Monster Lands

Setup

Place the board in the middle of the play area. The colored bars on the edges of the board are card **docks**.

Place the 8 **novicius** (novice) cards with a sling symbol in a faceup stack at the bottom dock of the *Tavern*.

Place the shuffled **mercenary** deck facedown near the board. Draw 4 cards and place them faceup at the mercenary docks on the left of the board. This initial mercenary offer must have (at least) a number of **mercenaries of reputation 4 or less** equal to the number of players. If not, set aside the mercenary with the highest reputation and draw a new card until this condition is fulfilled. Then reshuffle the mercenary deck, including any set aside cards.

Place the **assignment** tokens close to the *Tavern*. Place the assignment tokens of the 4 initial mercenaries on their respective mercenary cards.

Set aside the 4 **initial trap** tokens ( ). Put the 18 **trick** tokens (brown background) and the 6 **shielded trap** tokens ( ) back in the box. Shuffle the remaining trap tokens and place them facedown near the board. Draw 6 at random and place them faceup on the spaces of the *Hunter's Lodge* with their effects and costs visible.

Place the shuffled **equipment** deck facedown below the bottom edge of the board. Draw 3 cards and place them faceup at the *Bazaar* docks as the initial *Bazaar* offer.

Shuffle the **difficulty A monster cards** and choose 2 at random to place faceup next to the monster docks. These are the active **monsters** for the first round, each defending their respective occupied land.

Shuffle the remaining difficulty A monster cards with the difficulty B monster cards and place this monster deck facedown above the top edge of the board.

Shuffle the **land** deck and place it facedown next to the monster deck. Draw 2 cards and place them faceup on the green land docks. These are the active **lands** for the first round.

Shuffle the **path header** tiles and place 2 random tiles on the indicated spaces below the land cards, with a random side faceup.

In a 2 player or solo game, only draw 1 monster card, 1 land card, and 1 path header tile. Place them on the respective spaces of the left land.

Shuffle the **loot** tokens and place them facedown next to the board. Place 4 random loot tokens faceup on the indicated spaces between both active lands.

Place the **mission** tiles into the mission bag. Draw 2 tiles; place the first one with side A faceup on the left mission space, and the second with side B faceup on the right mission space. These are the active missions for the first round.

Place the **round marker** token on space 1 of the round track.

Place the **red**, **purple**, and **yellow dice** next to the board as the dice **reserve**. Place the black **monster attack dice** nearby.

Separate the **gold coin**, **defense**, **potion** and **venom** tokens into piles. Shuffle the **panic** tokens and place them facedown in a stack on the marked space at the entrance of the Citadel.

The greediest player takes the **first player** tile with side A faceup and is first during the Deployment phase.

Each player sets up their play area:

Place a **clan progress track** in front of you. Take 2 **initial clan member** cards of matching **affinity** (icon in upper right corner).

Place the leader ( ) to the left of your clan progress track and the mercenary to the right. Your **initial leader** is a mercenary in every respect, except that he does not have a **reputation**.

Place the assignment tokens of these initial clan members on their respective cards.

Place a blue **glory** marker on space 5 of the clan progress track and a red **reputation** marker on space 1. Take 7 gold coins and place them near your track. Take a free **initial trap** token and place it on the appropriate space of your clan progress track.

Return unused components to the game box.

Additional Difficulty Levels

Tutorial Place the **round modifier** tile with side A faceup on top of the round track on the board, with the round marker token on space 1 of the tile.

Hard When setting up monsters, shuffle all the monster cards together and choose 2 at random instead of just using monsters of difficulty A.

Cut-throat Setup the monster cards as per hard difficulty, and place the round modifier tile on the board with side B faceup.

Dice

Your **dice pool** consists of all the dice provided by your mercenaries and your clan **glory bonus**. Each new mercenary you hire immediately adds their dice to your dice pool.

- **Strength dice** do not grant special skills, but they are common, and can be manipulated more than other dice.
- **Magic dice** reduce a monster's attack during monster battles, and can be used to create potions and venoms at the *Alchemist*.
- **Persuasion dice** are used at some of the buildings in the *Citadel* to grant a discount.

Affinity

Each land, mercenary and monster has an **affinity** of fire, water, air, or jungle. If this icon on a monster or a mercenary matches that of a land, this is called a **matching affinity**.

Game Sequence

The game consists of a maximum of 6 **rounds**, each divided into 4 **phases**.

The game ends at the end of the 6th round, or at the end of any round in which at least one player ends up with 30 glory points or more.

1. Dice Pool Preparation Phase

All players prepare their dice pools by checking the dice they have available from the following sources and placing them in their play area.

Dice contributions from **leaders** and **mercenaries**.

Glory bonus dice based on your current glory:

1-10 glory points:

11-20 glory points:

21-30 glory points:

Then, roll your **persuasion dice** only.

2. Deployment Phase

Starting with the player with the first player token, **each player takes a turn to perform a single action**. Continue taking turns in clockwise order until everyone has run out of dice and must pass.

An action consists of placing *(deploying)* one or more dice on one of the *free* dice spaces of the board or in settled lands you own.

On your turn, you must take one of 3 possible actions.

a. Deploy in the Citadel

b. Deploy in the Outside

c. Deploy in the Settled Lands

Dice spaces marked + are not available in a 2-player game.

If you do not have any dice left in your dice pool, you must **pass** instead of taking an action. You cannot pass until you have deployed all of your dice.

If a card or token allows you to convert dice into another color, place them on the card or token and take the dice of the indicated color(s) from the reserve.

Persuasion Dice

If your persuasion die is the first persuasion die at its location, reduce the price by the number on the die (to a minimum of 1 per purchase action).

If it is *not* the first persuasion die there, and if your number is lower than the previously placed persuasion die, you can sum both dice's values; if the number is not lower, apply only your own die roll value for your discount.

Only compare your die to the most recently placed persuasion die and disregard dice of other colors in between.

A. Deploy in the Citadel

Deploy dice to a building of the *Citadel* to *immediately* gain that building's bonus. There are 3 types of dice spaces:

1. **Single die spaces**, requiring exactly 1 die.
2. **Double dice spaces** *(Mine)*, requiring exactly 2 dice to be placed in the same action.
3. **Unlimited dice space** *(Pawn Shop)*, allowing an unlimited number of dice in the same location.

You can only deploy dice of the type indicated on that building. With the exception of the *Pawn Shop*, a building cannot be used if all its dice spaces are occupied.

If you do not have the required gold coins when you must spend them at a building, you cannot deploy your dice there. However, using a persuasion die in these buildings gives you a discount.

When placing dice on the *Hunter's Lodge, Tavern, Armory,* or *Bazaar,* place them from left to right, to track the order of persuasion dice.

The Hunter's Lodge (Traps)

Deploy a **strength die** or **persuasion die** to take an action to buy as many **trap** tokens as you can afford and place them facedown in your play area. Each token lists its cost in gold coins.

If you use a persuasion die, you may apply the discount to the total cost of various traps, but this cannot be reduced to below 1.

You can usually have a maximum of 5 available trap tokens on your clan progress track. If you receive more than you are allowed to keep, you must immediately discard traps to reach your limit. Traps already assigned to a path do not count towards this limit.

There must always be 6 trap tokens available for a new buyer at the *Lodge*. After you have bought all your traps, fill the empty spaces with new faceup trap tokens from the pile next to the board. If at any time there are no trap tokens left in the pile, create a new pile with the discards.

The Alchemist (Potions & Venom)

Deploy a **magic die** to gain either 3 tokens (upper space) or 2 tokens (lower space) of **potions** and/or **venoms**, combining them as you wish.

You may have a maximum of 3 potion tokens and a maximum of 3 venom tokens in your play area. Potions and venoms on a mercenary assigned to a path do not count towards this limit.

The Tavern (Mercenaries)

Deploy a **strength die** or **persuasion die** to hire *one* **mercenary** (from among those on display at the card docks) or *one* novice. Pay the mercenary's or novice's hiring cost.

You may hire a new mercenary of *any* affinity. However, you may only hire a mercenary whose **reputation is lower than or equal to your amount of excess glory (**glory value - reputation value).

If you have no excess glory, you cannot hire any mercenaries. You still keep your existing mercenaries.

Place the hired mercenary card to the right of your clan progress track with the rest of your hired mercenaries. Immediately adjust your reputation marker and add the contribution dice on the mercenary card to your dice pool.

If the contribution includes a persuasion die, roll it immediately. All new dice must be used later in the Deployment phase.

Not counting the novices, there must always be 4 mercenaries available when a new buyer visits the *Tavern* (3 in solo mode).

After you have hired, fill the empty space with a new faceup mercenary from the mercenary deck. If at any time there are none left in the deck, create a new deck with the discards.

A Round of Beer

After you have deployed a die to the *Tavern*, but before hiring a mercenary, **you may pay 2 gold coins to buy a round of beer** (you may not pay this with your persuasion die discount).

Discard the mercenaries and replace them with new mercenaries from the deck. You may then hire one of them.

The Armory (Defense Tokens)

Deploy a **strength die** or **persuasion die** to obtain up to 3 **defense tokens** for 2 gold coins each.

You can have a maximum of 5 defense tokens on your clan progress track. If you receive more, you must immediately discard defense tokens to your limit. Tokens already deployed on a path do not count towards this limit.

The Pawn Shop (Gold Coins)

Spend as many dice as you wish from your dice pool to obtain 1 **gold coin** for each die.

The *Pawn Shop* has no limit to dice numbers per action and no limit to number of actions that can be taken there during a round.

The Bazaar (Equipment Cards)

Deploy a **strength die** or **persuasion die** on an available space to purchase 1 available **equipment card** by paying its cost, provided you can place it with a mercenary.

A purchased equipment card must be placed below an unassigned mercenary card. Each mercenary can carry only 1 equipment of each type.

You may swap equipment cards between your *unassigned* mercenaries as you wish (as long as you respect the limitation of 1 card of each type). You may discard equipment cards to make space for new ones.

After a purchase, fill the blank dock with a new equipment card from the equipment deck, if possible.

The Mine (Gold Coins)

Deploy 1 **strength die** to an empty space on the right, or 2 strength dice to an empty space on the left. The number of **gold coins** you get is shown next to the space.

B. Deploy in the Outside

Send your mercenaries to lands or on missions by deploying their assignment tokens and dice to the paths. You can deploy to the *Entrance of the Citadel* if there is a monster there.

Place the mercenary's assignment token on the top space of an unoccupied path. Then deploy, in the spaces below it, required and optional dice according to the path header. That mercenary is now considered *assigned* to that path.

You may assign multiple mercenaries (in different actions) to different paths of the same location.

Dice deployed to the *Outside* are resolved during the Adventure phase.

Mission Paths

There are 2 **mission** tiles available each round: one low-risk dice-rolling mission (on the left), and one zero-risk contract-based mission (on the right).

Each mission has 2 **paths**, allowing up to 2 mercenaries (from the same or different clans) to take part. Dice-rolling missions are competitive: only one player gets the reward. Contract-based missions are path-specific: each path gives a specific reward to the mercenary on that path if he fulfills the mission objective.

To assign a mercenary to a mission path, deploy below the mercenary's assignment token the *exact* number of dice depicted on the mission token.

If the mission tile shows a choice of dice, each one you place can be any of the colors shown.

The Lands

Each land is formed by a **land** card, a **monster** card, and a **path header** with 4 available paths.

In the Adventure phase, paths are activated in order from left to right, and the first path to be activated will always encounter the monster. Mercenaries on subsequent paths only face the monster if it has not already been captured or eliminated; otherwise, they can only try to conquer the land.

To assign a mercenary to a land path, deploy the required number and type of dice shown in the upper part of the appropriate section of the path header. You *may* then add additional reinforcement dice as shown on the lower part.

You may also deploy traps (facedown) and defense tokens. Place these on the 2 exclusive spaces at the bottom of the path. Any additional tokens can be placed above these spaces, but each token takes up the space of 2 dice spaces.

The deployment of the assignment token, dice, and any trap/defense tokens is a single action. You may not add anything else to the path in future actions.

Any trap and/or defense tokens assigned to the path are lost after the combat is over, whether used or not.

If you intend to capture the monster, you will need to deploy a trap token. Also consider equipping your mercenary with 1 available potion and/or 1 venom, by placing the token(s) from your play area onto the assigned mercenary's assignment token.

Path benefits

Each land path grants the assigned mercenary a benefit:

Reroll: When the assigned mercenary is activated in the Adventure phase, you can reroll 1 die of one of the colors indicated. If there is a number within the reroll symbol, you can do this a number of times, with the same or different dice.

Defense Talents: These can be used to defend against monster attacks. They cannot be converted to physical tokens.

Gold coins: Place the indicated amount of gold coins on the mercenary's assignment token. You win them if your mercenary survives the battle.

Potion/Venom: Take a potion/venom token from the reserve and put it on the mercenary's assignment token. You may use it during the battle; if you survive without using it, you move it to your play area. A mercenary may end up with more than 1 potion or venom in a battle: 1 from the path and 1 brought with them.

Entrance of the Citadel

The *Entrance of the Citadel* has a dock for 1 monster card and 2 paths. You can only deploy at the *Entrance of the Citadel* if there is a monster card there.

To assign a mercenary to one of these paths, place the assignment token on the space on the right.

Then place any combination of dice (strength and/or magic) and/or facedown traps and/ or defense tokens on the path (each trap/defense token takes up the space of 2 dice). You must assign at least 1 die, or 1 trap token, or 1 defense token.

The paths come with reinforcements from the *Citadel's* guards: 2 defense talents or 1 defense talent and 5 gold coins respectively. Place the coins on your assigned mercenary's assignment token; your mercenary gets them if they survive the battle.

C. Deploy in the Settled Lands

Once you have a **Settled Land**, you can take an action and deploy the dice indicated on that land card to immediately obtain the indicated benefit.

3. Adventure Phase

Resolve these 3 steps in order. *If there is no active mercenary on a path in the corresponding area of the board, skip the step.*

3.1. Missions

Resolve the dice-rolling mission on the left first, then the contract-based mission on the right.

1. Resolve Dice-Rolling Mission

If there is 1 mercenary assigned to the mission: Roll all dice deployed on the path, including persuasion dice, and apply any relevant talents and/or modifiers.

If the sum of your dice is equal to or greater than the **mission objective**, gain the **reward** indicated on the mission tile and discard the tile. If you fail, suffer the **penalty** and discard the tile.

If there are 2 mercenaries assigned to the same mission: Both mercenaries roll all their deployed dice and apply any relevant talents and/or modifiers.

If only 1 mercenary succeeds in the mission, they receive the reward; discard the mission tile. The mercenary who failed to meet the mission objective suffers the penalty.

If both mercenaries succeed in the mission, the mercenary with the highest modified total receives the reward; discard the mission tile. The other mercenary receives 2 gold coins (as depicted on the board).

If both mercenaries meet the mission objective and tie for the highest modified total, the mercenary assigned to the left path is the winner.

If both mercenaries fail to meet the mission objective, they both suffer the penalty; discard the mission tile.

2. Resolve Contract-Based Mission

The player controlling the mercenary on the left path may choose to discard the resource depicted in the mission objective and receive the reward shown on the *left* side of the mission tile.

Then, the player controlling the mercenary on the right path may discard the resource and receive the reward shown on the *right* side of the tile.

There is no penalty for not fulfilling a contract-based mission.

3.2. Land Battles

Resolve land battles one by one, starting with the land on the left, then the land on the right. Each land battle is divided into 3 parts:

1. Revealing Traps

Flip all trap tokens deployed to this land faceup, revealing their **improved trap** side (which can add additional dice or modifiers to the roll). Extra dice granted by an improved trap token effect are placed from the reserve on the trap token (disregarding path limitations). A roll modifier granted by an improved trap token is applied during the mercenary attack.

2. Monster Battle

Combat with the monster starts with the leftmost path that has an assigned mercenary. The monster attacks, then the mercenary, if he is still alive, fights back.

Monster Attack

To resolve a monster's attack, the player to your left takes a number of black dice equal to its **attack value**.

Add 1 additional die if the affinity of the monster matches the affinity of the land. Also add dice as per the dice symbols on the round track for the round you are in.

Each monster has a **special power**: activate it when indicated.

Before the attack roll, you may **remove a magic die deployed on the path to remove 1 attack die from the monster attack**. This can be done multiple times.

The player then rolls the dice. **Each result of 3, 4, 5, or 6 is a hit**. For each hit rolled, your mercenary receives a wound. For the first wound, flip the assignment token to its wounded side. A wounded mercenary that receives another wound is killed.

To defend against a monster attack, after the attack roll you may:

Discard a defense token deployed on your path to avoid 1 hit.

Use special abilities (Equipment cards, mercenary talents, path header benefits, defense from Citadel, etc.).

Discard a potion token on your mercenary's assignment token **to cancel a wound**.

Death of a Mercenary

When a mercenary dies, immediately discard their card and any tokens on it, along with all equipment cards equipped at the time. Remove the assignment token and all unused dice and tokens from the path the mercenary was assigned to.

If a mercenary dies after having attacked the monster, their rolled dice and trap tokens stay on the path.

If your mercenary dies during a land battle you gain glory as indicated by the space his assignment token was on.

Adjust your reputation by subtracting the dead mercenary's reputation on your progress track.

If you lose all your mercenaries, you may take a novice for free at the start of the next round (before the Dice Pool Preparation phase) and promote him to be your new leader. You maintain all your glory and items in your clan reserve, and if you have fewer than 5 gold coins, refill your gold coin supply to 5 gold coins.

Mercenary attack

After the monster has attacked, if your mercenary is still alive, you may attempt to capture or eliminate the monster. Roll your dice on the path and compare the total rolled to the **capture value** (CV) and the **elimination value** (EV) on the monster card.

You *must* use your revealed traps, your assigned mercenary's *Outside* talent, and the equipment cards they are carrying to manipulate the dice results. Re-rolls, however, are optional.

If available, you may optionally discard **venom** tokens on your assignment token to add +2 per token to your attack result.

Roll modifiers from revealed traps, talents, and equipment cards always apply to all dice of the specified color on the path.

To capture a monster, you must have a trap token deployed on the path (revealed tricks from the *Trick* module do not count) and your total roll must be **equal to or greater than the CV, without reaching the EV**. If you capture a monster, take the **capture reward** (glory and gold coins) and discard the monster.

If your total roll is **equal to or greater than the EV**, you receive the **elimination reward**. Take the monster card and place it in your play area facedown (**trophy** side up).

Instead of saving a trophy for VPs, you may sell it at any time for **5 gold coins per trophy point** (this is not an action): discard the monster card and take the gold coins from the reserve.

If you wish to capture the monster as opposed to eliminating it, you may roll your dice one by one and stop your attack at any point, without rolling the rest of the dice.

If you fail to capture or eliminate the monster with your mercenary, leave your trap tokens and the dice you rolled on the path, showing the results. The total modified roll result, including roll modifiers from talents and abilities, is considered damage inflicted on the monster so far.

The player on the next occupied path to the right then repeats the steps *Monster Attack* and *Mercenary Attack*, with the total modified roll results of the paths to the left added to their own result.

The improved traps with roll value modifiers only modify the dice of the path they are placed on.

Roll modifiers from talents and equipment abilities only modify the dice on the path on which the respective mercenary is deployed.

End of Monster Battle

The monster battle ends when you manage to capture or eliminate the monster, or when all the assigned mercenaries in the land have fought and failed.

After a player has captured or eliminated the active monster and taken the rewards, remove the dice, traps, and defense tokens from the mercenaries that took part in the battle.

If there are one or more assigned mercenaries that have not fought yet, they will have the chance to conquer the active land.

If the active monster has not been captured nor eliminated, the land conquest does not take place. In the Clean-up phase, the monster will move to the *Entrance to the Citadel* dock, where it will attack the *Citadel* next round, causing **panic**.

3. Land Conquest

Once the active monster of a land is captured or eliminated, any mercenaries that have not yet fought may try to **conquer** that land.

If you intend to conquer a land, plan ahead by occupying paths further to the right during the Deployment phase.

From left to right, each remaining mercenary tries to match or exceed the **conquest value** of the active land by rolling the dice they deployed on that path and applying all modifiers.

If the first mercenary fails to conquer the active land, the modified result of their roll is added to the rolls of the next mercenary who attempts it.

Traps and talents/abilities with roll value modifiers only affect the dice on the path where the traps or mercenaries are placed/

deployed.

If your mercenary conquers the active land, immediately gain the glory points indicated by the **conquest reward** on the land card. Then, take that card and place it below your clan progress track.

You may then choose one of your hired mercenaries with a matching affinity (it does not have to be the one that conquered the land) and **settle** them on the land (place them to the left of the card). This allows you to use the land's benefit during the Deployment phase by using an action.

An unsettled land may be settled at any time you have a mercenary of a matching affinity available.

Settled mercenaries do not require wages. Once settled, they cannot move to another location unless they are the last available option to become your new leader. They are still active however, so they can venture out to the *Outside*.

Any mercenary on a land path who does not capture or eliminate a monster or conquer a land **plunders** the land. Take a **loot token** from the loot token offer and put it in your play area. Each token can be discarded at any time to gain the depicted benefit. Those with the *Outside* symbol can only be used in the Adventure phase. They may be used for a subsequent battle in the same round.

At the end of the resolution of each land, refill any empty spaces of the loot token offer.

3.3. Defense of the Citadel

This step only takes place if there is a monster card at the *Entrance to the Citadel* and at least 1 mercenary is assigned to one of these paths. Otherwise, skip this step.

The defense of the *Citadel* is divided into 2 parts:

1. Revealing Traps

This step is identical to the *Revealing Traps* part of the the land battles step. All trap tokens on both paths are flipped faceup.

2. Monster Battle

This step is almost identical to the *Monster Battle* part of the the land battles step. However, the affinity of the monsters is not used and there is no land to be conquered.

Resolve the top path first, followed by the bottom one.

A player whose mercenary dies in the defense of the *Citadel* gains 3 glory points.

If the monster is captured or eliminated, remove all panic tokens that were on buildings and shuffle them facedown into the panic token stack. If the monster is not captured or eliminated, it remains on the card dock.

If both paths are occupied by mercenaries, only one of them can be successful in defeating the monster. Unsuccessful mercenaries do not receive loot after defending the Citadel.

4. Clean Up Phase

4.1. Clean the Board

Each player takes the assignment tokens of their deployed mercenaries who were not killed and moves all the gold coins, potions, and venoms that were on them to their clan's play area.

Keep a **wounded** mercenary's assignment token on its wounded side. You may, however, discard a potion to heal the mercenary and flip its assignment token back to the unwounded side.

Any trap and defense tokens on the paths, whether used or not, are discarded.

4.2. Spread Panic

Move any monster that was attacked but not captured or eliminated during the Adventure phase to the *Entrance to the Citadel* dock.

If there are several monsters, or if there is already one there, the one with the highest attack value stays (on a tie, the one with the greater EV stays). Discard the other monster card(s).

If there is a monster at the *Entrance to the Citadel*, take the top panic token from the pile, flip it faceup, and place it on the building indicated on the token.

You cannot deploy dice in a building with a panic token on it.

4.3. Replace Dead Leaders

If your leader was killed this round, **promote the available mercenary with the highest reputation** from your clan to become your new leader by moving the mercenary card to the leader dock (on a tie, promote the one with the highest cost; on a further tie, choose the one you like best).

Settled mercenaries are *not* available, unless they are the last possible option to become leader.

4.4. Pay Wages

For each mercenary, with the exception of your leader and any mercenary settled on a land, you must **pay wages in gold coins**:

1 per if your glory is no more than 10.

2 per if your glory is between 11 and 20.

3 per if your Glory is greater than 20.

If you cannot pay the full wages, first pay all the gold you have. Then the mercenary with the highest reputation (excluding your leader and settled mercenaries) deserts (on a tie, the one with the highest cost; on a further tie, choose the one you like the least). Discard their card and token. If you can, you may reassign equipment they had to other mercenaries, otherwise discard it.

4.5. Glory Verification

If this is round 6, or a player has 30+ glory points, the game ends and players total their scores to determine the winner.

4.6. Board Reset

Move all dice in the *Citadel* buildings and the *Outside* to the dice reserve. Players may take them directly back into their personal dice pools, but be sure to carry out a dice pool verification in the first phase of the next round, as dice sources change constantly.

Discard the remaining mission tiles and replace them with new tiles from the mission bag, one of each type.

If any of the spaces for monster cards are empty, replace them with new cards from the monster deck.

If any of the spaces for land cards are empty, replace them with new cards from the land deck. Whenever a new land is placed, also replace the path header with a new one. If the land does not change, do not change the path header tile.

Loot tokens, trap tokens in the *Hunter's Lodge*, mercenaries in the *Tavern*, and equipment cards in the *Bazaar* stay. Loot tokens are refilled after a land battle; the others are refilled immediately after a player obtains tokens/cards at that location.

4.7. Assign First Player Tile

Give the first player tile with side A faceup to the player with least reputation. On a tie, the current first player passes the tile to the tied player closest to his right.

4.8. Move the Round Marker

Move the round marker forward one space.

Talents and Abilities

All mercenaries have **talents**, and you may equip them with items from the *Bazaar* which give them additional abilities. Each talent and each ability can be used **once per round**.

Talents and abilities with the *Outside* symbol *must* be used during the Adventure phase, at the moment of activating the respective mercenary assigned to a path.

All other talents and abilities *may* be used in the Deployment phase.

Novicius (Novices)

Novices contribute only a single strength die, but during the Deployment phase, they have the talent to **convert a die of any color into a die of a different color**.

To activate this talent, place the die you want to change on the Novice card and take a different colored die from the reserve.

Leave the die on the novice until the Clean-up phase, to remind you that the talent has already been used. It is not an action to use this talent, and the new die gained must be used in the Deployment phase in which it is taken.

Novices do not have an assignment token or affinity, and cannot be assigned to any path, settle any land, or contribute to affinity victory points. They do, however, get paid the same wages as other mercenaries.

Defense Talents vs Defense Tokens

The **defense talents** on some cards are limited to attacks from monsters. The talent itself performs the function of a defense token, without taking up space on the path.

A defense talent can be used once per round, whereas a token is discarded after use or during the Clean-up phase. Defense tokens are deployed on the paths during the Deployment phase and can be discarded in battle to **cancel 1 monster hit**.

They can also be used against tricks if using the *Trick* module.

Potions and Venoms

You may discard a potion in your play area to heal an unassigned wounded mercenary.

You may also place 1 potion and/or 1 venom on top of a mercenary's assignment token when you assign that mercenary to a path. These potions and venoms can be used during battle: potions **heal wounds** and venoms give you a **+2 attack**.

Potions and venoms are not lost after battle if they are not used.

Scoring and Victory

At the end of the game, players calculate their **victory point** (VP) totals to determine the winner. Each clan gains:

1 VP for each glory point on their progress track.

1 VP for each reputation point on their progress track.

1-3 VP for each eliminated monster (according to trophy value).

Count the number of **fire** affinity icons you have on mercenaries (including initial mercenaries) and lands (settled and unsettled). Score points for these as follows:

# of affinity icons	**0**	**1-2**	**3**	**4**	**5**	**6+**
VPs	**0**	**1**	**3**	**5**	**7**	**10**

Repeat this step for every affinity in the game.

On a tie, use tie-breakers between the tied clans in the following order: leader with highest reputation; then most trophies; then most gold coins. If still tied, repeat the game with all players.

Trick Module

This optional module adds a conflict-heavy variant to the game.

During setup, add the 18 **trick tokens** (brown on their effect side) and 6 **shielded trap tokens** to the trap reserve.

Tricks and shielded traps are available for purchase in the *Hunter's Lodge* along with improved traps; keep them facedown in your play area. Unlike improved and shielded traps, a revealed trick is no longer considered a trap, and can no longer help you capture a monster.

In all battles with monsters, replace the *Revealing Traps* step with the *Clash between Mercenaries* step as follows:

Clash Between Mercenaries

Starting with the leftmost path which has a mercenary assigned to it, and proceeding to the right, each player decides whether or not they reveal their trap tokens, one by one and from top to bottom. Revealing a trick means it no longer functions as a trap.

If you choose to reveal your trap, one of the following happens:

If it is an improved trap or shielded trap, gain the appropriate bonuses as normal.

If it is a trick, immediately apply the effect to 1 adjacent path of your choice. The player controlling the targeted mercenary can cancel its effect by discarding one of the defense tokens assigned to their own path and discarding the cancelled trick token. Defense talents do not work against tricks.

Tricks that divert attack dice from monsters are resolved during *Monster Battle*. When a monster is going to attack, before rolling the attack dice, the player being attacked can divert 1 or 2 of these dice against the player they targeted with the trick. Roll these dice immediately and apply their hits (they may be defended against by the targeted mercenary, including discards of magic dice previous to the roll).

Other tricks allow the stealing of deployed dice from adjacent paths: remove the dice indicated by the effect (or as many as you can) and place them on the trick token you used to steal them. Dice stolen by a trick do not count against the path's dice limit. You cannot steal from a shielded trap.

When the player on the first occupied path has finished revealing their trap tokens (or does not want to reveal any more), the player controlling the mercenary on the next path to the right does the same, and so on until all players have had the opportunity to reveal their traps on the active location.

Variants

Queens Grant

At the end of the first round, turn the first player tile to side B and play with this side up from then on. The first player receives the **Queen's Grant**, which allows him to take the following in the Dice Pool Preparation phase:

1 die (strength, magic, or persuasion), *and*

One of the following: 1 potion or venom, *or* 1 defense token, *or* 2 gold coins.

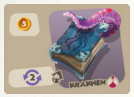
More Monster Action

You may increase the number of monsters by drawing a monster in the Dice Pool Preparation phase of rounds 2, 4, and 6, and placing them at the *Entrance of the Citadel*. If there is already a monster present, disregard this step.

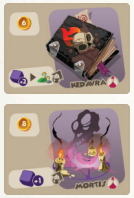
Monsters drawn this way only cause **panic** if they have not been defeated at the end of the round.

Monster Lands

Equipment abilities (each may only be used once per round)

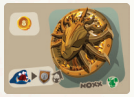


Krakhen
May reroll 2 magic dice on a path.



Kedavra
Add +2 to the roll result of each magic die on the path when trying to conquer a land.

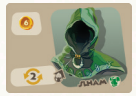
Mortis
Add +1 to the roll result of each magic die on the path.



Noxx
Provides 1 defense talent against monster attacks (not effective against tricks).

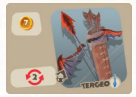
Pugnor
Add +1 to the roll result of each strength die on the path.

Rashnek
Once per round when activating the Mine, you receive +2 gold coins.



Slham
May reroll 2 persuasion dice in the Adventure phase.

Slyzor
Add +1 to the roll result of each strength die on the path, when trying to capture or eliminate the monster.

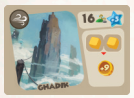


Tergeo
May reroll 2 strength dice on a path.

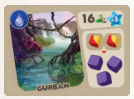
Turzoks
Once per round, you receive a discount of 4 gold coins on a trap(s) purchase action. You may reduce a price to 0, but not below.

Land abilities (using a land ability is an action)

Al-Dahn
Deploy 1 strength die to gain 1 loot token from the loot offer. Refill the loot offer.

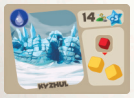


Ghadik
Deploy 2 persuasion dice to obtain 9 gold coins.



Gurban
Deploy 2 strength dice or 2 persuasion dice or 1 of each to obtain 3 magic dice to be used this round.

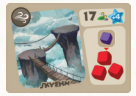
Kale
Deploy 1 magic die to obtain 3 potion tokens.



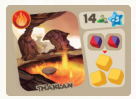
Kyzhul
Deploy 1 strength die to obtain 2 persuasion dice to be used this round.

Negueria
Deploy 1 strength die, 1 magic die and 1 persuasion die to gain 2 glory points.

Rynia
Deploy 2 strength dice to hire 1 mercenary from the *Tavern* for free.



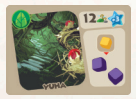
Skyehn
Deploy 1 magic die to obtain 3 strength dice to be used this round.



Thaklan
Deploy 2 strength dice or 2 magic dice or 1 of each to obtain 3 persuasion dice to be used this round.

Uyuniah
Deploy 2 strength dice or 2 persuasion dice or 1 of each to obtain 1 equipment from the *Bazaar* for free.

Wahibah
Deploy 1 magic die to obtain 3 defense tokens.



Yuha
Deploy 1 persuasion die to obtain 2 magic dice to be used this round.

Traps

Place 1 strength die from the reserve on the trap.

Place 1 strength die from the reserve on the trap. It is shielded against trick effects.

Every strength die of this path adds +1 to its value.

Every strength die of this path adds +2 to its value.

Every strength die of this path adds +3 to its value.

Place 2 strength dice from the reserve on the trap.

Place 2 strength dice from the reserve on the trap. They are shielded against trick effects.

Place 3 strength dice from the reserve on the trap.

Place 1 magic die from the reserve on the trap.

Place 1 magic die from the reserve on the trap. It is shielded against trick effects.

Every magic die of this path adds +1 to its value.

Every magic die of this path adds +2 to its value.

Place 2 magic dice from the reserve on the trap. Disregard path limitations.

Place 2 magic dice from the reserve on the trap. They are shielded against trick effects. Disregard path limitations.

Place 3 magic dice from the reserve on the trap. Disregard path limitations.

Add +4 to your roll result when attacking a monster.

Add +6 to your roll result when attacking a monster.

Add +8 to your roll result when attacking a monster.

Tricks

Steal 1 magic die from a mercenary on an adjacent path.

Steal up to 2 magic dice from a mercenary on an adjacent path.

Steal 1 strength die from a mercenary on an adjacent path.

Steal up to 2 strength dice from a mercenary on an adjacent path.

Steal 1 magic or strength die from a mercenary on an adjacent path.

Steal up to 2 dice from a mercenary on an adjacent path. You can only take strength and magic dice.

1 of the monster attack dice will attack a mercenary on an adjacent path instead of you. Set it apart and roll it before rolling the others.

2 of the monster attack dice will attack a mercenary on an adjacent path instead of you. Set them apart and roll them before rolling the others.

Loot

Discard to gain +4 glory points when conquering 1 land.

Discard to gain +4 glory points when eliminating 1 monster.

Discard to gain +3 glory points when capturing 1 monster.

Discard to reroll a magic or strength die. You may do this 4 times, with the same or different dice.

Keep in your play area for 3 trophies. You may discard it to gain 15 gold coins.

Discard to gain +6 to your roll result when trying to eliminate a monster (does not count for capturing).

Discard to obtain 2 potion tokens and 2 venoms tokens.

Discard to gain 6 gold coins, 1 defense token, and 1 potion.

In the Deployment phase, discard 1 persuasion die and take 3 magic dice from the reserve. This is not an action.

In the Deployment phase, discard 1 magic die and take 3 strength dice from the reserve. This is not an action.

Discard to gain +2 to the roll result of all magic dice of a single path.

Discard to gain 12 gold coins.

Discard to gain 10 gold coins.

Discard to reroll a magic die. You may do this 3 times, with the same or different dice.

Discard to recruit a mercenary from the *Tavern* for free.

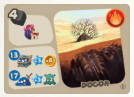
Discard to gain +2 to the roll result of all strength dice of a single path.

MONSTER POWERS

ABYSUR
If your mercenary is wounded by this monster, lose 1 glory point.

BLANDOR
When paired with a **water** land, the monster gets 2 additional attack dice instead of 1.

CARIBDIS
You cannot use equipment of type **weapon** against this monster.



DOGOR
When drawn, place Dogor at the *Entrance to the Citadel*, replacing any existing monster there. Draw a new monster for the land.

GATOR
You cannot use potions or venoms in a battle with this monster.

GORGOSH
You cannot use defense talents against this monster. Defense tokens may still be used.

KORCKO
If killed, the monster's final lash inflicts 1 hit on all mercenaries in the land, including the active path. This can be defended against as normal.

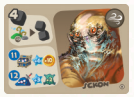
KRINX
When at the *Entrance to the Citadel*, the monster creates double panic. Draw 2 panic tokens in the Clean-up phase instead of 1.

KRUNN
If killed, the monster's final lash inflicts 1 hit on all mercenaries in the land, including the active path. This can be defended against as normal.

KRUSHUS
Subtract -1 from the result of each magic die on the attacker's path.

MOLDO
Subtract 1 from the result of each Strength die on the attacker's Path.

SANDOR
If captured on a land, the monster escapes after giving the reward and reappears at the *Entrance to the Citadel*. If captured at the *Citadel*, discard it.



SCKON
When paired with an **air** land, the monster gets 2 additional attack dice instead of 1.

SNAGUS
Monster attacks inflict an automatic additional hit, on top of dice results. This can be defended against as normal.

SNAILER
When paired with a jungle land, the monster gets 2 additional attack dice instead of 1.

SPORUS
With each monster attack, roll an additional monster die against all mercenaries in the land, including the active path.

SURBOL
When paired with a **fire** land, the monster gets 2 additional attack dice instead of 1.

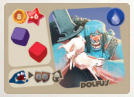
TRONS
When at the *Entrance to the Citadel*, the monster receives 3 additional attack dice.

TURFUS
Requires 2 traps to be captured.

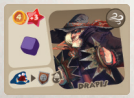
WARKORS
Monster attacks inflict an automatic additional hit, on top of dice results. This can be defended against as normal.

MERCENARY TALENTS (EACH TALENT MAY ONLY BE USED ONCE PER ROUND)

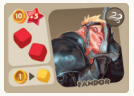
DALINA
You may store 3 additional traps on your clan progress track.



DOLFUS
Provides 2 defense talents against monster attacks (not effective against tricks).

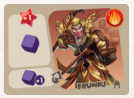


DRAPIS
Provides 1 defense talent against monster attacks (not effective against tricks).



FANDOR
Pay 1 gold to obtain 1 persuasion die to be used this round. May not be activated if Fandor is assigned to a path.

FROSTOR
Once per round, take a potion or venom token for free from the reserve and put it in your play area.



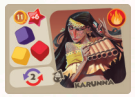
FRUNKS
Add +1 to the roll result of each magic die on the assigned path.

GEAS
+3 to the total roll result for conquering lands.

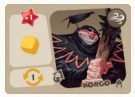
GINOVA
One of the monster attack dice attacks a mercenary on an adjacent path instead of you. Set the die apart and roll it before rolling the others.

GUSTER
Provides 1 defense talent against monsters with **jungle** or **air** affinity (not effective against tricks).

KAKRON
May reroll 1 strength die on his path.

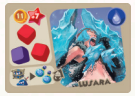


KARUNNA
May reroll a strength or magic die on her path. You may do this twice, with the same or different dice.



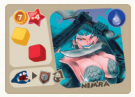
KORGO
May reroll 1 persuasion die when on a path (only usable in missions).

LORIOS
Once per round, take a venom token for free from the reserve and put it on your clan progress track.

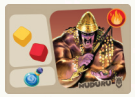


LUSARA
After capturing or eliminating a monster, gain 2 potion tokens.

NAIALA
+3 to the total roll result for eliminating monsters (does not count for capturing).



NIMRA
Provides 1 defense talent against monster attacks (not effective against tricks).

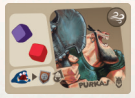


NUDURU
Once per round, take a potion token for free from the reserve and put it on your clan progress track.

PARSAS
Provides 1 defense talent against monsters with **water** or **jungle** affinity (not effective against tricks).

POISSEN
+2 to the total roll result for eliminating monsters (does not count for capturing).

PUARGH
Gain +1 glory point when capturing a monster.



PURKAS
Provides 1 defense talent against monster attacks (not effective against tricks).

SARUNA
Does not require traps to capture a monster.

SCKRAT
May reroll 2 strength dice on his path.

SHANDEE
Provides 1 defense talent against monsters with **water** or **fire** affinity (not effective against tricks).

TAROA
Add +1 to the result of each strength die on the assigned path.

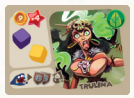
TARON
Once per round when activating the *Mine*, you receive +2 gold coins.

TIMBULU
Add +1 to the roll result of each strength die on the path.

TORKO
+3 to the total roll result for capturing monsters (does not count for eliminating).

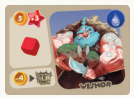
TORTOCK
+1 to the total roll result for capturing monsters (does not count for eliminating).

TRANOK
Once per round, gain 2 gold coins.

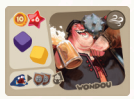


TRULINA
Provides 2 defense talents against monster attacks (not effective against tricks).

VAIDALA
Once per round, you receive a discount of 4 gold coins on a mercenary hire. You may reduce the price to 0 this way, but not below.

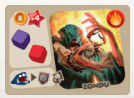


WISHOR
Once per round, you receive a discount of 4 gold coins on a trap(s) purchase action. You cannot reduce the price to below 0.



WONDOU
Provides 2 defense talents against monsters (not effective against tricks).

WORMEE
Once per round, pay 2 gold coins to obtain 1 strength die to be used this round.



ZONDU
Provides 1 defense talent against monster attacks (not effective against tricks).