

HERO REALMS™

DECKBUILDING GAME

THE RUIN OF THANDAR

RULEBOOK



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Read this book first! Once you have familiarized yourself with the rules and are ready to play, the Adventure Book will guide you through setup, special rules and how to win each campaign encounter.

Contents

The Ruin of Thandar Campaign Deck box contains:

- ♦ **This Rulebook**
- ♦ **The Adventure Book**
- ♦ **8 Oversized Master cards**
- ♦ **150 standard size game cards:**

5 Elixir Treasure Cards	5 Mastery Cards
4 Cleric Treasure Cards	13 Setting Cards
4 Fighter Treasure Cards	9 Encounter 1 Cards
4 Ranger Treasure Cards	9 Encounter 2 Cards
4 Thief Treasure Cards	10 Encounter 3 Cards
4 Wizard Treasure cards	4 Relic Cards
6 Cleric Skill Cards	8 Cleric Ability Cards
6 Fighter Skill Cards	8 Fighter Ability Cards
6 Ranger Skill Cards	8 Ranger Ability Cards
6 Thief Skill Cards	8 Thief Ability Cards
6 Wizard Skill cards	8 Wizard Ability cards
5 Additional Health Cards	

Introduction

In this expansion there are three different cooperative encounters. In each encounter, one to five players work together, battling against the forces of evil (referred to as “the Master”). Each player chooses one of the *Hero Realms Character Packs* and will play as that character for all three Encounters. After you complete each Encounter, you might find Treasure cards and / or earn Character Points which you can spend to buy new cards to improve your character.

Note: This rulebook only covers campaign play, and assumes you already know how to play *Hero Realms*. If you don’t, please read the rulebook in the *Hero Realms Deckbuilding Game*.

Seating

After choosing their Character Packs, Players sit around the table in any order they wish, keeping in mind a player will only be able to assist players they are sitting next to (aka “nearby” players).



The Master is not controlled by a player, and is represented by an oversized card (the Adventure book will specify which oversized card to use for the Master on each encounter).

The Master has a virtual “seat,” and will be positioned between two players at the table (or next to the one player in a solo game). Remember, the Master takes up a “seat”, so in a game with three or more players, if the Master is between two players, those players are not considered to be nearby each other.

(See Nearby Areas / Nearby Players on page 15.)

Play Overview

Each player's turn is divided into the **Master Step** and the **Player Step**. First, the Master will flip cards from its deck face up. Each card has a symbol in its upper-left corner that activates one of the Master's powers. Then the flipped card will become a new Minion, Hazard, or Action for that player to deal with.

After the Master is finished, the player will take a normal *Hero Realms* turn, spending  to acquire cards and spending  to fight the Master and its minions.

The Master's deck also has Mastery cards, which will allow it to level up (once enough Mastery cards have been flipped). When the Master levels up, it turns over to its other side where it has even more devastating powers!

Keeping Score

Players should use pencil and paper or the health-tracking cards from their Character Pack. Track the Master's Health using pencil and paper or health-tracking cards from the base game.

Player Setup

Each player chooses a character pack and picks a seat, shuffles their decks, sets their score cards to their starting health, and puts their ability/skill cards in front of them (in their inventory).

Note: Many of the ability cards that come in the Character Packs (like the Thief's **Heist** and **Pick Pocket** cards) have been altered for Campaign play. Swap the ability cards that came in your Character Pack with the new ability and skill cards of the same name from this Campaign Deck. Use the side that says "Campaign" skill or ability under

the card's title. (The other side is used for non-campaign, player-vs-player games. See page 27 for more info.)


Each player draws a hand of five cards before the game starts.

Inventory

In addition to their deck, discard pile, and play area, each player has an inventory. This is where you place cards that you have access to, but don't go into your deck, hand, or discard pile (like your skill and ability cards).

Setting up the Master

Set up the Market and Fire Gems just like in the base game.

The Master has its own deck. Cards with this symbol  in the bottom left corner are part of this deck. That symbol will have a number or letter on the icon to indicate what type of card it is: "S" (for Setting cards), "M" (for Mastery cards), "1", "2", or "3" (for Encounter 1, 2 or 3 cards).

If you are playing with less than five players, you will need to randomly remove some of the setting cards ("S") from the Master's deck. (If you have 5 players, skip this step.)

- ♦ 4 players: Remove 3 setting cards.
- ♦ 3 players: Remove 6 setting cards.
- ♦ 2 players: Remove 9 setting cards.
- ♦ 1 player: Remove 12 setting cards.

Mastery cards will be distributed somewhat-evenly throughout the Master's deck. This is accomplished as follows:

- ♦ Shuffle together the remaining "S" cards and this encounter's numbered cards ("1", "2", or "3" depending on which encounter you are playing).
- ♦ Deal these cards out into five even piles (with any remaining cards added to the middle pile).

For example, if playing the first encounter with five players, you would shuffle the thirteen “S” cards together with the nine “1” cards. These 22 cards would be dealt into five piles with 4 cards each, then remaining 2 cards would be added to the middle pile (bring that pile up to six cards).

- ♦ Shuffle one Mastery card into each pile.
- ♦ Stack the piles on top of each other (WITHOUT shuffling), keeping the middle pile in the middle of the stack to form the Master’s deck.

Set the Master’s oversized card (with the Level 1 side facing up) next to the Master’s Deck. (For the first encounter, the Master is **Enthralled Regulars**.) The Master’s starting Health is listed under its name.

Playing the Game

The players must work together to vanquish the Master! Play starts with the player to the left of the Master and proceeds clockwise.

Turn Sequence:

Each player’s turn is made up of two Steps: the **Master Step** and the **Player Step**, in that order.

Note: Cards will occasionally refer to the “active player.” Throughout both the Master Step and the Player Step of a players turn, that player is the “active player.”

Using the example on page 16, the Thief would go first, then the Ranger, and so on.

CARD ANATOMY

MASTER

Card Name

Below the name is the Master's Starting Health.
(50 in this case)

Card Level

Begin with the "1" side of the Master card.

Mastery Cards Needed

Once this Master has three Masteries attached, discard them and flip the Master to its Level 2 side.

Cards To Play

At the start of the Master's Step, play this many cards from their deck.

Abilities

Depending on the card(s) flipped, the Master will gain combat and/or health, and will cause other bad things to happen to the heroes. Unless it says otherwise, the ability is done to the active player or to their champions.

Favored Ability

When you flip a card with a white symbol, the Master gets each of their "favored" abilities. In this case, the red one. Favored abilities are indicated with spikes around a symbol.

Campaign Icon

The Ruin of Thandar campaign cards each have a demon's head. The character inside the icon indicates if it is a setting card (S), a mastery card (M), or an encounter card (1 for the first, 2 for the second, etc.)



CARD ANATOMY

MINION

Card Name

Below the name is card's type and subtype(s).

Card Symbol

When the Master plays a card, it gets an ability matching the color of this symbol.

In this case, the blue ability.

Expend Ability

Every minion will expend and generate effects for the Master. In this case, it will gain 3 combat. Other cards have effects which cause the active player to do something. "Discard a card" means the player (and not the Master) would discard a card.

Flavor Text

A little bit of story on the card.

Campaign Icon

The Ruin of Thandar campaign cards each have a demon's head. The character inside the icon indicates if it is a setting card (S), a mastery card (M), or an encounter card (1 for the first, 2 for the second, etc.)

Defense

Just like other champions, minions have a defense score. Deal this much damage to it to stun it.



Ruinor Disciple

Minion • Human Fanatic



The Necros believe demons are a means to an end. The Ruinor believe demons are a means to the end.



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The Master Step

1. The Master plays cards. The icon in the upper right of the oversized Master card tells you how many cards the Master plays. For example, in Encounter 1, **Enthralled Regulars** plays one card when Level 1, and two cards once they have advanced to Level 2 (see #2 below).

To play the Master's card, do the following:

- a. Flip over the top card of the Master's deck. (If the Master tries to play a card while their deck is empty, shuffle their discard pile to make a new Master deck, then play its top card.)
- b. The cards in the Master's deck have symbols in their top left. Match that symbol to the symbol on the Master's oversized card to see what bonus the Master gets this turn. If the symbol is white, it represents the Master's favored ability, and the Master will use the symbol with four spikes around it instead. (**Enthralled Regulars'** favored ability is Red at Level 1 and Blue at Level 2.)
- c. Resolve each card as follows (save combat until #5 on the next page):
 - ♦ **For a hazard:** put it in front of the active player (the player whose turn it is) and follow its instructions.
 - ♦ **For an event:** do what it says, then put it in the Master's discard pile.
 - ♦ **For a Mastery:** attach it to (place it touching) the Master's oversized card.
 - ♦ **For an Elite Minion,** put it in the Master's area (in front of the Master's oversized card).
 - ♦ **For any other type of Minion,** put it in front of the active player.

2. If the Master now has Mastery cards attached to it equal to or greater than the number of diamond symbols below its level icon, and it hasn't yet flipped over to its

Level 2 side, put the attached Mastery cards into the Master's discard pile and flip over the oversized Master card to the side with 2 showing in the upper-left hand corner. *This is bad news for the good guys!*

3. The Master uses each of its Minions in the active player's area. (**Areas** are explained on page 15.) Follow the text on each Minion card to use it.

4. The Master uses each of its Minions in the Master's area. Minions in the Master's area act on every player's turn, so stun them quickly if you can!

5. The Master uses all of the combat it generated on its turn to perform a "**villainous attack**" against the active player.

a. First, it attacks that player's guards (if any), starting with the highest defense guard it can stun, repeating until the Master has no combat left or no guards left to stun. (If one or more guards are tied for the highest defense, the defending player chooses one to be attacked first.)

b. Then, the Master spends its remaining combat to defeat that player if possible. If the Master doesn't have enough combat to do this, it will instead attack the highest defense champion it can stun that player has in play. Repeat this process until it doesn't have enough combat remaining to stun any additional champions, or until the active player has no champions left to stun.

c. Finally, the Master spends its remaining combat to attack that player.

6. Prepare all minions in the active player's area and in the Master's area.

7. The Master's step is complete. The active player now begins the player step of their turn.


Player Step

The player now takes their turn normally, as they would in the base game, except that attacking and gaining health now work slightly differently.

Attacking



Just like in the base game, you may use your combat to make as many attacks as you wish, spending the appropriate amount of combat on each attack. You may use combat to attack enemy minions in front of you (aka “in your area”).

If there are no prepared minions in your area, you may also use combat to attack the Master, minions in front of the Master, or minions in front of nearby players.



When attacking a minion, spend combat equal to its  to stun it, just like an enemy champion in the base game.

Put stunned minions into the Master’s discard pile.

When attacking the Master, lower its health score by the amount of combat you attacked it with (just like you would with an opposing player in the base game).

You can fight in as many areas as you like while you have enough . For example, you could spend some  to stun the minions in your area, then some to stun the minions in the areas to your left and right, then deal the remaining damage to the Master or minions in their area.

Gaining Health

When you generate  you can give it to yourself, or you can instead give it to a nearby player. Each time you gain health, all of it must go to one player (you can’t split it up), but if you gain more  later in the turn, you may give that health to the same player or a different player.

Notes: You can't give health to a nearby player if you have minions in your area (because you are busy fighting them). Also, if an effect tells a specific player to gain health (like the Cleric's **Bless** skill), that player gains the health and they can't give it to another player.

Additional Rules

Areas

Each player, as well as the Master, has their own area.

While the player has any prepared minions in their area, they cannot target or attack the Master. They also can not target or attack minions outside of their area, give health from health gaining effects to other players, target other players, or target other areas.

However, if there are no prepared minions in their area, they are free to fight in other areas. They can attack the Master or minions in its area, and they can attack minions in areas of nearby players.

Nearby Areas / Nearby Players

The players seated directly to your left and right are "nearby." In *The Ruin of Thandar*, the Master is nearby to all players.

Provided there aren't any prepared minions in your area, you will be able to help nearby players by giving them health with your health gain effects, attacking minions in their area, and some additional ways that appear on cards (like **Twisting Bolt**).

On the next page is an example for a four-player game:



Remember, the Master takes up a “seat,” so in a game with three or more players, if the Master is between two players, they are not considered to be nearby each other. In this example the **Cleric** is nearby the **Wizard**, but IS NOT nearby the **Thief**. The **Ranger** is nearby both the **Wizard** and the **Thief**.



Defeated Players


A player is defeated if their hero’s health is reduced to 0. If this happens, put all of the Master’s cards in that player’s area into the Master’s discard pile. The players who were previously seated on the left and right of the defeated player are now “nearby.” If all players are defeated, the Master wins.

Player Victory

The Adventure Book specifies how players win each encounter (usually reducing the Master’s health to 0).

Settling Ties

If a card potentially affects multiple players, always start with the active player first and then proceed clockwise. For example, an effect says “Stun the highest  champion among all players.” If each player has a champion that’s tied for the highest , the active player’s champion would get stunned.

If there’s a tie within a player’s cards, that player settles the tie. In the above example, if the active player had two champions tied for the highest  that player would decide which one gets stunned.

Minions

Minions are villains and monsters that work for the Master.

Minions = Champions

Minions are treated as champions for the purpose of all game effects. For instance, an ability which reads “stun a champion” can be used to stun a minion.

Guard Minions

Guard minions that are prepared protect non-guard minions. Players cannot target or attack a non-guard minion in an area that also has a prepared guard minion.

Similarly, prepared guard minions in the Master’s area protect the Master from being attacked. But beware! Prepared guard minions in the Master’s area also prevent the Master from being targeted!

Hazard Cards

Hazard cards represent a persistent environmental challenge. When the Master plays a hazard card on a player’s turn, put it into that player’s area. Hazards have special text that takes effect once they’re in play. A hazard

card remains in a player's area, continuing to affect that player, until it is cleared. Each hazard card describes how to clear it. When it is cleared, put it into the Master's discard pile.

Action Cards

Action cards represent something happening to the players. When the Master plays an action card, follow the instructions on the card and then put it into the Master's discard pile.

Mastery Cards

Mastery cards represent the Master gaining skill and/or power.



When the Master plays a mastery card, attach it to (place it touching) the Master's oversized card, then check to see if the Master gains a level (see #2 on page 12).

Targeting

While there are any prepared minions in your area, you can only target things in your area. (You're too busy fighting to look elsewhere.) But if there are no prepared minions in your area, you can target things in the Master's area or in nearby areas.

If there is one or more prepared guards in the Master's area, you can't target the Master.

Master Discard Rule

If the Master would discard a card, instead the active player looks at the top card of the Master's deck and chooses to either keep it on top or to put it into the Master's discard pile. This is a great way to prevent Elite minions or difficult hazards from coming into play!

Note: Some discard effects require you to be able to target the Master. If you can't target the Master, you won't be able to use those effects.

Support (keyword)

Some cards have the "**Support**" keyword. This means you can play the card or use the ability during a nearby player's Main Phase.

Focus (keyword)

Some cards have the "**Focus**" keyword. This allows you to affect other areas even while there are minions in your area. So, even with minions in your area, you can use skills like **Knock Back** on minions in a nearby area or in the Master's area. Note that **Focus** doesn't let you skip past guards in those areas – you still cannot target a non-guard minion protected by a guard!

Adjusting Difficulty

The *Ruin of Thandar* campaign is intended to be a difficult challenge for veteran players of *Hero Realms*. We strongly advise playing the game at **Beginner** difficulty if you have not played many deckbuilding games before, or at **Intermediate** difficulty if you have, and then working your way up from there.

- ♦ **Beginner:** Same as Intermediate difficulty, plus, during setup set the Mastery cards aside. When the Master's deck is shuffled for the first time (after playing all of the cards), shuffle them into the Master's deck.
- ♦ **Intermediate:** During each player's first turn, skip the Master Step. (This gives the players a head start.)
- ♦ **Veteran:** No additional rules. This is a difficult challenge, though!
- ♦ **Expert:** During each player's first turn, skip the Player Step. (This gives the Master a head start.)

You can adjust the difficulty by skipping additional Master or Player steps.

Each encounter can be beat, but some of them are very tricky! We provide hints for each encounter at <http://HeroRealms.com/coop>.

Alternate Game Modes

No One Left Behind: In this game mode, if any player is defeated, the Encounter is automatically lost.

Sudden Death: In this game mode, you must win all three Encounters within an Adventure without losing. If you lose an Encounter, the Adventure is over. You can play either or both in any difficulty.

The **Ultimate Challenge** is to play using **Expert** difficulty, **No One Left Behind**, and **Sudden Death**. Good luck!

Character Improvement


After you complete each Encounter, you will earn rewards (as specified in the Adventure Book). You might earn a class treasure card that you add to your starting personal deck, or you might earn a Character Point which you spend to improve your character's starting health, skill card, or ability card.

These improvements to your character are permanent. At the end of each encounter, you return all of the market deck and fire gem cards you acquired that game. You will keep your class treasure cards, additional health cards, and improved skill and ability cards.

As you earn these new cards, write them down on your character record sheet (see page 35 of the Adventure Book) and you will have them at the start of future encounters.

Treasure Cards

When you successfully complete campaign encounters, sometimes you will find treasure cards.

Treasure cards can be identified by the  in their upper right-hand corner.

There are two types of treasure cards in *The Ruin of Thandar* campaign: **Class Treasure** and **Elixirs**. The Adventure Book specifies when you get each type of treasure.

Class Treasure

The Ruin of Thandar campaign comes with four treasure cards for each character class. Each class treasure specifies which class it belongs to in the type line, under the treasure's name.



When the rules say “you find a class treasure,” shuffle the available treasure cards belonging to your class, randomly draw one, and permanently add it to your Personal Deck.

Some treasure cards replace existing cards in your Personal Deck. (These cards will note this in their rules text.) In this case, permanently remove the replaced card from your Personal Deck.

Elixirs

Elixirs are neutral treasures (they can be used by any class). There are five elixirs. When you get an elixir as a reward, shuffle all of the elixir cards together, and draw one randomly.

On your next encounter, that elixir will start in play next to your ability cards (in your “inventory”) and stays in play until you use (🗑️) it or you win the encounter. If you lose that Encounter, you get the elixir back for your next attempt (even if you sacrificed it).



An elixir can only be used during your next encounter, so use it or lose it! After you win that encounter, permanently remove the elixir from your character’s inventory whether you used it or not.


Group Treasure

A group treasure is a powerful item that the group shares. During setup of all future Encounters with this group, shuffle the group treasure into the Market Deck. (It then works like a regular Market Deck card.)




Character Points

Sometimes when you complete an encounter, you'll earn a Character Point. Spend it to upgrade your ability or skill, or to buy an Additional Health card. It costs exactly 1 Character Point to do any of these things, and you must spend your Character Point right away (they can't be saved up).

When you upgrade an ability or skill, put the new version in front of your character and the old ability back in the box. When you buy an Additional Health card, put it in front of you Level 1 side up (the side with  in the upper-left corner).

Far down the campaigning road, once you've bought an Additional Health card, upgraded your Skill to its maximum level (3), and upgraded your ability to its maximum level (5), you will be allowed to spend Character Points to upgrade your Additional Health (to Level 2) and buy a SECOND skill and/or ability card (this will be placed in front of you next to your maximum level skill and ability cards).

The second skill and ability cards start out at Level 1 () and you will be able use further Character Points to further upgrade those second skill and ability cards.

Upgrading your Skills and Abilities

Each skill and ability has its own upgrade "tree" which often gives two upgrade choices for each skill or ability, and those upgraded skills and abilities have two further upgrade choices. This allows for a great deal of customization when spending your Character Points.


The chart on page 36 shows what skills you are able to buy by spending a Character Point and turning in your current skill card.

The chart on page 38 shows what abilities you are able to buy by spending a Character Point and turning in your current ability card.

Note: This box contains all the skill and ability cards the **Cleric, Fighter, Ranger, Thief, and Wizard** can ever earn. (When playing future campaigns, you will use the upgraded skills and abilities from this box.) This was done so that you will be able to think about what you want to buy for your character down the line when spending your first character point.

Skill Tree

When starting the campaign, use the Level 1 skill for your character. If you spend a character point to improve your skill, you will have two different Level 2 upgrades to choose from. If you later upgrade a Level 2 skill, you will have two different Level 3 upgrades to choose from.

When you are eventually ready to buy a SECOND skill (see page 24 - **Character Points**), you will start the tree over again gaining the Level 1 skill. (You would have two  skills, and can use both of them each turn if you have enough gold to do so.)

Ability Tree

The ability tree works just like the skill tree, but you start the campaign with the Level 3 ability.

But when you get to the point where you are buying a SECOND ability, you will start the tree over again gaining the Level 1 ability. You will then have two different abilities that can be sacrificed during the game.

Additional Health Cards

You can spend a Character Point to buy an Additional Health card for your class.

Once you have purchased an Additional Health card, it will start each game in front of you (in your inventory). Place it Level 1 up, and your starting health is increased by the amount listed on the card.

If you eventually upgrade your Additional Health to Level 2, you will then use the Level 2 side.

Additional Ways to Play

Arena Mode: Player-vs-Player Non-Campaign Games

When you are through playing the Campaign, you can face off against other characters with your upgraded decks!

When you play in Arena Mode, use the non-campaign side of the skill and ability cards. (Because there are no minions or Masters in Arena Mode, we created PVP versions of many abilities and skills.)

To make it fair, make sure that both characters have the same number of Character Points spent on skill upgrades, ability upgrades, and additional health cards. Or, to make it unfair, let your opponent have additional upgrades!

Raid Mode: Teams of Characters Against One “Boss”

Using the multiplayer rules from the base game, you can team two or three starting characters against one advanced character for a new challenge! Experiment with Character Points to see which setup works best for your play group.

You can also purchase Boss Decks from your local game store or from our web site. Face off against a ferocious Dragon or a treacherous Lich! These “side quests” are fun challenges between adventures!

Additional Information

If you have any questions about *The Ruin of Thandar*, answers can be found at <http://HeroRealms.com/coop>. There you can find card-by-card rulings, gameplay hints, and other useful information.

You can also visit our Hero Realms Facebook page and discuss your adventures with other players.

Hero Realms: The Ruins of Thandar - Card Notes

Campaign Abilities, Skills, and Treasures

CLERIC

Bless, Bless of Iron, Bless of Heart, Bless of Steel, Bless the Flock, Bless of Soul

These cards “bless” a player. The blessed player gains the health and ALL of that player’s champions (including champions that player plays on their turn) will get the bonus until the end of YOUR next turn.

Minor Resurrect, Lesser Resurrect

For these abilities, the Follower cards in your starting deck count as champions with a cost of 0, and can be brought back into play.

Mass Resurrect, Righteous Resurrect, Battle Resurrect

These abilities have the **Support** keyword, meaning that in addition to being able to use them on your turn, you can also use them on a nearby player’s turn! The “active player” is the player whose turn it is.

Righteous Resurrect, Holy Resurrect

You can use these abilities to just gain health, even if there are no champions to put into play.

Brightstar Shield

You can play this card even if there are no champions to give it to. You will still draw a card, but you can’t attach it later in the turn. Play your champions first, if you can.

THIEF

Pick Pocket

This is one of the only skills that won’t work if you cannot target the Master. After all, if you can’t reach the Master, how can you pick its pocket? The Master cannot

be targeted if it has any guards in its area, so stun them before trying to use this skill.

Pilfer

You can use **Pilfer** to acquire a **Fire Gem** from the gem pile, even though normally there are no items in the Market Deck.

Pick Pocket, Sleight of Hand, Swipe, Misdirection, Distracted Exchange, Lift

If you look at a card and don't put it into a discard pile, you put it back on top of its deck.

Heist, Timely Heist, Skillful Heist, Practiced Heist, Smooth Heist, Masterful Heist

When you acquire a card from the market, do not replace it with another card from the market deck until you acquire the second card. Then fill in both empty spots in order.

Enchanted Garrote

Remember you cannot target outside of your area while you have minions in your area. Deal with them first!

FIGHTER

Group Tackle

Expended minions do not prevent targeting or attacking outside of your area. Expended guards don't protect other champions or Masters. They prepare at the END of the Master Step part of your turn, which means the minion you pull into your area won't attack you next turn!

Group Tackle, Mighty Blow, Knock Back

These are great ways to pull an Elite minion out of the Master's area — it will only attack you instead of everyone!

Precision Blow, Powerful Blow

If there are guard minions in your area, you can't hit non-guard minions in your area with these abilities.

Crushing Blow, Sweeping Blow, Smashing Blow, Whirling Blow, Mighty Blow

These cards let you deal damage "divided as you choose." This damage must be dealt to guard minions first, then any remaining damage may be dealt to non-guard minions.

Jagged Spear

Remember that you cannot target outside of your area if you have minions in your area. Stun them first!

WIZARD

Fireball, Explosive Fireball, Searing Fireball

These cards target areas, and deal damage to every Master, minion, and guard minion in that area.

Guards don't protect Masters and non-guard minions from this. Note that you cannot target outside of your area if you have any minions in your area, so stun them first if you want to help a teammate or target the Master's area!

Rolling Fireball, Barreling Fireball, Scorching Fireball

These cards also target areas, but have an added bonus. Because they have the **Focus** keyword, you can target other areas even if you have minions in your area!
KABOOM!

Serpentine Staff

Remember you cannot target outside of your area while you have minions in your area. Deal with them first! This card will deal damage to each minion — guards and non-guard minions alike.

RANGER

Steady Shot, Well-Placed Shot

Remember you cannot target outside of your area while you have minions in your area. Deal with them first!

Headshot, Quickshot, Twin Shot, Snapshot, Longshot, Triple Shot

Remember you cannot target outside of your area while you have minions in your area. You may want to use these abilities for other reasons, even if there are no champions you can target with them. For instance, you can always use **Headshot** to draw a card.

Twin Shot, Longshot, Triple Shot

These cards allow you to stun multiple minions. These can be used on minions in multiple areas. For each area, you must first stun the guards in that area, then you can use any remaining stun effects on non-guards in that area.

Fast Track, Instinctive Track, Relentless Track

You cannot target outside of your area while you have minions in your area. You can use these skills on just yourself if you have to. Also, if you target other players, those players do not need to make the same choices you do. For instance, you could put one card in your discard pile and the other player(s) could put a different amount into their discard pile(s) if they want.

PLAYER-VS-PLAYER ABILITIES AND SKILLS

CLERIC

Bless, Bless of Iron, Bless of Heart, Bless of Steel, Bless the Flock, Bless of Soul

These cards “bless” a player. The blessed player gains the health and ALL of that player’s champions (including champions that player plays on their turn) will get the bonus until the end of YOUR next turn. You won’t usually bless other players in PVP, but in some multiplayer games this might come in handy!

Minor Resurrect, Lesser Resurrect, Battle Resurrect, Righteous Resurrect

For these abilities, the Follower cards in your starting deck count as champions with a cost of 0, and can be brought back into play.

Righteous Resurrect, Holy Resurrect

You can use these abilities to just gain health, even if there are no champions to put into play.

THIEF

Timely Heist, Practiced Heist, Smooth Heist, Masterful Heist

When you acquire a card from the market, do not replace it with another card from the market deck until you acquire the second card. Then fill in both empty spots in order.

FIGHTER

Sweeping Blow, Whirling Blow

These cards let you deal damage “divided as you choose.” If your opponent has any guards in play, they must be stunned with this damage before you can spend any of this damage on non-guard champions. You can also use these abilities to draw a card, even if there are no opposing champions in play.

Group Tackle, Mighty Blow, Knock Back

Expendable guards do not prevent targeting or attacking other champions and players. Also, champions prepare at the end of a player's turn, which means your opponent cannot use them during their next turn when you use these abilities!

WIZARD

Explosive Fireball, Rolling Fireball

The defense value of champions in a player's hand is not altered by cards in play. (The Cleric's **Bless** skills will not change which cards **Explosive Fireball** will cause to be discarded.)

Fireball, Explosive Fireball, Searing Fireball, Rolling Fireball, Barreling Fireball, Scorching Fireball

These cards target players, dealing damage to that player and each of their champions and guard champions. Guards don't protect players and non-guard champions from this.

RANGER

Headshot, Quickshot, Twin Shot, Snapshot, Longshot, Triple Shot

You can always use these abilities to draw a card (and get bows and arrows back into your hand), even if your opponent has no champions in play.

Twin Shot, Longshot, Triple Shot

These cards allow you to stun multiple champions. Note that guards protect non-guard champions, so you must stun the guards first, then you may use any remaining stun effects on non-guard champions.

Steady Shot, Well-Placed Shot

If your opponent has a guard in play, you cannot use these abilities. Stun the guards first!

CAMPAIGN DECK CARDS

Twisting Bolt

Players take this damage, not their champions. Guards don't protect a player from this. A nearby player can elect to take this damage even if they have minions in their area, or even if they are **Blocked Off**.

Broken Tables and Chairs

If you are **Blocked Off**, you are stuck. Players cannot target your area, they can't target you, and they can't attack minions in your area! You can't do anything outside of your area, either!

To make matters worse, in addition to the minions in your area being able to attack you, the Master and the elite minions in the Master's area can attack you as well!

When playing at **Beginner** or **Intermediate** difficulty, a nearby player with no prepared minions in their area may expend one of their champions to clear this hazard.

When you "clear this hazard," put it into the Master's discard pile.

Temporary Insanity

A "**villainous attack**" is what the Master does with its combat. Follow the rules for the Master on page 13.

If you are **Blocked Off**, or if the nearby players are **Blocked Off**, or if there are no nearby players left, you will attack your own area! First your champions, and then yourself! (*Insanity is bad.*)

Escape!

If the Master's deck has not been reshuffled, nothing special happens. Resolve the Master's favored ability as normal.

Fire Pentagram

To clear this hazard, play a card that costs exactly 5 gold.
When you do, put the hazard into the Master's discard pile.

MASTERS

Enthralled Regulars

BLUE: The white shield icon refers to defense on any champion, guards or non-guards alike.

Ruinos Zealot

GREEN: Flip again means that the Master gets to play another card. This can happen over and over, if he keeps flipping green cards!

Vexing Imp

YELLOW: There are ways for imp cards to be removed from the game, and this will bring one back. It goes into the active player's area.

Ruinos Archpriestess (Level 1)

All four of her abilities are "favored." You will do them in order, starting from the top. Also, "Highest cost (Guild) card or cards" means if the most-expensive Guild cards in the Market both cost the same, they both are added to the Ritual.

Karakan Flesh-of-Iron

BLUE: The white shield icon refers to defense on any champion, guards or non-guards alike.

The Laughing Shadow

RED: The white shield icon refers to defense on any champion, guards or non-guards alike.

SKILL TREE



SKILL TREE

Level 1 Skills:

Channel, Shoulder Bash, Bless, Pick Pocket, Track

Level 2a Skills:

Deep Channel, Knock Back, Bless of Iron,
Sleight Of Hand, Fast Track

Level 2b Skills:

Calm Channel, Shoulder Smash, Bless of Heart,
Swipe, Careful Track

Level 3a Skills:

Soul Channel, Knock Down, Bless of Steel,
Misdirection, Instinctive Track

Level 3b Skills:

Pure Channel, Group Tackle, Bless The Flock,
Distracted Exchange, Relentless Track

Level 3c Skills:

Serene Channel, Shoulder Crush, Bless Of Soul,
Lift, Flawless Track

ABILITY TREE



ABILITY TREE

Level 1st Abilities:

Flame Burst, Precision Blow, Minor Resurrect,
Pilfer, Steady Shot

Level 2nd Abilities:

Fire Blast, Powerful Blow, Lesser Resurrect,
Theft, Well-Placed Shot

Level 3rd Abilities:

Fireball, Crushing Blow, Resurrect, Heist, Headshot

Level 4a Abilities:

Rolling Fireball, Sweeping Blow, Battle Resurrect,
Timely Heist, Quickshot

Level 4b Abilities:

Scorching Fireball, Smashing Blow, Holy Resurrect,
Skillful Heist, Twin Shot

Level 5a Abilities:

Barreling Fireball, Whirling Blow, Mass Resurrect,
Practiced Heist, Snapshot

Level 5b Abilities:

Explosive Fireball, Mighty Blow, Righteous Resurrect,
Smooth Heist, Longshot

Level 5c Abilities:

Searing Fireball, Devastating Blow, Divine Resurrect,
Masterly Heist, Triple Shot

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