Table of Contents

What and why

This is an extended manual for the boardgame *Enchanters* (https://mythicgames.net/enchanters-a-serial-fantasy/) by *Mythic Games*. It's a personal, non affiliated project, born from a desire to apply my technical writing itch, and a desire to have a complete and consistent document that's easy to navigate.

Enchanters is an awesome game to play, but existing manuals frequently fail to answer questions concerning the meaning of card texts, rules and effect order. Even setting up the game can take frustratingly long when trying to remember the myriad ways to set up, the specifics of Overlords, the differences between non-co-op mode and co-op mode.

This document aims to resolve these issues by providing:

- An [overview](#) of all the kingdom decks, their themes and their associated banners, classes and Overlords;

- A [quick setup reference](#) based on the complete setup guide and opinionated choices;

- A [complete setup guide](#) containing all the nitty gritty details;

- Complete definitions of [gameplay flow](#) and [mechanics](#);

- Consistent interpretations of card texts ([costs](), [conditions](), [effects](), [victory points]()).

It tries to steer away from opinionated choices, to stay as close to the original texts as possible while being consistent. Whenever possible, interpretations fitting the spirit of the game were chosen over literal ones. Also, I prefer simple and clean interpretations over complex ones.

Coverage

This manual covers:

- The base game
- Enchanters: Overlords
- Enchanters: Wound Deck
- Enchanters: Odyssee
- Enchanters: As Above So Below [1]
- Enchanters: Rage And Laughter [2]

It does not (yet) cover:

- Enchanters: Event deck [3]
- Enchanters: Mythic Deck [3]
- Enchanters: East Quest [3]
- Enchanters: Dark Lands

Known issues

- The manual mixes usage of "you", "the player" and "the active player", probably inconsistently.
- Not all items in the keyword index link to good jumping off points.
- Icons are represented by low quality, black on white opaque images instead of vector glyphs.

How to contribute

To improve both this manual and my skill, I welcome all questions and remarks. In particular, I would love to know which text fragments are unclear or contradictory. Also, do tell me which keywords or mechanics are not explained at all.

I've used images extracted from the manual PDFs for the icons. If somebody could provide a better source, I would greatly appreciate that. I'm also looking into creating and using a custom webfont based on the icons to seamlessly integrate icon usage in the text.

Lastly, if you find this manual useful, please share it with friends who would appreciate it as well!

Keyword Index

A

- Adventure deck
    - Adventure deck preparation
    - Adventure deck selection

- Attacking (see also Combat and Dueling)
- Attack power
    - Resetting attack power

B

- Banners
- Burying cards

C

- Card activation and deactivation
- Classes
- Challenging the Overlord
- Combat (see also Attacking and Dueling)
- Co-op mode
    - Co-op adaptable Overlords
    - Co-op specific game mode choices
    - Co-op specific Overlords

- Conditions
    - Standardized descriptions

- Costs
    - Standardized descriptions

- Creature

V

W

Terminology

Crystals tokens

1. Crystal tokens serve as currency.

Kingdom decks

1. Each kingdom deck has a name.
2. Each deck consists of 25 adventure cards. [4]
3. An adventure card is either an item card, an enchantment card, a monster card, or a dragon card.
4. An adventure card consists of two sections: the upper part and the lower part.
5. Each deck contains six item cards, of which three cards have the two-player game marker on the back. There are two cards of three different items each. These cards have the ⚒ type icon.
6. Each deck contains six enchantment cards, of which three cards have the two-player game marker on the back. There are two cards of three different enchantments each. These cards have the 👁 type icon.
7. Each deck contains twelve monster cards, of which six cards have the two-player game marker on the back. There are six cards of a minor monster, four cards of a medium monster and two cards of a major monster. These cards have the 🐂 type icon.
8. Each deck contains one dragon card with the two-player game marker on the back. This card has the 🐉 type icon. [5]

Village cards

1. Village cards are unique cards representing the base of operation for the players. They have the 🏰 icon.
2. Each village card may define actions available to each player, active effects, and victory point conditions at the end of the game.

Basic "fist" cards

1. Basic "fist" cards are item cards with no effects that can be used as initial item cards during setup.

Basic "of enchanting" cards

1. Basic "of enchanting" cards are enchantment cards with no effects that can be used as initial enchantment cards during setup.

Banner cards

1. Banner cards are unique items cards that can be used as initial item cards during setup.
2. Usually, there's one and only one banner card associated with each kingdom deck.

Class cards

1. Class cards are unique enchantment cards that can be used as initial enchantment cards during setup.
2. Usually, there's one and only one class card associated with each kingdom deck.

Die cards

1. Die cards can be used during setup to randomly select kingdom decks.
2. There is one die card for each kingdom deck.

Overlord cards

1. Overlord cards are unique cards representing powerful opponents that can be added to the game. They have the 👹 icon.
2. An Overlord card consists of three sections: an upper section containing invasion abilities, a middle section containing challenge abilities, and a lower reward section.
3. For co-op specific or co-op adapted Overlords, the reward section lists the effects to resolve after challenging the Overlord. For other Overlords, it lists the effects a reward token represents.

Co-op specific Overlords

1. Four Overlords are created specifically for co-op mode:
    - Ryma, the Titan She-Boar;
    - Whimper, the Underlord;
    - The Grey Council;
    - Cerberus.

Co-op adaptable Overlords

1. Sixteen Overlords can be adapted for usage in co-op mode using an overlay card:
    - Lukah, the Archangel;
    - King Arsen III, the Immortal;
    - Vragan, The Blackest Knight;
    - Jabar Rephet, Grand Vizier;
    - Xavras, the Puppeteer;
    - Cho'mun, the Ogre General;
    - Dorhka, the Seer;
    - Failurn, the Trickster;
    - Beatrix, the Spelleater;
    - Theria, the Dragonhead Hydra;
    - Zeupitter, the Highest Hierarch;
    - Petra, the Gorgon Godmother;
    - Monophemus, the Cyclops Leader;
    - Sa'akara, the Gamerunner;
    - Doggon, the Shar'khan of Sixseas;
    - Lerxos, the Ancient Sphinx.

2. There are eight overlay cards, each having the list of abilities for a particular Overlord on one side, and the abilities of another Overlord on the other side.

Reward tokens

1. Reward tokens represent successful interactions with the Overlord in non-co-op mode. They have the ⚜ icon.
2. Each token represents a card with the text that appears on the Overlord's card in its reward section.

Reinforcement tokens

1. Reinforcement tokens have a ♥ icon on one side and a 🐾 icon on the other side.
2. Each token on a monster, dragon or Overlord card increases the stat that's face up (either health or strength) by one.

Overlord event cards

1. These are placed behind the AI Deck separator in the box.

2. Overlord event cards are used in co-op mode; they represent the actions the Overlord takes during his turn.

3. There are twenty-six basic Overlord event cards.

4. There are six Overlord specific Overlord event cards for each co-op specific Overlord.

Magical artifact

1. The combination of a player's item stack and enchantment stack is called his magical artifact.

Creature

1. A creature is either a monster or a dragon.

Two-player game marker

1. In a two-player or co-op game, only the adventure cards with this marker on the back are used.

Adventure deck

1. The adventure deck consists of the kingdom decks chosen during setup.

Journey track

1. A row of six card slots left-to-right, that contain the available cards to journey to.

2. The village card slot is to the left of the journey track, the adventure deck slot to its right.

Stacks

1. A stack is one or more face up cards, where each card covers all but the lower part of the card below.

2. A player has four stacks total: an item stack, an enchantment stack, a creature stack, and a wound stack.

3. The item stack and enchantment stack must contain one card at the beginning of the game and may never be empty after resolving an effect.

4. The creature stack and the wound stack are empty at the beginning of the game. They may become empty again during the game.

Stackable cards

1. Stackable cards refer to the cards from kingdom decks and wound cards.
2. Stackable cards consist of two parts: an upper part and a lower part, divided by a separation marker.

Player stats

1. Players have two statistics: attack power and defense power.

Creature and Overlord stats

1. Monsters, dragons and Overlords have two statistics: health and strength.
2. Overlords in co-op mode also have hit points. [6]

Wound count

1. A player's wound count is equal to the number of wound tokens he has, plus ten for each wound card he has.

Weight value

1. A player's weight value is equal to the sum of his visible 🏺 icons. This can be modified by effects.

Speed value

1. A player's speed value is equal to the sum of his visible 🪶 icons. This can be modified by effects.

Slime value

1. A player's slime value is equal to the sum of his visible ✳ icons. This can be modified by effects.

Pearl value

1. A player's pearl value is equal to the sum of his visible ⚪ icons. This can be modified by effects.

Undead value

1. A player's undead value is equal to the sum of his visible ☠ icons. This can be modified by effects.

Another player

1. *Another player* refers to any player except the effect owner or the active player.

Other players

1. *Other players* refers to every player except the effect owner or the active player.

Complete Setup Guide

- [Game mode choices](#)

- [Co-op game specific choices](#)

- [Starting player](#)

- [Kingdom count](#)

- [Adventure deck selection](#)

- [Adventure deck preparation](#)

- [Initial magical artifact](#)

- [Village card selection](#)

- [Overlord selection (non-co-op game)](#)

- [Overlord selection (co-op game)](#)

- [Overlord deck preparation](#)

- [Wound threshold selection](#)

- [Wound deck preparation](#)

- [Crystals](#)

- [Desert token](#)

Game mode choices

1. Choose what you want to use as starting items:

   1. Basic *fists*;

   2. Banners.[4]

2. Choose what you want to use as starting enchantments:

   1. Basic *of enchanting*;

   2. Classes.[4]

3. Choose how you want to select kingdom decks:

   1. Select randomly;

   2. Select decks in player order;

   3. Select decks as as group.[4]

4. Choose whether you want a shorter game.

5. Choose what you want:

1. Completely random villages, banners, classes and Overlords;

2. Kingdom related villages, banners, classes, and Overlords. [4]

6. Choose whether you want to add an Overlord to the game. [4]

7. Choose whether you want to do a co-op game.

Co-op game specific choices

If you didn't choose to play a co-op game, skip this section.

1. Choose whether you want a harder co-op game or a simpler co-op game. This changes the type of Overlord you can select.

2. Choose a co-op game difficulty setting. This changes the wound threshold.

3. Choose whether to play with reinforcements.

Starting player

1. Select a starting player.

Kingdom count

1. Set the kingdom count equal to the number of players.

2. If you chose a co-op game or the number of players is two, double the count.

Adventure deck selection

1. If you are setting up a game for beginners, it is recommended to reduce the list of available kingdom decks to:
   1. *Cultists*;
   2. *Goblins*;
   3. *Unicorns*;
   4. *Bandits*.

2. If you chose to select random kingdom decks:
   1. Draw die cards equal to the kingdom count.
   2. Take the kingdom decks referenced by the drawn die cards.

3. If you chose to select kingdom decks in player order:
   1. Let the player to the right of the starting player select a kingdom deck.

2. Continue in counterclockwise order until you have selected decks equal to the kingdom count.

4. If you chose to select kingdom decks as a group:

   1. Decide together which kingdom decks to select. Select a number of decks equal to the kingdom count.

Adventure deck preparation

1. If you are playing a two-player game or a co-op game:

   1. Remove all cards that do not have the two-player game marker on the back from the selected kingdom decks.

2. Shuffle the remaining kingdom deck cards together to form the adventure deck.

3. If you chose to play a shorter game:

   1. Remove cards from the top of the deck equal to the number of players times five.

4. Prime the adventure deck:

   1. Turn the adventure deck face up.

   2. Draw the top card.

      1. If it's an item card or an enchantment card, put it in a temporary artifact deck.

      2. Otherwise, put it in a temporary creature deck.

   3. Repeat the previous step until there is a number of cards in the artifact deck equal to the number of players times two.

   4. Turn the adventure deck face down.

   5. Shuffle the artifact deck and place it on top of the adventure deck.

   6. Shuffle the creature deck and place it on the bottom of the adventure deck.

5. Put the adventure deck face down on the adventure deck slot.

6. Draw cards from the adventure deck and place them left-to-right face up in the six slots of the journey track.

Initial magical artifact

1. If you chose basic fists as the starting items:

   1. Give each player a *fist* card. This is placed face up in his item stack.

2. If you chose banners as the starting items and chose to use completely random banners:

   1. Give each player two random banner cards.

2. The player chooses one of these cards and places it face up in his item stack. The other card is discarded.

3. If you chose banners as the starting items and chose to use the kingdom related banners:

    1. Gather the banners associated with the selected kingdoms, shuffle them, and deal one to each player.

    2. This is placed face up in his item stack.

4. If you chose basic enchanting as the starting items:

    1. Give each player an *enchanting* card. This is placed face up in his enchantment stack.

5. If you chose classes as the starting enchantments and chose to use completely random classes:

    1. Give each player two random class cards.

    2. The player chooses one of these cards and places it face up in his enchantment stack. The other card is discarded.

6. If you chose classes as the starting enchantments and chose to use the kingdom related classes:

    1. Gather the classes associated with the selected kingdoms, shuffle them, and deal one to each player.

    2. This is placed face up in his enchantment stack.

Village card selection

1. If you chose a co-op game:

    1. Select the *Enchanters Guild* as the village card.

2. Otherwise, if you chose a non-co-op game for beginners:

    1. It is recommended to select *Normaltown* as the village card.

3. Otherwise, if you chose to use kingdom related villages:

    1. Gather the village cards associated with the selected kingdoms.

    2. Draw a random one to use as the village card. Discard the rest.

4. Otherwise:

    1. Draw a random card from the deck of village cards.

    2. If it's the *Enchanters Guild*, discard it and draw another one.

    3. Use this card as the village card.

5. Put the selected village card face up on its slot on the table.

Overlord selection (non-co-op game)

If you did not choose to play with an Overlord or if you chose to play a co-op game, skip the rest of this section.

1. If you chose to use Overlords related to the selected kingdoms:
    1. Gather the Overlord cards associated with the selected kingdoms.
    2. Draw a random one to use as the Overlord card. Discard the rest.
2. Otherwise:
    1. Draw a random card from the Overlord deck.
    2. As long as it's one of the four co-op specific Overlords, discard it and draw another.
3. Put the selected card face up on the Overlord slot on the table.
4. Place a number of reward tokens on the Overlord card equal to the number of players.

Overlord selection (co-op game)

If you did not choose a co-op game, skip the rest of this section.

1. If you chose a harder co-op game:
    1. Randomly select one of the four co-op specific Overlords.
2. If you chose an easier co-op game:
    1. If you chose to use kingdom related Overlords:
        1. Gather the Overlord cards associated with the selected kingdoms.
        2. Draw a random one.
    2. Otherwise:
        1. Select one of the sixteen co-op adaptable Overlords as a group or draw a random one.
        2. Find the Overlord overlay card with the name of the selected Overlord on it.
        3. Place it on top of the left-hand side of the Overlord card, thereby overwriting its abilities.
3. Put the selected Overlord card face up on the Overlord slot on the table.
4. Set the Overlord dial to 99 hit points and put it near the Overlord slot on the table.

Overlord deck preparation

If you did not choose a co-op game, skip the rest of this section.

1. Take the basic Overlord event cards.

2. If you have selected one of the four co-op specific Overlords:

    1. Add their six Overlord specific Overlord event cards to the deck.

3. Shuffle the deck and put it face down on the Overlord deck slot.

Wound threshold selection

If you did not choose a co-op game, skip the rest of this section.

1. Take the wound threshold card associated with the chosen co-op difficulty setting:

    ○ *Easy* results in a threshold of 50;

    ○ *Normal* results in a threshold of 40;

    ○ *Hard* results in a threshold of 30;

    ○ *Very hard* results in a threshold of 25.

2. Put the selected card face up near the wound pool.

Wound deck preparation

1. Shuffle the wound deck and put it face down on the table.

Crystals

1. Each player takes 5 crystals.

    1. If the *Cave of Fools* is the selected village card, each player takes 25 crystals instead.

2. If a player has *of Sculptors* as his starting enchantment, he takes an additional 20 crystals.

Desert token

If you are not playing with Overlord *Lerxos, the Ancient Sphinx*, with village card *Ne-Ne-Ne-Sethos*, or with kingdom deck the *Mummies*, skip the rest of this section.

1. Take the desert token and put it on the table with a random side face up.

[Return to index](#)

Mechanics

- [Taking a card from a stack](#)

- [Activating and deactivating parts of cards](#)

- [Burying the top card of a stack](#)

- [Unburying the bottom card of a stack](#)

- [Determining health and strength](#)

- [Taking damage](#)

- [Healing damage](#)

- [Moving a card from one player to another player](#)

- [Discarding a card](#)

- [Discarding tokens](#)

- [Removing a card from the game](#)

- [Attacking](#)

- [Dueling](#)

- [Journeying to the graveyard](#)

- [The Overlord as a target in co-op mode](#)

    - [The Overlord and crystals](#)

    - [The Overlord and cards](#)

Adding a card to a stack

1. Adding a card to a stack means placing the card on top of the stack. If the stack was not empty, leave only the lower part of the previously top card visible.

2. This triggers deactivation of the upper part of the covered card – if any, and activation of the upper and lower part of the added card, simultaneously.

Taking a card from a stack

1. Taking a card from a stack means taking the top card of a stack. The card that's on top of the stack now – if any – is called the revealed card.

2. This triggers deactivation of the upper and lower parts of the taken card, and activation of the upper part of the revealed card – if any, simultaneously.

Activating and deactivating parts of cards

Summary – recalculate your attack power, defense power and pearl count.

1. Increase the attack power of the owner by the sum of the ⚔ icons on the activated parts and the ⚔ icons on the deactivated parts. Decrease the attack power of the owner by the sum of the ⚔ icons on the activated parts and the ⚔ icons on the deactivated parts. If the resulting value is less than zero, it becomes zero.
2. Increase the defense power of the owner by the sum of the ⬤ icons on the activated parts and the ⬤ icons on the deactivated parts. Decrease the defense power of the owner by the sum of the ⬤ icons on the activated parts and the ⬤ icons on the deactivated parts. If the resulting value is less than zero, it becomes zero.
3. If your pearl value is less than your pearl token count, discard tokens until they are equal. You choose which tokens to discard.
4. If you pearl value is more than your pearl token count, take pearl tokens from the supply and add them with the active side face up to your supply until they are equal.

Burying the top card of a stack

1. Burying the top card of a stack means taking the top card of a stack, and placing it on the bottom of that stack, leaving only the lower part of this card visible. This card is called the buried card. The card that's on top of the stack after the movement is called the revealed card.
2. A player cannot bury the top card of a stack if it contains less than two cards.
3. This triggers deactivation of the upper part of the buried card, and activation of the upper part of the revealed card, simultaneously.
4. Burying does not remove used labels on minor actions on the buried card.

Unburying the bottom card of a stack

1. Unburying the bottom card of a stack means taking the bottom card of a stack and placing it on top of that stack. This card is called the unburied card. The card that was on top of the stack before the movement is called the covered card.
2. You cannot unbury the bottom card of a stack if it contains less than two cards.
3. This triggers deactivation of the upper part of the covered card, and activation of the upper part of the unburied card, simultaneously.
4. Unburying does not remove used labels on minor actions on the covered card.

Determining health and strength

1. Monsters, dragons and Overlords have health and strength.

2. Set their health and strength equal to the values printed on their card.

3. Increase their health by a number equal to the number of 🖤 reinforcement tokens on the card.

4. Increase their strength by a number equal to the number of 🜲 reinforcement tokens on the card.

5. Apply all effects that change the health or strength of monsters, dragons or Overlords when determining their values.

6. If the desert token is in play:

    1. Set N to 1, then multiply it by 2 for each active effect that says "Double the effect of the Desert Token".

    2. If you have the Ignore the desert token effect, N is 0.

    3. If the side with "+1🖤 -1🜲" is face up, increase their health by N, and decrease their strength by N.

    4. If the side with "+1🜲 -1🖤" is face up, increase their strength by N, and decrease their health by N.

7. For both values, if the value is less than zero, set it to zero.

Taking damage

1. Taking X damage means taking X wound tokens.

2. In co-op mode, the players have one shared wound token pool. Otherwise, each player has his own wound token pool.

3. In non-co-op mode, as long as you have ten or more wound tokens, discard ten tokens, draw two cards from the wound deck and add one to your wound stack. Discard the other.

Healing damage

1. Healing X damage means discarding X wound tokens.

2. In non-co-op mode, as long as you have fewer wound tokens than the amount of damage to heal and you have cards in your wound stack, discard the top card of your wound stack and take ten tokens.

3. In co-op mode, you discard from the shared wound token pool. Otherwise, you discard from your own pool.

4. If you have less than X wound tokens, discard all. Otherwise, discard X wound tokens.

Moving a card from one player to another player

1. Moving a card means taking the card from a stack of one player and adding it to the stack of another player.

2. This removes all used labels on the card.

Discarding a card

1. You cannot discard a card from the item deck or the enchantment deck if that deck contains less than two cards.

2. If the card is an adventure deck card, put it face up on top of the graveyard.

3. If the card is a wound card, Overlord card, Overlord event card, banner card, or class card, put it face down on the bottom of the associated deck.

4. Whenever multiple cards are discarded at the same time, the active player or else the starting player may discard them in any order.

Discarding tokens

1. Discard tokens to the supply.

Removing a card from the game

1. Put the card back into the box. It isn't part of the game anymore.

Attacking

1. Attacking takes place between two units, an attacker and a defender.

2. If the attacker is a creature or Overlord, use its strength as the attack power.

3. If the defender is a creature or Overlord, use its health as the defense power.

4. If the attacker has higher attack power than the defender's defense power, the defender takes N×F damage. N is equal to the attacker's attack power minus the defender's defense power. F is equal to 1, unless the attacker deals double damage, then it's 1.

Dueling

1. Dueling takes place between two units: players and/or an Overlord.

2. Both units may use minor actions. They get this opportunity one by one, starting with the active player, moving clockwise.

3. If one of the units is an Overlord, use its strength as its attack power, and its health as its defense power.

4. Each unit attacks the other unit simultaneously. Units with "when dueling you do not attack" do not attack.

5. Calculate both damage values simultaneously, before applying the damage effects simultaneously.

6. If each player must duel in a two-player game, dueling takes place twice between the two players.

Journeying to the graveyard

1. The active player may journey to the top card in the graveyard. Resolve [Journey results](#).

The Overlord as a target in co-op mode

The Overlord and crystals

1. If this is not a co-op game, skip this section.

2. If the active player gives crystals to the Overlord, store them on his card.

3. Whenever there are more than five crystals on the Overlord, discard 5 and add a reinforcement token, random side face up.

4. If a player must take crystals from the Overlord, take as many from its card as you can, then take the rest from the supply.

The Overlord and cards

1. If this is not a co-op game, skip this section.

2. If a player must give one of his cards to the Overlord due to any effect that's not part of the Overlord's own abilities, he discards it instead.

3. If the Overlord must give one of his cards, or discard one of his cards, do nothing instead.

4. In both cases, if this action would be considered positive for the player or negative for the Overlord, remove one reinforcement token of his choice from the Overlord card. Otherwise add one reinforcement token to the Overlord card, with a random side up.

[Return to index](#)

Gameplay

- [Flow of the game](#)

- [End of the game (non-co-op)](#)

- [End of the game (co-op)](#)

- [Overlord turn](#)

- [Player turn](#)

- [Beginning of turn](#)

- [Main phase](#)

- [Journeying](#)

- [Journey results](#)

- [Combat](#)

- [Resting](#)

- [Overlord invasion](#)

- [Challenging the Overlord](#)

- [Minor actions](#)

- [Clean up phase](#)

- [Paying weight cost](#)

- [Resetting the journey track](#)

- [Resetting attack and defense](#)

- [Resetting minor actions](#)

- [Victory point tally](#)

Flow of the game

1. The game is played in rounds, in which each player takes a [turn](#) in clockwise order, starting with the starting player.

2. In a co-op game, there is an [Overlord turn](#) at the beginning of each round.

3. The game continues until the end of the game is triggered in either [non-co-op mode](#) or [co-op mode](#).

End of the game (non-co-op)

1. The game ends after a turn when there are no more cards on the journey track nor in the adventure deck.

2. If you are playing with the *Arena Mundi* village card, each player duels the player to their left.

3. If you are playing with *Sa'akara the Gamerunner*, each player may duel a target player once for each reward token he possesses. The player may choose the same target multiple times.

4. Each player [calculates](#) how many victory points he has. The players with the highest amount wins, each other player loses.

   Important
   In a game where one complete kingdom deck is used per player, each player should've taken exactly 25 turns.

End of the game (co-op)

1. If at any point, there are more wound tokens on the wound threshold card than the limit depicted on that card, each player loses the game.

2. If at any point the Overlord has zero hit points remaining, each player wins the game.

3. If there are no more cards on the journey track nor in the adventure deck, each player loses the game.

Overlord turn

1. If there was an active Overlord event card, discard it.

2. The top card of the Overlord event deck is turned face up, activating it.

3. If the Overlord has hit points between 70 and 99, the effect under the 🔥 header is resolved.

4. If the Overlord has hit points between 40 and 69, the effect under the 🔥🔥 header is resolved.

5. If the Overlord has hit points between 1 and 39, the effect under the 🔥🔥🔥 header is resolved.

6. Some effects trigger immediately and only once, some offer conditional effects, some offer active effects until the beginning of the next Overlord turn.

Player turn

1. A player turn consists of the [beginning of his turn](#), then a [main phase](#) followed by a [clean up phase](#).

Beginning of turn

1. The player flips inactive pearl tokens.
2. Resolve conditional abilities that trigger at the beginning of a turn.

Main phase

1. The main phase consists of exactly one main action and any number of minor actions, in any order.
2. There are two main actions that are always available to players: [journeying](#) and [resting](#).
3. If there is an active Overlord card in play, there is another main action available to players: [challenging the Overlord](#).

   Important
   After each player turn, one and only one card should've been drawn from the adventure deck.

Journeying

1. Journeying means taking a card from the journey track.
2. There are six slots on the track to journey to, numbered 0 to 5, from left to right.
3. The player cannot journey to a slot that does not contain a card.
4. The cost of journeying to a slot is a number of crystals equal to the slot number.
5. If the player has the "journeys at 🔹 3 or more cost you only 3 🔷" effect, and the slot number is three or higher, this cost is set to 3.
6. This cost is lowered by the player's speed value. If it's less than one, the cost is zero.
7. If the player does not pay the cost, he cannot journey to this slot.

Journey results

1. If the slot contains a creature card, [combat](#) takes place. If combat fails, skip the rest of the section.
2. If the card contains an immediate effect ability, resolve it. These effects are prefixed with the ⬇ icon. If the player does not own the card anymore after resolving this ability, skip the rest of the section.
3. If the player has effects that trigger after taking a card of this type, resolve those.
4. If it's item card, the player adds that card to his item stack.
5. If it's an enchantment card, the player adds that card to his enchantment stack.
6. If it's a creature card, the player adds that card to his creature stack.

Combat

1. The player may take any minor actions he desires.
2. If the player does not have attack power equal to or greater than the health of the creature:
    1. Combat failed.
    2. Discard the card on journey track slot 0.
    3. If there is an active Overlord in play, the discarded card may trigger an invasion.
    4. Skip the rest of this section.
3. The creature attacks the player.
4. Combat was successful, and the creature is defeated. If the player has abilities that trigger when a creature of this type is defeated, resolve them now.

Resting

1. To rest, the player chooses one of the rest actions available to him. Rest actions have ⊗ in their cost.
2. Each village card defines at least one rest action.
3. Some item, enchantment and Overlord cards also define rest actions.
4. If the rest action declares an additional cost, the player may pay it. If the player does not pay the cost, he cannot take that action.
5. The player resolves the effects of the rest action.
6. The player discards the card on journey track slot 0.
7. If there is an active Overlord in play, the discarded card may trigger an invasion.

Overlord invasion

1. This happens when a card from journey track slot 0 is discarded due to resting or failing combat.
2. If there is not an active Overlord in play, skip the rest of this section.
3. Invasion abilities are defined on the Overlord card as: *type: effect*.
4. If the Overlord has invasion abilities associated with the type of the discarded card or any token on it, resolve the effects of the abilities.
5. Discard all tokens on the card.

Challenging the Overlord

1. Challenging the Overlord means fighting him to either gain reward tokens or reduce his hit points.

2. If there is not an active Overlord in play, this action is not available.

3. Most Overlord cards define at least one challenge action. Challenge actions have ☒ in their cost.

4. If the challenge action defines an additional cost, the player may pay it. If the player does not pay the cost, he cannot take this action.

5. Combat takes place. If combat fails, skip the rest of this section.

6. If you chose to play with reinforcements, add a reinforcement token with a random side up on the Overlord. If this is a two-player game, add another reinforcement token with a random side up on the Overlord.

7. If this is not a co-op game, the player takes one reward token from the Overlord card. The token acts as a card with the text that's in the "reward" section of the Overlord card. If the reward section defines an immediate effect ⬇, resolve it now.

8. If this not a co-op game and the last reward token is taken from the Overlord, he is considered defeated and inactive from now on.

9. If you chose to play a co-op game, resolve the effects of the "reward" section of the Overlord card. This typically lowers the hit points of the Overlord.

10. The player discards the top card of the adventure deck.

Minor actions

1. Minor actions are defined as: *cost* ➡ *effect*.

    1. Rest actions and challenge actions also follow this format but are not considered minor actions. They have either ⊗ or ☒ in their cost.

2. A player can activate minor actions visible on his stacks, on the village card and on the Overlord card.

3. A minor action can only be activated during a player's turn and when preparing for a duel, and only once per turn per card.

4. A multi-action is a minor action in every regard, except it can be activated more than once per turn per card.

5. A double action is a minor action in every regard, except it can be activated twice per turn per card.

6. To activate a minor action, the player must pay the cost. If he does, the effect is resolved, and if it's not a multi-action the effect on this card gains a virtual "used" label.

7. The player may pay part or all of the crystal costs of a minor action by flipping any of his active pearl tokens. Each flipped pearl token is equal to paying 1 crystal.

Clean up phase

1. The clean up phase consists of:
    1. [Paying weight cost](#);
    2. [Resetting the journey track](#);
    3. [Resetting the attack and defense power of the player](#);
    4. [Resetting minor actions](#).

Paying weight cost

1. If the player journeyed this turn, he discards crystals equal to his weight value.

Resetting the journey track

1. From left to right, move visible cards on the track to the leftmost spot that's empty.
2. As long as there are empty spots on the track and cards in the adventure deck, draw cards from the adventure deck and place them left to right on the track.

Resetting attack and defense

1. Set the player's attack power to the sum of all visible ⚔ icons, reduced by the sum of all visible 🗡 icons. If the value is less than zero, the value is zero.
2. Set the player's defense power to the sum of all visible 🛡 icons, reduced by the sum of all visible 🛡 icons. If the value is less than zero, the value is zero.

Resetting minor actions

1. This means that your minor actions lose their virtual "used" labels.

Victory point tally

1. Sum the victory points gained from the following sources:
    1. From the village card;
    2. From the visible sections of the cards in your stacks;
    3. From reward tokens, where each reward token counts as a card with the description that appears in the "reward" section of the Overlord card;
    4. From your wound count: you get -1 victory point for each wound.
2. The total number of victory points may be less than zero.

[Return to index](#)

Conditions

Standardized meanings of card texts

Text	Triggers….
When your turn begins	At the beginning of your turn.
Once per turn	Once during your turn, never outside of your turn.
When your turn ends	During the clean up phase of your turn.
When taking 💧	Whenever you take damage.
After taking ⚒	Whenever you journey to an item card. It triggers after the card is added to your stack.
After taking ⚒ or 👁	Whenever you journey to an item card or an enchantment card. It triggers before the card is added to your stack.
After taking 👁	Whenever you journey to an enchantment card. It triggers before the card is added to your stack.
When in combat with this 👹	Whenever you are in combat with this monster.
When this 👹 is on the Journey Track	Whenever this monster card is on the journey track.
After defeating 👹 ⬜After defeating a 👹	Whenever you journey successfully to a monster card. It triggers after combat is resolved.
After a journey on ⛉N or more	Whenever you journey to a card on the journey track in slot N or higher. It triggers after the card is resolved.
When dueling other players	Whenever you are dueling another player.
After each duel	After each duel in which you participate, whether you attacked or not.
After using ❌	Whenever you take a rest action. It triggers after resolving the rest action.
When 👾	Whenever you are resolving a challenge action.
If there is 1 🏵 per player on the 🏰	Whenever there is a number of reward tokens on the village card equal to the number of players.
If there are 3 or more 🏵 per player on the Overlord.	Whenever there is a number of reward tokens on the Overlord card equal to three times the number of players.
When the game ends ⬜Before final scoring	At the beginning of the final scoring phase of the game.

Costs

Standardized meanings of card texts

Text	Meaning
Take N 🌢	Take N damage.
Another player heals N 🌢	Another player heals N damage. That player must have at least N damage.
N ⬡	Discard N crystals.
🛡	Decrease your defense power by one.
Discard a card	Discard one of your cards.
Bury this card	Bury this card.
Remove any top card from the game	Select any card on top of any stack. [4] [5] Remove it from the game.
Discard ⚒	Discard one of your items.
Discard top ⚒, 👁 or 👹	Discard either your top item card, your top enchantment card, or your top monster card. [4] [5] [6]
Bury top ⚒	Bury your top item card.
Discard 👁	Discard one of your enchantments.
Bury top ⚒ and 👁	Bury your top item and top enchantment in any order.
Give 👹 to another player	Give any of your monster cards to another player.
Discard 👹	Discard one of your monsters.
Discard this token	Discard this token from the game.
✖	This is not a minor action, but a rest action.
🗿	This is not a minor action, but a challenge action.

Effects

Standardized meanings of card texts

Text	Meaning
You can't be the target of card abilities during other player's turns	During the turn of another player, when resolving card abilities: • You can't be selected as a target player or another player. • Effects that affect "other players" or "each player" don't affect you. You can be affected during an Overlord's turn.
Take 1 ⬥ or lose 2 ⬢	You may take one damage. If you don't, discard two crystals.
Take 1 ⬥ for each ⬥ you have	Take damage equal to your wound count.
Take 1 ⬥ for each ⚒	Take damage equal to your item count.
Take 1 ⬥ from another player	Choose another player with a wound count of one or more. He heals one damage, and you take one damage.
Give 1 of your ⬥ to another player	If you have a wound count of one or more, heal one damage and another player takes one damage.
Transfer 1 ⬥ to 👹	If you have a wound count of one or more, heal one damage and the Overlord takes one damage.
Give 4 of your ⬥ to other players	If you have a wound count of one or more, heal one damage and another player takes one damage. Repeat this four times. You may choose the same player multiple times. The other players take the assigned damage in one effect.
Deal 1 ⬥ to another player	Another player takes one damage.
Deal N ⬥ to other players ⬜ Other players take l ⬥	Each other player takes N damage.
Deal 1 ⬥ to other players for every 2 ⚔	Each other player takes damage equal to your attack power divided by two, rounded down.
All players take N ⬥	Each player takes N damage.
All players take 2 ⬥ or lose 3 ⬢	Each player may take two damage. If they don't, they discard three crystals.
Players take 1 ⬥ for each ⬥ on Journey Track cards	Each players takes damage equal to the number of wound tokens on the journey track cards.

Text	Meaning
Other players take 1 🩸 for each of their 🦅	Each other player takes damage equal to their speed value.
Heal N 💧	Heal N damage.
Heal D6 💧	Roll a six-sided die, heal damage equal to the die value.
Heal all your 💧	Heal all your damage.
Player to your left heals 2 💧	The player to your left heals two damage.
Player to your right heals 2 💧	The player to your right heals two damage.
Player with the most 💧 heals 4 💧	Choose one of the players with the highest wound count. That player heals four damage.
Other players heal N 💧	Each other player heals N damage.
All players heal 2 💧	Each player heals two damage.
Your 💧 cannot be healed	All effects that would heal you do nothing.
N⚔	Increase your attack power by N.
⚔🛡	Increase your attack power by one, increase your defense power by one.
⬜+⚔ and +1🛡	
5⚔1🛡	Increase your attack power by five, decrease your defense power by one. If you defense power becomes less than zero, set it to zero.
Double your ⚔	Increase your attack power by your attack power.
Add 2⚔ for every 5 💧	Increase your attack power by your wound count, divided by five, rounded down, times two.
⚔ for each ⚒	Increase your attack power by your item count.
⚔ for each 🛡	Increase your attack power by your defense power.
⚔ for each 🦅	Increase your attack power by your speed value.
⚔ for every 2 👹	Increase your attack power by your monster count divided by two, rounded down.
+1⚔ and +1🛡 at 🚩3 or more	Increase your attack power and your defense power by one during a journey to slot three or higher.
⬜⚔ and 1🛡 on 🚩3 or more	
+3⚔ on 🚩3 or more	Increase your attack power by three during a journey to slot three or higher.
3⚔ and 3🛡 against 🐉	Increase your attack power and your defense power by three when in combat with a dragon.

Text	Meaning
+3🗡 and +3🛡 against ✳	Increase your attack power and your defense power by three when in combat with a creature with slime icons.
+1🗡 and +1🛡 when dueling other players	Increase your attack power and your defense power by one when you are dueling with another player.
4🗡 against 💀	Increase your attack power by four when in combat with a card with undead icons.
N🛡	Increase your defense power by N.
🛡 for each 🗡	Increase your defense power by your attack power.
🛡 for each 🦅	Increase your defense power by your speed value.
🛡 for each 👁	Increase your defense power by your enchantment count.
+3🛡 on 🛤3 or more	Increase your defense by three during a journey to slot three or higher.
All players have +1🦅	Each player increases their speed value by one.
Ignore all 🦅	Your speed value is zero, regardless of your speed icon count.
All players have +1🏛	Each player increases their weight value by one.
All players have +1🌐	Each player increases their pearl value by one.
Ignore all 🦅	Your pearl value is zero, regardless of your pearl icon count.
Take N⬡	Take N crystals.
Take D6⬡	Roll a six-sided die, take crystals equal to the die value.
Take 1⬡ for every 2🩸 taken	Take crystals equal to the amount of damage you took divided by two, rounded down.
Take 1⬡ for each 5🩸	Take crystals equal to your wound count divided by five, rounded down.
Take N⬡ for each 🗡	Take crystals equal to N multiplied by your attack value.
Take N⬡ for each 🛡	Take crystals equal to N multiplied by your defense value.
Take N⬡ for each 🏛	Take crystals equal to N multiplied by your weight value.
Take N⬡ for each 🦅	Take crystals equal to N multiplied by your speed value.
Take N⬡ for each ✳	Take crystals equal to N multiplied by your slime value.
Take N⬡ for each 👹	Take crystals equal to N multiplied by your monster count.
Steal N⬡ from a target ⬜Steal I⬡ from another player	Take N crystals from another player.

Text	Meaning
Take all ⬢ from the Overlord.	Take all the crystals from the Overlord card.
You cannot have more than 5 ⬢	Whenever you have more than five crystals, discard crystals until you have five. This also applies outside of your own turn.
Lose N ⬢	Discard N of your crystals.
Lose all ⬢	Discard all your crystals.
Give N of your ⬢ to another player	Give N of your crystals to another player. If you have at least one crystal, but less than N crystals, give all of them to another player.
Put 1 of your ⬢ on the Overlord	Put one of your crystals on the Overlord card.
Put 2 ⬢ from bank on the Overlord.	Put two crystals from the supply on the Overlord card.
Pay 3 ⬢ or the Overlord attacks	You may discard three crystals. If you don't, the Overlord attacks you.
Another player takes N ⬢	Another player takes N crystals.
Other players take N ⬢	Each other player takes N crystals.
Other players lose N ⬢	Each other player discards N crystals.
Players start with 25 ⬢	Each player starts the game with twenty-five crystals instead of five.
All players put 2 of their ⬢ on the Overlord	Each player puts two crystals on the Overlord card.
All players lose N ⬢	Each player discards N crystals.
You may give it to another player	You may give this card to another player.
Give to another player	Give this card to another player.
Bury this card	Bury this card. You don't add it to your stacks afterwards.
Target player discards a card with ☀	Another player discards one card with slime icons on it.
Other players must discard a card with ⚑	Each other player discards one card with speed icons on it.
Discard 2 cards with ☀	Discard two cards with slime icons on it.
You cannot take another ⬛	You cannot journey to item cards. Whenever you would have to add a card to your item stack, discard it instead.

Text	Meaning
You cannot use abilities on top ⚒	You cannot activate minor actions on your top item card.
This ⚒ is the exact copy of your top 👁	Treat this card as if it was a copy of your top enchantment card with the lower part of this card appended to the lower part of the enchantment card. It's still an item card, and not an enchantment card.
Steal top ⚒ from another player	Take the top item card of another player with at least two item cards.
Give your top ⚒ or 👁 to another player	Give either your top item or your top enchantment to another player. You cannot give your top item if you have less than two items. You cannot give your top enchantment if you have less than two enchantments.
Bury top ⚒	Bury your top item card.
Bury top ⚒ and 👁	Bury your top item card and your top enchantment card, in any order.
Unbury bottom ⚒	Unbury your bottom item card.
Unbury bottom ⚒ and 👁	Unbury your bottom item card and your bottom enchantment card, in any order.
Unbury bottom ⚒ or 👁	Unbury either your bottom item card or your bottom enchantment card.
Target player buries top ⚒	Another player with at least two item cards buries his top item card.
Target player unburies bottom ⚒	Another player with at least two item cards unburies his bottom item card.
You may bury top ⚒ and/or 👁	You may bury your top item card, and you may bury your top enchantment card, in any order.
Discard top ⚒, 👁 or 👹	Discard either your top item card, your top enchantment card, or your top creature card. You cannot discard your top creature card if it's a dragon.
All players give top ⚒ and 👁 to the player on their left	Each player gives their top item card and top enchantment card to the player to their left. This happens simultaneously and instantly. This also happens if you only have one item card or one enchantment card.
All players discard top ⚒, 👁 or 👹	Each player discards either their top item card, their top enchantment card, or their top creature card. You cannot discard your top creature card if it's a dragon.

Text	Meaning
All players discard ♟	Each player with at least two item cards discards any one item card.
Other players may bury or unbury any of their ♟ or 👁	Each other player may bury their top item card or unbury their bottom item card. Each other player may bury their top enchantment card or unbury their bottom enchantment card. They may do these effects in any order.
All players unbury bottom ♟ and 👁	Each player unburies their bottom item card and their bottom enchantment card, in any order.
You cannot use abilities on top 👁	You cannot activate abilities on your top enchantment card.
Journey for any 👁 on the Overlord	You may journey to any enchantment card on the Overlord card. Resolve 5.7 Journey results.
You cannot take another 👁	You cannot journey to enchantment cards. Whenever you would have to add a card to your enchantment stack, discard it instead.
Swap top 👁 with another player's top 👁	Give your top enchantment card to another player. That player gives you his top enchantment card. This happens instantly and simultaneously, so it also happens if either or both players have only one enchantment card.
Swap top 👁 with an 👁 from the journey track	Swap your top enchantment card with an enchantment card on the journey track. This is not a journey, so the immediate effects on the journey track card do not trigger.
Steal top 👁 from another player	Take the top enchantment card of another player with at least two enchantment cards.
Put top 👁 on the Overlord or lose 2 💎	You may put your top enchantment on the Overlord card. If you don't, discard two crystals.
Put invading 👁 on the Overlord	Take the enchantment card from the graveyard and put it on the Overlord card.
Discard all your 👁	If you have an *of Enchanting* card or a class card, select that one. Otherwise, select another enchantment card. Discard all other enchantment cards.
Target player discards top 👁	Another player discards their top enchantment. You cannot choose players with less than two enchantments.
Target player unburies bottom 👁	Another player with at least two enchantment cards unburies his bottom enchantment card.
Unbury bottom 👁	Unbury your bottom enchantment card.

Text	Meaning
Target player unburies bottom 👁	Another player with at least two enchantment cards unburies his bottom enchantment card.
Discard N🐂	Discard N of your monster cards.
You may give 1🐂 to another player	You may give one of your monster cards to another player.
Give your top 🐂 to another player	If your top creature card is a monster, give it to another player.
Target player must give you 🐂	Another player gives you one of his monster cards.
Target player discards 🐂	Another player discards one monster card.
Other players must give you 1🐂	Each other player gives you one monster card.
Other players discard 🐂	Each other player discards one monster card.
All players discard 🐂	Each player discards one of their monster cards.
Banner and Class card abilities don't work	Banner and class cards act as if there is no ability text on them. Their icons are still effective though.
Journeys to 🚩3 or more cost you only 2◈	The base cost to journey to slots number three or higher is changed to two crystals.
Your journey is free this turn	The final cost to journey to any slot is zero crystals until the end of your turn.
Swap 2 cards on the Journey Track	Swap two cards on the journey track.
Player on your left attacks you	The player to your left attacks you.
All players attack a player on their left	Each player attacks the player to their left.
Each player attacks the player to their right	Each player attacks the player to their right.
You may duel a target player	You may duel another player.
You may duel the player on your left	You may duel the player on your left.
You may duel the player on your right	You may duel the player on your right.
All players duel the player on their left	Each player duels the player to their left. In co-op mode, each player duels the Overlord.

| Text	Meaning
(If there is 1 ⚑ per player on the 🏰) replace it, then current player takes 5 🩸	Remove the award tokens from the village, then remove the village card itself from the game, then replace it by another village card, using the same selection techniques as used during setup. Then the current player takes five damage.
Add 1 ⚑ to on the 🏰	Put a reward token from the supply on the village card.
Add 1 ⚑ to on the 🏰 and 1 ⚑ on the Overlord	Put a reward token from the supply on the village card, and another one from the supply on the Overlord card.
Remove 1 ⚑ from the 🏰	Take one reward token from the village card, if any, and discard it.
Journey for any card on the Overlord	You may journey to any card on the Overlord card. Resolve [Journey results]().
After a journey on 🪧0 the player takes 3 🩸	Whenever a player journeys to track slot zero, he takes three damage.
Discard all 🩸 from Journey Track cards	Discard all the wound tokens on journey track cards.
Journey to the graveyard ⬜ Journey to the graveyard, don't end your turn	You may journey to the graveyard.
Swap a card on the journey track with the top card of the graveyard.	Swap any card on the journey track with the top card of the graveyard.
Place the bottom N cards from the graveyard on the Overlord	Take the bottom N cards on the graveyard and put them on the Overlord card in any order.
Deals double damage	If this creature deals damage when attacking, double the amount of damage it deals.
Attacks all players	Whenever this creature would attack one player, it attacks each player instead.
All 👹 and 🗡 get +2 🖤	When determining the stats of a monster or dragon, increase health by two.
All 👹 and 🗡 get +1 🖤 and +1 🗡 on 🪧2 or less	When determining the stats of a monster or dragon, if it's in slot number two or lower, increase health and strength by one.
All 👹 and 🗡 get +1 🖤 and +1 🗡 on 🪧3 or more	When determining the stats of a monster or dragon, if it's in slot number three or higher, increase health and strength by one.

Text	Meaning
All 🐉 get +1💪 and +1❤️	When determining the stats of a dragon, increase health and strength by one.
+1❤️ and 💪 for every 5 🩸	When determining the stats of this creature, increase health and strength by a number equal to your wound count divided by five, rounded down.
+1❤️ and 💪 for each 💀	When determining the stats of this creature, increase health and strength by a number equal to your undead value.
+1❤️ and 💪 for each ❋	When determining the stats of this creature, increase health and strength by a number equal to your slime value.
+1❤️ for each ❋	When determining the stats of this creature, increase health by a number equal to your slime value.
+4❤️ on 🪧2 or less	When determining the stats of this creature, increase health by four if the card is in journey track slot two or lower.
+3❤️ on 🪧3 or more	When determining the stats of this creature, increase health by three if the card is in journey track slot three or higher.
+1💪 for each ❋	When determining the stats of this creature, increase strength by a number equal to your slime value.
+6💪 on 🪧2 or less	When determining the stats of this creature, increase strength by five if the card is in journey track slot two or lower.
+3💪 on 🪧3 or more	When determining the stats of this creature, increase strength by three if the card is in journey track slot three or higher.
Trigger 🐉 invasion	Resolve all abilities of the Overlord that would be triggered by a dragon invasion.
Fight the Overlord	See: Challenging the Overlord.
You cannot fight 👹	You cannot challenge the Overlord.
👹 is immune to damage	Whenever an effect would lower the hit points of the Overlord, it does nothing instead.
Add 🔥 on Overlord ⬜ Add 🔥 on the Overlord ⬜ Add 🔥 to the Overlord	Put a reward token from the supply on the Overlord card.
Add 1🔥 per player on the Overlord ⬜ Add 🔥 for each player to the Overlord	Put a number of reward tokens from the supply on the Overlord card equal to the number of players.
Remove 1🔥 from the Overlord	Discard one reward token from the Overlord card.

| Text	Meaning
The overlord has +2 ♥ and +2 🐾 for each 🦅 you have	When determining the stats of the Overlord during your turn, increase health and strength by the number of dragons you have, times two.
The overlord has +1 ♥ and +1 🐾 for each 🔥 you have	When determining the stats of the Overlord during your turn, increase health and strength by the amount of reward tokens you have.
The Overlord attacks current player	The Overlord attacks you.
The Overlord attacks all players	The Overlord attacks each player, starting with the active player or the starting player, clockwise.
Overlord attacks the player with the lowest ♦	The Overlord attacks one of the players with the lowest defense power. If there are multiple targets, choose one as a group.
Overlord attacks the player with the highest ♦	The Overlord attacks one of the players with the highest defense power. If there are multiple targets, choose one as a group.
👹 takes ♦ equal to the ○ of removed card	The Overlord takes damage equal to the victory points the removed card was worth after removing it from its stack. If the removed card was a dragon card with a negative effect in its lower part, add a reinforcement token on the Overlord, random side up.
Overlord removes all 🔥 then takes 2 ♦ and 1 Reinforcement token for each 🔥 removed	Discard all reward tokens on cards on the journey track. The Overlord takes damage equal to two times the number of tokens discarded. Put a number of reinforcement tokens from the supply on the Overlord equal to the number of reward tokens discarded.
Put the Cerberus token on a card at ⛳0	If there is a card in journey track slot zero, put the Cerberus token on it.
If Cerberus token is on 👿 or 🦅 players take 3 ♦, otherwise 👹 heals 3 ♦	If the Cerberus token is on a creature card, each player takes three damage, otherwise the Overlord heals three damage.
Shuffle AI Deck	Shuffle the Overlord event deck.
Flip the Desert Token	Flip the desert token.
You may flip the Desert Token	You may flip the desert token.
Double the effect of the Desert Token	Double the effect of the desert token.

Text	Meaning
You may double the effect of the Desert Token on your turn.	This acts as a minor action with no cost that says "Double the effect of the Desert Token until the end of your turn". This action can only be activated during your turn.
You may ignore the effect of the Desert Token on your turn	This acts as a minor action with no cost that says "Ignore the effect of the Desert Token until the end of your turn". This action can only be activated during your turn.
Turn the Desert Token to its Sandstorm side.	If the "+one ♥ -one 🌀" side of the desert token is face up, flip it.
Turn the Desert Token to its Sandstorm side.	If the "+one 🌀 -one ♥" side of the desert token is face up, flip it.
All players lose ⬜ You lose	Each player loses the game.

[Return to index](#)

Deck Themes

- [Main themes](#)
- [Other villages](#)
- [Other banners](#)
- [Other classes](#)
- [Other Overlords](#)

Main themes

Kingdom	Village	Overlord	Banner	Class	Theme
Cultists	Normaltown	Lord Vragan, the Blackest Knight	Normalian	of Cultists	Giving wounds to other players
Bandits	Port Aurisan	Jabar Rephet, the Grand Vizier	Aurisan	or Rogues	Gaining crystals, stealing crystals
Dracons	Dracopolis	Theria, the Dragonhead Hydra	Dragonkin	of Dragon Hunters	Dragons, attack power loss, defense power loss
Gnolls	Hateville	Asabi, the Gnoll Warlord [4]	Gnoll	of Rangers	Taking, giving and discarding monsters
Goblins	Dwarfburg	Cho'mun, the Ogre General	Goblin	of Defenders	Defense power, strong and wide monster attacks
Unicorns	Holy Grove	Cheiron, the Sacred Moose [4]	Wood Elf	of Druids	Healing
Angels	Sun Tower	Lukah, the Archangel	Angelic	of Paladins	Taking damage, healing other players
Barbarians	Fjordosan	Nargan, the Conqueror [4]	Vikingork	of Barbarians	Attack power gains, defense loss

Kingdom	Village	Overlord	Banner	Class	Theme
Faeries	Lost Horseshoe	Failurn, the Trickster	Faerie	of Bards	Giving to other players
Troglodytes	Mycellium Halls	Dorkha, the Seer	Troglodyte	of Miners	Burying and unburying
Demons	Hell's Gate	Gulur, the Demon King [4]	Demonic	of Summoners	Penalty points, givng monsters
Dark Elves	Benzomeranzan	Sathi, the High Priestess [4]	Dark Elf	of Assassins	Dealing damage to others, becoming stronger through wounds
Golems	Santa Gnomonica	Xavras, the Puppeteer	Gnome	of Smiths	Items, burying
Mages	Asylum Library	Beatrix, the Spelleater	Mageborn	of Wizards	Enchantment manipulation
Undead	Gravekill Mounds	King Arsen III, the Immortal	Ghoul	of Gravediggers	Graveyard interaction, undead icons
Slimes	Slug Canal	Brainellum, the Conscious Slime [4]	Slimehost	–	Increasing difficulty through slime icons
Centaurs	Equos Plains	Monophemus, the Cyclops Leader	Amazon	of Wanderers	Difficulty depending on journey distance
Gladiators	Arena Mundi	Sa'akara, the Gamerunner	Arenian	of Gladiators	Dueling and attacking
Harpies	Upper Olympolis	Zeupitter, the Highest Hierarch	Olympian	of Messengers	Speed

Other villages

These villages do not match cleanly with kingdom decks, but most do have relevant interactions with some.

Village	Other usages
Alea	–

Village	Other usages
Bloodhaven	Interacts with Dark Elves
Cave of Fools	Interacts with Bandits
Chapel of Soulfire	Interacts with Undead
Deep Tower	Interacts with Troglodytes and Gnomes
Enchanters Guild	Used in co-op mode
Foxenfurt	Interacts with Faeries
Garden of Thorns	Interacts with Mages
North Ridge	Interacts with Dracons, Gnolls and Demons
Old Hunter's Keep	Interacts with Gnolls and Demons
Pyrkonia	–
Red Gorge Forge	Interacts with Golems
Scarabvan	Interacts with the of Merchants class
Sellsword Camp	Interacts with the of Mercenaries class
Sleepy Rock	–
Temple of Epiona	–

Other banners

These banners do not match cleanly with kingdom decks, but each does have relevant interactions with a deck.

Banner	Thematically fits with deck...
Dwarven	Goblins
Northern	Vikingork
Underdweller	Troglodyte
Vampiric	Dark Elf

Other classes

These classes do not match cleanly with kingdom decks.

Class
of Beggars
of Warriors

Class

of Monks

Other Overlords

These Overlords do not match with kingdom decks. Four of them are co-op mode specific Overlords.

Overlord	Other usages
Whimper, the Underlord	Used in co-op mode
The Grey Council	Used in co-op mode
Ryma, the Titan She-Boar	Used in co-op mode
Cerberus, the Infernal Dog God	Used in co-op mode
Xyz, the Voidbringer	–

[Return to index](#)

Victory Points

Standardized meanings of card texts

Text	This card is worth victory points equal to…
N ⭕	N.
-1 ⭕ for each 🔻	Your wound count, times -1.
⭕ for each 5 🔻	Your wound count divided by 5, rounded down.
-1 ⭕ for each/every 2 🔻	Your wound count divided by two, rounded down, times -1.
⭕ for each ⚔	Your attack power.
⭕ for each 🛡	Your defense power.
⭕ for each 🏛	Your weight value.
⭕ for each 🦅	Your speed value.
⭕ for each ✳	Your slime value.
⭕ for each ☠	Your undead value.
⭕ for each ⚪	Your pearl value.
⭕ for each 5 🔷	Your crystal count divided by 5, rounded down.
N ⭕ for each 5 🔷	Your crystal count divided by 5, rounded down, times N.
⭕ for each ⚒	Your item count.
⭕ for each pair 👁⚒	The lower value of your item count and your enchantment count.
⭕ for each 👁 or ⚒	Your item count plus your enchantment count.
⭕ for each 👁	Your enchantment count.
⭕ for each 2 👹	Your monster count divided by two, rounded down.
⭕ for each 3 👹	Your monster count divided by 3, rounded down.
⭕ for each 👹 or 🐉	Your monster count plus your dragon count.
4 ⭕ for each 🐉	Your dragon count multiplied by 4.
2 ⭕ for each 🔥	Your reward token count. [4]

Quick Setup Reference[4](#)

1. Select a starting player.
2. Set the deck count equal to the number of players.
    1. Double this in a two-player game or a co-op game.
3. Select kingdom decks as a group from the main themes table.
4. If this is a two-player game or a co-op game, remove all cards that do not have a 2 printed on the back.
5. Shuffle the remaining cards to form the adventure deck.
6. Filter a number of item and enchantment cards to the top equal to the number of players times two.
7. Put the adventure deck on the table and fill the journey track with cards.
8. Gather the banner cards associated with the selected kingdom decks and give each player one at random.
    1. Do the same for class cards.
9. If this is not a co-op game:
    1. Gather the village cards associated with the selected kingdom decks, select one at random and put it on the table.
    2. Select one of the Overlord associated with the selected kingdom decks. Put it on the table, then put a number of reward tokens on it equal to the number of players.
10. If this is a co-op game:
    1. Select the *Enchanters Guild* village card and put it on the table.
    2. Choose either one of the four co-op specific Overlords or one of the co-op adaptable Overlords associated with the selected kingdom decks. If it's one of the latter, cover their abilities with the appropriate Overlord overlay card. Put the Overlord card on the table.
    3. Set the Overlord dial to 99 hit points, then put it on the table.
    4. Take the basic Overlord event cards. If you have selected a co-op specific Overlord, add his Overlord event cards to the deck. Shuffle it and place it on the table.
    5. Choose a wound threshold card and put it on the table.
11. Shuffle the wound deck and put it on the table.
12. Each player takes 5 crystals. The *Cave of Fools* village card and the *of Sculptors* class may change this amount.

13. If you are playing with Overlord *Lerxos, the Ancient Sphinx*, with village card *Ne-Ne-Ne-Sethos*, or with kingdom deck the *Mummies*, put the desert token on the table, random side up.

Writing Reference

- [Standard terminology](#)
- [Ordering items](#)
- [Cleaning up files](#)
    - [Normalizing numbered list indices](#)

Standard terminology

- Always write "Overlord" with a capital.
- Whenever you are referring to a card, make sure to add "card" to the text. E.g., you add tokens to an *Overlord* card, but it's an Overlord (without card) that attacks.
- Refer to stack and deck positions as "top" and "bottom", and to card sections as "upper", "lower", "middle", "left" and "right".
- Use "each player" instead of "all players" or "every player".
- Use "each other player" instead of "all other players" or "every other player".
- Use "whenever" instead of "if" whenever it means "whenever".
- Use "whether" instead of "if" whenever it means "whether".
- The only thing you can "pay" is costs; everything else is usually "discarded", sometimes "removed".
    - E.g., you pay 2 by discarding two crystals.

- Abilities are triggered by circumstances; effects are resolved by players.
- Put specific card names in italics. E.g., the *Cave of Fools* village card.
- Be careful to use creature, monster, and dragon correctly.
- You "journey" to slots, you don't "travel".

Ordering items

Subject	Target	Action	Set	Size
Taking damage	You	Use	And	Lowest
Healing	A specific player	Journey	Or	Highest
Attack power	Another player	Take		
Defense power	Each other player	Give		

Subject	Target	Action	Set	Size
Speed value	Each player	Discard		
Weight value	Monsters	Remove		
Speed value	Dragons	Bury		
Slime value	Overlords	Unbury		
Undead value		Flip		
Pearls		Shuffle		
Crystals				
Cards in general				
Item stack				
Enchantment stack				
Creature stack				
Banners				
Classes				
Attacking				
Dueling				
Village				
Journey track				
Graveyard				
Monster stats				
Monster abilities				
Dragon stats				
Dragon abilities				
Overlord stats				
Overlord abilities				
Tokens in general				
Reward tokens				
Desert token				
Winning				
Losing				

Cleaning up files

Normalizing numbered list indices

Using PhpStorm:

- Replace in files
- Find `^(  *)\d\.` (regex)
- Replace by `$11.`

---

1. It covers the Angels and Troglodytes kingdom decks. ↩

2. It covers the Barbarians and Faeries kingdom decks. ↩

3. I do possess these expansions, so future inclusion is possible. ↩ ↩ ↩

4. This is based on opinionated choices, see the [complete setup guide](#) for all possibilities. ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩ ↩

5. You cannot discard your top enchantment card if you have only one enchantment. ↩ ↩ ↩

6. You cannot discard your top monster card if it's a dragon. ↩ ↩