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Game: **THE LAST SPELL**

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THE LAST SPELL

Game modes

The game's 3 scenarios can be played separately or as a campaign: **Gildenberg** first, then **Lakeburg**, then **Glenwald**. Each scenario consists of 3 day and night cycles, and is divided into 2 acts. The first act ends at the end of the second night, when players must have solved at least 1 of the 2 **urban quests** to continue. On the third night they must defeat the scenario **boss**.

Play the first act of a scenario and, if you win, save the endgame information using the the **status notepad** (or you can play the two acts consecutively).

Campaign mode: Players move through the 3 scenarios in order. Hero progress is saved at the end of the game session using the status notepad and the chests, and the game can be stored and resumed later with heroes, equipment items, and resources stored in their respective chests.

Single scenario mode: Players can play any scenario. Trait cards indicate each hero's starting equipment.

Set up

Town setup

Follow the setup instructions for the scenario.

Heroes setup

Each player takes 1 **hero card** and its corresponding **figure**, placing the card level I faceup. When your hero levels up, flip the card to the level II side. The card shows your hero's main characteristics, including **movement points** (MP), **hit points** (HP), and **mana points** or **mana crystals** (MC).

Each player takes the number of **mana crystals** and **movement tokens** (number side up) depicted on their hero card.

Each player takes a number of **action tokens** depending on the number of players: 2 players (7 tokens), 3 players (4 tokens), or 4 players (3 tokens).

Shuffle the **trait cards** (double-sided) and deal 1 to each player. Each player then chooses 1 side to play with. Trait cards confer a positive ability and a limitation (top half of the card). They also list a starting **perk** and a **scroll** or **potion**. Additionally, depending on the starting scenario, players chose a **weapon** (chosen according to the appropriate level and type), and **armor** (1 or none).

If you're playing single scenario mode, heroes start with a variable number of additional perks, as indicated in the scenario setup.

Perk cards represent permanent advantages sorted into categories and divided into 4 levels. Each hero gains the level I perk depicted on the trait card.

All skills acquired through perks and traits overwrite the standard rules, including the addition or removal of limitations.

Each player might receive an armor card, a weapon card, and other equipment cards, depending on what is on the trait card. Take them from their decks and place them faceup next to the hero card.

Finally, shuffle the **armor and shield**, **melee weapon**, **ranged weapon**, and **magic weapons** level I decks (all the green decks), and place them faceup back on the shop board.

Once every hero has received their starting weapon and armor cards, players can **trade** them with each other. The number of objects a hero can wear is limited and defined by the **encumbrance** rule (unless stated otherwise). Any unwanted object can be placed in the common stash.

General rules

The game board is divided into **sectors**, each either **within the town** or **outside the town**.

From a hero's perspective, a sector with the hero in it is **current**, a sector orthogonally adjacent to the current one is **adjacent**, and a sector 2 sectors away (or adjacent to adjacent sectors) is **far**. The town is divided into 4 sectors and the central **magic circle**.

Adjacent refers to an object positioned next to another, either vertically or horizontally (not corner to corner). Every object has its own **area** consisting of all the spots surrounding it, orthogonally and diagonally.

A sector is divided into **spots**. Spots are **occupied** if they hold any game element. Any game element occupying a spot is an **obstacle** and cannot be passed through, however **low obstacles** can be jumped over by heroes. The **warp gate** is not an obstacle. The **cliff** is an obstacle and no one can cross it unless stated otherwise.

Action points (APs) or **movement points** (MPs) are spent to activate abilities. **Mana points/mana crystals** (MCs) are spent to activate certain weapons or scrolls. When a hero's wounds equal or exceed their **hit points** (HPs), they are dead.

Encumbrance rule: Heroes can equip a maximum of:

- 1 low armor, 1 high armor, and 1 shield.
- 1 scroll.
- 1 potion.
- 2 weapons (either 2 one-handed or 1 two-handed).

Whoever last cast a spell is the first player and takes the **first player token**. The order of play follows clockwise.

Day phase

Upkeep phase

Perform these actions in order:

1. Mist advances

Move each mist tile 1 spot forward from its current position.

2. Scout the spawn

Shuffle the **spawn direction cards** and place the deck faceup on its space on the upper mist tile. Place the first spawn direction card on its slot next to the deck.

Then take the **spawn pattern cards** from 1 to 10 (for variability, cards from 1B to 5B can be used in place of basic cards from 1 to 5), and shuffle the 10 cards to form the **spawn pattern deck** (return the remaining cards to the box). Place this deck facedown on its space on the upper mist tile.

Then, regardless of whether you perform the following Scout the Boss sub-phase or not, draw and place 2 spawn pattern cards on each mist tile slot indicated on the revealed spawn direction card. In the first day phase, use the top row of the card, in the second use the second row, and in the third use the bottom row.

If you are playing the third day/night cycle of the scenario, perform the appropriate **Scout the Boss sub-phase**:

Scenario I: Gildenberg - The Corrupted Harpy.

Scenario II: Lakeburg - Cetusia the Putrescent Wyrm.

Scenario III: Glenwald - The Putrefied Dryad.

3. Day production

Skip this action during day 1.

Collect the resources depicted on the bases of the production buildings in the town and place them in the common stash.

Then, on the shop board, move the first card of each deck to the bottom of that deck.

4. Heroes level up

Skip this action during day 1.

If it is the first Day phase of the second scenario (**Lakeburg**), each player flips their hero card to the level II side, upgrading their mana crystals and movement tokens.

Otherwise, perform **gain a perk**: players can choose perk cards of a certain level only if they already own at least 2 perks of the previous level. Heroes cannot have more than 1 level IV perk.

Main phase

Players take turns performing 1 action. They continue taking turns until they cannot take any more actions or choose not to.

a. Build/upgrade structures

Build or upgrade a structure by spending gold or material resources from the common stash. When this happens, players gain an immediate reward depending on the structure. The structure's placement must follow these **placing rules**:

- Structures cannot be placed on terrains surrounding the town.
- Buildings can be placed in the area of walls and defenses, and vice versa. They can be placed in the area of the magic circle.
- Production buildings of the same type can be placed in each other's area.
- Non-production buildings cannot be placed in any other building's area.
- Walls can only be placed within the town's inner perimeter, in the appropriate cutouts.

b. Repair structures

Players can repair a structure (remove flame tokens on it) by spending 1 material for each single flame removed.

c. Take/leave equipment items

Players can leave any equipment item they own in the common stash, or take one from it (following encumbrance limits).

d. Buy/sell equipment items

Players can buy meele, ranged weapons, magic weapons, and armor and shields from the revealed cards on the shop board. Potions and scrolls can be chosen from those available on the shop board. Spend the required gold from the common stash.

You can sell any number of equipment items in the common stash. The selling price is the sum of their initial cost, divided by 2 (round down). Place the gold gained into the common stash.

e. Scavenge ruins

Players can choose to scavenge any number of **ruins**, as long as the number of **workers** currently available in the town is greater or equal than the sum of the slots occupied by the chosen ruins.

One worker can scavenge a one-slot ruin. At least 2 workers are needed to scavenge a two-slot ruin, and 3 workers to scavenge a three-slot ruin. You cannot partially scavenge a ruin.

When this action grants an equipment item, choose one of the equipment decks and take the first card, or choose one of the available potions from the shop.

Once a ruin has been scavenged, remove it from the town and gain the resources depicted on its base, which go into the common stash. Until the next Night phase, keep removed ruins next to the game board to keep track of them.

f. Perform Seer's ability

Players can choose a Seer's ability and spend the required resource to trigger it. The Seer's ability can be performed only if its triggering requirements are met.

End of day phase

1. Regeneration

Players restore all their MCs and remove 1 wound crystal, if any, from their hero card. Also restore any armor, shields, and potions (flipping them, filled side faceup).

2. Hero deployment

Players deploy their hero figure in a free spot of the town (including on watch towers and warp gates), or its surroundings. No MPs are required.

3. Recharge catapults

Recharge catapult hurl tokens back to their maximum of 2.

Night phase

The Night phase consists of 2 alternating sub phases: the Monster phases and the Hero phase.

Monster phase

1. Spread the panic

Check how many monsters managed to make it into the town, then remove an equal number of **flame tokens** from the panic track, starting from the leftmost token.

2. flip the fate coin

A player flips the **fate coin** and places it near the board. Its result determines the movement direction of monsters.

3. Boss spawn

During the third night of the scenario, **the final boss** spawns. Follow the specific rules for that final boss.

4. Monster spawn

At the beginning of the first 2 Monster phases, reveal the top **spawn pattern card** from each of the mist tiles slots, then place a corresponding monster figure on top of its own icon(s).

If a figure is not available in any spawning circumstance, the next available one should be used, in this order: **Armored** > **Archer** > **Winged Boomer** > **Bulky** > **Accursed** > **Clawer**.

The scenario determines which figures are placed. During Gildenberg, only green background monsters are placed; during Lakeburg, only green and yellow background monsters are placed, and during Glenwald, all monsters are placed.

Some bosses add new spawn pattern cards with specific monsters whose characteristics are on their monster reference cards.

The color on the spawn pattern card indicates which type of **bulky** enters the game: take the corresponding colored base and attach it to the figure. Track any damage dealt to the bulky by placing a wound crystal on top of its monster reference card on the board.

5. Monster movement

When monsters are spawned, they exit the mist, always oriented orthogonally towards the town. Monsters change their orientation at the end of their movement according to the arrows shown on page 12 of the Night rulebook.

At the end of all monster movements, discard the currently revealed spawn cards.

Monsters move in a straight line depending on their starting orientation, advancing a number of steps equal to their movement value. Move each monster figure sequentially, starting with the first one in the far west and proceeding clockwise. If more than 1 monster is in the same line towards the town, the first one to make its movement is the closest to the town, followed by the one immediately after, and so forth.

Monster movement on the map

When a monster **encounters** (moves orthogonally adjacent to) a **structure**, a **hero**, or the **magic circle**, it immediately stops.

If a monster has enough MPs, it can cross other monsters it encounters during its movement; otherwise, it stops before reaching them.

When a monster encounters any other obstacle during its movement, it bypasses it by making 1 step laterally, left or right, according to the current face of the fate coin. It does not change its orientation. Right after this step, the monster continues its movement in a straight line, maintaining its orientation.

If the monster cannot comply with the fate coin in its lateral move due to another obstacle, it moves laterally in the opposite direction. If it can move neither left nor right, it stops.

Monster movement in the mist

When a monster encounters a hero, another monster, or an obstacle while trying to exit the mist, it bypasses them by making 1 step laterally, left or right according to the current face of the fate coin. **Monsters in the mist do not use MPs when moving laterally.**

Monsters always move to exit the mist, so they don't stop to attack adjacent heroes if they're still in the mist.

6. Monster attack

Monsters (and bosses) use their attacks and special abilities.

When a monster deals damage to a hero, that hero's player tracks it by adding wound crystals to the hero card.

When a monster inflicts damage on a structure, attach flame tokens to the structure. Flame tokens for walls are taken from the box, and those for other structures are taken from the panic track.

For each attack targeting the magic circle, players must remove a number of mages equal to the damage dealt. **If there are no more mages remaining in the magic circle, players lose the game.**

If a monster has an area attack that affects multiple elements at the same time, both heroes and structures sustain damage with the same attack. All monster attacks occur simultaneously.

Hero phase

Actions

At the start of this phase, all players replenish any APs and MPs spent (but not MCs).

Then, in turn order, heroes may take any of the following actions. When players have no more points to spend, or they decide not to spend any more, a new Monster phase begins.

Players can spend MPs and APs in any order and as many times as they wish. However, **they may only perform 1 weapon attack (or use fist) once per turn**, excluding scrolls.

Weapon attack: Choose a weapon's type of attack and spend the required APs. The attack can be performed only once per turn.

- **Use fist:** Instead of a weapon attack, a hero can spend 1 AP to perform a melee attack against a monster. This action can only be performed once per turn and an unlimited number of times each Hero phase.

Use movement points: This action requires MPs, but no APs. Flip **movement tokens** to their used side to acquire MPs, which you then spend to move your hero that number of spots or fewer. Hero movement is orthogonal; heroes cannot move diagonally, stop, or pass through an occupied spot. A hero cannot pass over or end their movement in a mist spot.

- **Use obstacle jump:** Heroes have the *Obstacle Jump* innate ability, allowing them to leap over low obstacles or wooden walls at the cost of 3 MPs. The hero lands on the spot after the obstacle. If that spot is occupied, the jump cannot be made.

Use perks: This action does not usually require any APs, unless otherwise specified by the perk card itself.

Use potion and scrolls: This action does not require any APs.

Use armor up: Spend 1 AP and place the spent action token in its designated space. For the next Monster phase, if the hero sustains damage from a monster, remove the action token to reduce the damage by 1. This ability can be performed once per Hero phase.

Defence die

Players may use their abilities or the weapon types of attacks to reroll the **defence die** during an hero attack.

Rolls

Some abilities allow you to increase the number of dice rerolls.

You may total the number of rerolls to a maximum of 4 for a single attack (use the reroll dice reminder tokens to keep track).

Defences

Players can use town defenses at any time during the Hero phase as free additional actions.

Use ballista: Once per Hero phase, the ballista can shoot a target either in the current or adjacent sector. This deals 1 damage to the target and has the *Armor Piercing* and *Vision* abilities.

Use catapult: The catapult can attack in an adjacent or far sector by spending one of its available **hurl tokens**.

This has an attack area of 3x3 spots, deals 1 damage and has the *Vision* and *No-dodge* abilities. *No-dodge* is only applied to the impact spot, but the attack also hits the surrounding 8 spots.

Players may select any target impact spot, even if it is occupied by another game element, as long as it falls within the catapult's attack range.

Use warp gate: The **warp gate** allows heroes to teleport to another warp gate by spending 2 MPs and 1 MP. Using a warp gate does not interrupt an already started movement.

Use watchtower: Heroes on top of the watchtower gain the *Vision* ability. To climb onto it, or to leave it, heroes must spend 2 MPs.

End of the Night phase

If you are playing the first or second Night phase of any scenario, **the Monster phase and Hero phase alternate until the number of total HPs of the monsters is equal to or fewer than the number of heroes on the field, at which point the night ends.**

Then, perform these steps:

1. Manage town panic

Starting from the leftmost non-empty slot of the panic track, collect the indicated amount of resources and an equipment item of your choice, and place them in the common stash. If the panic track is empty, no resources or equipment items are gained.

Then, refill the panic track with flame tokens, placing 1 single flame token per slot.

2. Urban quest check

If it is the end of the second night of a scenario, check whether the condition of at least 1 of the 2 **urban quests** has been solved; if not, you have lost the game. Otherwise, claim the rewards from the solved quests.

Players remove their hero figures from the game board, and a new Day phase begins.

If this is the third night of any scenario, the night ends as soon as players defeat the boss. If you're playing the single scenario mode and you defeat the boss, you win the game.

If you're playing the campaign mode, save the state of your game for the next scenario.

Save the game

After completing any day/night cycle, players can collect and store all the game materials gathered by their heroes in their respective **hero chests**.

For the next cycle, players can reuse the same heroes, including traits, perks, and any other equipment items.

The common stash has its own chest where players can store their loot. Players should also record their current town configuration on the notepad, using the legend depicted on it.

When playing in campaign mode, after completing a scenario, save the game in the same way. Players also collect resources from the panic track, placing them in the common stash chest with all other resources. These resources will be combined with those described in the setup of the next scenario.

Weapons

To use a weapon, select a **type of attack** and spend the required APs and possibly MPs and/or MCs indicated by its cost per use.

Each type of attack can only be used a limited number of times during each Hero phase (and only once per turn). Track this by stacking the spent action tokens on the yellow action points slot on the card.

Each type of attack has 3 attributes:

- **Range** represents the area that the type of attack can cover and is measured in spots (commonly for melee weapons) or sectors (commonly for ranged weapons).
- **Area of attack** is the set of spots actually affected by the attack, and extends from the impact spot to the indicated area.
- **Secondary effects** are represented by a series of icons and indicate any additional effects.

Damage

The **impact spot** can be occupied or unoccupied, unless otherwise stated. Attacks from heroes and defenses can affect friendly characters, inflicting the same damage they deal to monsters, and the damage can be mitigated with armor and shield cards.

Any attack deals damage to a figure only once, even if its figure occupies more than 1 spot.

Melee weapons are one-handed or two-handed. They inflict 2 damage if two-handed.

Ranged weapons allow heroes to hit a target in current, adjacent and/or far away sectors, and inflict 1 damage when they hit a monster. **A ranged weapon can never target foes within the area of the hero firing it.**

Magic weapons have a special ability: if a monster is on the impact spot and the first attempt fails, you can roll the defense dice again, spending an additional mana point. This ability can be performed only once per attack.

Line of sight (LOS)

Ranged weapon attack types, and some magic weapon attack types, require LOS to the target.

A hero's LOS is 360° around them. Wooden walls, wooden gates, stone gates, defenses and low obstacles do not block LOS.

When a hero is adjacent to one or more elements blocking their sight, place the 2 rulers, standing vertically, one spot inside the blocking element, and the rest of the ruler extending outwards.

From the perspective of the hero looking towards the blocking element, all spots beyond the rulers are out of the hero's LOS.

If a hero has the *Vision* ability, LOS is never blocked by any game element.

Other equipment

Armor and shields

Armor and shield cards have a *Use this ability*: to perform the ability, turn the card horizontally. To be able to use the ability again, you must *restore* the card.

Additional abilities can always be performed by spending the required activation cost.

Potions

During your turn, you can use a **potion** as a free additional action. Each has its own effect depending on its color:

- **Green:** Restores 1 used movement token.
- **Red:** Heals 1 wound suffered by the hero. Discard the corresponding wound crystal.
- **Blue:** Restores up to 3 MCs. You cannot have more MCs than a hero's maximum.
- **Yellow:** Restores 2 action points (choose which action points to restore).

Potions have a maximum of 2 uses. When purchased, place them near your hero card, full side faceup. After the first use, flip the potion token to show the half-empty side. After the second use, discard the token.

Scrolls

During your turn, you can use a **scroll** as a free additional action. Each scroll has its own effect. Scrolls perform magic attacks as magic weapons. They consume MCs and can be used multiple times, as long as you have points to spend.

Winning and losing

If even one hero dies, the game is lost for all players.

On the third night of each scenario, players win immediately when the scenario boss dies.

Structures

Players can build any structure except ruins (follow the placing rules). Any structure (including ruins) can be damaged; when this happens, pin 1 single flame token per damage on the structure's standee, and use 1 double flame token per 2 damages.

If a structure is destroyed, remove it from the game board.

If the town shop is destroyed, remove its standee from the town board and place it on the corresponding spot on the shop board, flipping all equipment cards currently on the shop board facedown. Players will no longer be able to purchase any equipment items until they rebuild the shop.

Defenses

Ballista

Construction cost: Spend 2 materials. Place the ballista onto any free spot of the town, following placing rules.

Ability: The ballista can shoot a target in the current or adjacent sector, once per Hero phase. The shot has *armor piercing* and *vision* abilities.

Hit points: If the ballista receives any damage, it is destroyed.

Catapult

Construction cost: Spend 3 materials. Place the catapult onto any free spot of the town board, following placing rules. Then place its 2 hurl tokens on top of it.

Ability: The catapult can attack in an adjacent or far sector by spending 1 of its available hurl tokens. The shot has *No-dodge* (applied only to the impact spot) and *Vision* abilities.

Hit points: If the catapult receives any damage, it is destroyed.

Warp gate

Construction cost: Spend 1 material. Place the warp gate onto any free spot of the town, following placing rules. Warp Gates are considered a free spot for hero movement purposes.

Ability: The warp gate allows heroes to teleport to another warp gate by spending 2 MPs and 1 mana point.

Hit points: If the warp gate receives any damage, it is destroyed. Heroes on any warp gate is destroyed do not take any damage (and take the place of the warp gate). Hero perks cannot avoid damage dealt to the warp gate.

Watchtower

Construction cost: Spend 1 material. Place the watchtower onto any free spot of the town, following placing rules.

Ability: Player heroes can climb onto, or leave a watchtower by spending 2 MPs. Watchtowers cannot be jumped.

Heroes on top of a watchtower gain the *Vision* ability: their LOS cannot be blocked by any game element.

Hit points: If the watchtower receives any damage, it is destroyed. Heroes on a destroyed watchtower do not take any damage (and take the place of the watchtower).

Walls

Players can only build walls in the inner perimeter of the town, using the appropriate cutouts.

Heroes can jump beyond walls only if there is a free landing spot.

When facing the horde, apply the LOS rules for heroes standing next to stone walls.

Wooden walls

Construction cost: Spend 2 materials. Place the wall into an available spot, following placing rules.

Hit points: If a wooden wall with 2 damage receives another point of damage, it is destroyed.

Stone walls

Construction cost: Spend 2 materials. Choose a wooden wall currently in town, upgrade it to a stone wall by replacing it (maintaining any pinned flame token).

Hit points: If a stone wall with 4 damage receives another point of damage, it is destroyed.

Gates

Gates are a free spot for hero movement purposes.

Wooden gates

Construction cost: Spend 2 materials. Place the gate into an available spot, following placing rules.

Hit points: If a wooden gate with 1 damage receives another point of damage, it is destroyed.

Stone gates

Construction cost: Spend 2 materials. Choose a wooden gate currently in town, upgrade it to a stone gate replacing it (maintaining any attached flame token).

Hit points: If a stone gate with 3 damage receives another point of damage, it is destroyed.

Buildings

To construct a building, spend the amount of resources shown on shop board, then perform its triggered ability, if any.

If a building accumulates a number of pinned flame tokens equal to the number of spots occupied in town +1, it is destroyed. If a building is destroyed, put it back on the shop board. If it is rebuilt, it starts as a base building, losing any upgrade it previously had.

Ruins

Ruins allow players the opportunity to boost the town economy by scavenging them.

Production buildings

Gold mine

Construction cost: Spend 2 material. Then gain 1 gold.

Upgrade cost: Spend 4 material and flip the gold mine base to its upgraded side. Then gain 1 gold.

Production building: Each gold mine grants 1 gold during the day production, or 3 gold if upgraded.

Hit points: If a gold mine with 2 damage receives another point of damage, it is destroyed.

Scavenger Camp

Construction cost: Spend 2 gold, then gain 1 material.

Upgrade cost: Spend 3 gold and flip the scavenger camp base to its upgraded side. Then gain 1 material.

Production building: Each scavenger camp grants 2 materials during the day production, or 4 materials if upgraded.

Hit points: If a scavenger camp with 2 damage receives another point of damage, it is destroyed.

House

Construction cost: Spend 3 gold.

Production building: Houses grant **workers**. Players can scavenge ruins depending on the number of workers they have currently in town.

Hit points: If a house with 1 damage receives another point of damage, it is destroyed.

Equipment buildings

Shop

The shop is the only way to access new equipment items for your heroes.

Construction cost: To build a shop, spend 2 gold.

Hit points: If a shop with 2 damage receives another point of damage, it is destroyed.

Building ability: *Refresh* ability. Spend 1 gold, then take the first card of the melee weapon, ranged weapon, magic weapon and armor decks, and put them at the bottom of their corresponding deck.

Armor Maker, Blacksmith, Bowyer and Magic Shop

These buildings have the same construction and upgrade costs. Each of them grants a free equipment item when built or upgraded, and grants to a higher tier of equipment items.

Each town can have at most 1 building for each type: Armor Maker, Blacksmith, Bowyer, and Magic Shop.

Construction cost: Spend 3 gold.

Shuffle the corresponding level II cards (respectively armor, melee weapons, ranged weapons, magic weapons) to form a new deck, replace the previous level I deck in the shop (face down if the shop is destroyed), then add the first card to the common stash.

Upgrade cost: Spend 4 gold.

Shuffle the level III cards (respectively armor, melee weapons, ranged weapons, magic weapons) to form a new deck, replace the previous Level II deck in the shop (facedown if the shop is destroyed), add the first card to the common stash.

Hit points: If an Armor Maker, a Blacksmith, a Bowyer or a Magic Shop with 2 damage receives another point of damage, it is destroyed.

Seer

Construction cost: Spend 3 gold. Then move the 3 mist tiles 1 spot back.

Hit points: If the Seer has 2 damage and receives another point of damage, it is destroyed.

Building ability: *Repel Mist*. Spend 2 gold: push back the mist tile 1 spot (never more than 6 spots from the town walls).

Upgrade cost: Spend 2 gold, then flip the Seer base to its upgraded side.

Building ability: Once upgraded, the Seer acquires 2 new abilities in addition to its previous one:

Guess Who. During the Scout or the Spawn action, place the spawn pattern card faceup.

Guess Again. Spend 2 gold to put 1 spawn pattern card from a selected pile on the mist tiles onto the bottom of that pile.

Monsters

The base game has 8 types of Monsters, divided into tiers:

- Tier 1: Archer, Armored, Clawer, Runner;
- Tier 2: Boomer, Winged;
- Tier 3: Accursed, Bulky.

Tier 1 and 2 monsters have 1 **hit point**, while tier 3 monsters have a variable number (keep track of wounds by placing wound crystals on its card on the game board).

A monster's **movement points** equal the number of steps a monster can take during its movement: 1 step corresponds to 1 spot movement.

Monsters can perform 2 standard types of **attack**:

- **Melee attack:** Whenever a monster concludes its movement in a spot adjacent to a hero or a structure, it immediately attacks 1 of the 4 orthogonal spots.

If a monster ends its movement on a spot adjacent to both a structure and a hero, the attack always targets the hero.

If there are multiple heroes, the attack always targets the one who has taken the most wounds; on a tie, the target is the hero with the highest base mana value.

- **Ranged attack:** During the Attack phase, monsters with a ranged attack hit the first structure or hero they encounter in the direction of their orientation and within their attack range.

The magic circle is always the first target during an attack. A monster adjacent to 2 structures (excluding the magic circle) always attacks the weakest (the one that would be destroyed with fewer attacks); on a tie it attacks defenses first, then walls, and buildings at last. On a further tie, players can choose.

The sword icon indicates the amount of damage a monster deals to its targets during the Attack phase, inflicting a number of wounds equal to its strength.

When a monster is attacked, roll the monster's **defense die** as indicated on its monster reference card on the game board. The results are:

The monster is hit.

The monster is hit. If the weapon has the *Stun* ability and the monster has not been killed with the same attack, the monster is also stunned. This effect does not apply to bosses.

The monster is not hit.

The monster is hit only if the used weapon has the *No-dodge* ability. If the weapon has the *Stun* ability and the monster has not been killed with the same attack, the monster is also stunned.

The monster is hit only if the used weapon has the *Armor Piercing* ability. If the weapon has the *Stun* ability and the monster has not been killed with the same attack, the monster is also stunned.

A stunned monster cannot move or attack until the end of the next Monster phase. The *Stun* is applied to the whole attack, unless otherwise stated.

To hit a monster with 2 defense dice, both dice results must be a hit, keeping in mind the abilities of the current type of attack.

If the type of attack allows a *Stun*, this is applied if *both* dice results have the *Stun* icon (regardless of the additional icons *Hit*, *No-dodge*, and *Armor Piercing*).

Special abilities

Resolve: This monster doesn't stop at heroes and structures; it proceeds in its movement instead, always complying with the fate coin rule. Then it attacks if possible.

The monster's movement stops when encountering the magic circle, however.

If this monster starts its Movement phase standing on the area of a building, a defense, the magic circle or a hero, the monster does not move at all.

Fly: During its movement, this monster ignores defenses and low obstacles it encounters in its movement, as it was flying over the terrain. It cannot stop on an occupied spot. If the monster isn't able to move to any spot beyond, it ends its movement in the previous spot.

Explosion: This ability replaces the monster's attack. It affects all targets within its area, including other monsters. If any monsters are involved in the attack, players choose one and use the usual defense dice against an attack with *No-dodge*. All heroes within its area take 4 damage. This damage cannot be saved by using armor and shield cards.

After the attack is resolved, the monster figure with explosion is removed from the game.

Mana drain: This monster's attack causes a hero to lose 2 MCs in addition to normal damage.

Scenario special rules

Gildenberg

In the Gildenberg scenario, players can construct any structure, but they can only upgrade walls.

Water

Monsters and heroes that start their movement from a water spot move 2 less spaces, with a minimum of 1 space. In the case of heroes, this penalty is applied for each movement token spent while they are on a water spot.

Monsters with the *Fly* ability are not affected by this special terrain.

The Lakeburg Scenario features 2 lakes: one to the north, in the upper terrains, and the other to the south of the town.

Trees

In addition to normal rules for LOS, within the area of a tree, spots cannot be selected as the impact spot for any of these attacks:

However, these spots can still be affected by abilities with an area effect that target zones immediately adjacent to the tree's area. This rule does not affect melee attacks, or attacks with the *Vision* ability.

Boss spawns

Gildenburg: Corrupted Harpy

Corrupted Harpy

Health points: 7

Movement points: 5 + *Fly* ability

Defense: Orange and blue.

Attacks:

Dive Bomb: When the harpy enters the battlefield for the first time, it deals 2 damage to all heroes, structures, and monsters in its area.

Ravaging Fury: A normal melee attack that deals 3 damage to a target.

Alerion

Health points: 1

Movement points: 3 + *Fly* ability

Defense: Orange and blue.

Attack: A normal melee attack that deals 1 damage.

Boss spawn

In the Boss Spawn sub-phase of the Monster phase, perform these steps:

1. Alerion spawn

During the Monster Spawn phase, alerion may spawn. Place the alerion reference card next to the other monster information.

2. Cry of the Harpy

Skip this step if the third alerion was eliminated.

Toss the fate coin and place the corrupted harpy in any space on either the right or left side of the cliff behind the town, depending on the face of the coin. The harpy always faces towards the town. A corrupted harpy cannot be attacked while on the cliff.

Imagine the entire game board (including the town and its surroundings) vertically split into left and right sides. The cry of the harpy affects all the characters currently positioned on the same side of the board as the harpy.

All affected characters must flip to its used side 1 movement token of their choice.

Lakeburg: Cetusia the Putrescent Wyrm

Cetusia head and tail

Head health points: 8

Tail health points: 6

Head and tail defense stage I: Orange.

Head and tail defense stage II: Orange and blue.

Attacks: Cetusia attacks before any other monster with its Special features: with the head first, then with the tail.

Cetusia always attacks following the monsters' melee attack rules, changing its orientation towards the target.

Cetusia stages

Both the head and tail of this boss have two stages, the first and the second. Each stage includes 2 types of attack. The actions performed by Cetusia during the turn are determined by the spawn pattern card.

First Stage

Dead

Skull smash: This attack originates on Cetusia's head (blue spot on spawn pattern card) and deals 2 damage (during the first stage) to all heroes, monsters, and structures standing in the red area.

Hydro catapult: This attack originates on Cetusia's head (blue spot on spawn pattern card) and deals 1 damage (during the first stage) to all heroes, monsters, and structures in the red area.

Cail

Tidal assault: This attack originates on Cetusia's tail (blue spot on spawn pattern card) and deals 1 damage (during the first stage) to all heroes, monsters, and structures in the red area.

Tidal entrance: This attack originates on Cetusia's tail (blue spot on spawn pattern card) and deals 2 damage (during the first stage) to all heroes, monsters, and structures in the red area.

Second stage

When the head receives its 8th wound or the tail receives its 6th wound, flip both cards, head and tail, to the second stage.

If the tail receives 6+ damage, it is removed from the game, and the head continues to attack normally. If the head receives 8+ damage, it is removed from the game, and the tail continues to attack normally.

Boss spawn

In the Boss Spawn sub-phase of the Monster phase, perform these steps:

Skip this phase if it is the first Monster phase of the third night.

Draw a **Cetusia spawn pattern card**. This shows the location where the head and tail will spawn, respectively. If the spot where Cetusia is supposed to be placed is occupied by a hero, move the hero straight towards the mist to the nearest available spot. If the boss's spot is occupied by any other game component, remove it to free up the spot (a boomer does not explode).

When three Cetusia spawn pattern cards have been revealed, at the end of the current Monster phase, shuffle all 4 cards and place them facedown to form a new Cetusia spawn pattern deck.

Glenwald: Putrefied Dryad

Monoliths

Monoliths defend the putrefied dryad from melee attacks on specific sides. When attacked, monoliths are always hit. Each monolith is capable of hosting up to 3 flame tokens. When a monolith receives additional damage, it is destroyed.

Hatchery and seed mortar

The **hatchery** does not attack. It uses 1 orange and 1 blue defense die and is destroyed as soon as it takes 1 damage.

The **seed mortar** behaves like archers with a range of 7, but it never moves. It uses 1 orange and 1 blue defense die and it is destroyed as soon as it takes 1 damage.

Hatcheries and seed mortars spawn where the spawn pattern card is marked with their icons. Refer to the putrefied dryad's **growth track** to define the number of spots that count towards the town before the hatcheries and seed mortars are to be spawned.

Putrefied dryad

Health points: 11

Movement points: The dryad does not move and is always considered to be facing in all 4 directions.

Defense: Orange and blue.

Attack: The putrefied dryad attacks after any other monster and inflicts 2 damage. When it does, it simultaneously attacks all heroes and structures in its current sector and any other adjacent sector, depending on its growth stage (see the growth track on its card):

- Sprout:** The dryad does not attack, and cannot take damage.
- Growing:** The dryad attacks in its current sector(s).
- Mature:** The dryad attacks in its current and adjacent sector(s).

Boss spawn

In the Boss Spawn sub-phase of the Monster phase, perform these steps:

Skip if the spawn direction card doesn't depict the putrefied dryad.

- Check the spawn direction card** and identify the spawn pattern slot number where the dryad will spawn. Remove the first spawn pattern card from that slot.
- The dryad occupies 2 slots in width. Place its figure in the exact center of the spawn pattern card facing towards the town. Then, move the dryad 3 steps towards the town. If the dryad's placing area and its monoliths is occupied by a hero, move the hero straight towards the mist to the nearest available spot. If the placing area is occupied by any other game component, remove it (including any structures) to free up the spot (a boomer does not explode).
- Place the 5 **monoliths** all around the dryad (one behind, one to each side, and two in front).
- Place the **putrefied dryad reference card** next to the other monster information.
- Place a **mana crystal** on the sprout slot of the growth track on the dryad's reference card.

From now on, in each Boss Spawn sub-phase, repeat these steps:

- Skip this if it is not the third Monster phase* (if there are still spawn pattern cards in play). If the growth track reaches the mature state (3), in addition to its attack, the putrefied dryad deals 1 damage to the magic circle. Otherwise, move the mana crystal 1 step forward on the growth track.
- Flip any **hatchery tokens** on their first hatching face over to the second hatching face, then place an **armored** figure on each. If a hatchery token is on its second hatching face, replace it with an **archer** figure (discard the token).
- Always complying with the direction shown on the face of the fate coin, the spawn pattern cards then spawn hatcheries and seed mortars tokens (there should be a maximum of 6 in play), and as they have just completed a movement, using the same rules to move monsters.

Once deployed, they do not 'move' anymore.

If the spawn spot is occupied by a hero, place the hatcheries and seed mortars token beneath them. This immobilizes the hero, preventing them from using actions and innate abilities (except for fist), and inflicts 1 damage immediately and at the beginning of each Monster Attack sub-phase.

Hatcheries and seed mortars tokens beneath a hero do not perform any action.

A hero is immediately freed, removing hatcheries and seed mortars tokens beneath them:

- When another hero uses the fist ability on them, without dealing any damage.
- When the entangled hero uses the fist ability on hatcheries & seed mortars, and achieves a hit on both a blue and an orange dice.

If the spawn spot is occupied by any other game component, remove it, then place the hatcheries and seed mortars tokens as usual (this includes removing structures).

The exception is the dryad itself and its monoliths; in this case the spawn happens on the first spot eligible toward the town.

- When you place hatchery tokens, place them on their first hatching face, then spawn a clawer on it.
- Each monster spawned by hatcheries moves soon after being spawned, as usual.

THE LAST SPELL

Day phase

Upkeep phase

1. Mist advances

Move each mist tile 1 spot forward from its current position.

2. Scout the spawn

Shuffle the **spawn direction cards** and place the first card next to the deck.

Draw and place 2 **spawn pattern cards** on each indicated mist tile slot. Use the row matching the day phase.

If you are playing the third day/night cycle of the scenario, perform the appropriate **Scout the Boss sub-phase**.

3. Day production *Skip this action during day 1.*

Place the resources on the bases of the production buildings in town in the common stash. Then move the first card of each deck on the shop board to the bottom of that deck.

4. Heroes level up *Skip this action during day 1.*

If it is the first Day phase of **Lakeburg**, each player upgrades their hero card to level II.

Otherwise, **gain a perk**: choose perk cards of a level only if you already own at least 2 perks of the previous level; you cannot have more than 1 level IV perk.

Main phase

Players take turns performing 1 action until they cannot or choose not to take any more.

a. Build/upgrade structures

Build or upgrade a structure by spending gold or material resources from the common stash, and gain immediate rewards.

b. Repair structures

Repair a structure by spending 1 material per flame removed.

c. Take/leave equipment items

Leave any equipment item you own in the common stash, or take one from it (following encumbrance limits).

d. Buy/sell equipment items

Buy melee, ranged, and magic weapons, and armor and shields from the revealed cards in the shop, and/or available potions and scrolls. Spend the required gold from the common stash.

Sell any number of equipment items in the common stash for gold equal to the sum of their initial cost, divided by 2 (round down). Place the gold gained into the common stash.

e. Scavenge ruins

Scavenge any number of **ruins**, as long as the number of **workers** currently available in the town is greater or equal than the sum of the slots occupied by the chosen ruins.

Scavenged ruins are removed from the town and the resources on their base placed into the common stash.

For equipment items, choose an equipment deck and take the first card, or choose one of the available potions.

Until the next Night phase, keep removed ruins next to the board.

f. Perform Seer's ability

Spend the required resource to trigger a Seer's ability.

End of day phase

1. Regeneration

Players restore all their MCs and remove 1 wound crystal, if any, from their hero card. Restore any armor, shields, and potions.

2. Hero deployment

Players deploy their hero figure in a free spot of the town or its surroundings. No MPs are required.

3. Recharge catapults

Recharge catapult hurl tokens back to their maximum of 2.

Night phase

Monster phase

1. Spread the panic

Remove a number of **flame tokens** from the panic track (starting from the left) equal the number of monsters in the town.

2. Flip the fate coin

Flips the **fate coin** and places it near the board.

3. Boss spawn

During the third night, the **final boss** spawns; follow its rules.

4. Monster spawn

At the beginning of the first 2 Monster phases, reveal the top **spawn pattern card** from each of the mist tiles slots, then place a corresponding monster figure on top of its own icon(s).

If a figure is not available, use the next available, in this order: **Armored** > **Archer** > **Wgd Boomer** > **Bulky** > **Accursed** > **Clawer**.

During Gildenberg, only place green background monsters; during Lakeburg, only green and yellow background monsters, and during Glenwald, place all monsters.

5. Monster movement

Spawned monsters exit the mist oriented orthogonally towards the town. They change orientation at the end of their movement according to the arrows shown on p12 of the Night rulebook.

When a monster encounters a **structure**, a **hero**, or the **magic circle**, it stops. If it has enough MPs, it can cross other monsters it encounters; otherwise, it stops before them. When a monster encounters any other obstacle, it bypasses it 1 step laterally, left or right according to the fate coin, then continues moving.

When a monster encounters a hero, another monster, or an obstacle while trying to exit the mist, it bypasses them 1 step laterally, left or right according to the fate coin. **This does not use MPs**. Monsters don't stop to attack adjacent heroes if they're still in the mist.

At the end of all monster movements, discard the currently revealed spawn cards.

6. Monster attack

Monsters (and bosses) use their attacks and special abilities.

When a monster inflicts damage on a structure, attach flame tokens to it. Take flame tokens for walls from the box, and those for other structures from the panic track.

For each attack targeting the magic circle, remove a number of mages equal to the damage dealt. **If there are no more mages remaining in the magic circle, players lose the game.**

Hero phase

Actions

All players replenish any APs and MPs spent (but not MCs).

Then, in turn order, heroes may take an action. When players cannot or choose not to spend any more points, a new Monster phase begins.

Players may only perform 1 weapon attack (or use fist) once per turn, excluding scrolls.

Weapon attack: Choose a weapon's type of attack and spend the APs (or instead spend 1 AP to perform a fist melee attack). This can be performed once per turn and an unlimited number of times each Hero phase.

Use movement points: Use **movement tokens** to acquire MPs, then spend them to move your hero orthogonally that number of spots or fewer. A hero cannot pass over or end their movement in a mist spot.

- **Use obstacle jump:** Leap over low obstacles or wooden walls for 3 MPs.

Use perks.

Use potion and scrolls.

Use armor up: Spend 1 AP and place the action token on the card. For the next Monster phase, if the hero sustains damage from a monster, remove the token to reduce damage by 1. This ability can be performed once per Hero phase.

Defence die

Players may use their abilities or the weapon types of attacks to reroll the **defence die** during an hero attack.

Kerolls

You may total the number of rerolls to a maximum of 4 for a single attack (use the reroll dice reminder tokens).

Defences

Players can use town defenses at any time during the Hero phase as free additional actions.

Use ballista: Once per Hero phase, the ballista can shoot a target in the current or adjacent sector. This deals 1 damage to the target and has *Armor Piercing* and *Vision*.

Use catapult: The catapult can attack in an adjacent or far sector by spending one of its **hurl tokens**. This has an attack area of 3x3 spots, deals 1 damage and has *Vision* and *No-dodge*. *No-dodge* is only applied to the impact spot, but the attack also hits the surrounding 8 spots. Players may select any target impact spot, even if it is occupied, as long as it falls within the catapult's attack range.

Use warp gate: Heroes can teleport to another warp gate by spending 2 MPs and 1 MP.

Use watchtower: Heroes on top of the watchtower gain *Vision*. To climb onto it, or to leave it, spend 2 MPs.

End of the Night phase

If you are playing the first or second Night phase of any scenario, **the Monster phase and Hero phase alternate until the number of total HPs of the monsters is equal to or fewer than the number of heroes on the field, at which point the night ends.**

Then, perform these steps:

1. Manage town panic

Starting from the leftmost non-empty slot of the panic track, collect the indicated amount of resources and an equipment item of your choice, and place them in the common stash.

Then refill the panic track with flame tokens.

2. Urban quest check

If it is the end of the second night, check whether at least 1 **urban quest** has been solved; if not, you have lost the game.

Otherwise, claim rewards from solved quests. Remove hero figures from the board and start a new Day phase.

Scenario setups

Gildenburg

Place the **town board** in the middle of the table, A side faceup.

Take all 3 **terrain boards** and place them A side faceup to form the **town** and its **surroundings** (any spot outside the central square board). Secure the map by assembling the **8 mist puzzle frame** around it. Place low **obstacles** on the map as illustrated on the terrain boards.

Place the **shop board** next to the game board. The **common stash** is on the right side of the shop board. Place the 3 **mist tiles** on top of the mist puzzle frame.

Form the **armor and shield**, **melee**, **ranged**, and **magic weapon** level I decks (green-bordered icon on the card backs). Place them faceup on the corresponding slots of the shop board. Cards with blue-bordered icons are level II, and those with red-bordered icons are level III.

Place the **potion tokens** on the shop board. Place the **scroll deck** faceup on the shop board.

Assemble the **magic circle**, along with the 4 **mages standees**, and place them into their cutouts in the center of the town.

Place 2 **houses** and 1 **shop** on the town board, next to the magic circle as shown. Randomly select 3 one-spot **ruins bases**, 2 two-spots ruins bases, and 1 three-spots ruins base. Assemble the appropriate standees with the chosen ruin bases, then position them on the town board.

Place 7 **wooden walls** on the appropriate cutouts of the town board.

Place 2 **gold** and 2 **materials** in the common stash.

Place the remaining **buildings** on the shop board.

Fill the **panic** area of the board with **flame** tokens (2 single tokens per spot).

Place the **fate coin** and all the **defense dice** next to the game board.

Shuffle the *Schaden* and *Freude* **urban quest cards** into 2 separate piles. From each pile, randomly select 1 card. Place these cards on their respective slots next to the shop board. Return the remaining cards to the box.

Lakeburg

Place the **town board** in the middle of the table, B side faceup.

Place the upper **terrain boards** side B at the top of the town, and the left and right boards, A side up, at the sides. Secure the map by assembling the **8 mist puzzle frame** around it. Place low **obstacles** on the map as illustrated on the terrain boards.

Place the **shop board** next to the game board. The **common stash** is on the right side of the shop board. Place the 3 **mist tiles** on top of the mist puzzle frame.

Form the **armor and shield**, **melee**, **ranged**, and **magic weapon** level I decks (green-bordered icon on the card backs). Place them faceup on the corresponding slots of the shop board. Cards with blue-bordered icons are level II, and those with red-bordered icons are level III.

Place the **potion tokens** on the shop board. Place the **scroll deck** faceup on the shop board.

Assemble the **magic circle**, along with the 4 **mages standees**, and place them into their cutouts in the center of the town.

Place 2 **houses** and 1 **shop** on the town board, next to the magic circle as shown. Randomly select 3 one-spot **ruins bases**, 2 two-spots ruins bases, and 1 three-spots ruins base.

Assemble the appropriate standees with the chosen ruin bases, then position them on the town board.

Place 5 **wooden walls** on the appropriate cutouts of the town board.

Shuffle the **Cetusia spawn pattern cards** and keep them beside the game board.

If playing the campaign mode and setting up this scenario after completing Gildenburg, take back all resources and equipment items gathered from the common stash chest. **Players keep their heroes and only 1 equipment item.** Shuffle the other equipment items back into the appropriate decks.

If playing a single scenario, place 4 **gold** and 4 **materials** in the common stash. Players gain 3 perks, including the starting trait's perk. For a quick setup, take 2x level I and 1x level II perks, otherwise follow the normal rules for gaining a perk when a hero levels up. Players then gain equipment items according to their trait cards as usual.

After the following day's upkeep phase, your hero will level up.

Glenwald

Place the **town board** in the middle of the table, A side faceup.

Place the upper **terrain boards** side A at the top of the town, and the left and right boards, B side up, at the sides. Secure the map by assembling the **8 mist puzzle frame** around it. Place low **obstacles** and **trees** on the map as illustrated on the terrain boards.

Place the **shop board** next to the game board. The **common stash** is on the right side of the shop board. Place the 3 **mist tiles** on top of the mist puzzle frame.

Form the **armor and shield**, **melee**, **ranged**, and **magic weapon** level I decks (green-bordered icon on the card backs). Place them faceup on the corresponding slots of the shop board. Cards with blue-bordered icons are level II, and those with red-bordered icons are level III.

Place the **potion tokens** on the shop board. Place the **scroll deck** faceup on the shop board.

Assemble the **magic circle**, along with the 4 **mages standees**, and place them into their cutouts in the center of the town.

Place 2 **houses** and 1 **shop** on the town board, next to the magic circle as shown. Randomly select 3 one-spot **ruins bases**, 2 two-spots ruins bases, and 1 three-spots ruins base. Assemble the appropriate standees with the chosen ruin bases, then position them on the town board.

Place 7 **stone walls** on the appropriate cutouts of the town board.

If playing the campaign mode and setting up this scenario after completing Lakeburg, take back all resources and equipment items gathered from the common stash chest. **Players keep their heroes and 2 equipment items (but only up to 1 armor).** Shuffle the other equipment items back into the appropriate decks.

If playing a single scenario, place 6 **gold** and 6 **materials** in the common stash. Players gain 5 perks, including the starting trait's perk. For a quick setup, take 2x level I, 2x level II perks, and 1x level III perk, otherwise follow the normal rules for gaining a perk when a hero levels up. Players then gain equipment items according to their trait cards as usual. Finally flip hero cards to the level II side, upgrading mana crystals and movement tokens.

After the following day's upkeep phase, your hero will level up.

THE LAST SPELL

Variants and expansions

Boss rush mode

In this mode, players face a different boss each night. Follow the standard *Gildenburg* setup, but use side B of the **town board**, with the map top on side B and the right and left maps on side A.

Place 4 **houses** and 1 **shop** on the board on the town board, next to the magic circle as shown.

Place a Magic Shop, an Armor Maker, a Blacksmith, and a Bowyer as shown. Place 4 **wooden walls** as shown.

Place 20 **gold** and 20 **materials** in the common stash.

Camps won't be needed; return them to the box.

Changes to day/night cycle

Play day/night cycles as usual, with these changes:

- Each of the 3 nights, all monsters spawn from the spawn pattern cards, regardless of their background color.
- Each of the 3 nights, a boss will spawn, following their respective spawn rules:
 - The first night, the corrupted harpy will spawn (it will appear hovering over the southern lake, and will be invulnerable until the 3 alerion have been defeated).
 - The second night, Cetusia will spawn.
 - The third night, the putrefied dryad will spawn.

The Twins

This scenario cannot be played in a campaign mode, but any other expansion may be added.

Setup

Follow the standard *Gildenburg* setup, with side A of the **town board**, but use the map top on side B and the right and left maps on side B.

Place 2 **houses**, 1 **shop**, and 1 **Seer** (base side up) on the town board, next to the magic circle as shown. Randomly select 3 one-spot **ruins bases**, 2 two-spots **ruins bases**, and 1 three-spots **ruins base**. Assemble the appropriate standees with the chosen ruin bases, then position them on the town board as shown.

Place 4 **wooden walls**, 2 **stone walls**, and 2 **stone gates** on the appropriate cutouts of the town board.

If starting a new game with The Twins, place 6 **gold** and 6 **materials** in the common stash.

Place the 2 **urban quest cards** from this expansion in the appropriate slots of the game board.

If starting a new game with The Twins, players gain 5 perks, including the starting trait's perk. For a quick setup, take 2x level I, 2x level II, and 1x level III perk, otherwise follow the normal rules for gaining a perk when a hero levels up. Players then gain equipment items according to their trait cards as usual. Finally flip hero cards to the level II side, upgrading mana crystals and movement tokens.

After the following day's upkeep phase, your hero will level up.

Scenario limitations

Players can build all structures and upgrade both production buildings and walls. Walls cannot be built in the northernmost tile of the town.

Singularities

Singularities are indestructible. At the end of the Hero phase, they detonate, damaging all heroes standing in their area and current sector. They deal 2 damage and force heroes to lose 2 MCs.

Twins monster cards

The Twins appear in different stages: **ethereal**, **physical**, and **final**, along with their special boss weapons. Each stage is represented with different monster cards:

1. Ethereal Schaden

Ethereal Schaden is a boss in its ethereal form, and behaves like a special monster.

Health points: 5

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Shadow Rift: Ethereal Schaden simultaneously inflicts 2 damage on every hero and structure within 2 spots.

Drop Blissnacht: When Ethereal Schaden is defeated, drop an indestructible Blissnacht standee on its former spot.

The *Follow* ability of a weapon does not apply if the hero finishes its *Attack* on Blissnacht.

2. Blissnacht

Blissnacht is a boss weapon, and behaves like a special monster.

Health points: 0. Blissnacht is indestructible.

Movement points: 0. Blissnacht does not move.

Special abilities:

Tainted Evil: Mana Drain. At the end of the Monster phase, all heroes standing in Blissnacht's area and current sector lose 1 unspent MC point.

Schaden Mirror: Thorn. When Blissnacht is dealt damage in any way, it simultaneously inflicts 2 damage on every hero standing in its area and current sector.

3. Schaden

Schaden is a boss in its physical form, and behaves like a special monster.

Health points: 4

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Summon Singularities: Deploy 2 singularities and place them beneath the heroes with the most HPs and the least HPs. On a tie, the singularity goes beneath the hero with the least MP. Otherwise, choose randomly.

Shadow Rift: Schaden simultaneously inflicts 2 damage on every hero and structure within 2 spots.

4. Schaden, the Painful

Schaden, the Painful is a boss in its final form, and behaves like a special monster.

Health points: 6

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Summon Singularities: Deploy 2 singularities and place them beneath the heroes with the most HPs and the least HPs. On a tie, the singularity goes beneath the hero with the least MP. Otherwise, choose randomly.

Schaden Mirror: Thorn. When Schaden, the Painful is dealt damage in any way, it simultaneously inflicts 2 damage on every hero standing in its area and current sector.

Shadow Rift: Schaden, the Painful simultaneously inflicts 2 damage on every hero and structure within 2 spots.

Tainted Evil: Mana Drain. At the end of the Monster phase, all heroes standing in Schaden, the Painful's area and current sector lose 1 unspent MC point.

Re-materialize.: At the beginning of the Monster phase, remove 1 wound crystal from Schaden, the Painful's monster card.

5. Ethereal Freude

Ethereal Freude is a boss in its ethereal form, and behaves like a special monster.

Health points: 5

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Sword of Radiance: Ethereal Freude simultaneously inflicts 2 damage on every hero and structure within 2 spots.

Drop Tenderlost: When Ethereal Freude is defeated, drop an indestructible Tenderlost standee on its former spot.

The *Follow* ability of a weapon does not apply if the hero finishes its attack on Tenderlost.

6. Tenderlost

Tenderlost is a boss weapon, and behaves like a special monster.

Health points: 0. Tenderlost is indestructible.

Movement points: 0. Tenderlost does not move.

Special abilities:

Light of the Radiance: Dazzle. At the end of the Monster phase, all heroes standing in Tenderlost's area and current sector flip an unspent movement token.

Mother's Love: Fury. At the beginning of the Monster Movement phase, all monsters in Tenderlost's current sector gain +1 MPs.

7. Freude

Freude is a boss in its physical form, and behaves like a special monster.

Health points: 4

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Birth of the Twins: Once Freude is spawned, during each Hero phase, place the first 2 killed monster miniatures on top of Freude's monster card.

During the Monster Spawn phase, if Freude's figure is not in the mist, randomly select 2 monsters from Freude's monster card (if any), and place them in the spots in front of and behind Freude's figure (if unoccupied).

Sword of Radiance: Freude simultaneously inflicts 2 damage on every hero and structure within two spots.

8. Freude, the Joyful

Freude, the Joyful is a boss in its final form, and behaves like a special monster.

Health points: 6

Movement points: 2. Water does not impact this boss's defence.

Defence: Purple.

Special abilities:

Birth of the Twins: Once Freude, the Joyful is spawned, during each Hero phase, place the first 2 killed monster miniatures on top of the Freude, the Joyful monster card.

During the Monster Spawn phase, if Freude's figure is not in the mist, randomly select 2 monsters from Freude's monster card (if any), and place them in the spots in front of and behind Freude's figure (if unoccupied).

Sword of Radiance: Freude, the Joyful simultaneously inflicts 2 damage on every hero and structure within two spots.

Mother's Love: Fury. At the beginning of the Monster Movement phase, all monsters in Freude, the Joyful's current sector gain +1 MPs.

Light of the Radiance: Dazzle. At the end of the Monster phase, all heroes standing in Freude, the Joyful's area and current sector flip an unspent movement token.

Re-materialize.: At the beginning of the Monster phase, remove 1 wound crystal from Freude, the Joyful's monster card.

Day phase

Scout the spawn

In the Scout the Spawn sub-phase of the Upkeep phase, shuffle the 8 spawn direction cards from this expansion and place the deck on its slot (do not use the cards from the base game).

Follow the normal rules to create the spawn pattern deck.

As normal, place 2 spawn pattern cards on each mist tile slot indicated on the revealed spawn direction card. However, place **only 1 spawn pattern card** where the icons of Blissnacht and Tenderlost icons appear.

Scout the Boss

In the Scout the Boss sub-phase of the Upkeep phase, The Twins appear from the first night. The icons of the Twins' weapons on the the spawn direction cards indicate which Twin will spawn and the number of the mist tile where they spawn.

Night phase

The first night

The Twins spawn in **ethereal** form. When Ethereal Schaden is defeated, remove its monster card and replace its miniature with the Blissnacht standee.

When Ethereal Freude is defeated, remove its monster card and replace its miniature with Tenderlost standee. From now on, both standees have their own monster cards.

Blissnacht and Tenderlost are indestructible and won't be removed at the end of the Night.

The second night

Schaden and Freude never spawn during the second night, even if Blissnacht and Tenderlost are already in game.

Blissnacht and Tenderlost won't be removed at the end of the night.

The third night

Spawn the **physical** forms of Schaden and Freude as indicated by the spawn direction cards. When one of the Twins dies, remove both of their monster cards and the miniature of the defeated Goddess. Then place the monster card of the Twin that's still alive (in its final form) next to the game board.

Monster spawn

As normal, at the beginning of the first 2 Monster phases, reveal the top spawn pattern card from each of the mist tiles slots and follow the standard monster spawn rules.

At the beginning or the third Monster phase of the first night the Twins spawn.

End of the Night phase

Since Blissnacht and Tenderlost are indestructible, the presence of their standees in play doesn't trigger the end of the night condition.

If, at any time during the third night, and after all spawn pattern cards have been revealed, the final form of Freude or Schaden are defeated, the scenario is complete and players have won.

Sinister Shadows

Day phase

In the **Scout the Spawn** sub-phase of the **Upkeep** phase, replace the core spawn pattern cards 1 to 5 (or 1B to 5B) with the spawn pattern cards from this expansion (for variability, cards from S1B to S3B can be used in place of cards from S1 to S3).

Monster abilities

Poisonous: When the monster is damaged by a melee attack, spend 1 movement token. If you are unable to do so, the monster deals 2 damage.

Slayer: Players cannot use armor and shield cards to lessen the damage from the monster's attacks.

Dopper

Health points: 1

Movement points: 3

Defense: Blue.

Attack: 1 damage.

Range: Adjacent spot.

Ability: *Poisonous*.

Cancer

Health points: 1

Movement points: 2

Defense: Orange.

Attack: 2 damage.

Range: 2 spots.

Ripper

Health points: 1

Movement points: 3

Defense: Orange and blue.

Attack: 2 damage.

Range: Adjacent spot.

Ability: *Slayer*.

Twisted

Health points: 1

Movement points: 3

Defense: Orange and blue.

Attack I: 2 damage.

Range: Self.

Attack II: 1 damage.

Range: Adjacent sector. If more than 1 target is in range, follow target priorities for a ranged attack.

Ability: *Fly, Slayer*.

Carnage Unleashed

Setup

After normal setup, shuffle the **elite monster cards** to form a facedown deck. Then draw cards, one at a time, keeping the first drawn card of each monster type and discarding the others. Place these 6 cards next to the game board and return the rest of the elite cards to the box. These cards will define the characteristics of the elite monsters for the game.

From now on, the **red bulky** depicted on a spawn pattern card is considered a **bulky elite** monster.

Day phase

Scout the spawn

In the **Scout the Spawn** sub-phase of the **Upkeep** phase, replace the core spawn pattern cards 6 to 10 with the spawn pattern cards C6 to C10 from this expansion (for variability, cards from C6B to C8B can be used in place of cards from S6 to S8).

Night phase

When an elite monster spawns, place a **red base** on its figure to distinguish it from ordinary monsters.

Elite monster abilities

Retaliation: When this monster is dealt melee damage, it deals 1 damage back to the attacker.

Fury: All monsters standing in the same sector as this monster at the beginning of their movement phase get +1 movement.

Charge: When this monster destroys a defensive structure, it moves by 1.

Bestial: All monsters standing in the same sector as this monster get +1 damage on all attacks.

Respawn: When this monster dies, roll its dice again: the monster respawns if the result is the shield icon.

Fog Bringer: All monsters standing in the same area as this monster can only be targeted by melee weapons attacks. They are still normally affected by abilities that affect a zone.

Stoic: All monsters in the same sector as this monster are immune to being stunned.

Corpse piles

As soon as an elite monster is defeated, place 1 random **corpse pile token** on its former spot. A corpse pile counts as a low obstacle.

The *Follow* ability of a weapon does not apply if the hero finishes their attack on a corpse pile.

Monsters avoid corpse piles as common low obstacles, but they do attack them (with the lowest priority) if there's any within their range of attack. Heroes can attack corpse piles. Remove the corpse pile token when it receives any damage.

During the day, corpse piles in game can be **scavenged** just like ruins, which requires 1 worker. During the night, heroes can scavenge corpse piles using the **fi**st innate hero action if they are within their range. Heroes collect the scavenged corpse pile rewards as usual, placing them on the common stash.

Whispers of War

Setup

After normal setup, players can choose how to customize the game:

If you choose to use **wound cards**, shuffle them to form a wound deck and place it near the game board.

If you choose to use **omen cards**, pick up to 3 omen cards (or choose them) and place them next to the game board.

If you choose to use **traps tokens**, players will perform additional actions during the game.

Wounds, omens, and traps

Wounds

Every time a hero gains a wound token, throw an orange defense dice. If the result is a **hit**, draw a card from the wounds deck.

During the End phase of the day, when players perform the **Regeneration** sub-phase, they may return 1 wound card from play to the wound deck, and then must shuffle the deck.

If a hero accumulates more than 2 wound cards, the hero dies, and the game is lost for all players.

Omens

Each omen card brings a positive and a negative effect, adding variations to the normal rules.

Traps

During the Build/Upgrade Structures sub-phase of the day's Main phase, players can also choose to build traps. Traps cost 1 material to build, regardless of type, and players can build as many as desired, as long as they are available.

Traps can be placed in any spot of the map as long as the spot is free from obstacles, buildings or water. Traps cannot be moved once placed.

Damage trap: When a monster steps on a spot with a damage trap it takes 1 damage without rolling any die. Then remove the trap from the game board.

Stun trap: When a monster steps on a spot with a stun trap, it stops its movement. The monster is stunned without rolling any die. Then remove the trap from the game board.

Slow trap: When a monster steps on a spot with a slow trap, it stops its movement. Then flip the token to the partially-consumed side. When a monster steps on a partially-consumed trap, remove the trap from the game board. A monster starting from a slow trap spot doesn't trigger the trap.

Slow traps have a full-power side and a partially used side. Heroes can recharge slow traps to full power for free, when players perform the **Regeneration** sub-phase during the day's End phase. Flip the partially used trap back to the full-power side.

Solo mode

Solo mode can be played with either a campaign or a single scenario.

Follow normal setup, but repeat the standard heroes setup 4 times. Prepare 4 heroes ready to play and choose 1 of them to start the game. Each hero starts the game with 5 APs.

Skip the trading step when setting up the heroes.

Recruit a hero

During the Main phase you can recruit a new hero by spending the following:

- 2nd hero: 3 gold.
- 3rd hero: 5 gold.
- 4th hero: 7 gold.

A game cannot have more than 3 heroes playing simultaneously.

The level of each new hero entering the game should match that of the others in play.

Each new hero entering the game gains 1 fewer perk than the hero with the lowest number of perks.

New end game conditions

When there are no more heroes in play, the game is over.

If a hero dies, the game continues, and you can continue recruiting heroes during the Day phase.