



BUILDING TILES

Buildings are the main means of obtaining Resources and healing Wounds. All the games are played with 5 basic Buildings (printed on the board) and 5 variable Buildings are added. The actions that are carried out in them are detailed below.

E1. ARMORY. 1 disc.

Take **one** of these actions:

ACTION 1: Get 1 **Weapon** from the reserve.

ACTION 2: Deliver 1 **Coin** to the reserve and get 2 **Weapons** from the reserve.

E2. MAGIC STORE. 1 disc.

Take **one** of these actions:

ACTION 1: Get 1 **Spell** from the reserve.

ACTION 2: Deliver 1 **Coin** to the reserve and get 2 **Spells** from the reserve.

E3. ARENA. 1 disc.

Take **one** of these actions:

ACTION 1: Get 1 **Coin** from the reserve.

ACTION 2: Deliver 1 **Weapon** or **Spell** to the reserve and get 2 **Coins** from the reserve and 1 **Fame Point**.

E4. TAVERN. 2 discs.

Take **one** of these actions:

ACTION 1: **Heal 1 Wound**.

ACTION 2: Deliver 1 **Coin** to the reserve and **heal 2 Wounds**.

E5. MARKET. 1 disc.

Take **one** of these actions:

ACTION 1: Deliver 1 **Loot** to the reserve and get 2 **Coins** from the reserve.

ACTION 2: Deliver 1 **Coin** or 1 **Loot** to the reserve and **heal 1 Wound**.

E6. ALCHEMY WORKSHOP. 1 disc. ★

Take **one** of these actions:

ACTION 1: Deliver 1 **Weapon** to the reserve and get 2 **Spells** from the reserve.

ACTION 2: Deliver 1 **Spell** to the reserve and get 2 **Weapons** from the reserve.

E7. ENHANCEMENT WORKSHOP. 1 disc. ★

ACTION: Deliver 1 **Weapon** or **Spell** and 1 **Loot** to the reserve. Get 3 **resources** from your choice between **Weapon** or **Spell** from the reserve.

E8. AMULET SHOP. 1 disc. ★

Take **one** of these actions:

ACTION 1: Deliver 2 **Coins** to the reserve and get 1 **extra disc** of your color (you set aside 2 in the game setup). This disc stays for the rest of the game. The player can have a maximum of 8 discs.

ACTION 2: Deliver 1 **Coin** to the reserve and **increase a Level of Strength** or **Magic** as explained on page 13.

E9. MERCHANTS GUILD. 1 disc. ★

Take **one** of these actions:

ACTION 1: Deliver 1 **Loot** to the reserve and get 2 **Fame Points**.

ACTION 2: Deliver 2 **Loots** to the reserve and get 4 **Fame Points**.

E10. BLACK MARKET. 1 disc. ★

Take **one** of these actions:

ACTION 1: Get 1 **Loot** from the reserve.

ACTION 2: Deliver 1 **Loot** to the reserve and get 1 **Weapon** and 1 **Spell** from the reserve.

E11. ACADEMY. 2 discs. ★

ACTION: increase a Level of **Strength** or **Magic** as explained on page 13.

E12. ARCANES TEMPLE. 1 disc. ★★

ACTION: Get as **many Fame Points** as **Wounds** indicate your **Wounds** counter.

E13. INN. 1 disc. ★★

This building **cannot be the target** of the action of the **Spy** ("P5") nor the **Conspirator** ("P13").

At the beginning of your turn for the activation of Area B, **you must activate this Disc before any other**.

ACTION: Deliver 1 **Coin** to the reserve. **Take the disc that you have placed** in the **Inn** and the **Grey disc** from the reserve. Now place them on any empty **Space** on the board, **except in Area A**. You can place them **together** in a **Space** that requires 2 discs, or **separated** into 2 **Spaces** that require 1 disc.

Now, proceed with the activation of Area B.

Note: When you activate the **Grey disc**, return it to the reserve.

E14. ARSENAL. 1 disc. ★★

ACTION: Deliver 1 **Coin** to the reserve. Now, following the activation rules of Area C, **locate up to 2 resources** in the boxes of your **Camps**.

Note: A player can place a disc in the "Arsenal", in Area C and in "P4" in the same round.

E15. HEALING ALTAR. 1 disc. ★★

Take **one** of these actions:

ACTION 1: Deliver 1 **Loot** to the reserve and **heal 2 Wounds**.

ACTION 2: Deliver 2 **Loots** to the reserve and **heal all your Wounds**.

E16. THIEVES GUILD. 1 disc. ★★★

Take **one** of these **attack actions**!

ACTION 1: Take 1 **resource** from any **Camp**.

ACTION 2: Deliver 1 **Coin** to the reserve and take 2 **resources** from any **Camp**.

Note: The resources can be taken from the camps of the player himself.

E17. MAGIC PORTAL. 1 disc. ★★★

Take this **attack action**!

ACTION: Deliver 1 **Spell** to the reserve. Then choose any **Adventure card**, regardless of whether it has discs or not, or if they belong to the player or the rivals.

Complete that Adventure following the usual rules. If the obtained card had a disc/s, that player recovers it and does not lose 2 **Fame Points** for not completing the **Adventure**.

E18. MERCENARIES GUILD. 1 disc. ★★★

ACTION: Deliver 1 **Coin** to the reserve. Then **choose 1 Adventure card** where you have a disc/s or where there are no players present. **Complete that Adventure following the usual rules but ignoring 1 Wound and 1 resource** to your choice between **Weapon** and **Spell** when you deliver the resources.



CHARACTER TILES

They take powerful actions and they have their own activation order. All the games are played with 1 basic Character (printed on the board) and 3 added variable Characters. The actions that are taken are detailed below.

P1. WIZARD. 1 disc and 1 coin to the reserve.

PASSIVE ACTION: The action of the Character is activated right at the time when the disc is placed on him.

ACTION: the player cannot be the target of any **attack action**!. The attack tiles are “P10”, “P11”, “P12”, “E16” and “E17”.

Note: using this character does not make sense if there are no attack Characters and Buildings in play.

P2. BARD. 1 disc. ★

PASSIVE ACTION: The action of this Character is activated right at the time when the disc is placed on it.

ACTION: Gain 1 **Fame Point** each time the player obtains Fame Points during the game round.

Example: A player in the same round gains 5 points for completing an Adventure, 2 points for contributing 2 resources in their camps and 2 points for defeating the Horde. Totally he has scored 3 times during the game round, therefore the Bard has awarded him 3 Fame Points.

Note: if the player loses Fame points, the Bard does not grant him or subtract him Fame.

P3. ADVENTURER. 1 disc. ★

ACTION: complete a **Deed tile** following the rules related to the activation of “Area B, Deeds”. That is, you must show the requested goods.

Note: a player can use this Character and also have presence in the Deed Area to try to fulfill 2 Deeds in the same round.

P4. COMMANDER. 1 disc. ★

Takes **one** of these actions:

ACTION 1: Place 1 **resource** of your reserve (Weapon or Spell) over one of the boxes of your Camps.

ACTION 2: Deliver 1 **Coin** to the reserve. After that, the player can then **place up to 2 resources** of his or her choice (Weapon and / or Spell) on his Camps.

Note: the rules corresponding to the Area C will be applied. You gain 1 **Fame Point** for a provided resource, but you **do not lose 2 Fame points** if you decide not to use the action of the Character.

P5. SPY. 1 disc. ★

ACTION: Immediately **execute the action of one of the Buildings** in which any rival has a disc/s (NOT the active player), regardless of whether the Building requires 1 or 2 discs.

You cannot execute the action of a Building where there is no disc.

Restriction: You cannot use this action on the “E13” Building (Inn).

P6. MERCENARY. 1 disc. ★★

ACTION: Deliver 1 **Loot** and 1 **Weapon or Spell** to the reserve. Then you get 1 **Reward tile** from the available ones (without the associated bonus) **or any Adventure card** where there are no player disc/s.

Note: In the case of obtaining an Adventure card, you do not receive Fame nor bonuses, you simply get the Ancestral Relics illustrated in its lower part.

P7. SORCERER. 1 disc. ★★

PASSIVE ACTION: The action of the Character is activated right at the time when the disc is placed on him.

ACTION: **Avoid all Wounds** suffered in the Round.

Exception: It does **not protect against** Wounds inflicted by the “P10” Character (Assassin).

P8. EMISSARY. 1 disc. ★★

ACTION: Place your pawn in the **first position of the turn order**.

Then take the disc located on the “Emissary” and **place it in any space on the board** that is free and that its requirement is “1 disc”.

Restriction: You cannot relocate the disc in Area “A”.

P9. GUARDIAN. 1 disc. ★★

PASSIVE ACTION: The action of the Character is activated right at the time when the disc is placed on him.

ACTION: You can place discs as you wish between the “Kingdom” and the “City” in Phase 3, Placing the discs. That is, it **ignores the Rule of the Wall**.

P10. ASSASSIN. 1 disc. ★★

Take **one** of these **attack actions** !:

ACTION 1: A rival player of your choice suffers 1 **Wound**.

ACTION 2: Deliver 1 **Coin or 1 Loot** to the reserve. A rival player of your choice suffers up to 2 **Wounds**.

Note: Injuries are inflicted following the rules explained on page 12.

P11. THIEF. 1 disc and -1 Fame Point. ★★

Important: In the game setup, it is compulsorily placed in the space “1” of Area “A”.

Take **one** of these attack actions !:

ACTION 1: Choose a rival and 2 **different resources** from between Coin, Weapon, Spell and Loot. That rival gives you the 2 resources chosen from your personal reserve.

ACTION 2: Choose a rival and 1 **different resource** from between Coin, Weapon, Spell and Loot. That rival gives you the 1 resource chosen from your personal reserve. Then **choose another rival and proceed in the same way** but choosing a different resource to the one previously drawn.

Note: If the rival does not have the type of resource/s chosen, he raises his player screen to prove it.

P12. CONSPIRATOR. 1 disc and -1 Fame Point. ★★

Take **one** of these **attack actions** !:

ACTION 1: **Exchange positions of 2 player discs** (any player). Except in the “E13” Building (Inn) and in the spaces in Area A.

The same number of discs must be exchanged. That is, 1 disc per 1 disc, or 2 discs per 2 discs.

The result of the exchange must respect the rules regarding the placement of discs (Page 9).

ACTION 2: Deliver 2 **coins** to the general reserve. Now **take the disc located on the “Conspirator” and replace it with the disc that a rival has** in any space with requirement “1 disc”. The replaced disc is returned to that player without being activated! A space in Area A cannot be replaced. The result of the replacement must respect the rules regarding the placement of discs (Page 9).