine where they should move.

The hero travels through every Map tile on their way, taking damage from 🔥 and triggering 🦟 they travel through.

If Knockback causes a hero to go over a pit, the hero falls into the pit and stops moving.

If Knockback causes a hero to go from an unexplored tile to another unexplored tile, they stop moving on the first unexplored tile.

LIFEBLOOD ★

Place 1 🩸 on this creature's template.

Remember - This happens every time the creature activates.

LIGHTNING BOLT ★

Lightning hits the creature's priority target, reducing their current ❤️ by 1.

MOVE ★

Draw 1 Position card, and move the creature to the new location.



The creature travels through every Map tile on its way, taking damage from 🔥 and triggering 🦟 they travel through.

Creatures are immune to pit tiles, and can move from unexplored tiles to other unexplored tiles.

OVERLORD ★

Overlords summon and control all 4 types of minions.

Activate Hounds (see page 5), Shredders (see page 6), Witch Doctor (see page 7), and Vilelings (see page 7), in that order.

PANIC ★

All heroes within range of the creature draw 1 Position card each and move to the marked spot.



Each hero travels through every Map tile on their way, taking damage from 🔥 and triggering 🦟 they travel through.

If Panic causes a hero to go over a pit, the hero falls into the pit and stops moving.

If Panic causes a hero to go from an unexplored tile to another unexplored tile, they stop moving on the first unexplored tile.

PHOENIX 💀

This creature comes back to life with 50% of its max ❤️ and loses all bonus tokens and impairments.

Remove all Phoenix tokens from the Creature Template. If the Phoenix ability is part of a token with multiple abilities on it, the token is still removed. All other ability tokens remain on the Creature Template.


You get the XP reward for the first kill and will get the reward again when you kill the creature the second time.

If this creature is part of a quest, the quest does not complete until the creature dies a second time.


Do not draw any new ability tokens.

CREATURE ABILITIES


POISONED BLADE

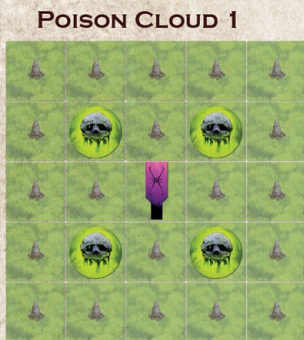
Place 1 weak  directly on to the creature's priority targets' Character Sheet.

POISON BOLT


Place 1 weak  on the Map tile the creature's priority target is on.

POISON CLOUD

Place strong  on Map tiles around the creature.





POISON SPIT

Place 1 strong  on the Map tile that the creature's priority target is on.



If the creature has both Poison Bolt and Poison Spit, then only activate Poison Spit.

POISON SPIT ALL



Place 1 strong  on all Map tiles with a hero on them, that are within  of the creature.

If the creature has Poison Bolt or Poison Spit, and it also has Poison Spit All, then only activate Poison Spit All.


RED HOT

The creature's basic attack does 50% more damage (rounded up) if the priority target is on a Map tile containing a weak  or strong .

REFLECT ALL

When this creature takes damage from a basic or special attack, all heroes in  of the creature reduce their current  by the number shown on this token.



RUPTURE

The creature looks like it's about to burst; reduce its current  by 3.

If Rupture causes the creature to die, you still get the XP.



Remember - This happens every time the creature activates.





SEARCH PARTY

Place 1  on every Resource Map tile within  of this creature that has at least 1 worker on it.


SHREDDERS

IF THERE ARE SHREDDERS ON THE BOARD:

Move the  1 tile towards the closest creature. If 2 creatures are at an equal distance, then you may choose which creature the  move towards.

At any point, if a  is on the same tile as 1 or more creatures, the  sacrifices itself and all creatures on that tile gain 1  (remove the  from the board).


IF THERE ARE NO SHREDDERS ON THE BOARD:

Draw 1 Position card, and place the  on the marked spot, where the creature spawning the Shredders is the X on the Position card.



Shredders do not attack, they have 1 health and they trap workers. They are immune to fire and poison, but any basic or special attack from a hero will kill them.


SWIPE

Swipe hits the creature's priority target and all other heroes on the same map tile as the priority target, reducing their current  by 2.

TELEPORT

The creature instantly moves to the priority target's location, ignoring any effects on the board.

TEMPTATION

All workers within  of the creature move 1 Map tile towards the creature, even if they are already trapped.

Workers in Pits cannot be moved by Temptation.

CREATURE ABILITIES



TRACKING ★



Move the creature 1 tile towards the closest hero, ignoring any heroes located in The City of Kings. If 2 heroes are at an equal distance, then you may choose which hero the creature moves towards.

If all heroes are located in The City of Kings, the creature does not move.

VILELINGS ★

IF THERE ARE VILELINGS ON THE BOARD:


Move the  1 tile towards the closest hero, ignoring any heroes located in The City of Kings. If 2 heroes are at an equal distance, then you may choose which hero the  move towards.

At any point, if a  moves onto the same tile as 1 or more heroes, the Vileling explodes and all heroes on that tile take damage (remove the  from the board).


2 players: 4 damage

3 players: 6 damage

4 players: 8 damage

If all heroes are located in The City of Kings, the  do not move.

IF THERE ARE NO VILELINGS ON THE BOARD:

Draw 1 Position card, and place the  on the marked spot, where the creature spawning the Vilelings is the X on the Position card.

Vilelings do not attack, they have 1 health and they trap workers. They are immune to fire and poison, but any basic or special attack from a hero will kill them.

Vilelings do not explode if they spawn on top of a hero.

Vilelings do not explode if a hero moves on to a tile containing a Vilelings token.

WHIRLWIND

The creature's basic attack hits the priority target and then hits all heroes within Whirlwind range of the priority target for 50% of the damage (rounded up).

Whirlwind range is the total value on the Whirlwind ability token.



Example: The creature has Whirlwind 2 and a basic attack of 7. Earthshaker is the priority target and suffers 7 damage. Vyliria is within 2 range of Earthshaker, so the Whirlwind also hits Vyliria for 4 damage.






We divide 7 (basic attack) by 2 (50% of the basic attack damage), and round up to get 4.


WITCH DOCTOR ★

IF THERE IS A WITCH DOCTOR ON THE BOARD:

Move the  1 tile towards the closest creature. If 2 creatures are at an equal distance, then you may choose which creature the  moves towards.

At any point, if a  is on the same tile as 1 or more creatures, the Witch Doctor sacrifices itself and all creatures on that tile gain 1  (remove the  from the board).

IF THERE IS NO ON THE BOARD:


Draw 1 Position card, and place the  on the marked spot, where the creature spawning the Witch Doctor is the X on the Position card.

Witch Doctors do not attack, they have 1 health and they trap workers. They are immune to fire and poison, but any basic or special attack from a hero will kill them.



QUESTS

ATTENTION

Use your workers to generate  by Gathering or Scavenging at the specified location until a creature spawns. When the creature spawns, place the creature on the board, and attach this Quest card to the Creature Template. When the creature dies, you get the reward.

You do not have to trigger this quest.

You do not have to choose an option until you decide to trigger the quest.

DECISION

Decision Quests will ask you to choose between 2 options. The player who initiated the Quest must make the decision but is allowed to ask the opinions of other players first.

The decision must be made before you can take any other actions.

DISCOVER

If the Quest only specifies 1 location, you will get the reward if, at any point, a hero is at the specified location.

You must stop at the location. You cannot complete the quest by travelling through the tile during a Move action.

If the Quest specifies 2 locations, you will get the reward if, at any point, there is a hero located at each of the specified locations simultaneously.

If the Quest specifies a time, then the Clock hand must be pointing at the time stated when the heroes are in position to complete the Quest. If no time is mentioned, then the Quest can be completed at any time.

You do not have to choose an option until you decide to trigger the Quest.

ESCORT

The player who initiated the Quest becomes the Quest owner and should place the Quest card next to their Character Sheet.

If at any point, the Quest owner takes any damage, the Quest immediately fails and the Quest card should be placed in a discard pile.

If the Quest owner's hero arrives at the specified location, then the Quest is complete.

The Quest owner may choose to discard this quest at any point and simply place it in the discard pile.

GAMBLING

The player who initiated the Quest must immediately choose either option A or B and then carry out the instructions as described.

When asked to guess Equipment cards, you must guess each card one at a time until you either fail or complete the quest. You may choose to draw from either the Starter Equipment or Equipment deck.

If you succeed, you get the reward. If you fail, you get nothing.

Any cards used must be discarded afterwards unless specified otherwise.

GATHER

Bring the required resources to the Old Barn to complete the Quest.

Resources you already have in the Old Barn may be used to complete this quest.

For gather Quests with multiple options, you do not need to choose an option until you complete the Quest.

When completing the Quest, the resources are considered to be spent and must be removed from the Old Barn.

GO KILL

At any point, if any hero is located at the specified location, then they may choose to spawn a creature. You do not have to do this.

If you spawn the creature, place the Quest card next to the Creature Template as a reminder to collect the reward when the creature dies. Any bonus abilities given from a Go Kill Quest are in addition to the creature's normal abilities.

INSTANT

Immediately follow the Quest card's instructions and then discard the card.

KILL

Kill Quests immediately spawn a creature at your hero's location (unless the card specifies a different location); this cannot be avoided. You must choose which option you wish to take. Any bonus abilities given from a Kill Quest are in addition to the creature's normal abilities.

Place the Quest card by the creature's template so you remember to collect your reward when the creature dies (unless the card specifically says to discard it).

QUESTS



LURE


You must put the required resources in the Old Barn, and then travel to the specified location, and then set up 1 creature. This spends the resources, which should be removed from the Old Barn.


When you place the creature on the board, place this Quest card next to the Creature Template so you remember to take the reward when the creature is defeated. Any bonus abilities given from a Lure Quest are in addition to the creature's normal abilities.

You do not have to trigger this quest.

PROTECT

Take an  NPC (non-player character) token from the supply, and place it on your current location. Next, draw 1 Position card, and move the .



If the  touches a creature at any point, then you fail the Quest. The NPC ignores fire, poison, frost, and traps.



If the  successfully moves to the destination, then you complete the Quest.


SCAVENGE



Travel to the specified location and scavenge with your worker. You must roll the  Item Part symbol to complete the Quest.

If multiple locations are given, you may scavenge at either location until you have completed the Quest.

For each  required, you must roll a  in a single roll.

Example: If you require 2 , you must roll 2  in the same roll.

You will need to upgrade your worker scavenge stat for a chance of rolling multiple  in the same roll.

If Option A of the quest requires 1  and Option B requires 2  from the same location, you may roll the dice before deciding whether you want to complete Option A or B.


SKILL


Test your skills by completing a challenge!


The person who initiates this Quest must attempt the challenge.

SKILL: BALANCE


Part of the dexterity micro expansion

Choose option A or B, and then take that many wooden  tokens from the supply, and stack them vertically using only 1 hand.

Next, draw the specified card, and place it flat on top of the stacked .


If at any point a  or card falls, you fail and must discard the quest.


The complete structure must stand unsupported for 3 seconds to complete the quest.

Once you have finished the Quest, place the  back in the supply, and discard the card.


SKILL: STACKING

Part of the dexterity micro expansion

Choose option A or B, and then take that many wooden  tokens from the supply, and stack them vertically using only 1 hand.

If at any point a  falls, you fail and must discard the Quest.

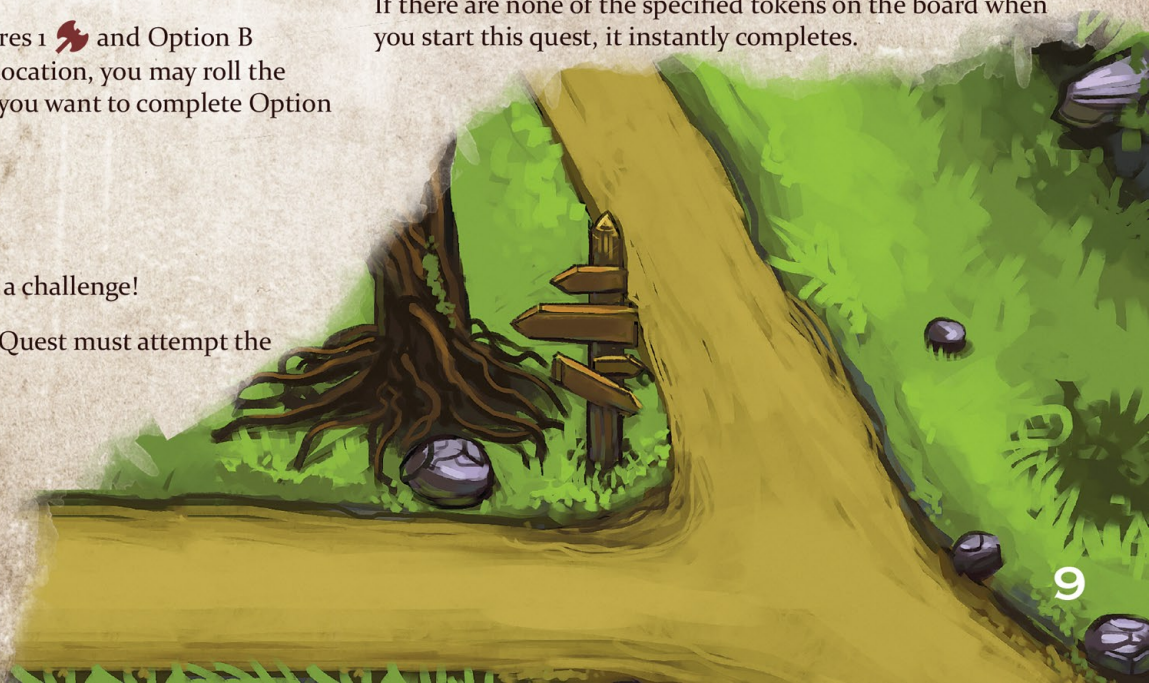
The complete structure must stand unsupported for 3 seconds to complete the Quest.

Once you have finished the Quest, place the  back in the supply.

SUPPORT

Support Quests require you to clear the board of specific tokens using your character skills. This can be completed at any point on any turn.

If there are none of the specified tokens on the board when you start this quest, it instantly completes.



MAP TILES

BUFF



WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

Heroes receive a temporary bonus until they leave the tile. The bonus is shown in the top left corner of the tile.

Do not add bonuses to your Character Sheet.

Bonuses can increase your stats above the maximum values shown on your Character Sheet. For instance, a hero with 10 attack can gain an attack bonus to have 12 attack.

Workers do not gain bonuses from Buff tiles.

BUILDING: FARM



WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

PHASE 1

Workers can perform a work action to spend 3 wood from the Old Barn and gain 2 linen in the Old Barn.

The tile is then replaced with the phase 2 tile.

Heroes cannot do anything in phase 1.

PHASE 2

Workers can perform a work action to spend 5 wood from the Old Barn. All players can then increase any 1 worker stat on their Character Sheet by 1 space.

The tile is then replaced with the phase 3 tile.

Heroes cannot do anything in phase 2.

PHASE 3

Heroes can use an Interact action to trade 3 of the same resource from the Old Barn for 1 of any other resource, which is immediately placed in the Old Barn.

A hero can perform as many trades as they like for a single Interact action.

Example 1: You can trade 6 wood for 2 fish.

Example 2: You can trade 6 wood and 3 ore for 3 fish.

Workers cannot do anything in phase 3.

MAP TILES

BUILDING: SHRINE



WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

PHASE 1

Workers can perform a Work action to spend 3 fish from the Old Barn, then draw 1 skill card and add it to the Temple.

The tile is then replaced with the phase 2 tile.

Heroes cannot do anything in phase 1.

PHASE 2

Workers can perform a work action to spend 5 fish from the Old Barn. All players can then take 1 skill disc from their supply and place it on their skill tree.

The tile is then replaced with the phase 3 tile.

Heroes cannot do anything in phase 2.

PHASE 3

Heroes receive a temporary bonus of 3 attack and 3 heal until they leave the tile.

Do not add bonuses to your Character Sheet.

Bonuses can increase your stats above the maximum values shown on your Character Sheet. For instance, a hero with 10 attack can gain an attack bonus to have 13 attack.

Workers cannot do anything in phase 3.

BUILDING: STRONGHOLD



WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

PHASE 1

Workers can perform a work action to spend 3 ore from the Old Barn, and then draw 1 Starter Equipment card or 1 Equipment card and add it to the Trade District.

The tile is then replaced with the phase 2 tile.

Heroes cannot do anything in phase 1.

PHASE 2

Workers can perform a work action to spend 5 ore from the Old Barn to instantly kill any 1 creature within 1 range of the Stronghold.

The tile is then replaced with the phase 3 tile.

Heroes cannot do anything in phase 2.

Killing a creature with a Stronghold is the same as killing it with an attack: You still get all the rewards and complete any quests connected to it.

PHASE 3

Heroes can use an Interact action to trade 5 of the same resource from the Old Barn, and then draw 1 Starter Equipment card or 1 Equipment card and add it to the Trade District.

A hero can perform as many trades as they like for a single Interact action.

Example 1: You can trade 10 ore for 1 Starter Equipment card and 1 Equipment card.

Example 2: You can trade 5 wood and 5 ore for 2 Equipment cards.

Workers cannot do anything in phase 3.

MAP TILES

CREATURE



All creature tiles can be identified by the
scavenge icon in the top left corner.

WHEN TILE IS REVEALED

Set up 1 creature on this tile.

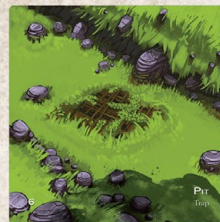
Some creature tiles have additional abilities in the top left corner, which give bonuses to the creature during setup.

WHEN LOCATED ON TILE

Workers can perform a Work action to scavenge.

Heroes cannot do anything.

PIT



WHEN TILE IS REVEALED OR WHEN LOCATED ON TILE

Workers and heroes fall into the pit; they can no longer move until they are freed.

You can still perform other actions, be targeted by creatures, and suffer damage. There is no limit to how many heroes/workers can be in a pit at any time.

To free a worker or a hero, another hero must be located on an adjacent tile (not including diagonals) and perform an Interact action, pulling the character from the pit, and onto their tile.

Heroes can choose to suffer critical damage (see page 25 of the Rulebook) to free themselves from a pit.

Workers cannot suffer critical damage to escape the pit.

OCCUPIED CITY



This tile does nothing; it is used in stories.

QUEST



WHEN TILE IS REVEALED

If a hero revealed the tile, then draw 1 Quest card.

If a worker revealed the tile, nothing happens.

WHEN LOCATED ON TILE

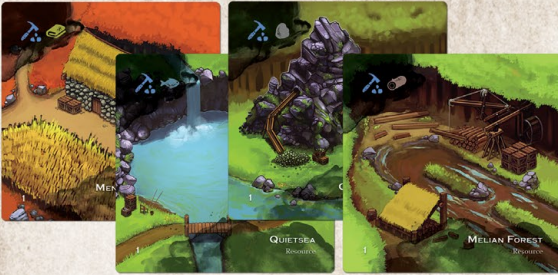
A hero may perform an Interact action to draw 1 Quest card.


You can only draw 1 Quest card per Interact action.

Workers cannot do anything.

MAP TILES

RESOURCE



All resource tiles can be identified by the  gather icon in the top left corner.

WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

Workers can perform a Work action to gather at this location.

The type of resource you can gather is shown in the top left corner of the tile.

Heroes cannot do anything.

STABLE








WHEN TILE IS REVEALED

Nothing happens.

WHEN LOCATED ON TILE

When a hero performs a Move action, they should treat Stable tiles as if they were adjacent to all other Stable tiles and the City of Kings tile.



For example, (A) Sesharra has 3  and wants to reach (D) Olstan's Way. She performs a Move action and travels from (A) The Hyzicki Caravans to (B) The City of Kings using 1 . As The City of Kings is considered to be a stable, she can move to (C) Greenacre Stables for 1 . She then uses her last  to travel to (D) Olstan's way, using all 3  and arriving at Olstan's Way.

Workers cannot do anything.

SHOP



WHEN TILE IS REVEALED

Draw 3 Equipment cards, and place them in the Trade District. You may draw cards from the Starter Equipment deck or Equipment deck, in any combination.

WHEN LOCATED ON TILE

A hero may perform an Interact action to buy equipment from the Trade District, using resources in the Old Barn.

You can buy as many Equipment cards as you want but must have the available resources in the Old Barn.

Workers cannot do anything.

THE CITY OF KINGS

The City of Kings tile is the starting area and will always be revealed.

See page 25 of the Rulebook for details.

TOKENS

All tokens are limited. If an ability or skill requires you to place a token and there are none available, the ability is not activated, and the skill cannot be used.

ATTACK

These tokens are double sided and get placed on Creature Templates to show an increase or decrease in basic attack damage of 1.

There is no limit to how many attack tokens can be on a creature.



ATTENTION

Attention tokens show that creatures are watching you. Instead of placing a 4th attention token on a map tile, remove all attention tokens from that tile and set up a creature on the tile.



CURSE

Heroes and creatures with a Curse token on their Character Sheet reduce all healing received by 50%.

A hero or creature can only ever have 1 Curse token on them at any time.



FIRE

When a hero or creature is on (or moves through) a tile with a fire token on it, or if a fire token is placed on a tile with a hero or creature on it, they instantly suffer damage.

Any hero or creature starting their turn on a fire token instantly takes damage.

Weak Fire: 1 damage

Strong Fire: 2 damage



There can only be 1 fire token on a tile at any time. Strong fire tokens replace weak fire tokens. If an ability requires you to place a strong fire token on a tile that already contains a strong fire token, then nothing happens.

FROST

Heroes moving from or through a tile that has a frost token on it have their movement reduced.

Weak Frost: Movement reduced by 1.

Strong Frost: Movement reduced by 2.



Movement cannot be reduced below 1.

Frost does not affect creatures.

Frost does not affect heroes moving due to a Position card, Grab, or Knockback.

There can only be 1 frost token on a tile at any time. Strong frost tokens replace weak frost tokens. If an ability requires you to place a strong frost token on a tile that already contains a strong frost token, then nothing happens.

HEAL

These tokens are double sided and get placed on Creature Templates to show an increase or decrease in basic heal of 1.

There is no limit to how many heal tokens can be on a creature.



HOUNDS

Refer to the special ability "Hounds" on page 5.



TOKENS

NPC (NON-PLAYER CHARACTER)

Non-player character tokens are used by some Quests to represent the position of Quest characters. They ignore all board effects and combat.



SHREDDERS

Refer to the special ability "Shredders" on page 6.



TRANSFORM

Used when performing Transform actions on the Skill tree. This is explained on page 23 of the Rulebook.



POISON

When a hero or creature is on (or moves through) a tile with a poison token on it, or if a poison token is placed on a tile with a hero or creature on it, they instantly get poisoned.



Remove the poison token from the board, and put it on their Character Sheet.

At the start of their turn, if they still have a poison token in front of them, they will suffer damage for each poison token on their Character Sheet.

Weak Poison: 1 damage

Strong Poison: 2 damage

There is no limit to how many poison tokens you can have on a Character Sheet.

If more than 1 hero or creature comes into contact with poison at the same time, then all affected heroes/creatures take a poison token and place it on their Character Sheet.

There can only be 1 poison token on a tile at any time. Strong poison tokens replace weak poison tokens. If an ability requires you to place a strong poison token on a tile that already contains a strong poison token, then nothing happens.

SHIELDS

These tokens are double sided and get placed on Creature Templates to show an increase or decrease in shield of 1.



There is no limit to how many shield tokens can be on a creature.

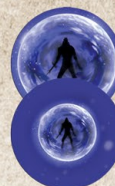
VILELINGS

Refer to the special ability "Vilelings" on page 7.



WARD STONE

When a hero is on a tile containing a ward stone and suffers any damage, they may choose to activate it.



Weak Ward Stone: Reduces damage by 4

Ward Stone: Reduces damage by 6

A ward stone may only be activated once, by a single hero, and it is then removed from the board.

There can only be 1 Ward Stone on a tile at a time. You can replace weak Ward Stones with Ward Stones.

WITCH DOCTOR

Refer to the special ability "Witch Doctor" on page 7.



SUMMARY

FOR REFERENCE WHILE YOU PLAY



ROUND SUMMARY

See page 12 of the Rulebook for details

- 1 Resolve story
- 2 Move Time Tracker
- 3 Player turns

PLAYER TURN

See page 13 of the Rulebook for details

- 1 Resolve impairments  / 
- 2 Activate creatures
- 3 Hero and worker actions


CREATURES

See page 10 of the Rulebook for details

 EASY  MEDIUM  HARD  SETUP  ATTACK  SPECIAL  DEFEND  DEATH







CREATURE SET UP

See page 11 of the Rulebook for details

- 1 War Banner
- 2 Creature Template and Stat card
- 3 Set 
- 4 Generate abilities

CREATURE ACTIVATION






See page 15 of the Rulebook for details

- 1  /  Resolve impairments
- 2  Heal
- 3  Basic attack and attack abilities
- 4  Attack all
- 5  Special abilities

HERO ATTACK/HEAL




ATTACK

See page 17 of the Rulebook for details

- 1 Choose target in 
- 2 Calculate damage:  + bonuses +  - 
- 3 Creature defend abilities
- 4 Deal damage
- 5 Resolve 

HEAL

See page 17 of the Rulebook for details

- 1 Choose target in 
- 2 Calculate heal:  + bonuses + 
- 3 Restore 