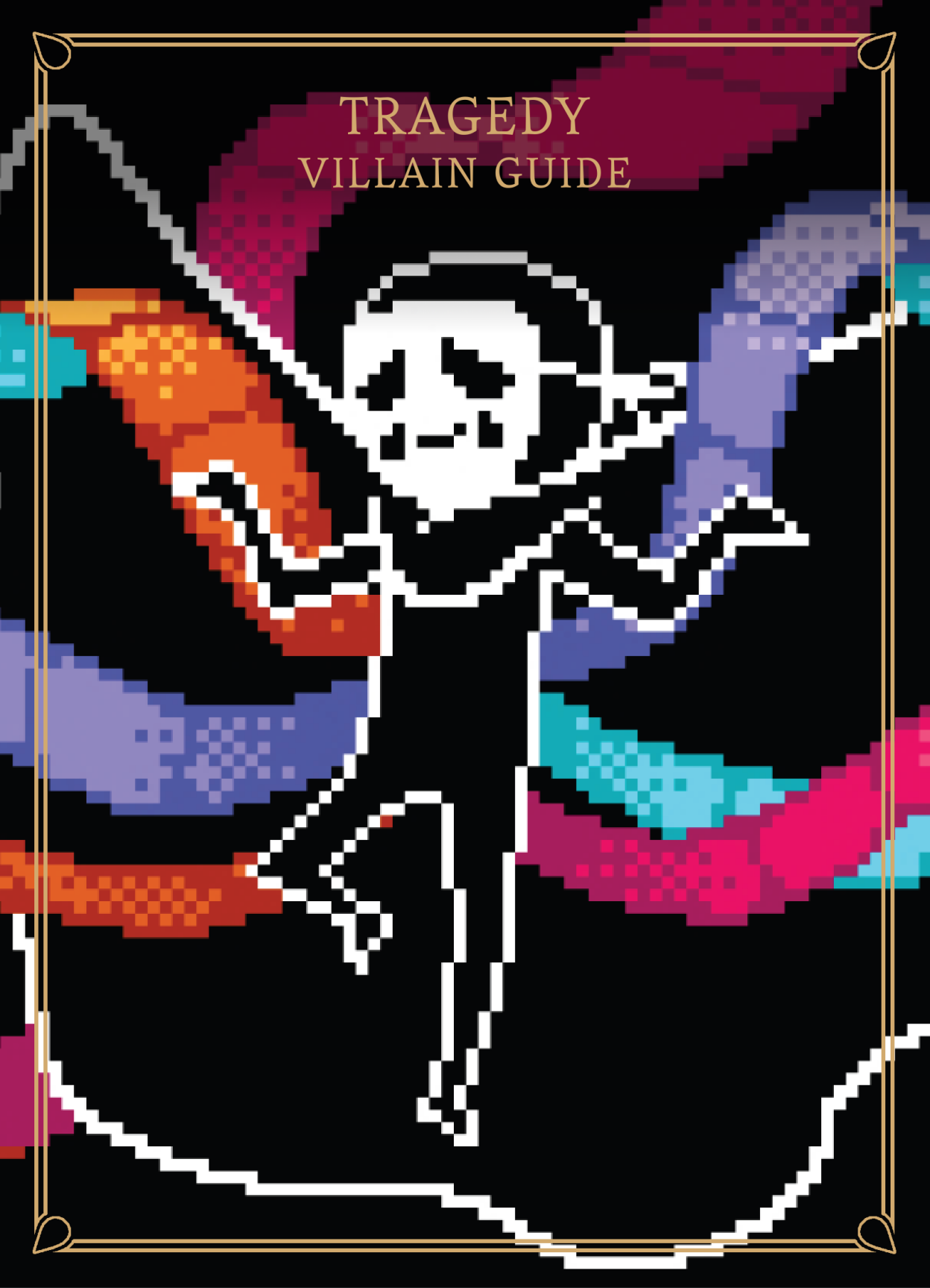


TRAGEDY VILLAIN GUIDE



Tragedy's Objective

Reach each Story's True End.

In order to secure victory, Tragedy must lead each of four characters' stories to their true endings. Each story will take a slightly different path along the way, with multiple steps to be taken as each character develops over time.

Special Setup

Take The Hero, The Maiden, The Underling, and The Overlord and place them at their designated locations. Place the remaining twelve Story cards in a pile beside your Board. Any player may freely check the contents of this pile.



Story Teller

Stories are a card type unique to Tragedy. They can be moved using Move an Item or Ally actions.

There are four sets of Story cards: Hero, Maiden, Underling, and Overlord.

Each Story has a Stage value—located in the lower right corner—displaying the order in which the Stories in each set must be played.



During Tragedy's turn, if the condition on a Story in their Story pile is met, they may play that Story, placing it in a stack with the rest of its set. The Play a Card action is not required.

Note: Only the highest Stage card in each set of Stories is considered to be in play.

Important: Tragedy may only play one Story from each set on her turn, even if the next Stage's conditions can be met.

The Hero Story

For the Hero Story set, Tragedy must discard two Demon Patrols from The Hero's location, move him to Castle Gates and spend Power while a Demon Conspirator is at the location, then move him to Overlord's Chamber to meet his True End.



The Maiden Story



For the Maiden Story set, Tragedy must have one card or less in their hand, then discard a Tragic Tale from their Realm, and finally move Resolute Maiden to the location of the Overlord's Story to play her True End.

The Underling Story

For the Underling Story set, Tragedy must spend Power while there is a Demon Conspirator at The Underling's location, spend more Power while he is the only card at his location, then have a Demon Ally at each location in their Realm to bring an End to his story.



The Overlord Story



The Overlord set is perhaps the easiest to manage. In order to play each stage of the Overlord's Story, Tragedy must control a Story with the same Stage in sequence.

Once Tragedy controls all four Stage 4 "True End" cards, they win the game!

Rewriting the Ending



The Heroes in Tragedy's Fate deck also double as Story cards, and are placed on top of their respective Stories' stacks when played. The entire stack is then moved to cover actions, and Tragedy cannot progress that Story further until the Hero is defeated. When the Hero is defeated, the stack is returned to Tragedy at the same location.



Tragedy's End is the only Effect that can discard Story cards from play. Return the discarded Story to the Story pile. Tragedy must fulfill the condition again to replay the Story.