

Setup

1. Each player should pick and shuffle their deck.
2. Each player places his heroes in front of him and sets his threat tracker to their total cost.
3. Set out all the tokens.
4. Draw starting hand of 6 cards. Players may mulligan once.
5. Place quest cards in sequential order, A-side up, to make the Quest deck.
6. Follow any Scenario setup instructions.

Round Sequence

The game is played out over a series of Rounds, each of which has 7 Phases.

Phase 1: Resource

- Each player adds 1 resource token to each heroes' Resource Pool. A hero's resources can only be used to pay for cards from its Sphere of Influence.
- Each player draws 1 card. If draw pile is empty, *do not* draw.

Phase 2: Planning

In player order, play an Ally or Attachment cards. This is the *only* phase when they can be played.

Phase 3: Quest

Players now attempt to make progress on the current stage of their quest. Players may play event cards and take actions at the beginning and the end of each step

1. **Commit Characters:** Players commit heroes to the quest as a team in player order. Exhaust any heroes that are committed to the quest.
2. **Staging:** Reveal one card per player from the Encounter deck. Reveal them one at a time and resolve any effects before drawing additional cards. Enemy and location cards are placed in the Staging area. Treachery cards are resolved and discarded (unless otherwise indicated).
3. **Quest Resolution:** Compare combined Willpower of committed characters against combined Threat of all cards in Staging area.
 - Willpower > Threat: Add the difference as progress tokens to the current quest (Active Location card if present before quest).
 - Willpower < Threat: Add the difference to each player's Threat Tracker.
 - Willpower = Threat: Do nothing.

End Game