

SPELLRIFT LEGENDS

RULEBOOK



CREDITS

Manufacturer:

Dragori Games, Inc.

Project Directors, Developers:

Alex Aboud, Clayton Machado, Michael Alves

Game Designers:

Michael Alves (lead), Marcelo Maciel, Arnaldo Lucas, Jardel Santana

Art Director:

Clayton Machado

Artists:

Leonardo Amaral (lead), André Fonseca, Fagner Alves, Felipe Manili, João Gabriel

Graphic Designers:

Igor Freitas, Thiago Gualtieri

Miniature Director:

Clayton Machado

Sculptors:

Rodrigo Miranda, Thiago Bunji, Tiago Souza, Claudio Silva, Elbert Alves, Daniel Ribeiro, Gabriel Caramelo

Marketing & Community:

Alexandre Aboud (lead), Cristina M., Debora Nunes, Lais Seixas, Leonardo Topdjian

Writer:

Michael Alves

Copyeditor:

Alex Aboud

Proofreading:

Alex Aboud, Arnaldo Lucas, Danilo Vorpa, Jardel Santana, Marcelo Maciel

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CHAPTER 1: INTRODUCTION & COMPONENTS

WORLDS CONSUMED BY DARKNESS

When the first Voidrift tore open, it pierced the seams between planes. Entire realities collapsed, consumed by a hunger older than creation. From this ruin surged the Voidspawn: legions of horrors, growing stronger each day. Now its gaze turns upon more worlds.

In desperation, the greatest spellcasters combined their power to summon legendary heroes—warriors from fallen empires, sages of forgotten ages, champions of lost kingdoms.

You are one of these champions. You must aid the people, reclaim your power weakened by the passage, hunt for artifacts to aid your fight, and seal the rifts that bleed corruption into the land. Only then can you confront the entity guiding this invasion.

Succeed and the realms endure. Fail and many worlds fall with you. Welcome to Spellrift: Legends.

GAME OVERVIEW

Spellrift is a cooperative board game of exploration, combat, and strategy for 1–5 players. Journey across dangerous lands, complete quests, aid locals to earn their favor, and gather strength for an epic showdown with a world-devouring entity.

Playtime: 100–180 minutes

VICTORY

The players win the game by:

- Completing the **Boss's unique objective**, and then
- Summoning and **defeating the Boss** in a climactic battle.

DEFEAT

The players lose the game if **any** of the following occur:

- The Doom Tracker Ring reaches 40;
- All heroes are defeated simultaneously;
 - In solo play, the hero is defeated upon their third defeat instead. See Appendix II.
- All 8 World Tiles have a Despair Token;
- You can't draw a new Boss Event Card because its deck is depleted.

Replayability: Spellrift offers high variability: modular maps, multiple Bosses, randomized events and quests, and distinct hero decks ensure no two games are alike.



CONTENTS

Spellrift includes the following components:

GAME BOARD & TILES

- **1 Spellrift Tile (Central)**

The heart of the game world and the focal point of the final battle.



- **12 Modular World Tiles (double-sided: A/B sides)**

Used to create the world map. Each side offers a unique set of encounters and challenges.



HERO COMPONENTS (PER HERO - 5 TOTAL HEROES INCLUDED)

- **1 Hero Pad**

Includes HP and LP tracks and the hero's unique abilities.



- **10 Starting Hero Cards**

A personal deck used in combat and tests.



- **54 Upgrade Cards**

Organized by rarity: 18 Common, 12 Uncommon, 6 Rare.



- **3 Hero Secret Objective Cards**

One chosen at the start as the hero's secret goal. Completing it offers a powerful power-up.



- **1 Hero Figure**

Used to represent the hero on the map.



OTHER CARDS

Standard Sized Cards

- **1 Voidrift Deck (24 cards)**

Contains dangerous planar events and encounters.



- **4 Boss Event Decks (15 cards each)**

Each Boss has a unique deck that drives its escalating threat.



- **1 Quest Deck (24 cards)**

Features narrative objectives and thematic rewards.



Mini-Euro Sized Cards

- **24 World Decks (288 cards in total)**

Each deck contains 12 cards specific to its corresponding World Tile.



- **1 Basic Monster Deck (36 cards)**

Includes monster stats, abilities, and basic monster event cards.



- **1 Elite Monster Deck (36 cards)**

Contains elite versions of monsters with up-graded stats and effects.



- **1 Item Deck (50 cards)**

Weapons, armor, accessories, and consumables.



- **1 Condition Deck (25 double-sided cards)**

Each card includes a positive condition on one side and a negative condition on the other.



TOKENS

- **1 First Player Token**

Marks the First Player for the round. This role can be reassigned at the start of any round.



- **8 Voidrift Tokens**

Represent unstable rift points connected to the Realms of Oblivion.



- **8 Despair Tokens**

Mark World tiles corrupted by the Void. Placed on the tile's Main Location (A), they increase test difficulty and movement cost.



- **8 Quest Tokens (4 Red and 4 Blue)**

Indicate Locations with active quest objectives.



- **2 Quest Color Tokens (Red and Blue)**

Used to mark which Quest is the Red and which is the Blue one.



- **6 Monster HP Tokens**

Color-coded to match the Monster Intent Dice and used to track enemy health.



- **1 Doom Ring and 1 Doom Track Token**

Used to mark the current Doom value. The Doom Ring indicates the tens, while the Doom Token indicates the units.



- **12 Basic Hero Dice (*d8s*)**

Used by heroes during tests and combat.



BOSS COMPONENTS

- **4 Boss Pads**

Each features a Starting Side and a Combat Side.



- **4 Boss Miniatures**

Represent the final enemies. The Boss spawns in the Spellrift when summoned and must be defeated to win the game.



MISCELLANEOUS

- **5 Sets of Colored Cubes**

Used to track each hero's resources:

- 5 Red Cubes – Hit Points ♥
- 5 Blue Cubes – Legend Points ☆
- 20 White Cubes – Experience Points (XP)



- **5 Player Aids**

Reference cards with turn structure, icon guide, and common rules reminders.

- **5 Legendary Aura Marker**

Plastic miniatures to be connected to the hero when he/she completes the personal quest.



- **1 Doom Track Pad**

Tracks the rising threat of the Void. If the doom ring reaches the last slot (40), the world is lost.



DICE

- **3 Monster Intent Dice (*custom d6s*)**

Each in a different color, used to determine enemy actions in combat.



CHAPTER 2: SETUP AND OVERVIEW

Before starting your adventure, you must prepare the map, choose your heroes, and bring the threats of the Void into play. This section guides you through setup in full detail.

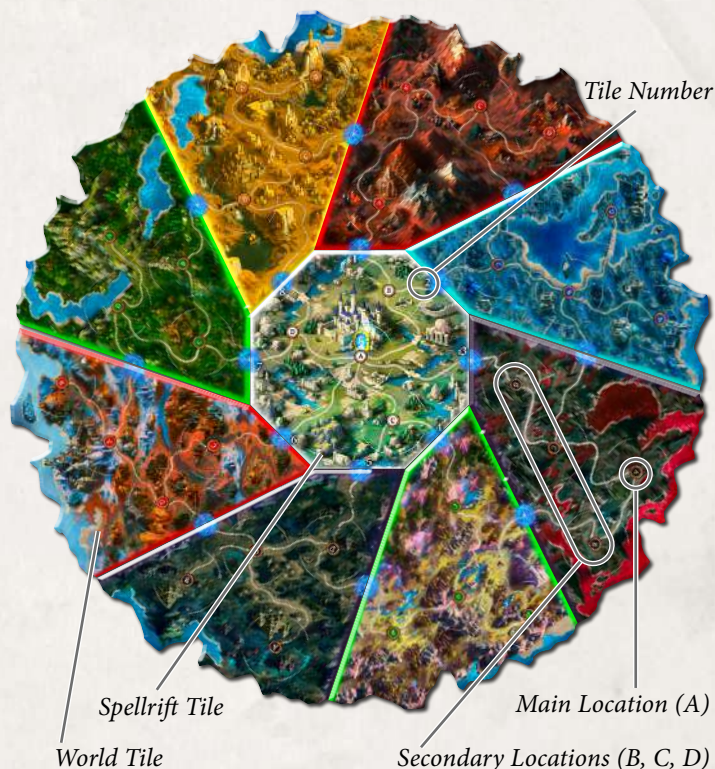
1 PLACE THE MAP

1. **Pick the Spellrift Tile** and place it at the center of the play area.
2. **Randomly select 8 World Tiles**, each double-sided (A/B). Decide randomly if all tiles use side A or side B. Tiles must all use the same side so they can fit.
3. Arrange the 8 World Tiles randomly **around the Spellrift Tile** as shown in the Setup Diagram (see Reference Sheet).

Tile Number: Each World Tile receives a number based on its position relative to the Spellrift Tile.

Locations: Marked by letters A–D, these indicate areas where heroes can interact.

- **Main Location (A):** Includes all secondary location activities and two unique features:
 - The only Location where a hero can exchange Favors for the bonus of the Tile.
 - Exclusive spot for placing Despair Tokens (see page 19)
- **Secondary Locations (B–D):** Areas for exploration, enemy encounters, Voidrift closures, and complete quests.



4. World Deck Preparation:

- For each World Tile, shuffle its corresponding World Deck and place it beside the tile.

World Card have two sides:

- **Front Side:** Shows encounters and situations heroes must resolve.
- **Back Side:** Indicates the **World Tile it belongs to** and the associated **Favor Reward**.

Heroes earn Favor Cards by completing Location explorations. They can later be spent at the Tile's **Main Location (A)** to activate powerful bonuses (shown on the card's back).

- Keep the World Cards' back side **visible to all players** to strategically plan your route.

World Deck - Card Back



2 CHOOSE A BOSS

Each Boss transforms the gameplay by its unique features and event cards, which alter how monsters spawn, how Voidrifts behave, and what objectives the heroes must complete to summon and confront it.



1. **Select one Boss Pad** and place it on the **Starting Side** face-up near the map. This pad outlines the specific goal that must be completed before the Boss appears, as well as starting placements and the boss' unique special rules that will affect the game.
2. **Set the Doom Marker** to the starting value noted on the Boss Pad.
 - For each 10 points of Doom, instead advance the Doom Ring on the Doom Track.
3. **Boss Event Deck Preparation:**
 - Each Boss comes with a unique deck of 15 Event Cards.
 - Boss is identified at the back of the Boss Event Cards.
 - You'll only use 9 per game for varied gameplay of the same Boss.
 - Separate the cards by category:
 - ● Basic Events (Blue)
 - ● Advanced Events (Green)
 - ● Endgame Events (Red)
 - Shuffle each category separately.
 - Place **3 Red cards** on the deck's bottom.
 - Place **3 Green cards** on top of the Red.
 - Place **3 Blue cards** on the top.
 - This creates a **9-card deck** with a structured progression: **3 Basic → 3 Advanced → 3 Endgame**, from top to bottom.
 - Place the deck face-down beside the Boss Pad.

3 CHOOSE DIFFICULTY

The standard rules refer to normal difficulty. If you wish to change it to Easy, Hard, or Nightmare, refer to page 27.

4 CHOOSE HEROES

Each player selects a Hero and collects:

- 1 **Hero Pad** (tracks HP, ☆, stats, and abilities)
- 1 **Hero Figure**
- 10 **Starting Cards** (shuffle to form personal deck)
- 1 Hero Unique Upgrade Deck (set aside for leveling)
- 3 Personal Objective Cards
 - Colored Cubes to track ♥ (red), ☆ (blue), and XP (white).

Place the Hero Figure on the **Spellrift Tile** at the central location (A). Set the hero's ♥ to **maximum** and the ☆ to 0.

5 PREPARE THE REMAINING DECKS AND TOKENS

Shuffle and place near the play area:

- **Quest Deck**
- **Voidrift Deck**
- **Basic Monster Deck**
- **Elite Monster Deck**
- **Item Deck**
- **Condition Deck** (This one does not require shuffling and can be kept organized)

Then organize and place the following tokens:

- A pile of **Despair Tokens**
- A pile of **XP Cubes**
- The **Voidrift Tokens**, shuffled face-down
- **Monster HP Tokens**, color-coded to match the Intent Dice
- **Monster Intent Dice** (d6s, one of each color)
- **Basic Dice** (d8s, used by heroes for all tests and combat)

6 SCALE FOR PLAYER COUNT

Spellrift adjusts the difficulty based on the number of players (1–5). The three ways that the difficulty is scaled are:

- At the setup, check the **Boss Pad** for initial scaling rules.
- Boss Event cards will have effects tied to the number of players.
- Some effects may include per-hero effects (e.g., “1 monster per hero”). If playing solo, read the Appendix II for specific rules for true solo gameplay.

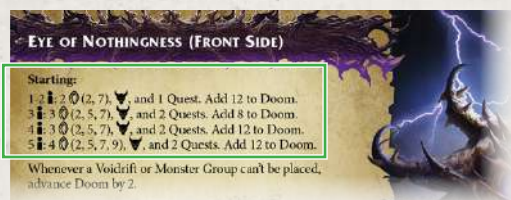
Letter that determines which Location this monster should be placed.



Quantity of enemy figures that must be placed.

7 RESOLVE BOSS INITIAL SETUP

Each Boss Pad includes setup instructions for **Monsters**, **Voidrifts**, and **Despair Tokens**. Use the values listed for your player count.



VOIDRIFTS & DESPAIR

Shuffle each token type **face-down**.

- Draw one at a time.
- On the token's **back**, reveal the **Location letter**.
- Place it at the specified **World Tile number** (from the Boss Pad) and Location letter from the token back side.



MONSTERS

For each Monster icon shown on the Boss Pad, spawn monsters using the Voidrifts in play.

To spawn monsters:

- Starting with the Voidrift on Tile 1 and proceeding clockwise, draw 1 card from the **Monster Deck** for **each** Voidrift.
- If it is a **Monster Card**: Spawn the quantity shown on its card on the **same World Tile** as that Voidrift, at the **Location letter** printed on the card. Place the Monster figures there and set the card beside that World Tile outside the map.
- If it is **Void Mustering**, **March of Darkness**, or **War Command**: Discard it without resolving and draw again until you reveal a Monster Card (even if there are already monsters on the board).
- If all figures of the drawn monster type are already on the board, **do not spawn** that group; draw the next Monster Card instead.

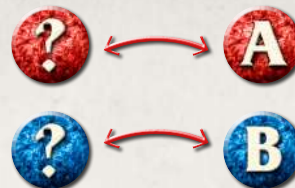
After resolving all Voidrifts for that icon, **repeat this process for each remaining Monster icon** on the Boss Pad.

Deck maintenance: After all icons are resolved, if **any** Void Mustering, March of Darkness, or War Command cards were discarded during this step, **shuffle the Monster Deck**.

8 SET UP THE FIRST QUESTS

- Draw a number of **Quest Cards** as determined by the Boss Pad from the Quest Deck.
- For each Quest:
 - Place a **Quest Token** on the World Tile number shown on the card.
 - Use Quest Token 1 (Red) for the first Quest.
 - If there is a 2nd Quest Card, use Quest Token 2 (Blue) to mark it.
 - Mark the color of each quest by using a Quest Color Token.

- Flip the token to reveal its **Location letter**. Its placement should be based on the number present on the Quest Card and the Letter on the token.



When a Quest is completed or discarded, immediately draw a new one and place a Quest Token on the map (same steps).

Quest Cards

Quest Cards are objectives on the map marked by a Quest Token. There are two ways to complete them:

- **Test:** Some quests require you to spend an action during the Exploration Phase to attempt a Test. The card specifies the outcome for success (the quest is completed) or failure.
- **Task:** Other quests are completed by fulfilling the unique conditions described on the card.

Upon completing any quest, you gain its reward and discard the card. Failure keeps the Quest active (unless stated otherwise).

9 FINAL STEPS

- Determine the **First Player** (group decision; if not unanimous, decide randomly).
 - That player receives the **First Player Token**.
- Each hero chooses one of its Hero Secret Objectives cards, and stores the remaining back in the box.
 - These cards cannot be revealed to other players.
 - Players can look at the initial setup before making their choice.

Secrecy of Objectives

While Spellrift encourages players to discuss strategies, collaborate, and share information to make the best decisions as a group, Hero Secret Objectives are an exception to this rule.

- Players cannot reveal their objectives until they have completed them.

CHAPTER 3: HEROES & CORE RESOURCES

OVERVIEW

Each player controls a unique **Hero**, represented by a Hero Pad, a personal deck of cards, and a figure on the game board. This section explains the structure of a Hero, the meaning of their stats and resources, and how their cards and abilities function throughout the game.

HERO PAD

Each Hero Pad includes:

1. **Hero Name:** Determine to which hero this Pad belongs.
2. **Hero Art:** The hero artwork matches the miniature for that hero.
3. **Hero Abilities:** Unique powers that define your hero's playstyle.

4. **♥ (Hit Points):** Tracks your hero's health. If reduced to 0 or below, the hero is defeated (see page 22).
5. **Hero Max. ♥:** Determine the initial ♥ and the maximum amount of Hit Points this hero can have. A hero can't be healed above its maximum ♥.
6. **Hero Max. ☆:** The maximum amount of Legend Points is 7. A hero can't gain more ☆ than this limit.
7. **☆ (Legend Points):** Represents stamina, mana, or heroic energy. Used to move, reroll dice and activate powers. Starts at 0, and you gain 2 at the start of each round.

Each hero has a unique flavor for their ☆, such as Ki or Will. While all follow the same basic rules for ☆, their unique abilities provide specific changes on how they can use or gain it.



★ – LEGEND POINTS

★ is your core resource in the game. Every round, each hero gains 2 ★ that can be used for:

- Moving to adjacent Locations (Cost 1 ★);
- Rerolling a die in tests or combat (Cost 1 ★);
- Activating some abilities, cards or item effects (Varied cost).

KEY RULES

- Your maximum ★ is 7.
- ★ is not lost at the end of the round—you may carry it over.
- Some Conditions or effects can lower your maximum ★.
 - If becomes lower than the current ★, lose all exceeding ★.
- Rerolling a 1 on a die costs 3 ★ instead of 1.

Example: You start the round with 3 ★. At that moment, you gain 2 ★, bringing your total to 5 ★ (do not lose unspent ★ between rounds).

You spend 1 ★ to move to an adjacent Location, leaving you with 4 ★.

Later, you perform a test and roll a 3 and a 4. You decide to reroll the 3 by spending 1 ★, getting a 2. Unsatisfied, you spend **another** ★ to reroll the 2, now getting a 7.

Then, you choose to reroll the 4 using **1 more** ★, getting a 6.

This round, you spent a total of 4 ★. Satisfied, you decide to keep the remaining ★ to the next round.

HERO DECKS

Each hero begins the game with a **10-card Hero Deck**, composed of Basic cards with both **Combat** and **Utility** functions.

These cards are used to:

- Make attacks in combat (top half of the card).
- Perform Tests or support actions during Exploration (bottom).

HAND LIMIT

- Maximum of **7 cards** in hand.
- If you ever draw over 7 cards, **immediately discard** down to 7.

CARD ANATOMY

The front side of each Hero Card contains the following:

- 1. Name of Attack:** Title of the combat side of the card (top half).
- 2. Rarity:** Starter (initial cards), and Common, Uncommon, or Rare (obtained when Leveling Up). Cards of higher rarity tend to be more powerful.
- 3. Stat Alignment:** Shown via colored border (example, red = Strength). Helps organize your hand. If a card color matches a Location (circle with letter) you want to move to, you can discard the card for 1 Movement Point to enter it.
- 4. Combat Effect:** Top half of the card, used during combat (shows dice rolled and damage type).
- 5. Name of Utility:** Title of the utility side of the card (bottom half).
- 6. Utility Effect:** Used outside combat for Tests or utility effects.



Note

All cards can also be used for the three basic uses outside of their top or bottom half effects. When taking any of the options below, all other effects of the card will **NOT** be applied.

Movement

- Discard 1 Card of the same color of a Location you want to move into: Gain 1 Movement Point to enter that Location.

Combat

- Discard 1 Card in Combat: Make an attack of 1 with no type (*rolled as normal*), or gain 1 with a red flame symbol.

Tests

- Discard 2 Cards during a Test: Gain 1 with a red flame symbol or a green leaf symbol on that Test.

These actions are printed on your Hero Pad as a quick reminder.

HERO STATS & DAMAGE TYPES

Each stat is tied to both tests and a corresponding damage type. Use these stats when resolving encounters, using abilities, and making attacks.

STAT	SYMBOL	DAMAGE TYPE	USE CASES
Strength		Brutal	Athletic feats, physical resistance, strong physical attacks
Agility		Precision	Dodging, speed, agile physical attacks
Intelligence		Arcane	Complex thinking, knowledge, spellcasting attacks
Wisdom		Spiritual	Perception, mental resistance, mystical attacks
Charisma		Divine	Influence, leadership, sacred attacks

SPECIAL CARD TAGS

Some tags determine how long its effects remain in play:

TOP SIDE EFFECTS

[Combat]

- Play this card during combat.
- It stays in play beside your Hero Pad until the battle ends.

[Round]

- Remains active until the end of the current combat round.
- Discard it once all enemies and heroes have acted.

BOTTOM SIDE EFFECTS

[Exploit]

- Play during the Journey Phase or while resolving a test by placing the card adjacent to your hero pad.
- It grants the described passive effect, which remains active until you choose to discard it.
- You may have up to 2 Exploit cards in play. Discard one if you play a third.
- Exploit cards are not discarded when you die.

[Instant]

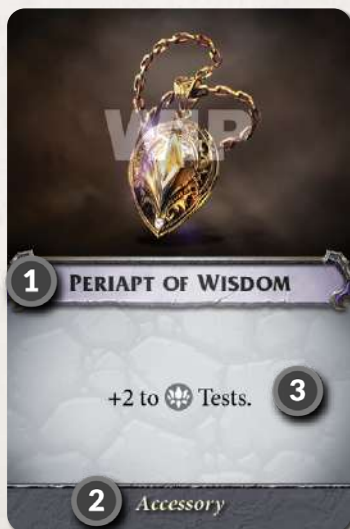
- Resolve immediately when played. Then, discard it.
- May be used during the Journey Phase or a Test.
- Any movement effect gained during a Test is resolved only after the Test fully concludes.

Important: You cannot benefit from a card's stats and its Instant or Exploit effect at the same time. When playing a card, you must choose whether to use its stats, its Exploit, or its Instant.

ITEMS & EQUIPMENT

Heroes acquire **Items** during the game through exploration, quests and favors. Items can be either **Equipment**, which stays in play, or **Consumables**, which are used once and then discarded.

1. **Name:** Unique name of the item.
2. **Slot:** Determines which slot it occupies (weapon, armor, shield, accessory or consumable).
 - Heroes may equip the following: **1 Weapon, 1 Armor, 1 Shield, any number of Accessories and Consumables.**
 - If you already have an item on that slot, choose which one is equipped upon receiving the new one. You can change it during the Journey Phase.
3. **Effect:** Shows the item's unique effects (applicable if equipped).



EQUIPMENT

These items remain in play once equipped and provide ongoing effects:

TYPE	MOST COMMON EFFECTS
Weapon	Enhances your attacks or grants special attack abilities.
Armor	Reduces incoming damage or grants  .
Shield	Blocks damage or interacts with monster attacks defensively.
Accessory	Provides utility effects (e.g., bonuses to tests, extra  .

Some of the slots have a limit of how many you can equip at the same time.

- You can carry **any number of Equipment cards**, but may only have **1 of each type (except Accessories) equipped at a time.**
 - Unequipped items are kept turned 90°, and do not provide their benefits. You can change which items are equipped during the Journey Phase.

Equip Limits: 1 Weapon, 1 Armor, 1 Shield. **There is no limit on the number of Accessories you can equip.**

CONSUMABLES

Consumables are single-use items that are discarded after being used.

- Once discarded, do NOT return it to the Item Deck.
- **You can carry any number of consumables.**
- A consumable can be used at **any time**, except at the middle of the resolution of a card or attack (only before or after).
 - This means you can't start resolving a card, stop in the middle of effects to use a consumable, then resume executing the card.

EQUIPPING AND SWAPPING EQUIPMENT

You may **equip, unequip, or swap** Equipment items **at anytime during the Journey Phase.**

- To deactivate an Equipment item (i.e., unequip), **rotate it 90° sideways.** It is kept with your character, and not discarded.
- You may **equip or swap any number of items.**

Example: Hercules has both the *Atharian Mace* (Weapon) and *Hammer of the Titans* (Weapon). He can equip only one at a time. During the Journey Phase, he rotates the *Atharian Mace* (deactivating it) and equips the *Hammer of the Titans*.

TRADING ITEMS

Heroes may trade items **at any time during the Journey Phase** if they are on the **same Location.**

- Trading is **free** and does **not cost** .
- There is **no limit** to the number of items traded.
- When trading items, you can immediately equip gained equipment, and unequip others, even if it is not your turn.



CONDITIONS

Conditions are **status effects** that modify your stats, abilities, and hand limits. These can be either positive (buffs) or negative (debuffs).

1. **Name:** The condition name.
2. **Effect:** The condition effect that is applied to the hero who acquired that condition.
3. **Double-Sided:** Each condition card is double-sided. On one side is a positive effect while the other holds its contrary negative one.

CONDITIONS SPECIAL RULES

- Heroes may only have **one of each** condition.
- **Opposing conditions** (e.g., Focused vs. Madness) **immediately cancel each other out**.
- **Resting** clears all conditions. This is mandatory and cannot be avoided. (Do not remove Exploit cards, as they are not conditions.)

See page 23.

EARNING XP & LEVELING UP

GAINING XP

You earn XP by:

- Succeeding on Location or Voidrift encounters.
- Completing Quests.
- Defeating Monsters.

XP is tracked using **White Cubes** on your Hero Pad.

LEVELING UP

When your XP reaches 5:

1. Remove 5 XP.
2. Draw 3 **Upgrade Cards** from your hero's Upgrade Deck.
3. Choose **1 to keep** and immediately add it to **your hand**.
4. Place the 2 unchosen cards at the **bottom of your Upgrade Deck**.

You can level up **multiple times in a row** if you have excess XP. Any excess XP you have after gaining a level is kept in your Hero Pad.

Card Rarity

Your upgrade deck contains common, uncommon and rare cards. Each common card has 3 copies on the upgrade deck, while uncommons have 2, and rares only 1.

Cards of greater rarity are more powerful, but getting cards based on specific synergies is more effective than just picking the rare card.

EXAMPLE: LEVELING UP

You have 3 XP, and upon defeating an enemy you gain 4 XP. That would reach a total of 7 XP.

- Spend 5 XP to level up -> draw 3 upgrade cards -> choose 1 and add it to your hand.
- Now you have 7 - 5 = 2 remaining XP, meaning you keep two white cubes, and your hand now has one powerful new card.

HERO SECRET OBJECTIVES

Each hero begins the game with a **personal quest**—a hidden goal chosen from the three cards unique to your hero.



CHOOSING YOUR OBJECTIVE

At the end of Setup, each player receives 3 Secret Objective cards and secretly selects 1 to keep. Return the other 2 to the box.

- Players may look at the map, Boss setup, and initial quests before making this choice.

KEEPING PROGRESS SECRET

Do not place markers on the card. Track your progress mentally.

- That is necessary to keep your goal hidden until completed.
- You should not tell other players anything about your Secret Objective card.

COMPLETING YOUR SECRET OBJECTIVE

The moment you fulfill the condition described on the card (usually by completing 3 tasks), immediately:

1. Reveal the card face-up and read it aloud.
2. Place it near your Hero Pad to show it is active.

You may only complete the tasks of the personal objective once per game.

GAINING THE LEGENDARY AURA

Upon revealing your completed objective:

- Gain the **Legendary Aura** bonus printed on the revealed side of the card.
- If you have the **Legendary Aura ring**, snap it onto your hero's miniature to represent the newfound power.

LEGENDARY AURA BENEFITS

Most rewards grant a **permanent passive ability** that augments your hero for the rest of the game. A few offer a potent one-time surge—such as an instant Level-Up or a bonus to ★—in addition to, or instead of, an ongoing boon.

Resolve any immediate effects at once, then leave the card in play for any ongoing benefit.

Optional Rule — Open Objectives (Table Preference)

Some tables enjoy a surprise reveal; others prefer total teamwork in a full co-op. Choose the social style your group likes best. Mechanical balance and difficulty are identical either way.

- **Open Objectives.** Place your chosen Objective face-up by your Hero Pad and discuss it freely. Progress, timing, and the Legendary Aura reward are unchanged.

CHAPTER 4: DICE MECHANICS & TESTS

In Spellrft, both exploration and combat are resolved through **eight-sided dice (d8s)**. Success is measured by the number of dice you roll that reaches a certain number or higher, named the “**difficulty**” for Tests or “**defense**” when attacking an enemy.

CORE DICE SYSTEM

When performing a test or attack, you roll a number of d8s based on the cards you’ve played. Each die is interpreted as follows:

DICE ROLL	RESULT
8	2 Successes (Critical)
2 to 7	If dice result ≥ Test Difficulty or Target Defense = 1 Success or If lesser than Test Difficulty or Target Defense = No Success
1	-1 Success (Fumble) • This reduces the total number of successes by 1 (min. 0)

FORMING YOUR DICE POOL

COMBAT: In combat, your dice pool for an attack is the total ♦ value of your card, plus all ♦ bonuses you have.

- In combat you resolve one card at a time; you should not combine the dice of different cards into a single roll.

Example:



You play the “**Pillar-Breaker Blow**” to attack your foe. The card shows 2 🔴; this means this attack will roll 2 dice (d8), and each success will inflict one **Brutal** damage to the enemy.

If, before using “Pillar-Breaker Blow,” you had used a “Sky Javelin”—that says “[Round] Increase your other attacks ♦ by 1.”—you instead would roll 3 dice for “Pillar-Breaker Blow”, as your ♦ was increased by 1.

The attack type is important to check enemy **vulnerability** or other effects of your cards.

List of Damage Types

- 🔴 (Red - Brutal Damage)
- 🟢 (Green - Precise Damage)
- 🔵 (Blue - Arcane Damage)
- 🔈 (Grey - Spiritual Damage)
- 🟡 (Yellow - Divine Damage)



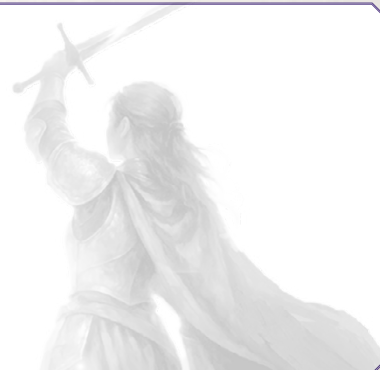
FORMING YOUR DICE POOL

TESTS: During Tests, your dice pool will be the total value of the Stat required by the Test.

- Different from combat, in Tests you add the dice of all cards played making a single pool to roll.
- You can only add dice to the pool of a Test if the card played provides a Stat that matches any of those required by the Test.

List of Stats

- 🔴 (Strength)
- 🟢 (Agility)
- 🔵 (Intelligence)
- 🔈 (Wisdom)
- 🟡 (Charisma)
- 🎲 (represents any one stat of your choice.)



FORMING YOUR DICE POOL

- A Test is considered “Successful” if you obtain at least 1 success (one die roll that equals or exceeds the difficulty).
- A Test difficulty is the number that follows the Stat required by the Test. (Ex: “🟢 (5)” means a difficulty 5 agility Test, while “🔈 (7)” means a difficulty 7 wisdom Test.



Example:

You are facing a “1 [Fire Icon] (6)” Test, and you play the “Colossal Stride” card. It provides either 1 [Fire Icon] or 1 [Leaf Icon], so by choosing [Fire Icon] you gain 1 die to your pool on this Test.

You could play more cards that give you [Fire Icon] values to increase the number of dice you roll.

- Some cards provide [Fire Icon/Leaf Icon], this means **any** stat of your choice, fitting all Tests.
- Some Tests list two Stat options (e.g., [Fire Icon] or [Leaf Icon] (5)). Build one dice pool using any mix of cards that provide any of the two stats for those Tests.

DICE ROLLING SPECIAL RULES

- If your total dice pool is reduced to 0 or below by an effect, you **still roll 1 die**.
 - This only happens if you had at least 1 die to begin with.

Example: Performing a Test

While exploring a Location, draw its World Card, which asks for a [Fire Icon] (7) Test (you need only ONE result of 7).

You play two cards providing 1 [Fire Icon] and 2 [Fire Icon] respectively = 3 dice.

Your roll: 3, 7, and 8.

- 3 = Fail
- 7 = 1 success
- 8 (Critical) = 2 successes

Total = 3 successes, more than enough to pass the test and gain the reward.

REROLLING DICE

While the thrill of dice rolling is part of the gameplay, you have ways to manage your risks by rerolling dice. You can reroll dice by:

Using Legend Points (★)

- Spend 1 ★ to reroll any die **except** a 1.
- Spend 3 ★ to reroll a die showing 1.

Card Effects

- Some abilities, items, or [Exploit] effects grant free rerolls.
- You can reroll dice showing 1s as normal with rerolls granted by card effects.

REROLLS SPECIAL RULES:

- Rerolls are declared **before determining final success or failure**.
- You can reroll the same dice multiple times.
- If you obtained multiple rerolls by an effect, you can use them on different dice or on a single one. Use each reroll gained one at a time, after seeing the result.

DICE ROLL MODIFIERS

You will find many ways to change your Test or Combat rolls, such as:

- **Adding extra dice** to your test or attack.
 - If you gain extra dice after the roll, just roll the extra dice as if it was part of the original pool.
- Increasing or reducing the Test difficulty or the Target's Defense.
 - Some effects might change it after the roll was done.
 - This change affects dice that was already rolled.
 - In combat, it will not affect attack cards that were already resolved.

Calculate your final dice pool and difficulty after applying all active effects; **check the number of successes after applying all**.

Hit Bonus and Penalty

Hit is a keyword found on many cards in Spellrift. It refers to modifiers that adjust a combatant's chance of successfully striking a target.

For example:

- **+1 to Hit** sums 1 to all dice results.
- **-1 to Hit** reduces 1 to all dice results.

Modifiers do not affect Critical Hits or Fumbles.

- An attack with **+1 to Hit** does **NOT** score a Critical Hit on a roll of 7.
- An attack with **-1 to Hit** does **NOT** become a Fumble on a roll of 2.

CRITICAL HITS IN COMBAT

A roll of **8** is always a hit, and deals 2 damage to the enemy instead of 1.

- This applies **before** vulnerabilities, armor, or resistances.

PER-SUCCESS REWARDS (SUCCESS ICON)

Some cards grant rewards per success on a Test. These cards show a “+ [Success Icon]” after the reward.

After rolling, count your total successes (remember that each 1 = -1 success).

If the card lists a base value plus per-success (e.g., “2 + [Success Icon] XP”), gain the base value plus the final number of successes obtained.

Example

Hercules attempts a Strength (6) Test and rolls four dice: 1, 4, 6, 8.

8 = 2 successes; 6 = 1 success; 4 = 0; 1 = -1 success
→ 2 total successes.

The reward reads “2 + [Success Icon] XP,” so he gains 2 + 2 = 4 XP.

CHAPTER 5: GAME ROUND & TURN STRUCTURE

GAME ROUND OVERVIEW

Each game round in **Spellrift** follows a fixed sequence of phases. During a round, players will recover resources, move across the board, explore the world, face enemies, and witness the advance of the Boss's dark agenda.

A full round consists of **3 phases**, resolved in the following order:

1. **Journey Phase** – Heroes draw cards, recover ☆, and move.
2. **Exploration Phase** – Each hero performs one action.
3. **Boss Phase** – The Boss enacts new threats; Doom advances.

PHASE 1: JOURNEY PHASE

The **Journey Phase** represents each hero preparing for the challenges ahead. Players complete this phase in **clockwise order**, starting from the current **First Player**.

START OF THE PHASE

Each hero performs the following steps:

- Gain +2 ☆ (Legend Points). You cannot exceed your hero's maximum ☆.
- Draw **3 cards** from your Hero Deck.
- If you exceed the **hand limit of 7 cards**, immediately discard down to 7.
- Then, players choose who gets the First Player Token (may be the same hero of the last round or a new one).

HEROES TURNS

Each hero takes a turn, starting with the one with the First Player Token and then moving clockwise. The Journey Phase ends after each hero has taken its turn.

In the Journey Phase heroes can: **Move, Use Utility from Cards, Trade Items and Spend Favors.**

MOVEMENT

Heroes may move to new Locations using either ☆ or **discarding cards**:

- Spend **1 ☆** to move to an adjacent Location.
or
- Discard a card with a **border color matching the terrain of the destination Location** to move instead of spending ☆.



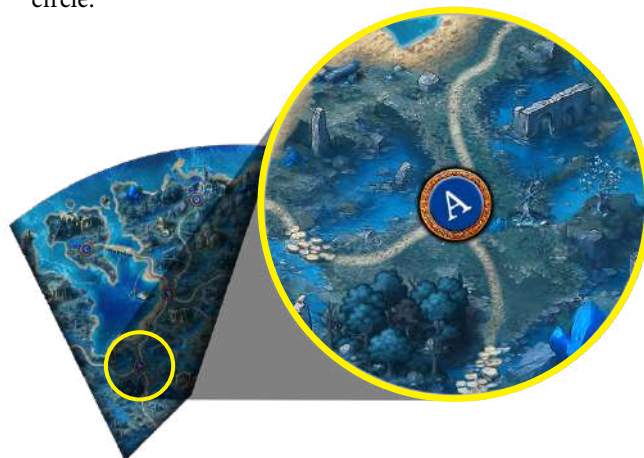
- **NOTE:** A White Location (Central Tile), counts as any color. Cards of any border color can be used to move in into Locations on the central Tile.

In both cases the hero's current Location, and its destiny Location **must be connected by a road**.

Important: Some Locations, because of special effects, may require **multiple movement points**. You may combine ☆ and card discards to meet this requirement.

Defining Locations and World Tiles

- Tiles are an entire region that encompass **four Locations (A to D)**.
- Locations are where heroes, villains and tokens are placed. They are marked with letters A to D, and defined by a white circle.



MOVEMENT & DESPAIR

When moving between tiles, check for Despair Tokens on both:

- If your World Tile has a Despair Token, pay 1 extra Movement Point to leave that Tile.
 - DOES NOT affect moving between locations inside the Tile.
 - Even if you are not at Location A, Despair affects any movement that **leaves the Tile** (Locations B, C, and D are affected).
- If you are moving into a World Tile with a Despair Token, pay 1 extra Movement Point to enter that Tile.
 - DOES NOT affect moving between locations inside the Tile.
 - Even if you are not at Location A, Despair affects any movement that **enters the Tile** (apply if entering Locations B, C, and D).

TYPE OF MOVE	ADDITIONAL COST
Entering a World Tile with Despair	+1 Movement Point
Leaving a World Tile with Despair	+1 Movement Point
Moving between two World Tiles with Despair	+2 Movement Points (sum of the two above)

UTILITIES (HERO CARDS BOTTOM)

On your turn, you may play any number of **Utilities** from your hand that have the [Exploit] or [Instant] keywords.

- **[Instant]:** Play and resolve immediately.
- **[Exploit]:** Place this card near your Hero Pad. Its effect remains active until the game ends, but may be removed by effects.
 - A hero can have **up to 2 Exploit effects active**.
 - Playing a third requires you to discard one of the existing two.

TRADING

During your turn in the Journey Phase, you may give or receive any number of items or consumables from another hero in the same Location (even equipped). There is no cost or limit to this exchange.

SPENDING FAVORS

If you are on a World Tile's **Main Location (Location A)**, during your turn, you may discard **any number of Favors (World Card)** that correspond to that Tile to gain rewards.

- Each World Tile has a **unique Favor Effect** shown on the **back of the World Cards**.
- For each card discarded, gain that World Tile's Favor Effect **once**.
- There is **no action cost** to spend favors.

See how to gain Favors in the Exploration Phase.

Example – Using Favors

- You are on World Tile 5, Location A.
- You have 2 Favor cards from World Tile 5.
- The Favor Effect shown on the back of both cards is: "Gain 2 XP."
- You discard both cards to gain **4 XP**.

END OF THE JOURNEY PHASE

Once all heroes complete their turn, proceed to **Exploration Phase**.

PHASE 2: EXPLORATION PHASE

In **clockwise order**, starting from the First Player, each hero must choose **one action** of 5 possible actions to perform:

- Explore a Location (Always available)
- Venture into a Voidrift (If Location with Voidrift Token)
- Complete a Quest (If Location with a Quest that requires an Action)
- Initiate a Combat (If Location with a Monster)
- Rest (If Location **with NO** Monsters)

A. EXPLORE A LOCATION

The hero may draw and resolve an **Encounter Card** from that **World Tile's World Deck**.

To Resolve:

- Read the narrative text.
- Perform any required Test.
 - If the Location's World Tile has a Despair Token, the difficulty is increased by 1.
- Apply the result:
 - **Success:** Gain the listed reward (items, XP, conditions, etc.), and a **Favor** of the **Pass** entry.
 - If the Location's corresponding World Tile has a **Despair Token**, remove it and immediately receive that Tile's **Favor Effect** (as printed on the World Card's back).
 - **Failure:** Apply negative consequences (damage, conditions, monsters, etc.) of the **Fail** entry.

Gaining and Using Favors

Each Tile contains four Locations (A–D), but all share a single **World Deck**. Whenever you succeed on a Location Test from that deck, gain Favor Card with that World.

To track this:

- **Keep the World Card to mark the amount of Favor you have in that World Tile.** This represents your contributions to that region that may be spent in future Journey Phases to gain unique reward of that World Tile.

Suggestion: Keep the World Card flipped face-down with the card back visible, so you can easily reference the Favor Effect when deciding whether to use them.

Favor from Removing Despair

A second way to gain a World Tile's Favor Effect is by **removing a Despair Token**:

- When you pass a Location Test in a Location A with a Despair Token, the token is removed.
- When this happens, you **immediately gain the Favor Effect** of that Tile without discarding a Favor card.
 - You may decide not to gain this effect, but it cannot be kept to be used later.

If you succeed in a Location with a Despair Token:

- **Gain a Favor card** that you can later spend (by keeping the World Card) **AND**
- **Immediately receive the Favor Effect** (from clearing Despair)

Tip for Suspense/Immersion

To avoid inadvertently reading the consequences on a Location or Voidrift card, you can ask the player to your left to read the story text aloud, stopping before they reveal the outcomes of the Test.

B. VENTURE INTO A VOIDRIFT

If the Location has a **Voidrift Token**, the hero may attempt to **close the rift**.

1. Draw a Voidrift Card and read its narrative text.
2. Perform any required Test.
3. Apply the result:



- a. **Success:** Read its **Pass** narrative text and gain the listed reward (items, XP, conditions, etc.), and **remove the Voidrift Token**.
- b. **Failure:** Read its **Fail** narrative text and apply negative consequences (damage, conditions, monsters, etc.). **Don't remove it**.

C. COMPLETE A QUEST

If your Location contains a Quest Token, you may attempt to complete the Quest related to that token.



1. Read the Quest Card.
 - a. Quest Card in **Position 1: Red Token**.
 - b. Quest Card in **Position 2: Blue Token**.
2. **Follow the card's instructions** (example: make a Test, defeat a specific Monster, or perform another task. Follow that instruction.
 - a. **Important:** Quest that require a Test consume your Action for the round (Complete Quest Action). Other requirements do NOT cost your action, unless specified.
2. **Results of attempting to complete a Quest:**
 - a. **Success:** Complete the Quest, gain its rewards.
 - I. Discard the old Quest Card and draw a new one into the same position (1 or 2).
 - II. Remove the Quest Token from the board, and shuffle it back with the others of the same color.
 - III. Draw a new Quest Token. Place it on the Tile indicated in the new Quest Card, at the Location letter shown on the back of the token.
 - b. **Failure:** Read and apply the card's **Fail text**. The Quest and its token stay in play unless the card instructs to discard it. If it does, handle them exactly as on a success (discard card, cycle token, place a new quest).

Many Quests have unique ways for them to be complete. If you complete a quest, gain its reward and discard the Quest Card.

D. INITIATE A COMBAT

If monsters are present in the hero's Location, the hero may initiate a **Combat Encounter** (see Chapter 6 – Combat System).

- Combat is not a mandatory. Heroes may take other actions if they prefer, such as **exploring**, even if enemies are in their **Location**.
 - **Rest Action is not allowed** if Monsters are in the Location.
- Once a hero starts a combat, other heroes in the same location

who have not yet acted this turn may spend their action to **join**.

- Multiple heroes to band together to face powerful foes.
- The decision to join is made individually by each player in **clockwise** order, starting from the hero who initiated the combat.

Enemy groups that are not defeated in a round increase Doom (see Boss Phase, page 18). So think carefully if you will try to defeat monsters or if there are other priorities.

Enemy Groups

An enemy group consists of all monsters spawned from a single monster card.

- When Initiating a Combat, you must choose one entire enemy group in your location to fight.
- **Multiple groups in a single Location:** You can only engage one per combat action.

E. REST

Only available if there are **no monsters** in your Location. When Resting:

- Heal 50% of your maximum ♥ (rounded down).
- Gain +1 ☆.
- Draw 1 card.
- Remove all Conditions (positive and negative).
 - This removal cannot be avoided or be partially done. Rest clears all Conditions!
- Do not remove Exploit cards active on you. They are not conditions.

Example – Hero Turn During Exploration Phase

Hercules is on World Tile 6, Location A, which contains a Despair Token and a group of 3 **Shadow Spinner** monsters.

1. He can't **Rest**, as there are monsters (No Voidrifts or Quests in the Location). His choices are **Initiating a Combat**, or **Exploring the Location**.
2. He chooses to **Explore**.
3. He draws a World Card, reads its text and attempts a **Wisdom (6) Test**.
4. Because of the **Despair Token** on the Tile, the difficulty is increased by 1, becoming 7.
5. He plays his cards to attempt the 🎲 Test.
6. He rolls 3 dice, obtaining 2, 5 and 7.
7. The 7 gives him 1 success.
8. Because he succeeded:
 - He keeps the World Card (gaining a **Favor**).
 - He **removes the Despair Token** and gains the Favor Effect for that Tile immediately.
 - He also gains 3 XP from the card's reward.

EXPLORATION ACTION SUMMARY	
ACTION	EFFECT
Explore	Draw from the World Deck, resolve a narrative encounter with a Test.
Voidrift	Attempt to close a rift by passing a Test.
Quest	Resolve an open quest narrative objective, tied to a placed token.
Combat	Engage monsters in your Location. Other heroes may join in.
Rest	Recover HP, ☆, draw a card, and remove Conditions (no monsters can be present).

PHASE 3: BOSS PHASE

After all heroes have acted, proceed to the Boss Phase:

1. Advance the **Doom Track**
2. Draw and resolve a **Boss Event Card**.
 - Spawn monsters or rifts.
 - Spread Despair.
 - Apply Boss Event Effect.

1. ADVANCING THE DOOM TRACK

Doom represents the collapse of reality. If the Doom Ring reaches the last slot (Doom = 40), you immediately lose the game.

- **Increase Doom by 1 for each enemy groups** are on the board.
 - Enemy groups in the **Spellrift (Spellrift Tile, Location A)** increase Doom by **2 instead of 1**.
- **Important:** This is **NOT** per enemy figure, but by **GROUP** of enemies (all figures spawned by the same enemy card).
 - **Example:** **Shadow Spinner** card spawns **3 Shadow Spinner** figures on the board. They are 3 enemies, but **1 group of enemies**.

The Doom Track Pad

Each point of Doom gained is tracked using the Doom Track Token on the 0–9 units track. When the token reaches 10, reset it to 0 and advance the Doom Ring by one. Any excess points remain on the units track as usual.

If an effect reduces Doom, you may move the Doom Ring back and convert its value into units on the tracker.



2. DRAWING AND RESOLVING BOSS EVENT CARDS

Reveal the top card of the **Boss Event Deck** and resolve all icons and instructions **in order from top to bottom**.

Void Forces Progression

Whenever a Monster Card is drawn, if the Doom Ring is on slot 20 or higher, draw from the **Elite Monster Deck** instead.

- If Doom is later reduced and the Doom Ring returns to a lower slot, draw from the **Basic Monster Deck** again.
 - It does **NOT** affect monsters already in play.
- Check the Doom Ring *at the moment you draw a Monster Card*.

Boss Event Card

- A. Name:** Title of the Event Card.
- B. Icons:** These are the basic spawns that will happen on this round. Execute them in this order.
- C. Lore:** Read this aloud for all players.
- D. Boss Event Effect:** Unique effect of this Event. Follow the instructions (it may be applied immediately, for the entire round or even apply a **Persistent Effect**).



B) ICONS

Each **Boss Event Card** may include three icons: **Voidrift Spawn**, **Monster Spawn** and **Spreading Despair**.

Execute in the order presented (varies according to the number of players). Numbers next to icons are the Tile numbers, not quantity.



Voidrift Spawn

- Draw a **Voidrift Token** at random (face-down).
- Check the number shown along the Voidrift Spawn Icon to see which **Tile** it should be placed.
- Reveal the token's **back** to determine the **Location letter**.
- Place the token face-up on the corresponding Location.

Monster Spawn

- For each Voidrift in play, draw 1 Monster Card from the Monster Deck.
 - When spawning monsters, start checking for Voidrifts on Tile 1, then proceed clockwise around the board.
- Use the **Basic Monsters Deck** unless the **Doom Ring is on the slot 20 or higher**. If it is, use the **Elite Monsters Deck** instead.
- If there is **no** Voidrift in play, instead **spawn a Voidrift** on a random Tile (roll 1d8 to check Tile number).

Spreading Despair

- Check the number shown along the Spreading Despair Icon to see which **World Tile** it should be placed.
- Place the token face-up on the **Location A** of that World Tile.
 - If a Despair Token was already on that Location, instead place two Despair Tokens.
 - One on the **next tile clockwise** with no token (Location A).
 - One on the **next tile counterclockwise** without a token (Location A).
 - If **all 8 Tiles** have a Despair Token, immediately **lose the game**.

IMPORTANT: A Tile can **never** have more than one Despair Token. Rules for Despair spread and game loss must be followed **any time** a Despair Token is placed, even if not by a Boss Event effects.

Effects of the Despair Token

- All **Tests** on a **Location** with Despair have **+1 difficulty**. (Tests on Location A, not on the entire Tile)
- Moving into or out of a **Tile** with a Despair Token costs 1 extra Movement Point.
- Successfully Exploring a Location with a Despair Token removes the token and grants an immediate Favor effect.

D) BOSS EVENT EFFECT

Each Boss Event Card ends with a unique mechanical effect. Apply the effect as written—it will be one of the following types:

3. Immediately
4. Round
5. Persistent

EFFECT: [ROUND] Heroes must  1 card to enter a Tile with DESPAIR from a tile without DESPAIR.

1. Resolve Immediately

These are resolved and discarded. All effects that are not marked as "[Round]" or "[Persistent]", will fall into this category.

2. Round

Effects marked as [Round] should be placed near the Boss Pad and remain in play until you draw a new **Boss Event Card** on the **next round**.

- Effectively, these cards affect the entire next round.

3. Persistent

Effects marked as [Persistent] should be placed near the Boss Pad and remain in play until specific conditions of the card are met.

- These cards are challenges that the heroes must accomplish to end a negative effect that will be continuously in play.
- Multiple Persistent effects may be in play if heroes do not deal with them in time.

IF IT IS	EFFECT:
Monster	Spawn the quantity shown on its card, on the same World Tile as the Voidrift you are drawing for, and on the Location of the letter shown on the Monster card. • To spawn monsters, place the determined number of Monster Figures in that Location, and place its card near that World Tile outside of the map. They remain in play until defeated by the heroes. • If all figures of the monster type are already on the board, do not spawn that group and draw the next Monster card.
Dark March	Each monster on the board moves one Location toward the Spellrift (Spellrift Tile, Location A). • Use the shortest route available. If multiple valid paths: • Avoid ending in Location with Heroes if possible. • If tied, players choose the path. • If a Monster Group enters the Spellrift, immediately increase Doom by 1. • No extra effect if already there. • If no monsters are on the board, discard this card and draw a new Monster Card. This can happen multiple times. Reminder: Monster groups on the Spellrift increase Doom by 2 at the start of the Boss Phase, instead of 1.
Void Mustering	Check each Monster Group on the board. • If any group has fewer figures than the total listed on their Monster Card (some died), place new figures on that monster group Location to match the original number. • If no monsters are on the board, discard this card and draw a new Monster Card. This can happen multiple times. • Hard/Nightmare: After resolving the effect above, spawn two additional Monster groups at that Voidrift. Reveal cards from the Monster Deck, discarding Dark March, Void Mustering, and War Command until you reveal two Monster Cards; resolve these spawns at that Voidrift Tile as normal.
War Command	Monsters move to attack heroes. • Each monster group moves one Location towards the nearest hero (if multiple heroes, players choose). • After all monsters have moved, each hero loses 2  per distinct monster group in their Location. • If no monsters are on the board, discard this card and draw a new Monster Card. This can happen multiple times.

CHAPTER 6: COMBAT SYSTEM

Combat in Spellrift occurs when heroes choose to confront monsters in their current Location. Battles are resolved in a sequence of structured **combat rounds**, where heroes and monsters attack each other. Once started, a combat continues until either:

- All monsters are defeated, OR
- All participating heroes are defeated.

6.1 ENTERING BATTLE

1. Choose the Foe

The initiating hero picks **one Monster Card** in their Location. All figures shown on that card are the **enemy group**.

2. Invite Allies

In clockwise order starting with the acting hero, each other hero in the same Location may:

- **Join**—spend their Exploration action to enter this fight, or
- **Decline**—keep their action for something else.

Once a hero joins, they remain until the battle ends (6.8).

3. Setup the Battle

- For each enemy figure in the group, place a Monster ♥ Token on the Monster ♥ Track.
- Pick the Monster Card and place it near your Hero Pad.
- Pick the Monster Intent d6 dice of the same colors as the selected Monster ♥ Tokens. Place them near the monster card.

4. Start a Combat Round

Enemies will roll to check which attack they will use, and heroes will commit cards to attack them.

6.2 UNDERSTANDING A MONSTER CARD

1. **Name** - The monster or monster group name.
2. **Art** - Monster art, matching its miniature.
3. **Spawn** - Quantity of Monsters that are part of this group (1 to 3), and the Location (letter) in which they must be placed.
4. **Experience** - Amount of XP given by this monster group if defeated. It is given by the entire group, not per enemy.
5. **Hit Points** - ♥ of each monster in this group. Place the Monster ♥ Tokens on this number.
6. **Defense** - The number you must achieve on your attacks (d8s)

to deal damage to this monster.

7. **Vulnerability** - The attack type that deals double damage against this monster.
8. **Attack Type** - Determine if these monster attacks are Melee or Ranged.
9. **Ability** - The unique ability of this monster group. Read and apply as specified on the card.
10. **Attack Table** - The result of the Intent Die will be checked on this table to see what the monster is going to do on that combat round.



6.3 ANATOMY OF A COMBAT ROUND

Resolve every round in the exact order below. When the last step is finished, start a new round if there are still monsters and heroes alive.

#	STEP	SUMMARY
1	Intent Roll	Monsters determine their behaviour.
2	Hero Commit	Each hero plans their attack cards.
3	Ranged Step	Heroes fire all committed <i>Ranged</i> cards (in order).
4	Melee Step	Then, ranged monsters act. Heroes play all remaining cards, then melee monsters act.
5	Round End	Clean-up, draw 3 cards, advance to next round or conclude.

A handy mnemonic is “**Strategize — Shoot — Strike — Sweep.**”

6.3.1 STEP 1 – INTENT ROLL

At the very start of the round,

- For **each monster figure**, roll its colour-matched **Monster Intent die** (1 custom d6).
- Cross-reference the result on the monster's card; place that die beside the card as a reminder.
 - **IMPORTANT:** All  on the monster Intent is immediately gained by that monster. You don't need to track it, as it is always consumed first by  and can be checked by the Intent Die value.
 - As with all , the monster loses it at the end of the round. No tracking required.
- The roll locks the monster's action for this round. Reroll only at this step on the next round.

6.3.2 STEP 2 – HEROES COMMIT

Now heroes decide which cards to play, knowing what the Monsters Intent are.

1. Choose **any number of Attack cards** from hand.
 - Only the top part of a card can be committed. The Utility side of a card cannot be used in combat.
 - All combat cards are called “**attacks**,” even if they don't require an attack roll or deal damage. This is important for some effects, for example “Gain 1  for each attack you committed this round” would count cards that you played but only had an effect, such as a card with only “+3 .
2. Lay them **face-up, left-to-right**—this is your attack sequence.



3. Once set, you may not change card order this round.
 - If multiple heroes are part of the combat, they do this process in clockwise order from the First Player.

Cards have one of two headers:

- **Ranged** – resolves first.
 - Because Ranged attacks are resolved first, Ranged Monsters will resolve their attack before Hero Melee attacks can kill them. Ranged Hero Attacks can have the small advantage of striking first against Ranged Monsters.
- **Melee** – resolves in the Melee Step.

NOTE: Ranged attacks should be committed before **Melee** cards if you want to take advantage of them being resolved on the Ranged Step. Any Ranged cards committed **after** a Melee card resolve after the monsters' Ranged attacks.

6.3.3 STEP 3 – ATTACK STEP

Starting with the First Player and proceeding clockwise, each hero resolves its Ranged cards. Then, the monsters resolve their Ranged Attacks.

Now, it is time to resolve the **Melee** cards. Follow the same process, starting with the First Player.

IMPORTANT: When you create your card sequence, you can put Ranged cards after Melee cards. However, they will resolve after these melee cards resolve (meaning after the monster's Ranged attacks).

Resolving Cards:

Execute each of its effects in the order shown in the card. If the card shows a  value, it means you should resolve an attack.

- **Attacking**
 1. Choose a Target. If the attack does not specify, you can choose a monster to attack.
 - Each attack card you resolve can have a different target.
 - You **must** choose the targets before rolling the attack.
 - Some cards allow multiple targets, or specify who you can target; you must follow the cards instructions. If no target can be found, the attack is lost.
 - You can play an attack that has no valid target, but you cannot forgo making an attack in your committed sequence if it has a valid target.
 2. **Form the dice pool** = card's  value ± all active modifiers.
 3. **Roll d8s.** Each roll equal or higher than the Target's defense counts as a success.
 - **Rolls of 8 (Critical Hit)** counts as 2 successes.
 - **Rolls of 1 (Fumble)** count as -1 success.
 4. Use Rerolls. You can use  to reroll dice before checking the result.
 - Each reroll costs 1 , except rerolling 1's, which costs 3 .
 5. **Check Vulnerability and Armor.** In the following order:
 - If the target has Vulnerability against the  type of your attack → double total .
 - Then, reduce the damage done by the  value of the target, if any. That  value is lost and will not apply against your next attacks.
 6. **Reduce monster HP.** Reduce the Monster  Token on the Monster  Track by the amount of damage you caused.
 - If it reaches 0 HP, remove its figure from the board, its  Token and its Intent Die, and return them to the stock. It will not make its attack this round, and its intent is lost.
- When the hero stops (no more Ranged cards available before a Melee card), the turn passes to the next hero. After the last participating hero acts, ranged Monsters will attack.
- **Ranged Monster Actions**
 - Resolve each ranged monster's attack in the order of the heroes' choosing.
 - Monsters always target the hero with **lowest current HP**; if tied, the heroes choose.
 - Based on the Monster Intent, they apply  and effects to the hero.
 - Monsters don't roll to apply , the value listed is the amount of damage they will cause. Heroes can reduce this  by having .
 - Resolve monster attacks starting with those that rolled the lowest intent value.
 - Besides  and  there are four traits that can appear on a Monster Attack:
 - **Pierce** (): This attack ignores all  from the hero. Armor is not removed, but this attack's  bypasses it.

- **Disrupt** (👊): The hero must immediately discard 1 card of their choice from their hand. If none, ignore this effect.
 - **Shot** (🔫): This attack resolves during the **Ranged Step**, even if the Monster is normally a Melee attacker.
 - **Cancel** (✖): The hero must immediately end one [Combat] or [Round] effect they have (hero's choice). If none, ignore this effect.
- After all Melee heroes have executed their cards, melee Monsters will attack (using the same rules as ranged attacks).
 - Once all heroes and monsters have executed their ranged and melee attacks, go to the **Round End Step**.

6.3.4 STEP 5 – ROUND END

Do the following, in order:

1. **Armor Reset** – All 🛡️ returns to 0.
2. **Card Refresh** – Every participating hero draws 3 cards (discard to 7 if needed).
3. **Check Victory**
 - If no monsters remain, the combat ends **victoriously** (6.4).
 - If all heroes are **defeated**, see 6.5.
 - Otherwise, a new combat round begins at Intent Roll.

6.4 REWARDS & EXPERIENCE

When the last monster in an enemy group falls:

1. If there is a single Hero alive at the end of the fight, it gains XP equal to the number marked on the Monster Card.
2. If there are multiple Heroes, each gain that value minus 1.
 - Example: A Monster that has 3 XP on its card will give 3 XP to a lone hero defeating it, or 2 XP to each hero if multiple heroes are in the fight.
3. Remove defeated monster figures and their cards from play.



6.5 HERO DEFEAT IN COMBAT

If a hero's HP drops to 0 during combat:

- The hero is **defeated** and immediately withdraws from the fight.
- Surviving heroes continue the round. If **all** participating heroes are defeated, the combat ends. Surviving monsters remain in the Location, recovering to full HP (monster ♥ is never tracked outside of combat).
 - Removed figures from the same Monster Group as dead monsters are **not** recovered.

When a Hero is Defeated

When a hero is defeated:

1. **Remove the Hero Figure** from the game board.
 2. **Discard all cards** in hand.
 3. Set ☆ (Legend Points) to 0.
 4. **Remove all Conditions** — both positive and negative.
 - This effect is automatic and identical to a Rest. (Exploits are not removed.)
 5. **Do NOT lose:**
 - **Items** (Equipped or not).
 - **Upgrade Cards** already added to your deck.
 - **[Exploit] cards** remain active and are not removed by death.
 6. The hero is in a **Defeated State** and returns next round.
 7. **Start of the next round:** Before the Journey Phase begins, increase the Doom by 3 and then place the hero in the Spell Rift (Center Tile, Location A)
 8. You may not skip respawning to avoid this Doom penalty.
 9. The hero returns with half its maximum ♥ rounded down, 0 ☆ and 0 cards in hand. It draws cards and gains ☆ as usual at the start of round (3 Cards, 2 ☆).
- IMPORTANT:** If at any time **all heroes are defeated**, with **no heroes on the board** at the end of a round, **heroes lose the game**.

6.6 QUICK REFERENCE

- **Start a fight:** choose one enemy group; allies may join.
- **Round order:** Intent → Commit → Heroes Ranged Attacks → Monsters Ranged Attacks → Heroes Melee Attacks → Monsters Melee Attacks → Round End.
- **Draw during combat:** 3 cards at each Round End.
- **Armor:** resets every Round End.
- **XP:** full value solo, -1 if there are multiple heroes.
- 🗡️: This attack ignores the hero's 🛡️.
- 👊: The hero must discard 1 card.
- 🔫: This monster attack counts as Ranged.
- ✖: The hero must end one [Combat] or [Round] effect of their choice.

SINGLE PLAYER

When playing solo, the defeat rules change slightly.

- A lone hero can be defeated twice per game without losing immediately; each defeat increases Doom as normal but does not trigger the "all heroes defeated" condition.
- However, if the hero is defeated a third time, the game ends immediately in defeat.

CHAPTER 7: CONDITIONS & STATUS EFFECTS

Conditions represent temporary boons or afflictions that can affect a hero's capabilities. They can be beneficial (Positive Conditions) or harmful (Negative Conditions), altering your stats, hand size, movement, or ★ generation.

GAINING CONDITIONS

Conditions are most often applied by Location Cards, Voidrift Cards, or Boss Event effects.

When a hero gains a Condition, place the corresponding Condition card near their Hero Pad. Ignore if the hero already has that Condition,

OPPOSING CONDITIONS

Some Conditions oppose each other. If a hero ever gains a Condition that opposes one they have, **remove both Conditions immediately**.

POSITIVE	NEGATIVE
Fortified	Deep Wound
Blessed	Cursed
Quickened	Leg Injury
Focused	Madness
Inspired	Demoralized

Condition cards are double-sided, with the opposing conditions on the back of each other.

- **Example:** If a hero has *Blessed* and then gains *Cursed*, both are removed immediately.

GENERAL CONDITION RULES

- A hero may only have **one of each specific Condition**.
- Gaining a Condition you already have has **no effect**.
- You may have multiple Conditions simultaneously, as long as they are not duplicates or opposites.

CLEARING CONDITIONS

The usual way to remove conditions is by **Rest Action**, or gaining the opposing condition. Some Location Cards apply Positive Condition or remove Negative ones as extra rewards if you succeed.

RESTING

When a hero **takes the Rest action**, **remove all its Conditions**, both positive and negative.

- This cannot be partially applied or avoided.
- It occurs after all healing and card draw effects of the Rest action. Resting remove Negative Conditions such as *Leg Injury* or *Madness*, but also Positive ones like *Focused* or *Blessed*.

POSITIVE CONDITIONS

These Conditions provide useful bonuses during skill tests or gameplay. Remain until removed by Rest or the opposing Negative one.

CONDITION	EFFECT
Fortified	+1 to all 🔥 (Strength) Tests. At the start of each combat turn, gain +1 🍷.
Blessed	+1 to all 🧠 (Wisdom) Tests. The first time you roll a 2 or 3 during an attack or test, reroll it.
Quickened	+1 to all 🏃 (Agility) Tests. The first ★ you spend to move each round counts as 2.
Focused	+1 to all 🧐 (Intelligence) Tests. Your maximum hand size is increased to 8.
Inspired	+1 to all 🗨️ (Charisma) Tests. At the start of each round, gain +1 ★.

NEGATIVE CONDITIONS

They hinder the hero's performance, reducing effectiveness or limiting actions. Remain until removed by Rest or the opposing Positive one.

CONDITION	EFFECT
Deep Wound	-1 to all 🔥 (Strength) Tests. At the end of each of your combat turns, lose 1 ❤️.
Cursed	-1 to all 🧠 (Wisdom) Tests. The first time you roll an 8 during an attack or test, reroll it.
Leg Injury	-1 to all 🏃 (Agility) Tests. You may only spend 1 ★ on movement per round.
Madness	-1 to all 🧐 (Intelligence) Tests. Reduces your maximum hand size to 6.
Demoralized	-1 to all 🗨️ (Charisma) Tests. Reduces your maximum ★ by 2.

CHAPTER 8: VICTORY & DEFEAT CONDITIONS

OVERVIEW

The world teeters on the edge of destruction, and only your actions can determine its fate. In Spellrift, players must work together to overcome a growing threat, thwart the Boss's hidden agenda, and face it in a final combat before the Void swallows the world.

The game ends in either **victory** or **defeat**, depending on how players interact with the Boss Objective, the Doom Track, and the Boss Event Deck.

8.1 THE ROAD TO VICTORY

STEP	WHAT HAPPENS	WHERE IT IS EXPLAINED
1 – Complete the Boss Objective	Fulfil the goal on the front of the Boss Pad (close rifts, amass Favours, etc.).	Boss Pad, Chapter 2
2 – Flip & Spawn	Immediately flip the pad to its Combat side, place the Boss miniature in the Spellrift Main Location (A), and draw the Boss's HP/Intent components.	This chapter
3 – Final Battle	Fight the Boss exactly like a Monster Group (Chapter 6) with the extra rules below.	This chapter
4 – Defeat the Boss	Reduce its HP to 0 to win the game.	This chapter

8.2 THE FINAL BATTLE

- **Fixed Position.** The Boss miniature may never leave the Spellrift Main Location [Location (A) of the Central Tile].
- **The Game Continues.** Voidrift, Monster-spawn, or Despair effects can still happen while the Boss is present. Handle them as usual.
 - If any of the Loss conditions happens, heroes lose the game, even if the Boss is already on the Spellrift ready to be faced in combat.
- **Hero Defeat.** A hero who is defeated during the final battle follows the normal respawn rules (page 22).
- **Final Combat.** Combating the Boss follows normal combat rules. If the Boss is defeated, heroes win the game.
 - If all heroes are defeated, the Boss recovers all ♥ as normal for any monster.

Reminder: As the boss is on the Spellrift Main Location (A) of the Central Tile, it will increase the Doom Track by 2 at each Boss Phase.

SUMMARY TABLE

TRIGGER	OUTCOME
Boss Objective is completed	Flip Boss Pad
Boss is defeated	Victory
The Doom Ring reaches the 4th slot (40) on the Doom Track	Defeat (Immediate)
All heroes defeated at once (or 3 deaths if playing solo)	Defeat (Immediate)
Boss Event Deck is empty	Defeat (Immediate)
Special scenario loss condition met	Defeat (Immediate)
Despair is on all 8 World Tiles	Defeat (Immediate)

CHAPTER 9

TURN TIMING & SPECIAL RULES

In Spellrft, effects from heroes, monsters, cards, and scenario elements often occur simultaneously or at precise moments. This section clarifies **when and how** to resolve these effects, what takes priority when effects overlap, and how **cards interact with the rules**.

THE GOLDEN RULE

Card text overrides the Rulebook.

If an ability or effect on a card, hero, monster, Boss Event, or Voidrift contradicts this rulebook, **the card takes precedence**.

AMBIGUITY IN MOVEMENT OR TARGETING

If a monster or game effect move and multiple equally valid paths exist:

1. Monsters **prefer a path that avoids heroes**.
2. If paths are still tied, **players choose** the path.
3. For effects that move heroes or player-driven actions, the acting hero makes the final choice.

DECK DEPLETION

Sometimes a deck may run out of cards. When this occurs, **reshuffle your discard pile** to form a new deck.

- This happens frequently on the **Hero Deck**, but may happen on others (**Item**, **Voidrift**, **Location**, **Monster**, or **Quest**).

IMPOSSIBLE EFFECTS

If a rule or card effect asks you to do something that cannot be done—target, token, figure, or resource does not exist—**nothing happens**.

- Do not create substitute targets or apply any fallback penalty.

NO LEGAL TARGET

If an effect refers to a target (hero, monster, or card) and none exist:

- The effect **has no effect** and is discarded.
- Do **not** redirect the effect unless a rule specifically allows it.

Example: “Choose a monster. It loses 2 HP.” If there are no monsters, the effect does nothing.

RULE CONFLICTS

If two rules or effects contradict one another, the most recently introduced rule takes precedence.

MEASURING DISTANCE (CLOSEST/FARTHEST)

When the game instructs you to choose the closest (*or furthest*) hero, monster, tile, or token, compare the number of **movement points** a hero would have to spend to travel along roads from one space to the other.

- Terrain, Despair and other movement penalties **do NOT count**.

RESOLVING SIMULTANEOUS EFFECTS

When two or more effects occur at the same time, resolve them in the following order:

Hero Effects: Resolve in clockwise order, starting from the First Player.

Monster Effects: Players choose the order in which they resolve.

- **Example:** If a Boss Event causes each hero to lose ♥, resolve this for each hero in clockwise order, starting with the First Player.

RESTRICTIONS ON TIMING

- You **cannot interrupt** the resolution of a **card** unless an effect specifically says you can.
 - Effects can happen **before** or **after** a card is being played, but not during it. The only exceptions are effects related to future cards (Ex: “Your next attack deals +2 ♦”)

TIE BREAKERS

Ties are resolved by player consensus. If no agreement is reached, the player with the First Player token makes the final decision.

- You may choose the outcome that most benefits the player.

TIMING PRIORITY ORDER

If timing conflicts arise between effects triggered at the same time, resolve them using this priority sequence:

1. **Effects played by Heroes** – Resolve in clockwise order from the First Player.
2. **Effects Targeting Multiple Heroes** – Resolve in clockwise order from the First Player.
3. **Other Cases** – Players choose the order most beneficial to them.
 - Includes the order of applying their own triggered effects (ex: “Turn Start: Gain 1 ☆” and “Turn Start: You may pay 1 ☆ to HEAL 1”, you can gain ☆ first, so can pay to HEAL.)
 - Includes also the order monster attacks resolve when multiple monsters are attacking the same hero.

APPENDIX GLOSSARY, SOLO PLAY & DIFFICULTY

This section provides a **quick-reference guide** to the icons, symbols, and keywords used throughout Spellrift. It's designed to help you interpret cards, board elements, hero pads, and effects quickly and consistently.

CARD KEYWORDS

Utility Cards

KEYWORD	FUNCTION
[Exploit]	Play to gain a permanent passive effect . Max of 2 active per hero.
[Instant]	Apply effect immediately when played. One-time use.

Combat Cards

KEYWORD	FUNCTION
[Combat]	Buff lasts until the end of the combat . Stays in play.
[Round]	Buff lasts until the end of the current combat round .

TERRAIN & MOVEMENT ICONS

COLOR	REPRESENTS TERRAIN	ASSOCIATED STAT (MOST COMMON ON TESTS)
Red Border	Mountains	Strength
Green Border	Forests	Agility
Blue Border	Ruins	Intelligence
Grey Border	Swamps	Wisdom
Yellow Border	Cities	Charisma
White Border	Spellrift (Central Tile)	All Stats (balanced)

Discarding a card that matches the **tile's color** allows free movement instead of spending ☆.

TOKEN SUMMARY

TOKEN TYPE	DESCRIPTION
Despair Token	+1 difficulty to all Tests on its Location. +1 movement cost when entering or leaving its World Tile. Placing Despair Token on a World Tile that already has it instead places two tokens, one on the next free Tile clockwise, and another on the counterclockwise. If Despair is on all 8 World Tiles, the world falls to despair. Heroes lose.
Voidrift Token	Represents rifts between worlds. Must be closed to prevent spawning more Monsters.
Quest Token	Marks where an active quest is located.
XP Cube	Tracks hero XP. At 5 XP = level up.
Monster HP Token	Tracks how much health each monster has left. Color-coded for intent dice.

DICE REFERENCE

d8 (Hero Dice)

- 8 = 2 successes (Critical)
- 2–7 = 1 success (if equal or higher than Difficulty)
- 1 = –1 success (Fumble)

d6 (Monster Intent Dice)

- **Values:** 1 to 4 only
- Determines monster behavior each round.
- Color must match the monster's HP token.

TURN ORDER ICONS (FOR REFERENCE CARDS)

PHASE	SUMMARY
Journey Phase	Gain 2 ☆, draw 3 cards, move, play utility cards, trade.
Exploration Phase	Each hero takes 1 action (explore, quest, fight, Voidrift, rest).
Boss Phase	Advance Doom, resolve Boss Event, pass First Player token.

DIFFICULTY SETTING

DIFFICULTY	DESCRIPTION
Easy	Boss Event Setup: 2 ●, 4 ●, 4 ●.
Normal	Boss Event Setup: 3 ●, 3 ●, 3 ●.
Hard	Boss Event Setup: 3 ●, 4 ●, 2 ●. Void Mustering also spawn 2 extra monsters on same location.*
Nightmare	Boss Event Setup: 4 ●, 3 ●, 2 ●. Void Mustering also spawn 2 extra monsters on same location.*
Hardcore	Optional Rule, usable on any difficulty. If a hero is defeated, remove it from the game; all Items and Upgrades are lost. At the start of next round, its player must pick a new hero to continue play (spawn at Spellrift, Location A, at full HP).

*Void Mustering resolves as normal on Hard or higher difficulty. In addition to its normal effect, it also spawns 2 Monster groups in the same Voidrift (see details in Void Mustering in Chapter 5).

GLOSSARY OF COMMON TERMS

TERM	DEFINITION
Attack	The top half of a card. They can only be used in combat. All cards used in combat are considered "attacks" even if they do not deal damage.
Doom	Marked on the Doom Track. Each 10 turns advances the Doom Ring 1 slot. If the Ring reaches the 4th slot (40), heroes lose the game.
Heal	This means regaining lost hit points (♥). Heals can't go beyond the maximum ♥.
Hero Deck	The 10-card starting deck plus upgrades. Used for both combat and utility.
Hit	A bonus or penalty applied to check if your dice was successful against the target's defense in combat.
Upgrade Deck	Contains powerful cards added when leveling up.
Location	A specific lettered space on a World Tile (e.g., 3.B).
Main Location	A Location lettered as A. It is the only Location on a World Tile where you can discard Favors linked to that Tile to gain the associate Favor benefits.
World Tile or Tile	A modular board piece with 4 Locations.
Favor Effect	Unique bonus received when, while on a Main Location, you decide to discard cards obtained from successfully exploring a Location. You can also gain extra Favor Effects by clearing Despair from a tile.
Exploration	Drawing a card from a World Tile's deck and resolving its test or event.
Voidrift	Token that can cause more Monster spawns. As an Action, a hero may venture, drawing a Voidrift card, to try closing it.
Quest	Side objective available at a marked location.
Boss Event	Card drawn each round to push the game forward and spawn threats.
Vulnerability	A damage type the monster is weak to. Doubles incoming damage of that type

HEROES DEFEATED

1	Remove Hero from board.
2	Discard all hand cards.
3	Set ☆ to 0.
4	Remove all Conditions (positive & negative).
5	Keep Exploit cards, items, and upgrades.
6	Wait until the start of the next Round.
7	Before starting the Journey Phase. Gain +3 Doom.
8	Respawn at Spellrift [Location A] (half ♥, rounded down).
9	Gain the Journey Phase resources as normal (+2 ☆, draw 3 cards).

SOLO PLAY — ALTERNATE ROUND SEQUENCE

Use these rules when playing with 1 hero. When checking effects that count number of players, use one marked as 1-2.

TWO TURNS PER ROUND

When playing solo your hero will play twice each round. Resolve the round in this order:

Journey Phase → Exploration Phase → Journey Phase → Exploration Phase → Boss Phase → End of Round.

You will draw and gain ☆ at the start of each Journey Phase. (All other rules for each phase apply as written.)

SOLO DEFEAT

A solo hero may be defeated twice without losing immediately; on the third defeat, you lose the game. Each defeat still advances Doom, but you re-spawn at the start of your next Journey Phase.

ALLY REQUIRED EFFECTS

Some heroes and cards have effects that depends on or are more powerful into solo. These effects being ineffective or weaker are counterbalanced by effects these heroes have in solo play that are outstanding, such as the Valkyrie powerful movement cards.

Play them exactly as written on solo.

Note: A lone hero has fewer movement options and a smaller HP pool, but earns XP faster and strengthens their deck quickly. Two turns per round keeps pace with multiplayer while still letting the Boss Phase pressure the world once per round.

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ICONOGRAPHY

CORE RESOURCE ICONS

ICON	NAME	DESCRIPTION
♥	Hit Points	Represents health. Reduced by damage. At 0 = defeated.
☆	Legend Points	Spent for movement, rerolls, and activating abilities.
XP	Experience	Used to level up. At 5 XP, gain an upgrade card.
🎲	Damage Dice	The amount of dice you roll to attack
🗡️	Damage	Amount of damage a target takes (requires no roll).
🛡️	Armor	Temporary damage reduction. Resets each combat round.

STAT & DAMAGE TYPE ICONS

STAT	SYMBOL	DAMAGE TYPE	USAGE
Strength	🔥	Brutal 🔥	Physical power, melee attacks, lifting, etc.
Agility	🏃	Precision 🏃	Reflexes, dodging, stealth, aiming.
Intelligence	🧠	Arcane 🧠	Knowledge, magical insight, lore tests.
Wisdom	🌿	Spiritual 🌿	Intuition, resistance to magic, perception.
Charisma	🗣️	Divine 🗣️	Leadership, persuasion, spiritual presence.
Any one	🎨	-	Used to represent one Stat of your choice.
Untyped	-	🎲	Damage dice with no type: it can't exploit vulnerabilities.
Success	✅	-	Used on cards with Tests to indicate rewards granted per success.

