



# HELLBRINGER

**RULEBOOK**

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# CONTENT



- 1 1x Box
- 2 1x Enemy Board (6 pieces)
- 3 4x Player Boards (2 pieces)
- 4 4x White Markers
- 5 1x Dice Bag
  - 1x Enemy Die
  - 25x Damage Dice
  - 15x Acid Dice
- 6 1x Rulebook
- 7 1x Campaign Booklet
- 8 1x Active Player Token
- 9 1x Tracking Sheet
- 10 286x Playing Cards
 

4x Summary cards	10x Demon cards
6x Class cards	40x Monster cards
152x Common cards	10x Starter Monster cards
16x Combat cards	1x Mule card
2x Showdown cards	18x Perk cards
5x Location cards	1x Secret Portal card
4x Tome cards	4x Moose cards
13x Starter cards	



# GAME OVERVIEW

Play as a legendary hero and engulf yourself in the shadows of a dungeon. Your ultimate enemy? A mighty demon. To defeat it, you must be strategic, equip yourself and learn skills throughout the game. In Hellbringer, seeing the enemy will be essential. Keep them in sight, your life depends on it!

# VICTORY

When reaching the very depths of the dungeon's depths, slay the Demon to win the game.

# DEFEAT

While exploring the depths of hell, if there are no more players left alive, the demonic forces win the game.



# GAME SETUP

## 1. SCENARIO SELECTION

Select and apply the given rules in the **Campaign Booklet** for the chosen scenario.

**NOTE:** For the first game, the **Tutorial** scenario is recommended.

## 2. MONSTER DRAW PILE CREATION



Shuffle and place all **Monster Cards** to the left of the **Enemy Board**.

## 3. DEALING CARDS IN HAND TO PLAYERS AND MULE



Shuffle all **Common Cards** and each player draws four cards in hand.



If playing a **Quick Game** or if it has been unlocked in the **Campaign**, apply the **Mule Card** effect.

## 4. COMMON DRAW PILE CREATION



Shuffle the **Combat** and **Showdown Cards** to create the **Combat Cards Pile** and keep them nearby. Create five piles, face down, according to the chart below:

	PILE 1	PILE 2	PILE 3	PILE 4	PILE 5
	4 Common Cards + 1 per player	4 Common Cards + 1 per player	4 Common Cards + 1 per player	4 Common Cards + 1 per player	All remaining Common Cards
	1 Combat Card per player	1 Combat Card per player	1 Combat Card per player	1 Combat Card per player	None
	Tome II	Tome III	Tome IV	Tome V	

Shuffle all five piles individually.

Place the **Location Cards** indicated below at the bottom of each pile.

	Crypt	Cave	Hell	Tomb
--	-------	------	------	------

### CREATE THE COMMON DRAW PILE



Starting from **Pile 1**, place each deck on top of the next one.

**Pile 1** should end up on top of the stack, **Pile 5** should end up at the bottom.

Place the **Common Draw Pile** in the center of the table.

Return all unused **Combat** and **Showdown Cards** to the box.

## 5. CLASS SELECTION



Each player selects one of the **Classes** available and places it in the middle of their **Player Board**. Based on the selected class, each player chooses one **Starter Card** and one of the available **Perks**.

**NOTE:** In the **Quick Game mode**, only **Perks I** and **Perk II** are available.



Players add the selected **Starter Card** to their hand and place the **Perk** near their **Player Board**. Return all unused **Perks** and **Starter Cards** to the box.

## 6. START THE GAME

Each player writes down their Class Stats on the Stats Board.

Begin the first **Game round**. (see page 8)

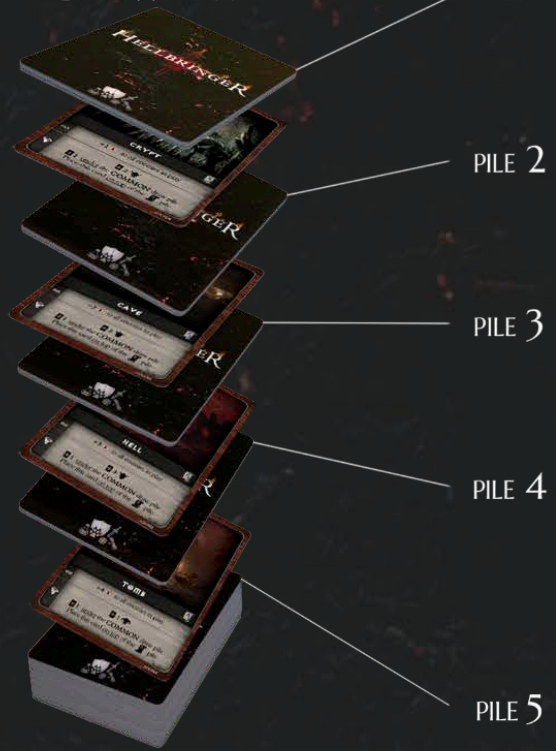
Follow the instructions on the **Graveyard Card** and read **Tome I** of the selected scenario.



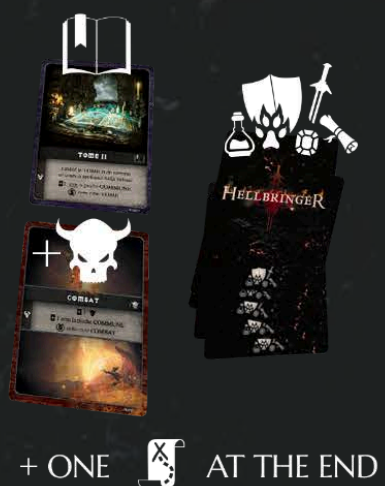
# GAME SETUP EXAMPLE



## COMMON DRAW PILE



## COMPONENTS IN EACH PILE



+ ONE AT THE END

## REMAINING COMMON CARDS



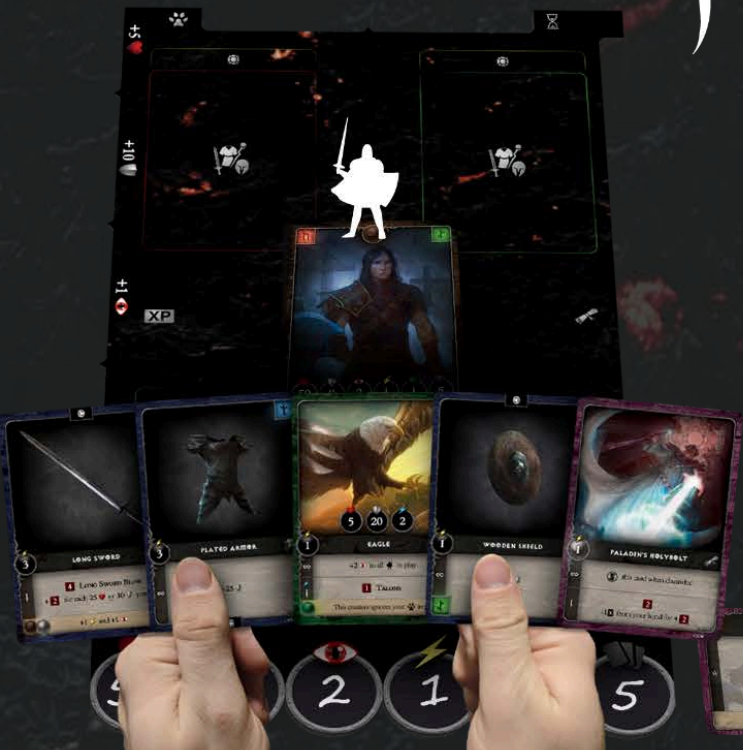
## COMMON CARDS ARE

- SKILL CARDS
- ITEM CARDS
- ENCHANTMENT CARDS
- COMPANION CARDS
- DEFENSE CARDS
- POTION CARDS

## REGULAR GAME OVERVIEW

At the end of the Game Setup, three monsters shall be revealed and placed on the Enemy Board.

Each player should end up with five cards in hand, one perk and have their stats written down on their own Stats Board.



## REMAINING CARDS


All other cards are place inside the game box.

# PLAYER BOARD


Throughout the game, the player updates their **Attributes** on the **Player Board** with various cards. To track their progression, the player will modify their **Attributes** on the **Stats Section** with a marker.




## CLASS & ITEMS SECTION

- 1  The selected **Class Card** is placed in the center of the board. Items are placed so that they overlap with the corresponding symbols on the **Class Card**.


## SKILLS SECTION

- 2  Learned **Skill Cards** are placed to the right of the **Player Board**.


## TEMPORARY SECTION

- 3  If a card affects the player with a temporary effect, it can be placed in this section. If there is more than one card, place it near this section.


## COMPANION SECTION

- 4  Assigned **Companion Cards** are placed in this section. If there is more than one card, place it near this section.


## ATTRIBUTES POINTS SECTION

- 5  Eliminated **Enemy Cards** are placed face down on the left, permanently improving your hero.

## STATS SECTION

- 6  The statistics of your hero. This combines all **Attribute Points** placed on any part of the **Player Board**.

## PERK SECTION

- 7  The perk of your **Class** is placed near your **Player Board**.



# ENEMY BOARD

Upon each corner will be placed a different deck according to the icon labeled. (Page 5 for example)

- Top Left:** Current Scenario's Demon
- Top Right:** Removed Cards
- Bottom Left:** Monster Draw Pile
- Bottom Right:** Location Pile (Graveyard)

The **Enemy Board** is divided into three sections (From top to bottom) :



## OUT OF SIGHT

Unless otherwise specified, enemies in this section cannot be targeted by players.

## MIXED SIGHT



Only used in **COOP**, this section is used when some players, with the necessary **Sight**, can see the enemy, while others cannot.

In **SOLO**, this section of the tray is not used and is returned to the box.



## IN SIGHT

All enemies in this section can be targeted and attacked by players.

## TRACKING THE SIGHT

When an enemy enters play, whether the **Sight** of a player or an enemy changes their prerequisite, all **Enemy Cards** in play are sorted to the different sections of the **Enemy Board**.

If the player's **Sight** is equal to or greater than an enemy, this enemy is considered **IN SIGHT**.

The **Sight** of an enemy is always combined with the bonus written on the current **Location Card**. The bonuses shown on the **Location cards** never stack.



### EXAMPLE : SIGHT

A player has a total of **4 Sight**.  
**Infernal** has a prerequisite of **0 Sight**.  
The **Hell Location Card** gives **+3 bonus Sight** to all enemies in play.  
**Infernal** therefore has a total prerequisite of **3 Sight**.  
**Infernal** is **IN SIGHT** since the player's **Sight** meets or exceeds the **Infernal** prerequisite.



## GAME ROUND 1/2

The first round always begins with the player to the right of the **Enemy Board** and then continues clockwise.



In **COOP**, the first player takes the **Active Player Token** to track the **Player's Turn**.

1

### PLAYER'S TURN

The player applies all the following steps in the indicated order:

#### 1.1. AVAILABLE ACTION POINTS



At the beginning of a turn, the player calculates how many **Action Points** they have.

#### 1.2. ACTIVATING CARDS (see pages 18 to 23 for detailed **Game Mechanics** explanations)

According to their available **Action Points**, the player may perform these actions as many times they can, and in the order they want:



† **ACTIVATE A CARD** (page 18) → **ATTACK** (page 19) → **ELIMINATION** (page 21)



† **LEARN A SKILL CARD** (page 16)



† **ASSIGN A COMPANION** (page 16)



† **EQUIP AN ITEM OR ENCHANTMENT CARD** (page 13)



† **TRADE A CARD** (page 26)

#### 1.3. DISCARD & DRAW CARDS

When desired or when no further actions can be taken, the player may end their turn. The player can then discard as many cards in hand as they want.

##### HAND SIZE UNDER LIMIT



The player draws cards from the **Common Draw Pile** until they reach the hand size limit.

##### HAND SIZE OVER LIMIT

The player discards as many cards as is necessary to reach the hand size limit.



The player's turn has ended, but do not forget to apply cards with the **Instant** icon!

#### 1.4. END OF PLAYER'S TURN

##### IN SOLO

The **Enemies' Turn** occurs after every **Player's Turn**.



##### IN COOP

The active player gives and flips the **Active Player Token** to the next player.

The **Enemies' Turn** occurs after every two **Player's Turn**.

##### EXAMPLE: THREE PLAYERS PLAY ORDER

**Player 1** and **Player 2** play their turn. Followed by the **Enemies' Turn**.

**Player 3** and **Player 1** play their turn. Followed by the **Enemies' Turn**.

**Player 2** and **Player 3** play their turn. Followed by the **Enemies' Turn**... And so on.

##### EXAMPLE: FOUR PLAYERS PLAY ORDER

**Player 1** and **Player 2** play their turn. Followed by the **Enemies' Turn**.

**Player 3** and **Player 4** play their turn. Followed by the **Enemies' Turn**... And so on.

## GAME ROUND 2/2

2

### ENEMIES' TURN

The **Enemies' Turn** is carried out by applying all of the following steps in the indicated order:

#### 2.1. NO ENEMIES IN PLAY

If there are no enemies in play, do the following:

Reveal five cards from the **Common Draw Pile** and place them in the middle of the table.



If at least one **Combat** and one **Location card** are revealed, players may place as many **Combat Cards** as they want back on top of the **Common Draw Pile** without applying their effects.



Then, all cards with the **Instant** subcategory icon are applied immediately.

All new cards drawn to replace these applied cards are revealed in the middle of the table.

Each player can take one of the revealed cards into their hand. The remaining cards are discarded.

#### 2.2. ENEMIES IN PLAY



If there is at least one enemy in play, a player rolls the **Enemy Die**. (page 14)



According to the result of the **Enemy Die**, if they attack, the ability of each enemy in play is always applied before calculating the damage.



The enemies' **Damage Dice** and **Acid Dice** are all combined to determine the total damage to attacked targets.



Players can use **Defense cards** with the **Any Time** sub-icon to avoid the damage and/or effects of all enemies before or after the roll.



#### IN COOP

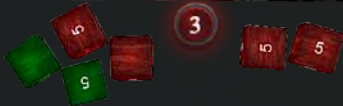
The attacks and abilities of all enemies in play only affect the last two players to have completed their turns.

#### 2.3. END OF THE ENEMIES' TURN

If at least one player is still in play and if the **Demon (Side B)** is not eliminated, start a new **Game Round**.



# GAME ROUND EXAMPLE



## 1 ACTIVATE A CARD

As a **Sorcerer**, Jim starts his turn with **2 Action Points**.



Jim decides to equip the **Starter Card Sorcerer's Staff** that costs him **1 Action Point**. He places the card on his **Player Board** in order to overlap the matching symbols.



Equipping an item activates the card, meaning Jim can attack a single target **IN SIGHT** and choose to attack **Arachnid**.

The result obtained is not enough to eliminate the target.

## 2 LEARN A SKILL CARD



Because he missed, Jim decides to learn and activate **Chain Lightning**. To start, he places the card in his **Learned Skills** area. Jim can learn this card because it is a skill from his class and because his **Skill Points** limit is not reached. Then, he spends his remaining **Action Point** to activate the card.

## 3 COMBINE ATTACKS



He now rolls the dice shown on **Chain Lightning** and adds the total to what he rolled from **Sorcerer's Staff**. With a total now of **20**, the damage is higher than the total of the **Health** and **Armor Points** of the monster. **Arachnid** is eliminated.

## 4 ELIMINATION OF AN ENEMY



Jim takes and places the **Arachnid** card face down to the left of his **Player Board**. He decides to increase his **Sight** by placing the card in the matching area. His **Sight** is now permanently increased by **+1**, and Jim updates the stats at the bottom of his **Player Board**.

## 5 END OF THE PLAYER'S TURN



Since Jim cannot perform any more actions, he decides to end his turn and chooses to discard two cards in hand. He draws two new cards from the **Common Draw Pile** to replenish his hand to his maximum.



In his hand, Jim now has a **Combat Card** that shows the **Instant** subcategory icon. This card must be activated immediately. According to the card's effect, Jim needs to draw one card from the **Monster Draw Pile** and add it to the **Enemy Board**, remove the **Combat Card**, and then draw one card from under the **Common Draw Pile**.

When everything is completed, the **Player's Turn** has ended.

## 6 ENEMIES' TURN



The enemy turn begins. Jim rolls the **Enemy Die** and obtains **Companion Hit**. Since Jim doesn't have a **Companion**, Jim is attacked by all enemies. Every enemy's effect is applied. Jim adds up every attack of the enemy and rolls a total of **45**. Since the total is higher than his **Health Points** and **Armor Points** combined, Jim needs to defend himself with a defense card. The **Starter Elixir** is a card with the **Any time** icon that can be played at any time, even during the **Enemies' Turn**, allowing Jim to avoid the damage and effects from the monsters. This marks the end of the **Enemies' Turn**.



Jim starts a new **Game Round**.



# HOW TO READ CARDS

The information on the cards may vary according to the card type.

This example tries to summarize every possible card combination.

## EXAMPLE: DUMMY COMMON CARD



- 1 Outline color
  - Pink: Starter Card
  - Black: Skill
  - Blue: Item
  - Green: Companion
  - Turquoise: Potion
  - Gray: Defense
  - Orange: Location
  - Violet: Tome
  - Red: Combat & Enemy
- 2 Action Points required to activate the card  
Class specialization sphere
- 3 Card name
- 4 Card type icon
- 5 Card subcategory icons
- 6 Card effect
- 7 Specialization bonus (*Item only*)
- 8 Reminder  
Enchantment slot
- 9 Connection Points (*May be in any corner*)
- 10 Card attributes (*Creature only*)
- 11 Card identification code

# ATTRIBUTES

## HEALTH POINTS

**Health Points** represent the amount of damage needed in order to eliminate a target.

Unless otherwise specified, the amount of **Health Points** is always added to **Armor Points** in order to increase the prerequisite for eliminating a target.

## ARMOR POINTS

**Armor Points** increase faster than **Health Points**, but may be subject to being reduced or totally ignored. This number can never be negative.

## SIGHT

### PLAYER

**Sight** allows the players to see and target their opponents when attacking.

A player must have a number equal to or greater than that of their opponent to have them **IN SIGHT**, otherwise the opponent becomes **OUT OF SIGHT**.

### COMPANION

The **Sight** of a companion is based on the **Sight** of its owner.

### ENEMY

The **Sight** mechanic does not apply to enemies, who constantly see players and their **Companions**. The number indicated on the enemy's card is the minimum prerequisite that a player must meet to see and attack them.

## ACTION POINTS

### PLAYER

Tells the player what cards they can activate.

At the beginning of each turn, the player will calculate the number of **Action Points** at their disposal based on the maximum number of **Action Points** this player holds.

Until the end of their turn, adding or removing cards that grant **Action Points** will immediately affect the total of the player.


A player can use the **Action Points** available to create combos by activating the cards at their disposal.

The number of **Action Points** may fluctuate depending on which cards are activated or discarded during a **Player's Turn**.

### COMPANION & ENEMY

Once in play, a **Companion** or enemy uses its own **Action Points** to attack.

Since a card can only be activated once per turn, a **Companion** or enemy can attack only once per turn.

 Some skill cards use these blue **Action Points** for various purposes. Players can ignore these numbers until a card references them.

## SKILL POINTS

**Skill Points** indicate the number of **Skills Cards** the player can learn and place to the right of the **Player Board**.

If the player's **Skill** limit decreases, the player must discard the number of learned **Skills** necessary to equal the allowed number.

## CARDS IN HAND

At the end of each turn, the number of **Cards in hand** must correspond to the hand size limit.

When your hand limit increases, no cards are drawn. The amount of cards in your hand increases at the end of the turn.

## EXAMPLE: ATTRIBUTES OF THE WARRIOR

Base **Attributes** can be found on the **Class card**.

These **Attributes** will vary according to items equipped, skill learned, and enemies eliminated.

A player can track their own **Attributes** with the **Stats Section** of their **Player Board**.



## CONNECTION POINTS (EQUIP AN OBJECT)

Located in all four corners of your **Class Card** and on items, these runes allow the player to equip an item by overlaying cards with the same symbol on top of each other so that the symbols overlap.

When a card is equipped, it can be activated for no additional cost.

On future turns, the **Action Points** cost must be paid again to re-activate some of the effects.

After equipping a card, be sure to adjust the stats on the bottom of your **Player Board**.

There can only be one card per symbol.



### RED RUNE

This connection point amplifies your offensive strength with weapons. Each weapon grants class-specific bonuses.



### GREEN RUNE

Items equipped at this connection point are primarily shields or second hand items and grant various bonuses.



### BLUE RUNE

This connection point is primarily used to increase your defensive status through armor.



### VIOLET RUNE

Items equipped at this connection point increase various attributes.



## TWO-HANDED ITEMS

Some cards may display two runes. If so, all displayed **Connection Points** must overlap in order to equip the object. Remember that there can only be one card per symbol.



# DICE



## ENEMY DIE

Rolled at the start of the **Enemies' Turn** to determine the action that all enemies in play take.



### MISS *1/6 CHANCE*

Every attacked player discards 2 **Cards in hand**. (Or as many as they can)  
The enemies do not attack and do not use their ability for this turn.



### PLAYER HIT *2/6 CHANCE*

Players are attacked by the enemy and their **Companions** are spared.  
The ability of each enemy in play is applied, and the results of the attack dice are all combined to get the total damage.



### COMPANION HIT *2/6 CHANCE*

**Companions** are attacked by the enemy.  
If a player has no companion assigned, the player is attacked instead.  
The ability of each enemy in play is applied (To the **Companions** or to **Players** with no assigned **Companion**)  
Then, the results of the attack dice are all combined to get the total damage to the **Companions** or to **Players** with no assigned **Companion**.



### GLOBAL HIT *1/6 CHANCE*

Players and **Companions** are attacked by the enemy.  
The ability of each enemy in play is applied, and the results of the attack dice are all combined to get the total damage to the companions and players.



## DAMAGE DICE

Inflicts heavy damage.



*1/6 CHANCE*  
Does not deal damage.



*3/6 CHANCE*  
Deals **5** damage.

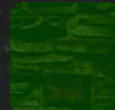


*2/6 CHANCE*  
Deals **10** damage.



## ACID DICE

Inflicts minor damage.



*2/6 CHANCE*  
Does not deal damage.



*4/6 CHANCE*  
Deals **5** damage.

## TYPES OF CARDS 1/2



### LOCATION

Scattered throughout the **Common Draw Pile**, these cards represent the dungeon level. They add new enemies into play and increase specific attributes of all enemies.

Only the bonus from the first card on top of the **Location** pile is applied.

---



### TOME

Scattered throughout the **Common Draw Pile**, these cards offer special bonuses to players and reveal a part of the current scenario's story.

---



### COMBAT

Scattered throughout the **Common Draw Pile**, these cards add a new monster into play.

***NOTE:** All Kickstarter exclusive Showdown Cards are considered Combat Cards.*

---



### MULE

Simulates another player's hand. A player may trade cards with **Mule**.

---



### PERK

Grants a special ability that can be activated only once per game.

---



### SECRET PORTAL

Once the Demon of your current scenario is eliminated, players may decide to take this portal to extend their play and transfer cards to their next game.

---



### ITEM (COMMON CARD)

Items can be equipped according to their **Connection Point**.



- † Equipping an item activates the card immediately.
  - † It is possible to discard an equipped item at no cost if this card has not been activated on your turn.
- 



### ENCHANTMENT (COMMON CARD)

Placed under an equipped item, an **Enchantment Card** improves the equipped item with the indicated bonus.

- † The amount of **Enchantments** that can be linked is located at the top/bottom of an **Item card**.
  - † Once in place, the **Enchantment** cannot be taken back into your hand.
  - † If an item with linked **Enchantments** is discarded, the **Enchantments** are discarded too.
- 



### DEFENSE (COMMON CARD)

According to their effects, these cards can defend a target.

---

## TYPES OF CARDS 2/2



### POTION (COMMON CARD)

Potions help a target by granting temporary bonuses.



### SKILL CARD (COMMON CARD)

These cards allow the player to activate the indicated effect.

† **NO RESTRICTIONS**

All **Classes** can use any **Skill Cards** in the game.

† **ACTIVATING UNLEARNED SKILL**

Any unlearned **Skill** is discarded once activated.

† **LEARN A SKILL**

To learn a **Skill**, the **Skill Card**'s sphere color must be black (*General*) or match the color of your **Class**. Learning a skill does not cost an **Action Point**.

A learned **Skill** is kept to the right of the **Player Board** to be used again if needed.

† **REPLACE A SKILL**

A **Skill Card** can be replaced if it has not been used during your **Player's Turn**.

#### LEARNING A SKILL?

Think of the Skill zone as a Grimoire: You may add or remove pages to it, but need to use Action Points to cast your Skills.



### COMPANION (COMMON CARD)

An assigned **Companion** will assist its owner in battle.

Its **Sight** is the same as its owner's and its attacks can be combined with its owner's.

† **QUANTITY LIMIT**

Unless otherwise specified, a player may only have one **Companion** assigned.



† **ATTACKING & LIMITATION**

Once in play, a **Companion** uses its own **Action Points** to activate its attack. Since a card can only be activated once per turn, a **Companion** can attack only once per turn.

† **DISCARD A COMPANION**

A player may discard their companion in play at no cost if that companion has not yet been activated.

† **ASSIGN TO ANOTHER PLAYER**

While activating the card, it is possible to assign a **Companion** to another player.



### STARTER MONSTER

**Starting Monsters** are placed and encountered in the **Graveyard** at the beginning of the game.

When eliminated, the card becomes an **Attribute Point** for the player who eliminated it.



### MONSTER

Much more powerful than a **Starter Monster**, **Monsters** must be eliminated by the players.

When eliminated, the card becomes an **Attribute Point** for the player who eliminated it.



### DEMON

A **Demon** is the creature players will need to take down to win the game.



When revealed, the card is placed on **Side A**. Then, when defeated for the first time, the card is turned over to **Side B**.

Once the **Demon Side B** of the selected scenario is eliminated, all enemies in play are considered eliminated, thus marking the end of the game.



## CARD SUBCATEGORY

Located to the very left side of the card, these icons indicate the subcategory of the card. Each icon shows how the card should be activated and/or how it can be played.



### INFINITE



The effect of the card is activated when it is put into play.  
The effect of the card remains active as long as the card remains in play.  
If the card is discarded, the effect is lost.

### ONE TARGET



The owner must specify a target **IN SIGHT**.  
The target cannot be changed after the dice are rolled.  
The attack is applied to the selected target only.

### ALL TARGETS



The attack is applied to every target **IN SIGHT**.

### ABILITY



Helps its owner by giving temporary bonuses or by applying negative effects to opponents.

### ANY TIME



Can be activated at any time during the **Player Turn** or the **Enemies' Turn**.

**NOTE:** *May be activated before or after the enemies' roll.*

### INSTANT



The indicated effect is applied immediately.

## GAME MECHANICS 1/6

### † GOLDEN RULE

If a card conflicts with one of the rules, the effect of the card takes precedence over the rule. The last card played always has priority.

### † ROUND DOWN

Always round down to the nearest multiple of 5 when dividing numbers.

**Example:**  $25 \div 2 = 12.5$ . The result is therefore **10**.

### † ACTIVATE A CARD

To activate a card, the player must first know the requirement.



1

Always look in the sphere on the left side of the card.

If the player has enough **Action Points**, the card can be activated.

2

Once the **Action Points** are deducted, the subcategories are applied.

### † CARD USE LIMITATION

Unless otherwise specified, a card can only be activated once per **Game Round**.

Once a player activates a card, it is not possible to discard this card until the next turn.

#### **EXAMPLE: LIMITATION**

*If you wish to exchange an equipped item with an item in your hand, its effect must not be used or calculated in order to be able to discard this card.*

*You cannot therefore use an equipped or learned card if you wish to discard or replace it.*

### † END OF A CARD EFFECT

When a card's effect ends, when a card is discarded, or when a **Companion** is eliminated, the card is placed in the discard pile.

Except for cards that have been learned, equipped, or assigned. These cards remain in place.



# GAME MECHANICS 2/6

## † ATTACK

To attack, the player must activate a card that has the ↓ or ✕ icon.



### ONE TARGET

The player must specify a target **IN SIGHT** and cannot change it after the dice are rolled.



### ALL TARGETS

Damage is applied to all enemies, but only to those **IN SIGHT**.

## † CALCULATE THE DAMAGE

The number shown in the red or green icons represents the number of dice to roll.



The damage result obtained from the roll is compared to the total **Health Points** and **Armor Points** of the target or opponents.



**Health Points** and **Armor Points** never change due to damage from an attack. If the result is lower than this total, the target survives the attacks.

Damage is not saved or carried over after a combined attack. If the attack does not kill the target, then the results are ignored.

If the sum of the damage is equal to or greater than this total, the target is eliminated.

### EXAMPLE: RESISTING AN ATTACK

*Giant Slug* with a total requirement of 50, survives the attack of 25 damage from *Scythe of Spirits*.

To eliminate *Giant Slug*, a new attack must be combined with this one so that the total damage result is equal to or greater than 50.



# GAME MECHANICS 3/6

## + COMBINE ATTACKS

When attacking, you can increase your damage output by adding more attacks/skills.

These attacks can be combined altogether or added one by one.

However, only attacks of the same type can be combined. A player cannot combine a ↓ attack with an ✕.

### EXAMPLE: AGAINST A SINGLE TARGET

A player activates **Chain Lightning**, a ↓ type attack, on **Ogre**. However, the damage result is not enough to eliminate him.

To eliminate **Ogre**, the player can combine the **Firebolt Wand** attack, which adds to the damage of **Chain Lightning** since they are both ↓ type attacks.

With a damage result of 45, the total exceeds the enemy's requirement of 40 and eliminates him.



### EXAMPLE: AGAINST ALL TARGETS

A player activates **Blizzard**, a ✕ type attack, on **Ogre**. However, the damage result is not enough to eliminate him.

To eliminate **Ogre**, the player cannot activate **Firebolt Wand** since it is a ↓ type attack, which is a single target card.



The only way to combine additional damage would be to use attacks of the same type as **Blizzard**.








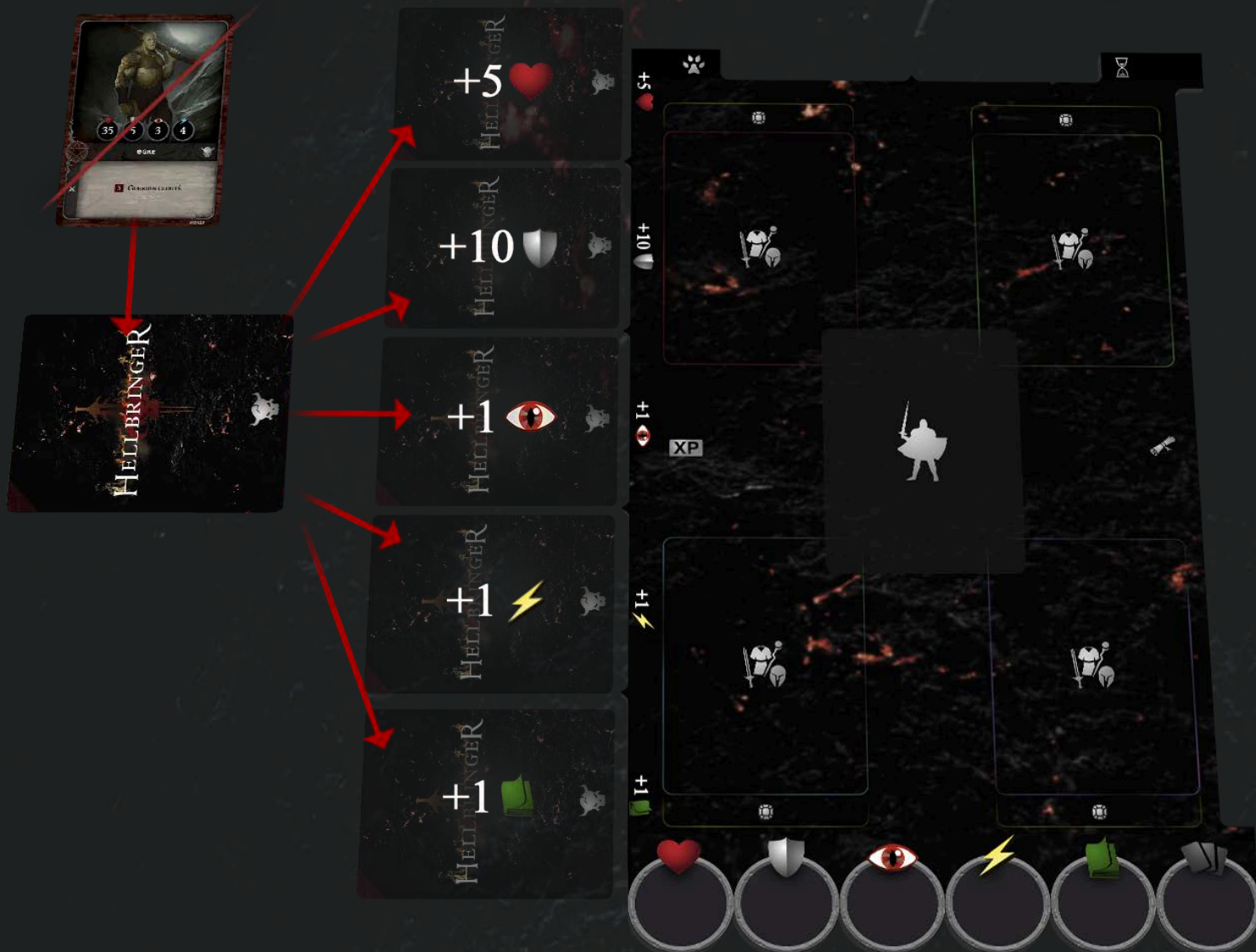


## GAME MECHANICS 4/6

### † ELIMINATION OF AN ENEMY

When eliminating a  or , the card is placed face down in the **XP** section.  
This card becomes an **Attribute Point Card**.

- † The player increases one **Attribute** by placing the card in the section of their choice.
- † Depending on the section it occupies, each card has a value of +5 , +10 , +1 , +1 , +1 .
- † The increased **Attribute** is earned immediately and can be used as soon as it has been earned.
- † There is no card limit in any of the sections.
- † Unless otherwise specified, a card cannot be rearranged later.



## GAME MECHANICS 5/6

### † ELIMINATION OF A PLAYER

A player is eliminated when they suffer damage equal to or greater than their **Health Points** and **Armor Points** combined. (See [page 26](#) if playing **COOP**)

### † FRIENDLY FIRE

You cannot attack another player or their **Companion**.

### † EMPTY DRAW PILE

If a draw pile runs out of cards, the cards in the discard pile are shuffled to create a new draw pile.

### † REUSE DICE

If you rolled all the available dice, note the result and reroll all the remaining dice that are needed, combining the totals.

### † IGNORING DICE

The player selects the dice they wish to ignore to their advantage.  
This effect is cumulative and only affects the owner of the card displaying this effect.



#### EXAMPLE: IGNORING DAMAGE DICE

The enemy attacks the players with four **Damage Dice**.

A player learned the skill **Aegis of Protection** which allows them to ignore two dice out of the obtained results.

This effect only affects that player.

#### EXAMPLE: IGNORING ACID DICE

An enemy attacks a player with six **Acid Dice**.

The player is equipped with a **Blessed Armor** which allows them to ignore any three **Acid Dice** out of the obtained results.

This effect only affects that player.





## GAME MECHANICS 6/6



### MULE

Before starting a game, four cards are revealed and placed near the **Mule**. Just like in **COOP**, a player may trade cards with cards the **Mule** carries.

**NOTE:** In **Campaign Mode**, the **Mule** needs to be unlocked before it can be used.



### MOOSE

Beware of these powerful enemies. They can only be encountered in the Secret Portal.



### SECRET PORTAL

The **Secret Portal** can only be activated upon completing the current scenario. Every creature eliminated in this secret world will allow players to transfer cards to their next game.


#### SETUP

The **Secret Portal** and all **Moose Cards** are placed aside.

#### ACTIVATE THE SECRET PORTAL

After defeating the current scenario's **Demon**, players may decide to take the **Secret Portal**.




If so, follow these indications:

1. The last active player ends his turn.
2. Place the **Secret Portal card** on top of the **Location**  pile.
3. Put all **Moose Cards** in play.
4. Start a new **Game Round** with the player to the right of the **Enemy Board**

#### END OF SECRET PORTAL

If all enemies or all players are eliminated, the effect of **Secret Portal** ends.

Each **Moose** eliminated allows players to transfer and replace one card with the revealed cards from the **Mule** of their next game.

Only ,  and  **Cards** on your **Player Board** or in hand can be transferred.

#### EXAMPLE: SECRET PORTAL IN SOLO PLAY

After killing the **Demon**, Tom decides to enter the **Secret Portal**. In this secret world, Tom is able to eliminate one **Moose** but gets eliminated by the remaining enemies after a few turns, ending the game.

Before preparing a new game, Tom selects the **Battle Axe Card** that he had equipped and transfers this card for his next game.



Upon setup of the new game, Tom applies the effect of the **Mule Card** which is to reveal four **Common Cards**, and then replaces one revealed card from the **Mule Card** with the **Battle Axe Card**. The card swapped is discarded.

## CLASSES 1/2



Each class has its own attributes and sphere of specialization, represented by a color.

Players will have to select a **Class** from among those available, but they may also select a **Class** according to their cards in hand.



### WARRIOR

Vigorous, the Warrior specialize in weapons and melee combat. Their weapons allow them to multiply their damage with Health Points, but their knowledge of magic is rather limited.

#### SPECIALTIES

Melee weapons & Health Points

### HUNTER

With excellent **Sight**, the Hunter discipline allows them to increase their damage by discarding cards from their hand and by reducing the armor of their targets. Their weapons of choice are long-range.

#### SPECIALTIES

Sight & Cards in Hand



### SORCERER

The almighty power of the Sorcerer lies in their intelligence in learning several **Skills**, but also in their naturally high power. However, they must act quickly in order to avoid being surrounded by enemies.

#### SPECIALTIES

Skill Points & Action Points





## PALADIN

Paladins are distinguished by their heavy **Armor Points** and specialize in defense. Close-quarter combat is no secret to them, but their vision is rather reduced.

### SPECIALTIES

**Armor Points & Melee Weapons**



## MONK

Excellent in **Unarmed Combat**, the Monk stands for resistance and strength. Their **Skills** allow them to overcome their shortcomings in order to strike down enemies with the power of their fists.

### SPECIALTIES

**Unarmed Combat & Skills**



## DRUID

The Druid stands out with their **Companions** and acid-focused attacks. Their power allows them to quickly show off their skills, but they rely on their **Companions** to maximize their damage.

### SPECIALTIES

**Companions & Dice Reroll**



## COOP RULES



### TRADING A CARD

On their turn, a player may offer one card from their hand to another player or the **Mule** in exchange for one of their own.

- Trading a card costs no Action Points, but can only be done once per **Player's Turn**.
- It is possible to trade a card with eliminated players.
- Cards in hand are hidden, but players may reveal them if they wish to do so.



### ELIMINATION, RESPAWN AND RESURRECTION OF A PLAYER

During their turn, an eliminated player may want to **Respawn** or wait to be **Resurrected**. In the event that all players are eliminated, but a **Resurrection** takes place, the game is lost.

#### ELIMINATION

When a player is eliminated, they reveal their cards in hand. They flip their **Class Card** face down to show their elimination, all their temporary effects end immediately and all their **Companions** are discarded.

While eliminated, a player is not affected by any enemy, card or effect except a **Resurrection** effect. However, the play order is maintained, and the player still has his turn to determine whether or not to **Respawn**.

#### RESPAWN

During the turn of an eliminated player, the player may want to **Respawn**. If the player decides to do so, every player must remove one card from their **XP Attribute Point** section.

Then, the eliminated player flips their **Class Card** to show that they are alive. The **Player's Turn** of the active player may then begin.

#### RESURRECTION

An eliminated player can return to the game with the help of cards intended for their **Resurrection**. The eliminated player flips their **Class Card** to show that they are alive. Cards intended for **Resurrection** do not have any negative effects.



### ATTRIBUTE POINT SHARING

When an **Attribute Point Card** is earned, it is possible to give that card to another player with fewer Attribute Points than you.

- Offering a card costs no Action Points.
- It is possible to offer a card to eliminated players.

#### EXAMPLE : PLAYER RESPAWN

Patrick (*Player 1*) and Marc (*Player 2*) are playing a **COOP** game.

Marc has been eliminated during the **Enemies' Turn**. Patrick plays his **Player's Turn**, then it's Marc's turn.

At this point, Marc must decide whether to **Respawn** so he can play his **Player Turn**, or wait for a card that can make a **Resurrection**. Even if Patrick disagrees with his choice, if Marc chooses **Respawn**, all players remove a card from their **Attribute Point** section and Marc begins his turn.

If Marc decides not to Respawn, Marc's turn ends immediately.



## KEYWORDS



### PLAYER

Refers to the player's hero character.

### DRAW PILE

Refers to a pile of face-down cards.

### DISCARD PILE

Refers to the pile of face-up cards next to the **Common Draw Pile**.



### DRAW A CARD

To draw a card means to take the next card on top of the specified pile and place it in your hand.



### DISCARD A CARD

To discard a card means to place it face up on top of the specified discard pile.  
If no more cards can be discarded, nothing happens.



### REMOVE

The card is placed to the right of the **Enemy Board** and cannot be used again during that game.

### ENEMY

Refers to all **Starting Monster, Monster, Demon or Moose** cards.

### IMMUNE

The affected target completely ignores the indicated actions.

### COLLECT

Choose a specific card from the indicated pile and place it in your hand.  
Replace the remaining cards back on top of the deck from which they came in the same order.



### ATTRIBUTE POINT

Refers to the cards located on the left section of the **Player Board**.



### REROLL

You may reroll the number of dice specified. It can be the same die repeatedly.  
Unless otherwise specified, a reroll must be applied to the attack or the current combination of attacks.  
At the end of your turn, any unused reroll is lost.

### ACCUMULATE

The type of card indicated needs to be placed under the card.  
During accumulation, the cards below it cannot be activated or used.

### RESURRECTION / RESPAWN

An eliminated target will return to the game according to the conditions indicated.

See the **Summary Card** for the iconography.

## A SPECIAL THANKS TO...

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To all playtesters of the game, and all reviewers of the game!

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