



Hear me!

As you know, before our kingdoms, blessed by the gods with the gifts of Seven Virtues, were born, the world was ruled by the Unnamed. It was him, who spread disaster and there was no-one who did not bear wickedness in his heart. Only the First Hero, shielded by an armor, which defended him from the influence of sin, has challenged the Unnamed, defeated him and banished into the Void, which he close using magical seals.

Today the safeguardings crumble, and the power of the Unnamed makes its way to our world. Again, people act against eachother, their hearts bearing the seeds of wickedness. The Virtues that were our strenght are transforming into parodies of themselves. If the heroes will not complete the armor of the First, clothe with it the most worthy of them, and achieve victory over the Unnamed, all shall be lost.

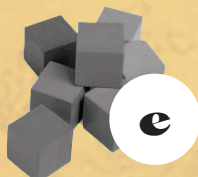
Inside the box:

- quest board
- tavern board
- store board
- world board
- might board
- 42 gift cards
- 7 artifact cards
- 7 Legendary Armour cards
- 14 cataclysm cards
- 18 building cards
(6 Temples, 6 Castles, 6 Estates)
- 6 hero cards
- 28 sin cards
- 18 treasure cards
- 6 closing cards
- 24 quest cards
- 30 character cards
- 36 elixir cards
- 6 treasury cards
- 36 corruption cards
- 14 Unnamed cards
- 30 wooden fame markers
- 30 wooden gold markers
- 54 wooden player markers
(9 in each of the 6 colours)
- 25 neutral wooden markers

Basic Rules

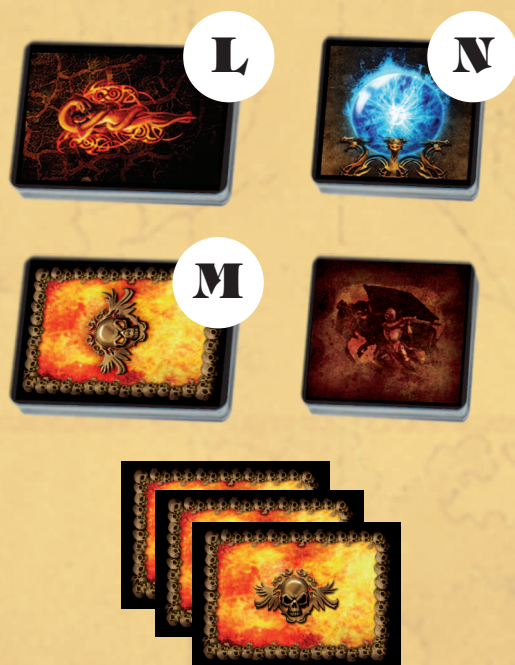
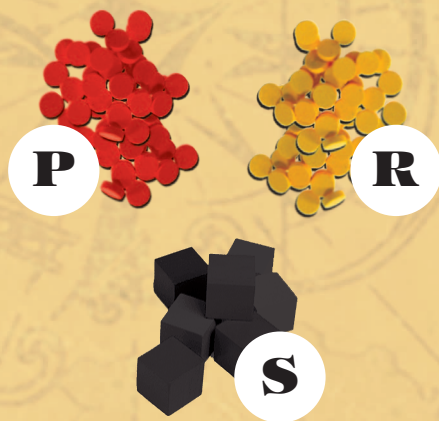
The basic rules cover the cooperative game for 3-6 players.

Preparing the game



Each player receives:

1. A hero card (a)
2. The number of gifts, fame markers and gold markers as presented on the hero card (b)
3. The additional resources card (c) – each marker placed on it shows that the players has 5 fame or gold markers
4. Three sin cards (d)
5. 7 markers in the hero's colour (the eighth marker should be placed on the might track) (e)
6. In addition, the player who is going to act first this turn receives the first player token (f)





1. Shuffle the character deck **(A)** and place it beside the tavern board **(B)**. Draw the three top cards and place them on the tavern spaces.

2. Shuffle the elixir deck **(C)** and place it beside the store board **(D)**. Draw the three top cards and place them on the store spaces.

3. Shuffle the castle deck **(E)** and the estate deck **(F)**. Put the two top castle cards on the side of the tavern board, and put the two top estate cards „below the store board.

4. Shuffle the quest deck **(G)**. Place the quests face up on the quest board **(H)**.

5. Shuffle the treasure deck **(I)**. Place two treasure cards next to each quest – face up in the first two rows, face down in the third.

6. Place the temple cards **(J)** next to the appropriate sides of the portal board **(K)**

7. Place the sin deck **(L)**, cataclysm deck **(M)** and artifact deck **(N)** in reach, face down.

8. Divide the gift cards according to their types. Create the gift, fame **(P)** and gold **(R)** pools.

9. Place the neutral markers **(S)** within easy reach.

10. Place the player order markers on the might track **(T)**, beginning with the first player and then proceeding clockwise, and put the player markers on the 0 space. **(U)**



If, during any time of the game, the character deck or the elixir deck runs out, the discarded cards of a given type should be immediately reshuffled to create a new deck. Do not reshuffle completed quests – once a quest has ended it should be placed back into the box. A new deck of sin cards can only be created when there are exactly 7 cards in it's discard pile. The discard piles may not be examined!

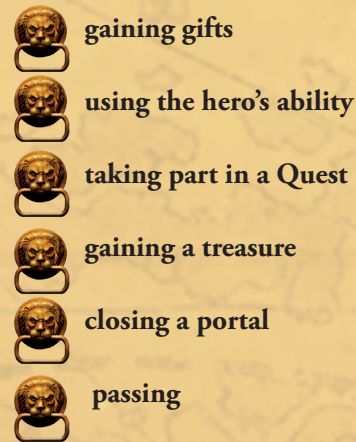
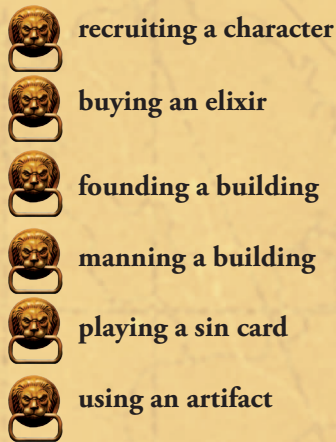
The Gameplay

The game consists of a series of turns, each of them divided into two phases: **the Quest Phase** and **the Regrouping Phase**. After finishing the Regrouping Phase, a new turn begins.

The Quest Phase

During this phase, the players choose actions which they use to gain more might. In the first turn, the first action is taken by the first player, and then clockwise around the table. In all the other turns, the player order is determined by they players' position on the might track. When all players perform a single action, the first players can perform another, and then all the other players may do the same. The phase ends only when all the players pass or when all quests are completed.

A player may choose one of the following actions during his turn:

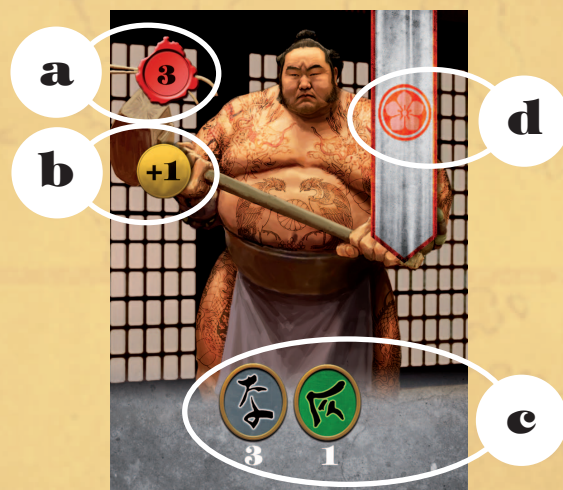


Each action may be taken any number of times during the same phase.

Recruiting a character

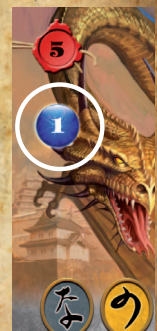
The player who chooses this action can choose one of the face up characters and pay the cost in fame markers, as shown in the upper left corner of a character card. He then takes the character and places it in front of him. This ally can be used to gain gifts, as well as gaining a set income which the character provides.

A bought character should immediately be replaced by another from the character deck.



1. This is how much fame tokens you have to pay to gain this character (a)
2. This is what you receive as long as you control this character (b)
3. This is what gifts the character may grant (c)
4. The banner shows the character's allegiance(d)

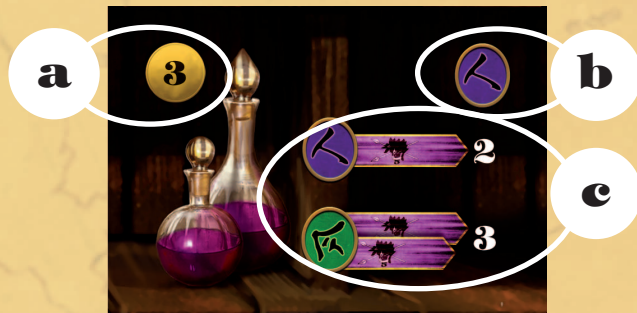
If a character card features a might symbol without a plus symbol the player immediately moves his marker forward on the might track as many spaces as indicated. If a symbol is preceded by a plus symbol, the player receives a single might point during the summing up of every turn.



Buying an elixir

The player chooses one of the face up elixirs, pays as much gold as the cost indicates, and places the item in front of him. From this moment he can discard it at any time to immediately gain the gifts the elixir grants. You may then either take the appropriate gift cards from the pool, or use them immediately (without taking cards), as if the elixir was the gifts. Remember that discarding an elixir is not an action, and therefore you can choose to do it at any moment.

The bought elixir should be immediately replaced by a new card from the elixir deck.

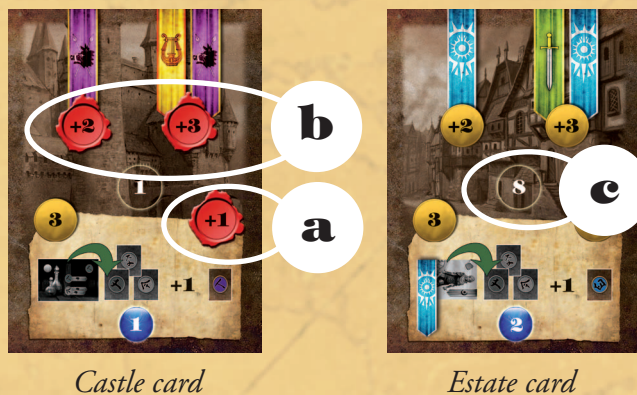


1. You have to pay that much gold to buy this elixir (a)
2. The gift that the elixir provides (b)
3. If you control the shown number of characters in a set colour (including your hero), the item provides this number of gifts. If you fulfil all the requirements of the elixir, you may choose which option to use (which gifts to gain) when you discard this card. (c)

Founding a building

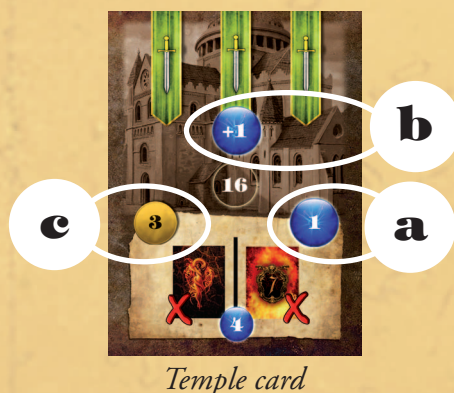
The player chooses one of the face up building cards (a castle, an estate or a temple), pays the shown number of gold markers and places the building in front of him. From this moment the building will bring the shown income to the player.

The buildings come in three types:



1. What the building produces in the Regroup Phase (a)
2. If you control the required number of characters (including your hero) in a set colour, the production rating changes to this number (you do not add this number to the previous production rating) (b)
3. Number of the building, important in case of a Cataclysm. (c)

Castles and estates can be discarded at any time to immediately gain as much gold or fame as the building normally produces. You may take the markers or pay a cost as if you just discarded the required number of tokens. If the cost was smaller than the production rating the building had, you do not receive any „change” - the excess gold or fame is wasted.



1. You receive a single might point at the moment of purchase. (a)
2. If you control three characters (including your hero) in a set colour, this building gives you one might point in each Regroup Phase. (b)
2. Cost (c)

You may not discard a Temple to immediately gain might points.

After buying a castle or estate, a new card should be drawn from the appropriate deck. You do not replace bought Temples.

Manning a building

Each building has a special rule you can use if you control it, but only if it is manned. To man a building, you have to pay the number of might points shown by moving your marker back on the track. You may then place one of your markers on the card.

The actions provided by Temples work until the end of the turn. The other have a one-time, immediate effect – you may remove your marker from the card at any time to use it.

Remember that manning a building (placing a marker on a card) is an action, but using the special rule (removing the marker) isn't!

Playing a sin card

A player may play a sin card which he holds in his hand. Each card has two functions: when playing it, the player decides which one to use. The played card is put in the discard pile. When a seventh card is put there, the top card of the Cataclysms deck (see Cataclysms, below) has to be drawn and immediately played. Next, shuffle the discard pile into the sin card deck, thus creating a new sin deck.



Using an artifact

A player may discard an artifact card he possesses to use its effect. Remember that, differently than with discarding elixirs and buildings, using an artifact is an action!



Gaining gifts

A player may tap a single character, turning the card 90 degrees, and take that character's gifts from the pool. If a character gets turned 180 degrees (that is, when a player uses a character twice to gain gifts), it is immediately discarded. You do receive the gifts the character allowed you to take before that happens.

A turned character can be returned to its original position only with a sin card!

Remember: The number of gifts limited. If the pool of a certain gift has less cards than a character allows you to take, you receive only as much as there is (which means that if there are no cards of a given gift, you will not receive it at all!). Each of the gift types is collected separately - you may tap a character which supplies you with several types of cards, and receive only some of them, if other pools are depleted.”

Using the hero's ability

The player may tap the hero card, to exchange one, two or three of his gifts for the same number of gifts of different types, found either in the pool, or in another player's control. Differently from other characters, the hero untaps himself (or herself) at the end of each turn. You may not untap the hero with a sin card, though. A hero may not be discarded to use this ability for a second time. While tapped, the ability is unavailable.



1. The banner shows the hero's allegiance (a)
2. Starting resources (b)
3. Resources you gain each turn (c)
4. The Hero's ability (d)

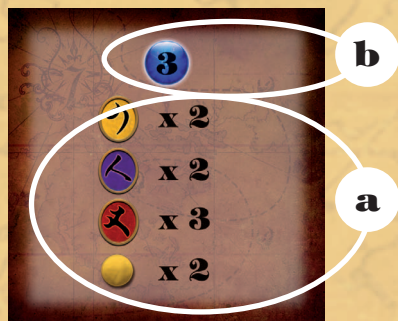
Taking part in a Quest

Each quest card has a number of requirements which have to be fulfilled to complete it. By using this action, the player chooses one of the requirements, discarding the number of gift cards, gold markers or fame markers shown. He may then place his marker on the fulfilled requirement. No other player may complete the same requirement. When all the requirement spaces on quest cards in the lowest row have player and/or neutral markers on them, the quest is finished – see Finishing Quests, below.

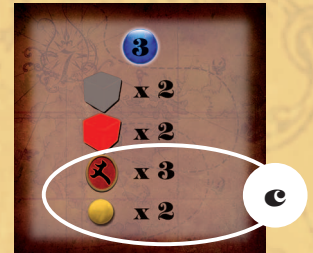
You may not place markers on the quests in the third row.

You may only take part in quests found in the lower two rows of the board. You may only finish the quests found in the lowest, first, row. There has to be at least one free requirement space on each of the row two quest cards – it may be fulfilled only when the card moves to the lowest row.

Example: If this card is found in the middle row, a player may only fulfil one of the two still available requirements (by paying for it with the gifts shown (c)). When he chooses one of the spaces and puts his marker there, no other player will be able to fulfil the last requirement until the quest does not move to the lowest row of the board.



1. Requirements (a)
2. Prizes (b)



Remember, that while taking part in a quest, you can discard elixirs and buildings to make up for the missing gifts, gold or fame required by the card!

Gaining a treasure

A player, whose marker is placed on a quest card, may decide to remove it to receive one of the treasures available during that quest. The removed marker is replaced with a neutral marker. Then, that player takes one of the face up treasure cards found next to the quest, or draws the top card from the treasure deck. The treasure card is discarded afterwards.



1. This is what you gain when receiving a treasure. (a)

Closing a portal

A player may choose one of the portals and try to close it. To do this, you have to discard the seven specific gift cards, as shown on the portal, and place your marker on it.

IMPORTANT: When closing a portal, you may not use elixirs, castles and estates!

Passing

A player may choose not to do any action. He does not lose the chance of doing an action further in the phase, when it's his turn again.

The quest phase finishes when all players consequently pass (when all the players choose pass as their actions „in a row”) or when all quests are completed. Then the regroup phase begins.

Regrouping Phase

During the regrouping phase, a number of steps are taken, in the order listed below.

1. Additional scoring

At the beginning of the phase, the players who fulfil certain requirements are awarded additional points. Each of the conditions below grants a single might point.

- a) the greatest number of elixirs
- b) the greatest number of characters
- c) the greatest number of buildings
- d) the greatest number of gift cards
- e) the greatest number of fame tokens
- f) the greatest number of gold tokens
- g) the greatest number of characters in each colour (including the hero)

In case of a tie, neither of the players is rewarded.

Next, each player who has any number of sin cards in his hand loses one point for each such card.

2. Drawing sin cards

Beginning with the First Player, each player, in turn, draws as much cards from the sin deck to have 3 in hand. You always have to draw at least one card! If after drawing the cards, a player has more than three in hand, he has to immediately discard the excess. If because of that a seventh card is put in the sin deck discard pile, a Cataclysm takes place (check below).

3. Activating the heroes

The players who used their hero's special ability this turn, now turn the hero's card to it's starting position. They may use the ability next turn.

4. Production

Each player sums up the fame and gold production of his hero, characters and buildings and then takes the appropriate amount of markers. Each player also receives might points if they own any characters or buildings which grant them, or markers on the portal spaces. It doesn't matter if a character is tapped or not: it always gives the shown income.

5. Preparing the treasure deck

The discarded treasure cards should be shuffled back into the deck. They will be available next turn.

6. Removing the markers from the buildings

The players have to remove their markers from their buildings if they haven't used the buildings' actions.

7. Changing the First Player and determining the turn order

The First Player for the turn now passes the marker to the player with the least might points. If several players have the same, lowest, number of might points, the card is given to the player sitting the closest (clockwise) to the last First Player. The player who receives the marker is the new First Player. The tokens of the other players are placed on the order track, beginning with the players with least might points, so that the player with the most might points plays last.

A new turn begins.

Cataclysms

Whenever a seventh sin card is put into the sin deck discard pile (no matter if it has been played or discarded in the Regrouping Phase) or a quest is completed, the play has to be halted and the top Cataclysm card must be drawn and played. The sin card discard pile is then shuffled into the sin deck. The game starts again from the moment it has been halted.



If a cataclysm card orders a building that is not yet in play to be discarded, the building deck should be looked through, the appropriate card removed, and the other cards reshuffled.



This symbol means the closing of one of the spaces on the tavern or store space. The card on that space is immediately removed and a Closing Card should be put in it's place. Nobody can any longer use that space – no new heroes or elixirs appear on it.



Closing Card

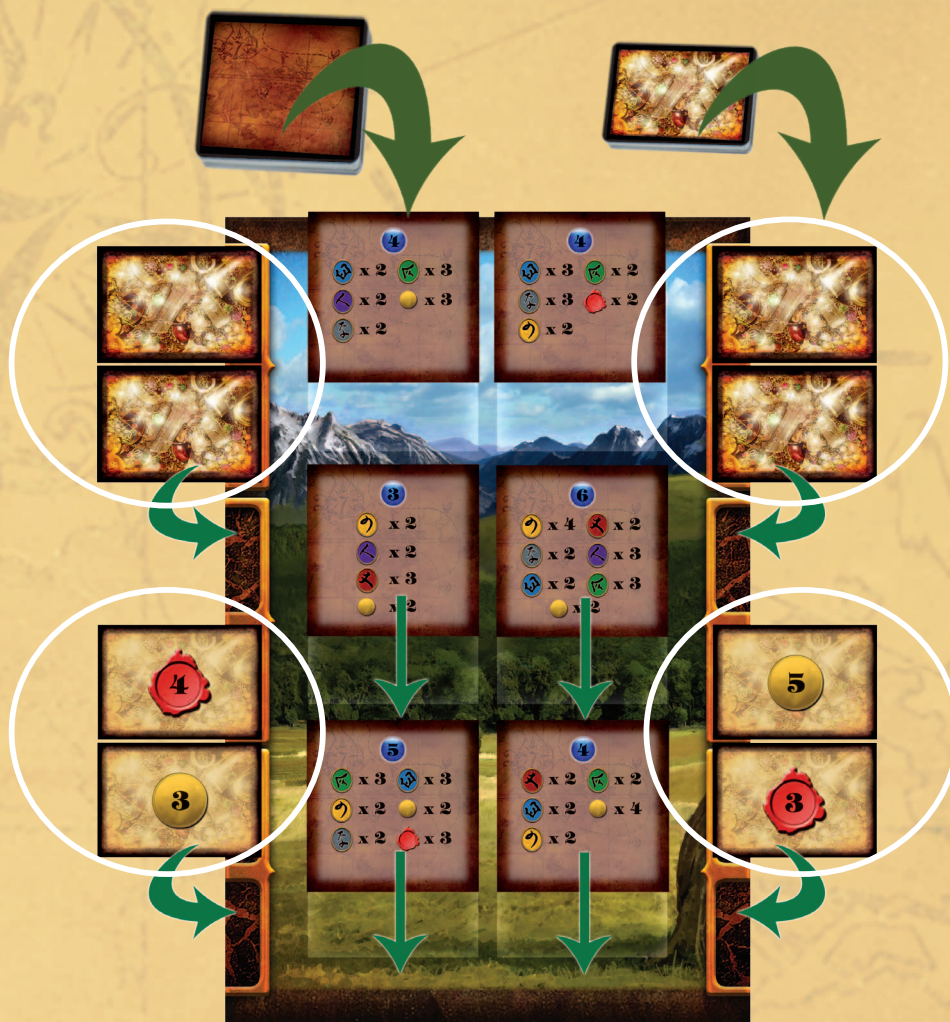
Completing quests

When both quest cards found in the lowest row have all their requirements fulfilled (there are player or neutral markers on all the spaces), the game is halted and both quests have to be completed immediately. The order in which these quests are completed is chosen by the First Player. Each card has to be entirely completed before a second card can be chosen.

First, the player who has the most markers on a quest card, receives the number of might points shown. In case of a tie, all the tied players receive half of the reward (rounded down). Then all treasure cards from the treasure deck are revealed, and with the already face up treasure cards, placed near the quest card, they form a pool of rewards for the quest. The players may now choose the treasures: one per each marker they put on the card. Each of the players, in order of play, takes one treasure card, and then a second round takes place, so that all players take the number of treasures equal to the number of markers they put on the quest.

If one of the players chose a treasure that is an artifact, he draws one of the artifact cards at random and places it in front of him, **face down**. To finish, all player receive their tokens back, and the quest card is discarded.

When the second quest of a given row is finished, the players receive a piece of armour. You then draw the top card from the cataclysm deck and immediately play it. Then, the middle row quests (along with any treasures that are left with them) are moved to the lowest row, and the upper row quests are moved to the middle row and the treasures lying next to them are turned to their face up side. The upper row is then filled with two new quest cards drawn from the deck and by two treasure cards, put face down, near each of them.



This finishes the quest phase – proceed to the regrouping phase.

End of the game

The game ends when one of three things happens:

- 1) When the players collect all 7 pieces of armor, and one of them has at least 30 points of might. That player is the winner. If several players have more than 30 might points, the player with the most points is the winner.
- 2) When the last, fourteenth cataclysm is played, the present turn is played until the regrouping phase. If none of the players achieved the conditions mentioned in 1), the game ends with the defeat of the players and a victory for the Unnamed.
- 3) The players closed the last of the portals. The player who contributed most to the closing of portals (the board holds a majority of his tokens) is declared the winner. In case of a tie, the winner is the player with most might points.

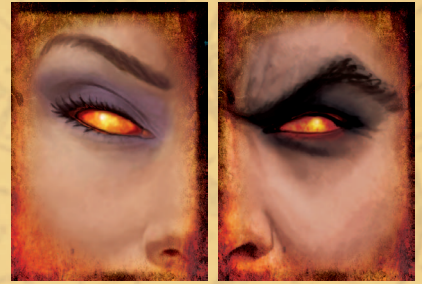
Advanced Rule: The Fall of a Hero

While performing some actions, a player receives a corruption card. If he collects seven of them, he turns to evil. His character card should be turned to the „evil” side. From this point onward his goal is to make the other players fail. All of his markers are removed from portals and quest cards – a corrupted hero cannot take part in them.

Corruption card

Corruption cards are received during the Regrouping phase, one for each sin card a player holds in his hand – instead of losing points for that, as in the basic game. The hero may choose to perform the following action: discard 1 gold, 1 fame and decrease his might points by 1, to discard a corruption card.

IMPORTANT: a player cannot choose to instead loose points. If you choose to play with this special rule, the drawing of corruption cards replaces losing points for saved sin cards.



Playing with the corrupted hero

The turns of a corrupted hero are played as before, with the following exceptions:

- A corrupted hero cannot participate in quests. If another player decides to take a treasure card, the amount of gold, fame or might (depending on what the treasure provides) is reduced by the number of corrupted heroes in the game, and each of these fallen characters receives a single point of a given resource. Corrupted heroes do not receive a piece of treasures awarded after finishing quests and they do not benefit from artifacts.
- A corrupted hero may not attempt to close portals
- At the end of his turn, he must always discard all gifts in his possession, but he does not bear any consequences of holding sin cards
- The corrupted hero may choose to perform the following action: discard 1 gold, 1 fame and decrease his might points by 1, to discard a corruption card. If, in effect, he will hold less than seven corruption cards, he returns to the side of good: his card should be turned over and he is subject to the general rules again.
- The corrupt heroes win, if the fourteenth cataclysm card is played and the other players do not achieve victory

Additional game ending

If all the players turn to corruption, the game ends. The victory is shared among all the players, excluding the one who has been corrupted as the last

Advanced Rule: the Unnamed as a player

An additional player may take part in the game and play as the Unnamed. He receives the Unnamed Action deck. Always, when all players choose an action in the Quest Phase, the Unnamed may use one of his cards and immediately apply the results. The played card is discarded. When he plays the last of them, the discard pile is returned to his hand and he can again use all of the cards. The Unnamed also manages the game: draws new cards in place of bought ones, moves quest cards, deals sin cards etc.

If a player on whom the Unnamed played a card cannot fulfil it's requirements, he is given a corruption card or draws a sin card (the player decides). These cards cannot be negated by sin cards.

The Unnamed wins if a fourteenth cataclysm is played and the other players do not fulfil the victory conditions.

Two player game

During a play in which only two players participate the quest board is prepared in a different way: there is only one quest card and two treasure cards belonging to that quest in each row. The quest is considered finished when the requirements of that card are fulfilled.

In a two player game you do not use the „The Fall of the Hero” and „The Unnamed as a player” optional rules.

Credits

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Production: Marcin Podsiadło

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