The land is in peril! Two brave adventurers, alongside their loyal companion, set out to defeat the evil enemy boss and its sinister

op. For solo mode, play the part The rules assume a 2-player coof both players.

opponents, two Level 2 opp. and down, starting with the Level 1's a boss. Without looking which you picked, stack them face Randomly select two Level 1 and ending with the boss.

to indicate they are at full health. adventurer and companion cards adventurer. Together, choose a companion. Place cubes on Each player chooses an

Health points are the shields in

the middle left of these cards. Flip over and reveal your first enemy. Place a cube to indicate they are at full health.

companion abilities. Apply damage

to enemy.

work together to activate

Now it's your opponent's turn. Roll

a die for every health point it has

remaining and resolve damage

based on its hit criteria (most

enemies hit on 1 & 2).

You can set the deck for difficulty:

Casual: Four level 1's, boss. Normal: Two 1's, two 2's, boss. Impossible: One 1, three 2's,

Opponent hit criteria is indicated by

swords icon (※) on the left side of

enemy cards.

which dice values are under the

Gameplay

more times. You can keep or reroll whichever dice you want. Use dice companion) hits first. Each player rolls 3 dice for their adventurer. abilities. Your own dice apply to your adv. only, but players may Roll once and reroll up to two values to activate adventurer The party (adventurers and

members how you like. Keep taking

member or split between party

Apply damage to any party

turns until opponent is defeated,

and reveal next opponent. If a party member is defeated, you may try to keep going without them. Defeat the boss to win!

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D) Enemy's ability C) Health points.

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C) Ability cost.

B) Type (Adv. or Companion).

A) Health points



D) Ability text.

B) Which die values they hit on.

A) Enemy type (Level 1, Level 2 or Boss).

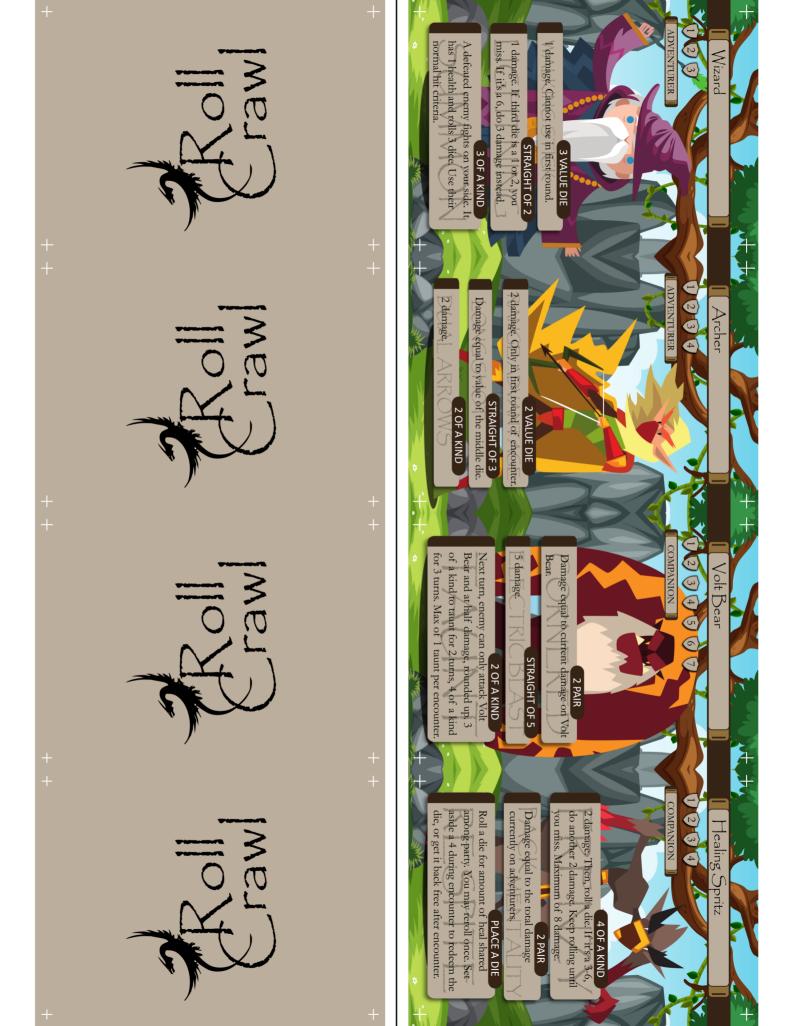
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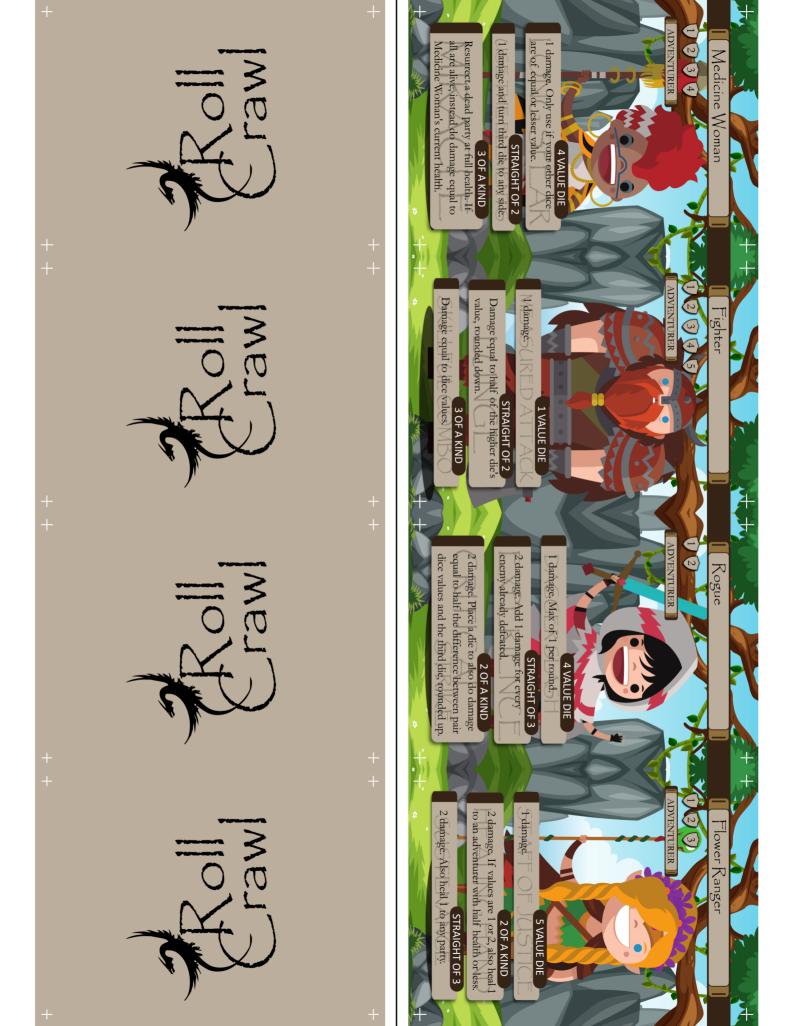


Anatomy of a party member card

Anatomy of an enemy card

Rules











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