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Game: **RETURN TO DARK TOWER**

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Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Rules summary Alliances expansion**

Page 4: **Rules summary Covenant expansion**

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Return to DARK TOWER

SET UP

Place the **board** so that each kingdom faces a different player.

Turn on the **tower**. Slide on the 12 **seals** to cover the openings, then place the tower in the center of the board.

Place the 16 **buildings** in their spaces on the board.

Set aside the **warrior tokens**, **spirit tokens**, and exactly 24 **skulls** to create the supply.

Sort the **gear cards** into 6 separate faceup stacks, ensuring that each stack has 3 copies of a single card.

Shuffle the **treasure cards** into a facedown deck. Draw the top 3 cards and place them in a faceup row to create the **market**.

Shuffle the **potion cards** together into a facedown deck. Shuffle the **corruption cards** together into a facedown deck.


Place the **companion cards**, **quest markers**, and **haggle die** near the board.

Decide which player will play as which **hero** or assign them randomly. Choose who will be the **start player**.

Each player then carries out their own setup:

Place your **hero board** in front of you, and place the 3 **hero virtue tiles** for your hero in empty slots on your board, inactive side up.

Place your **hero figure** on the space with the **citadel** in the kingdom in front of you. This kingdom is your **home kingdom**.

Place the **kingdom virtue tile** for your home kingdom in an empty slot on your hero board. Collect your starting resources from the supply (7 **warriors**  and 1 **spirit** .

Launch the **Return to Dark Tower app** and select **NEW GAME**. Follow the prompts in the app to sync your device to the tower.

Select your game mode: **cooperative** or **competitive**. Change the difficulty level if desired, then select any expansions you are using and the number of players.

Select your main goal and retrieve the matching **companion card**.

Select your **adversary** and place the matching **adversary card** and **adversary token** nearby.

Select your **foes** (one level 2, one level 3, and one level 4) and place the matching **foe cards** and **foe tokens** nearby.

Press **BEGIN GAME** and follow the final setup directions in the app: adding skulls, spawning foes, placing the main goal quest marker, etc.

You should discuss your plans with your fellow heroes, but the final decisions for what to do on your turn are yours alone.

SEQUENCE OF PLAY

The game is played in a series of **months**.

In the **first month**, the **first turn** is taken by the **start player**, then **play continues in clockwise order**. Each player takes exactly 1 turn in the first month. On your turn, you perform 3 steps, in order.

In following months, the **first turn** is taken by the player seated to the left of the player who took the final turn in the previous month. Play continues in clockwise order. You know the average number of turns per month, but not the exact number. The app will inform you when the month ends.

At the start of each month (except the first), the app gives 2 monthly **quests**. Read them aloud and place the matching **quest markers** in the spaces on the board where they can be completed.

Companion quest: Completing this quest provides a new companion or quest item to help the heroes.

Adversary quest: Failing this quest allows the adversary to advance their plans, making the world worse for the heroes.

Monthly quests fail if they are not completed by the end of the month. Read the outcome aloud and resolve any effect, as instructed by the app.

MAKING TRADES

Once during your turn, you may **trade** with heroes on your space (as long as all agree). You may give and take warriors, spirit, items, and companions. You may not give or take virtues or corruptions.

SPENDING VS. LOSING

Spending resources or items is optional and can be done at any point during your turn.

You may spend an item to get its effect, or spend an item to gain a different effect, such as activating a virtue or completing a quest. When you spend an item for a different effect, you do not get the effect on the item you spent as well.

Losing resources or items is mandatory. You must lose them if possible. If you cannot resolve the loss fully, lose as much as you have and then gain a single **corruption**. You cannot gain multiple corruptions from a single effect.

1. START OF TURN



At the start of your turn, you may take the **banner action** listed on your hero board. This is optional, but you cannot save your banner action for later.

Other game effects that apply *'at the start of your turn'* happen now. Resolve these effects and your banner action in any order.

2. MIDDLE OF TURN

In the middle of your turn, you may **move**, take a **heroic action**, and take a **reinforce action**. These steps are optional, and you can perform them in any order.

You may split up your move, stopping to take actions before, in the middle of, or after moving.

MOVEMENT



Move a number of spaces up to your **MOVE** value (your base move value is listed on your hero board). You may spend 1 spirit to double your move for the turn (you must do this before you start moving).

Some virtues or gear can modify your **MOVE** value. Modifiers are applied before doubling. If your **MOVE** value changes after you have started to move, it does not apply until your next turn.

Moving to an adjacent space takes 1 **MOVE**. Spaces on the game board are adjacent to each other if they share a segment of narrow gold border (land) or thick blue border (river).

When you cross a river, you cannot move to a space further up or down the river. The river is not a space; it is a border.

Nothing on the game board prevents or stops movement. You can move through foes, skulls, tokens, or other heroes.

HEROIC ACTIONS

There are 3 different heroic actions; you may take only 1 of them per turn. Before you take the **battle** or **quest** action, calculate how many **advantages** you have available

After you complete a heroic action, gain 2 spirit from the supply.

A. CLEANSE



Take this action to **remove skulls from a building** on your space. Remove all skulls from the building and return them to the supply.

Unless you have an ability that allows otherwise, you cannot cleanse in a space without skulls.

B. BATTLE



Take this action to **battle a foe** on your space and remove them from the board. You can only take the battle action while on a space with a foe. If more than 1 foe is on your space, choose one.

First, calculate your automatic **advantages**. Open the battle screen to select a foe. Select a number of battle cards equal to the foe's level. The app will reveal the first selected card. Some cards will make you lose warriors. Each foe also has special cards based on their traits, as well as a unique critical hit card.

You may spend your **advantages to improve the revealed battle cards**: press the arrow on the bottom of the battle card. The card will change to a better result or a positive effect.

You can spend your advantages as you like, including multiple advantages or no advantages on a single card. Each card can be improved, with enough advantages, until you have the best possible result for that card. You cannot undo spent advantages. The app shows how many you have spent so far per battle.

When you are done spending advantages on a card, follow the app instructions to resolve the card and see the next. If you cannot fully resolve the losses from a card, resolve what you can and gain a **corruption**. Once all cards have been resolved, that foe is defeated: remove the foe token from the board.

C. QUEST



Take this action to **complete a quest** (including the main goal) or **explore a dungeon** on your space. You can only take the quest action if you can legally perform one of these 2 options:

Complete a quest: Quests require you to be in a certain location, spend certain resources, defeat a certain foe, complete a certain dungeon, etc. To complete a quest, select it in the app, then press and hold the button. The app will tell you what happens. Read the outcome aloud, gain any rewards indicated, and remove the quest marker from the board.

Explore a dungeon: Dungeons spawn as part of certain quests. The goal of each dungeon is to complete it by exploring rooms until you find its target room. Completing a dungeon automatically completes its associated quest.

Press the dungeon button and select a dungeon to explore. The app will show the starting room and any unexplored room you can enter. Select one to enter and the app will reveal what happens in the new room.

You can spend 1 advantage to improve the results of a room: press the **IMPROVE** button. The room will change to a better result. Each room can only be improved once, and you cannot undo spent advantages.

After deciding whether or not to spend an advantage, follow the instructions in the app to resolve the room. If you cannot fully resolve the losses from a room, resolve what you can and gain a **corruption**. That room is now cleared, and you decide whether to explore a new room or leave the dungeon.

If you clear the target room, you have completed the dungeon. If you leave the dungeon, the rooms you cleared will remain cleared.

The **main goal** is a type of quest. You can complete the main goal, just like a normal quest, if you meet all of its requirements. Completing the main goal will cause the adversary to spawn on the board, and you can then battle it to defeat it and win.

REINFORCE



Once per turn, you may **reinforce** at a space with a building. Each building has something you can gain for free and an enhanced option that costs spirit: choose one.

Before you reinforce, you may choose to roll the **haggle die**:



Reinforce normally.



After you reinforce, gain 3 warriors.



After you reinforce, gain 1 potion.



After you reinforce, gain 1 gear.



The reinforce action is canceled.

Citadel

Free effect: Gain 1 potion for free (draw from the potion deck).

Enhanced effect: Spend 5 spirit to gain 1 virtue (choose 1 of your inactive virtues and flip it faceup).

Sanctuary

Free effect: Gain 1 spirit from the supply for free.

Enhanced effect: Spend 5 spirit to remove all your corruptions (return them to the bottom of the corruption deck in either order).

Village

Free effect: Gain 6 warriors from the supply for free.

Enhanced effect: Spend 1 spirit to gain 12 warriors from the supply.

Bazaar

Free effect: Gain 1 gear for free (choose from the gear stacks).

Enhanced effect: Spend 2 spirit to gain 1 treasure (choose from the treasure market).

3. END OF TURN

At the end of your turn, you must take a skull from the supply and drop it into the tower. If you cannot drop a skull because the supply is empty, the heroes lose.

When you drop a skull, it might emerge from the tower, cause a level to rotate, or cause events to occur. If skulls emerge, place them first, then resolve events.

When a skull tumbles out of a tower opening, place it on a building in the kingdom where it first emerged (even if it came to a stop in a different kingdom).

Each player decides where to place skulls that emerge in their home kingdom. The player who dropped the skull into the tower decides where to place skulls that emerge in dormant kingdoms.

If a building would receive its fourth skull, it is **destroyed**: remove the building and all 4 skulls from the game. The player whose home kingdom the destroyed building was in gains a **corruption**. If the destroyed building was in a dormant kingdom, no one gains a corruption.

EVENTS



Events happen at the end of most player turns. The app will alert you: read the event aloud and follow its instructions, with the player who dropped the skull into the tower making any choices required.

Once the event is resolved, press **CONFIRM**. Repeat as needed for each event. Events fall into these categories:

Foes strike: Foes will move and/or strike out. This event is skipped if none of that foe is on the board.

Foes spawn: Foes spawn somewhere on the board.

Foes grow in power: Foes change status to become more lethal. This event is skipped if none of that foe is on the board.

The tower stirs: The tower rotates or a seal on the tower is removed.

The tower acts: The adversary strikes out from within the tower.

Companion events: Companions reveal various good events.

New wares: Players may replace treasures in the market.

When an event tells you to **remove a seal**, remove the one indicated by the glowing lights.

If skulls emerge when the tower rotates or a seal is removed, place those skulls as normal.

After you resolve any events, the next player's turn begins.

END OF THE GAME & WINNING

You lose the game immediately in any of the following situations:

- When a hero would gain their third corruption.
- When the sixth month ends.
- When you have to take a skull from the supply and there are none.

If you lose the game, press the **GAME LOST** button on the main screen in the app.

You win the game if you complete the main goal and then defeat the adversary.

The main goal is selected at the start of the game. When you complete the main goal, the adversary will spawn somewhere on the board. If you defeat the adversary in battle, you win the game.


This works like a normal battle, but with 2 exceptions:

1. You may **retreat** from a battle with the adversary. You must resolve at least 1 battle card. After that, you can choose to retreat or continue to the next card.
2. Advantages applied to the adversary's battle cards remain for future battles.

Heroes might need to battle the adversary multiple times before striking the final blow.

HEROES

ADVANTAGES

 There are 6 types of **advantages**, linked to the 6 **traits** found on foes and dungeons. **Wild** advantages can count as any of these 6 traits.

Calculate advantages before you battle foes or explore dungeons with the matching trait. You then spend them to improve the results of battle cards or dungeon rooms.

Advantages with a black background are automatic and do not have a cost. Advantages with a grey background are conditional and have a cost.

ITEMS

There are 4 types of items: **potions**, **gear**, **treasures**, and **quest items**. You gain items by reinforcing, defeating foes, exploring dungeons, and completing quests. You can only use your items on your own turn.


Each hero can carry a certain number of items: **unlimited potions**, **up to 1 of each gear**, **up to 4 treasures**, and **unlimited quest items**. If you ever gain a duplicate gear or fifth treasure, lose one.

When you gain a potion, draw the top card of the potion deck. When you gain gear, choose one from the gear stacks.


When you gain a treasure, choose one of the faceup treasures from the market. When a treasure leaves the market, replace it with the top card of the treasure deck.

When you gain a quest item, find and take it from the quest item deck in the box.

WARRIORS

Warriors  are an important resource when battling foes, exploring dungeons, and completing quests. Warrior tokens are unlimited: use a proxy if they run out.

SPIRIT

Spirit  is a resource that allows the heroes to move farther, gain virtues, remove corruptions, and be more effective when reinforcing. Spirit tokens are unlimited: use a proxy if they run out.

COMPANIONS

Companions are allies who aid your efforts. In each game, there is a **main companion** who offers beneficial quests. Some quests let you recruit other companions who will provide their abilities to the hero they accompany. When a quest to gain a new companion is completed, the new companion joins the hero who completed the quest and will accompany the heroes for the rest of the game.

VIRTUES

Virtues are special abilities unique to your hero. You start the game with 3 three active virtues and 3 inactive virtues which you can gain during the game. You gain a virtue by spending spirit when you **reinforce** at a citadel. When you gain a virtue, flip one of your inactive virtues faceup to its active side. It goes into effect immediately.

CORRUPTIONS

Corruptions are penalties that weaken your hero. You gain a corruption when:

- An event, battle card, or dungeon room makes you lose resources or items that you do not have.
- The outcome of a failed quest instructs you to.
- A building in your home kingdom is destroyed.

When you gain a corruption, draw the top card of the corruption deck and place it on your hero board. It goes into effect immediately.

You cannot gain more than 1 corruption per event, battle card, or dungeon room, and **you can only have up to 2 corruptions**. If you would ever gain a third corruption, the players lose the game (press the **GAME LOST** button in the app).

It is possible for heroes to remove corruptions. Place removed corruptions on the bottom of the corruption deck.

THE WORLD

KINGDOMS

The board is divided into 4 **kingdoms** (north, east, south, and west), separated by rivers. Each kingdom has 15 spaces. The terrain type of each space is indicated by its color and icon.



Desert



Hills



Mountains



Lake



Forest



Grasslands

The kingdom facing you is your **home kingdom**. The kingdom where your hero figure is currently located is your current kingdom. In games with fewer than 4 players, a kingdom that is not anyone's home kingdom is a **dormant kingdom**.

BUILDINGS

There are 4 types of **buildings**: **citadels**, **sanctuaries**, **villages**, and **bazaars**. In each kingdom, there is 1 building of each type.

While you are on a space with a building, you can take the **reinforce** action.

When a building is **destroyed**, the building and the 3 skulls on it are removed from the game. The hero whose home kingdom the building was in gains a **corruption**. If it was in a dormant kingdom, no one gains a corruption.

SKULLS

Skulls represent the growing influence of evil. They make foes and events more threatening and can destroy buildings.

When skulls emerge from the tower or are added due to events, they must be placed on buildings. As seals on the tower are removed, skulls will emerge with greater frequency.

Each building can hold up to 3 skulls. If a fourth skull would be placed on a building, the building is **destroyed** instead.

If players ever have to take a skull from the supply and there are none, the heroes lose the game.

GLYPHS

As the seals on the tower are removed, **glyphs** will be revealed. Each glyph matches a specific action.

While a revealed glyph is facing your home kingdom, you must spend 1 spirit in order to take the matching action.

If you do not spend the spirit, you cannot take the action.

FOES

In each game, you will face 4 types of **foes**, including the **adversary**. The app will tell you when these foes appear and on which spaces. Each foe has a matching card.

Level: How many battle cards you draw in the app when you face them in battle. Each game has a level 2, level 3, level 4, and level 5 foe (the adversary).

Traits: Which advantages you can spend against this foe in battle and what might happen when you battle them.

Strike event: What this foe will do about once a month. Foes strike only if there is at least 1 of that foe on the game board.

Status: How threatening this foe's battle cards and events are. Foe status will grow more lethal if any are on the game board for too long. Some rare events will weaken them.

The **foe status screen** in the app shows information about each foe on the board. This includes the number of each foe, their status, and their current strike event.

You also use this screen to remove a foe without battling when an effect in the game allows you to do so.

Certain effects let you remove foes from the board without battling them. Open the foe status screen to select which foe to remove. This is not a heroic action, so you do not gain 2 spirit. The adversary cannot be removed this way.

TOKENS

Foe tokens

Foe tokens show the locations of foes on the board. You must take the **battle** action to battle them. Each foe token shows the level and traits of that foe.

Foe tokens are removed when you defeat them in battle or use an effect to remove them.

The foe tokens are double sided. The two sides differ only in appearance, not in function. Use whichever side you prefer.

Dungeon tokens

Dungeon tokens show the locations of dungeons on the board. You must take the **quest** action to explore them. Each dungeon token shows the trait of that dungeon.

Dungeon tokens are removed when you complete them or when an event instructs you to.

Caravan tokens

Caravan tokens are only used when *Miras the Horselord* is the main companion.

Caravans function like moving dungeons that can be explored.

Siege tree tokens

Siege tree tokens are only used when *Letha the Dryad* is the main companion. Spaces with siege tree tokens count as forests in addition to their normal terrain type. You can take the **reinforce** action on a space with a siege tree token to move it 1 space.

Spore tokens

Spore tokens are only used when the *Lingering Rot* is the adversary. When you gain a spore token, place it on your hero board. If you would ever gain a third spore token, return all your spore tokens to the supply and gain a corruption instead.

River of Fire tokens

River of fire tokens are only used when *Ashstrider* is the adversary. These tokens turn normal rivers into rivers of fire. When you move across a river of fire, you lose 6 warriors. These tokens cannot be removed.

COMPETITIVE GAME

In the competitive game mode, the heroes race to be the first to find the relic hidden within the tower dungeon.

SETUP CHANGES

Make these changes and additions to the game setup:

- Deal each player 4 heroic test cards (one of each type), facedown.
- Give each player 1 *Amulet of Hope* quest item.
- Choose the competitive game mode in the app.

HERO GOALS

The goal for each hero is to complete 3 heroic tests, enter the tower dungeon, and find the relic.

Completing a heroic test requires you to take the quest action while in a specific location on the board. In addition, you must also have or spend certain resources or items. Flip the heroic test card faceup once it is completed.

When you complete a heroic test, you may remove a seal from any tower opening or place a removed seal back on any tower opening.

Once you have completed 3 heroic tests, you gain access to the tower dungeon. **You can then enter the tower dungeon** by taking the quest action on any space adjacent to the tower.

Finding the relic requires you to find the room in the tower dungeon where the relic is hidden. If you find the relic, you win the game. If you leave before you find it, you can re-enter the tower dungeon and keep exploring on a future turn.

HERO ELIMINATION

If you would gain a third corruption or have to place or drop a skull and none are in the supply, you are eliminated from the game, and your home kingdom becomes dormant.

END OF THE GAME

If 1 hero finds the relic, that hero wins. If all but 1 of the heroes are eliminated, the lone remaining hero wins. If the sixth month ends, or 1 event eliminates all remaining players at once, Azkol reigns supreme and nobody wins.

CLARIFICATIONS

The app will offer a quest each month. The first hero to complete the monthly quest gains a companion. If no one completes the monthly quest, there is no penalty.

You do not need permission from other heroes to affect them with items or abilities. Despite the game's competitive nature, the word *foe* only refers to actual foes, not the other heroes. Heroes may still trade with each other if all players trading agree to the trade.

When you gain a potion, if there are no potions left in the deck, you can take a potion of your choice from another hero.

Return to DARKTOWER

ALLIANCES EXPANSION

SET UP

Follow the base game setup with these changes:

Give each player an **overlay** to place over the heroic actions section of their hero board.

Decide whether to use the easier A side or harder B side for each **guild board** (you may use a mix of sides). Then randomly assign one to each kingdom. Place a **guild marker** on the **rank 1** space of each guild board.

Each guild has its **guild hall** in a different building. For each guild, insert their flag into the building in the kingdom where the guild is located:

Arcane Scouts: Citadel

Paladins Order: Sanctuary

Druids Circle: Village

Thieves Guild: Bazaar

Each guild has 3 associated **companions**. For each guild, shuffle these companions and randomly place them faceup in the rank 2, rank 3, and rank 4 card slots below the guild board.

Shuffle the 20 new **treasure cards** into the treasure deck. When you create the treasure market, reveal 4 cards (instead of 3).

Add the **influence tokens** to the general supply. Take 8 influence from the supply and place them on the **influence vessel** to form the heroes' influence pool.

When you gain influence, take it from the supply and add it to the vessel, and when you spend it, return it from the vessel to the supply. **At the end of the month, the heroes gain influence equal to the number of buildings without skulls** (the app will remind you to do this). Influence is unlimited, so use a proxy if the supply runs out.

Put the 24 regular **skulls** into the skull bag. The app will tell you to replace some with power skulls, based on the selected adversary and foes. Return all unused skulls to the box.

The 2 new heroes, the **Archwright** and the **Haunted Recluse**, can be intermingled with the base game heroes, in any combination, whether or not this expansion is in play.

INFLUENCE ACTION



While you are at a guild hall, you can gain 2 influence by taking the new heroic action: **influence**. Because this is a heroic action, you also gain 2 spirit after you take the action.

POWER SKILLS

There are 4 new types of skulls called **power skulls**. During setup, the app will tell you how many power skulls of each type to use. The supply of skulls is now kept in the skull bag to ensure randomness. When you are required to take a skull from the supply, draw a random one from the bag.

When you enter a space with a power skull, whether through normal movement or some other means, resolve the skull effect. If you cannot fully resolve the losses from a skull effect, gain a **corruption**.

Blight (green): Lose 1 item when you enter this space.

Omen (purple): Lose 1 influence when you enter this space.

Fire (red): Lose 4 warriors when you enter this space.

Frost (blue): Lose 1 spirit when you enter this space.

When you enter a space with multiple power skulls, resolve each skull's effect, one at a time, in the order of your choice. This can result in gaining multiple corruptions.

If a power skull is placed on a building in the space where your hero is already located, do not resolve its effect.

GUILDS

GUILD RANKS

Each guild has four **guild ranks** (1–4). All guilds start the game at rank 1.

Their ranks can be increased or decreased by actions the heroes take and by other game effects, like quest outcomes. When a guild's rank increases or decreases, move the guild marker up or down by 1 rank accordingly.

You can **increase a guild's rank by taking the reinforce action at the corresponding guild hall and spending 5 influence**.

You do not gain the building's normal reinforce effect. However, this still counts as the **reinforce** action, so you may roll the **haggle die** first as well as receive other benefits from items, virtues, and companions.

If a guild's rank would increase above rank 4, the rank stays the same, but every hero who is in that guild's kingdom gains 2 spirit.

If a guild's rank would ever decrease below rank 1, the rank stays the same, but every hero who is in that guild's kingdom loses 2 spirit (and gains a **corruption** if they cannot fully resolve the loss).

If a guild hall is destroyed, discard all remaining companions there, then set the guild marker to rank 1. The guild's rank cannot ever be increased, but it can still be decreased by other game effects, like quest outcomes.

GUILD EFFECTS

Each guild has an **ongoing guild effect that applies to all heroes while they are in that guild's kingdom**.

The guild effect varies as the guild's rank changes. Lower ranks cause negative effects, while higher ranks grant positive effects.

GUILD COMPANIONS

Each guild has 3 **guild companions** that the heroes can recruit.

When you increase a guild's rank, if there is a companion in the card slot below the new rank, you immediately recruit them. Place the companion card next to your hero board.

Press the guild companion button in the app and indicate which companion you have just recruited so that the app knows to activate their events.

If a guild's rank is decreased and then later increased again to a rank that has an empty card slot, no companion is recruited.

Only 3 companions can be recruited from each guild: one at rank 2, one at rank 3, and one at rank 4.

GUILD QUESTS

Each month, there is a **guild quest** available, in addition to the companion quest and adversary quest.

If you complete the guild quest before the month ends, you will gain a reward. But if you do not complete the guild quest, you will suffer a penalty, which often results in a decrease in rank for the associated guild.

COVENANT EXPANSION

SET UP

Monuments, wastelands, and doom skulls, must be used together when playing with this expansion and cannot be used with the guilds from the *Alliances* expansion.

The 4 new heroes, new treasures, and new corruptions can be used in any combination and with the *Alliances* expansion.

Follow the base game setup with these changes:

Create separate supplies of the blessing cards, wasteland tokens, offering tokens, charge tokens, and doom skulls (keep doom skulls and regular skulls separate).

If using only new **treasures**, shuffle them and make the treasure deck and market as normal. If you wish to combine them with the treasures from the base game, shuffle them together to make the treasure deck and use 4 cards for the market (instead of 3).

You can increase the difficulty of your game based on the number of new **corruptions** you shuffle into the corruption deck. Alternatively, use only the new corruptions.

The app will tell you which **monuments** to include for the game and the kingdoms they are assigned to. For each monument, remove the corresponding building from each kingdom and return it to the box. Then, place a **foundation tile** in that building's space. Finally, place the monument and its monument card (offering-side up) near that kingdom.

You cannot place skulls on foundations, and they do not count as buildings. During setup, any skulls that would be placed on a building that was removed remain in the supply instead.

Follow the setup instructions for each new hero used. If a hero starts the game in a kingdom with no citadel, place the hero as normal in the citadel space where the foundation tile is.

MONUMENTS AND WASTELANDS

Each **monument** has a unique condition that generates offerings. Whenever any hero meets the condition (regardless of which hero it is, which kingdom they are in, and whose turn it is), place an **offering marker** on the foundation. A foundation tile can have a maximum of 3 offering tokens.

Once a foundation has 3 offering tokens, any hero can complete the monument by taking the **build** action (a new heroic action) in the foundation's space. As with all heroic actions, you gain 2 spirit after completing the action.

When you build a monument:

- Indicate you have completed the monument in the app (go into the monument screen and hold the button to complete it).
- Return the offering tokens to the supply.
- Remove the foundation tile from the game and place the matching monument in its space.
- Flip the monument card over to its completed side.

Completed monuments

A completed monument counts as a building of the type it replaces. Each monument can hold up to 3 skulls, just like buildings. If a monument would receive its fourth skull, it is destroyed, and the player whose home kingdom it is in gains a corruption as normal. A completed monument can also be destroyed by other effects, such as foe events or battle cards.

The *Endless Necropolis* can hold any number of skulls. It is not destroyed when it receives a fourth skull.

When a monument is destroyed, remove the monument and all 4 skulls from the game, and indicate the monument was destroyed in the app (go into the monument screen and hold the button for that monument to mark it as destroyed).

Each completed monument has the free **reinforce** effect of the building it replaced. It also has a new **enhanced reinforce effect**, which replaces the normal enhanced effect of that building type. The completed side of the monument card describes this effect and the cost, if any, to trigger it. Reinforcing at a completed monument counts as a normal **reinforce** action.

Additionally, each completed monument generates beneficial effects that will appear from time to time as an event.

MONUMENT CLARIFICATIONS

Arch of the Golden Sun

Offering: Place an offering on the foundation tile when you end your turn with 2 or more foes on or adjacent to your space. The foes do not have to be on the same space.

Argent Oak

Offering: Place an offering on the foundation tile when you gain a corruption (you must gain the corruption through a game effect; you cannot simply take a corruption card).

Reinforce: For the enhanced reinforce effect, you may choose to spend any number of items to remove that many corruptions from your hero.

Cenotaph of the First Prophet

Offering: Place an offering on the foundation tile when you defeat a foe in a wasteland space with the **battle** action. You may be in another space if an effect allows it. Removing a foe in a wasteland space via another effect does not count for this offering.

Reinforce: For the enhanced reinforce effect, choose a virtue tile for any hero not in the game, remove 1 of your inactive virtue tiles from the game, and add the new virtue tile to your hero board with its active side up. Immediately gain the effects of that virtue.

Colossus of Björn

Offering: Place an offering on the foundation tile when you lose 8 or more warriors from a battle card. If, for example, you had leather armor when a battle card said to lose 8 warriors, you would need to forgo using the armor to meet the offering requirement. .

Reinforce: For the enhanced reinforce effect, you must place yourself and the monument on the same space. Keep any skulls on the monument when you move it.

Endless Necropolis

Offering: Place an offering on the foundation tile when you spend or lose a treasure. You must spend or lose the treasure through a game effect; you cannot simply spend a treasure.

Special effect: This monument can hold any number of skulls; it is not destroyed when it gains more than 3 skulls. You cannot **cleanse** to remove the skulls there.

Reinforce: For the enhanced reinforce effect, return any number of skulls (not doom skulls) to the supply. This is not a **cleanse** action, so you do not gain spirit for doing so. If this monument is destroyed as a result of some game effect, all the skulls on it are removed from the game.

Moonstone Temple

Reinforce: For the enhanced reinforce effect, you may **battle** and **cleanse** any number of times on the turn you pay the cost. After each of these heroic actions, gain 2 spirit, as normal.

Nightmare Shard

Reinforce: For the enhanced reinforce effect, you remove a foe. Use the foe status screen in the app to identify which one.

Tower Shard

Offering: Place an offering on the foundation tile when you defeat a foe that is adjacent to the tower with the **battle** action. You may be in another space if an effect allows it. Removing a foe that is adjacent to the tower via another effect does not count for this offering.

WASTELANDS

The app will tell you when and where to place **wasteland tokens**. A space with a wasteland token loses its terrain type and cannot gain a terrain type from other effects. Additionally, when a hero enters a wasteland, they may not leave that space for the remainder of the turn, whether by regular movement or by effects.

Wasteland tokens can only be removed by an effect that expressly removes them. Once a monument has been completed, spaces in that kingdom will no longer gain wasteland tokens.

DOOM SKULLS

Doom skulls are black skulls that are used along with regular skulls and do not replace them). When the app triggers a *Creeping Doom* event, you must drop a certain number of doom skulls into the tower. Resolve any skulls that tumble out of the tower as normal by placing them on a building, including a completed monument, in the kingdom where they emerged.

Doom skulls may not be cleansed, removed, moved, or returned to the supply by any effect. They count as regular skulls for other effects. Doom skulls are removed from the game only when the building they are on is destroyed.

TREASURES: WANDS

When you acquire a **wand**, it starts with a certain number of charges. Take the indicated number of **charge tokens** from the supply and place them on the treasure card.

On your turn, you can use a wand by spending charges to trigger its effect (return them to the supply). You can gain additional charges, as indicated on the card. There is no limit to the number of charges a wand can hold (use a proxy if you run out).

BLESSINGS

You can spend a **blessing** during a heroic action to gain a **wild advantage**. At the end of your turn, lose any blessings you have not spent. You cannot keep blessings to use on another turn.

Blessings are not items and cannot be traded. When a blessing is spent or lost, it is returned to the supply. The supply of blessings is limited (if it runs out, do not use a proxy).

HEROES

Undaunted Aegis

This hero may have up to 3 corruptions (use the extra corruption slot on their hero board). During setup, when you gain your starting warriors and spirit, draw a random corruption from the corruption deck and place it on your hero board.

For the *Ascetic* starting virtue, gain a spirit immediately after confirming a battle card you spent no advantages on. That spirit can be used to resolve subsequent cards in the same battle.

If you unlock the *Resolute* virtue, the cost to take any enhanced **reinforce** action is reduced by 1 spirit for each corruption you have. If the reinforce glyph is facing your home kingdom, you must still spend 1 spirit to take a reinforce action.

The players lose if this hero would ever gain a fourth corruption.

Relentless Warden



Take the quarry token at the start of the game. As your **banner** action, you may assign the token to any foe on the board, including the adversary, by placing it on that foe's token. That foe is now your **quarry**. If the quarry token is already on a foe when you take your **banner** action, you may instead move your quarry up to 2 spaces.

You cannot move your quarry token to another foe until your quarry is removed from the board. If your quarry is defeated in battle or removed by any other effect, return the quarry token to

your hero board; you may reassign it with your next banner action.

If you unlock the *Instinctive* virtue, when a *Foe Strike* event occurs and your quarry token is on a foe of that type, you may return the token to your hero board. If you do, ignore the event effects for that specific foe (including the adversary, if they were your quarry). You still resolve the event for any other foes of that type.

Devious Swindler

When you roll the **haggle** die for your **banner** action, gain any result shown. The  result has no effect. Also, you may always take your **reinforce** action as normal, even if you roll .

If you unlock the *Inventive* virtue, this hero only gains regular advantages (black background) in the treasure market. You may not use any conditional advantages (gray background).

Reverent Astromancer

This hero has 6 **spell cards** and 4 **invocation cards**. You start the game with your spells in hand, but set the invocations aside. Create a supply of **protection tokens** near your hero board.

With the *Pious* starting virtue, you prepare a number of spells at the start of each month equal to the month number. Choose which spells to prepare after the monthly quests are revealed but before the first player starts their turn.

To prepare a spell, take the spell card from your hand and place it faceup near your hero board. Set aside any unprepared spells; you will not use them this month.

You may cast each prepared spell once during the month, at any time during your turn. When you cast a spell, resolve its effect and then return it to your hand of spell cards. Casting a spell is not an action. If you unlocked the *Zealous* virtue, you gain a blessing after resolving the spell's effect. You may not cast a spell if it would have no effect.

If you unlock the *Exalted* virtue, add the 4 invocation cards to your hand of spell cards. At the start of each future month, you may prepare and cast invocations like other spells. Casting an invocation counts as casting a spell for other effects.

You may not keep prepared spells or invocations from month to month. At the end of the month, always return any uncast spells or invocations to your hand.

Spell and invocation clarifications

Aura of Friendship: When you cast this spell, you can use the reinforce effect of any building on the board when you take a **reinforce** action. Pay any cost as normal. This effect includes any completed monuments (but excludes unbuilt ones).

Bounty of the Gods: When you cast this spell, shuffle the quest item cards. Look at 3 of them at random, choose 1 to gain, and return the others to the deck. At the end of the turn, return the chosen item to the deck, if it has not yet been returned, even if another hero has it.

Ritual of Warding: When you cast this spell, place a **protection token** on your space. The next time a wasteland or foe would spawn on that space, the token prevents it. If a wasteland would spawn, do not place it. If a foe would spawn, do not place it; then, remove that foe in the app on the foe status screen. Afterward, remove the protection token and return it to your supply. A protection token does not prevent the adversary from spawning.

Smite the Wicked: When you cast this spell, remove a savage or lethal foe from anywhere on the board. After removing the foe token, remove that foe in the app on the foe status screen.

Soothing Ward: When you cast this spell, 1 hero on your space takes a corruption from their board and places it on the bottom of the corruption deck. Then, they take the top card of the corruption deck and place it on their hero board (this does not count as gaining a corruption for effects like the *Argent Oak's* offering requirement).