

THE LAST SPELL

THE BOARD GAME



The Day

Rulebook

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It happened.

The Schools of Magic of the known world – driven by an insane power craving competition – finally pushed the big red button. We don't really remember who did what exactly, but the effects were felt everywhere, instantly.

A plain and definitive annihilation of 95% of living things in a joyful purple explosion of pure magic.

Cities were crumbling, littered with oozing corpses.

The air changed too. It became saturated with a more or less compact mist, the only thing that was left from the string of explosions caused by the madness of the mages.

Of course, this mist, even if displaying nice and vivid colors, caused death. And sometimes worse.

They say that the curious and the fool alike who lived in mist-infested areas came out of there transformed in bloodthirsty monstrosities.

After the confusion, came the time of action.

Most of the surviving beings succumbed to a cosy insanity, blaming and killing each other.

Others decided to fight until the very end. They naturally gathered in places where the mist was less thick and tried to keep some cities afloat.

The survivors understood quite rapidly the infernal cycle which was now their daily routine.

Days were quiet and peaceful. They could take time to organize themselves, heal their Wounds and search the surroundings for anything useful. But the nights...

The mist thickened, and from its bowels, it unleashed hordes of mutated monsters craving blood and magic.

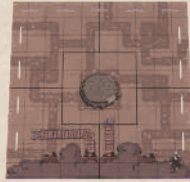
So now they have to repel them, until dawn. Stand strong, at all costs. And above all, keep them from destroying our walls, last remnants of their glorious past. And protect those freaking mages.

They say they have a plan.

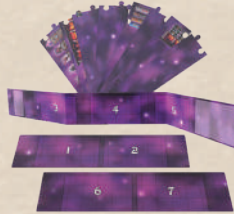
Components List



3 TERRAIN BOARDS
(DOUBLE FACE)



1 TOWN BOARD



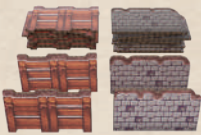
8 MIST PUZZLE FRAME BOARDS
3 MIST BOARDS



1 SHOP BOARD



14 BUILDING STANDEES
1 Armor Maker, 1 Blacksmith,
1 Bowyer, 1 Magic Shop, 1 Shop, 4 Houses,
2 Gold Mines, 2 Scavenger Camps, 1 Seer



22 WALL SECTIONS STANDEES
11 Wooden Walls,
11 Stone Walls



4 GATE STANDEES
2 Wooden Gates,
2 Stone Gates



1 BEACON
4 Mage standees,
1 Magic Circle standee



12 RUIN BASES
6 RUIN BUILDING TILES



12 DEFENSES
4 Ballistas, 2 Catapults,
4 Warp Gates, 2 Watchtowers



2 LINE OF SIGHT RULER TILES



9 LOW OBSTACLES



4 TREE STANDEES



30 FLAME TILES
18 Single Flames,
12 Double Flames



20 GOLD TOKENS



18 MOVEMENT TOKENS



4 HURL TOKENS



8 POTION TILES



20 MATERIALS TOKENS
* Wooden tokens in the KS edition,
cardboard tokens in the retail edition.



16 ACTION TOKENS
* Wooden tokens in the KS edition,
cardboard tokens in the retail edition.



4 HERO MINIATURES



65 MONSTER FIGURES*
17 Clawer, 10 Runner, 10 Archer,
10 Armored, 7 Winged, 7 Boomer,
3 Bulky, 1 Accursed
* Miniatures in the KS edition,
standees in the retail edition.



3 COLORED MINIATURE
BASES FOR BULKIES*
* only in the KS edition



4 CHARACTER CARDS
(DOUBLE-SIDED)



42 PERK CARDS
(6 DECKS OF 7 CARDS)



6 TRAIT CARDS
(DOUBLE-SIDED)



30 ARMOR & SHIELD CARDS
+3 Epic Armor & Shield cards
in the KS edition.



9 SCROLL CARDS



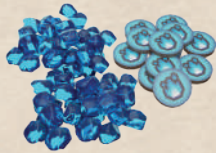
5 SPAWN DIRECTION
CARDS



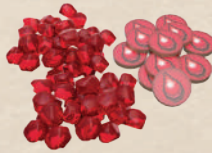
54 WEAPON CARDS
+3 Epic Weapon cards
+3 Blank Weapon cards
in the KS edition.



15 SPAWN PATTERN CARDS



31 BLUE MANA*
** acrylic gems in the KS edition, cardboard tiles in the retail edition*



40 RED WOUNDS*
** acrylic gems in the KS edition, cardboard tiles in the retail edition*



1 FATE COIN



1 FIRST PLAYER TOKEN



2 COLORED DICES TYPES
(BLUE AND ORANGE)



4 REROLL DICE REMINDER TOKENS



1 CORRUPTED HARPY FIGURE
** Miniature in the KS edition, standee in the retail edition*



3 ALERION FIGURES
** Miniatures in the KS edition, standees in the retail edition*



1 CORRUPTED HARPY CARD



1 ALERION CARD



1 CETUSIA HEAD FIGURE
1 CETUSIA TAIL FIGURE
** Miniatures in the KS edition, standees in the retail edition*



4 CETUSIA SPAWN PATTERN CARDS



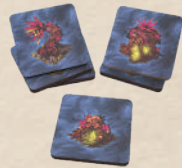
1 CETUSIA HEAD CARD
(DOUBLE-SIDED)



1 CETUSIA TAIL CARD
(DOUBLE-SIDED)



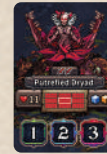
1 PUTREFIED DRYAD FIGURE
** Miniature in the KS edition, standee in the retail edition*



3 HATCHERY TILES
3 SEED MORTAR TILES



5 MONOLITH STANDEES



1 PUTREFIED DRYAD MONSTER CARD



4 REFERENCE SHEETS



1 STATUS NOTEPAD



4 HERO CHESTS
** tuck box in the KS edition, custom plastic bags in the retail edition*



1 COMMON STASH CHEST
** tuck box in the KS edition, custom plastic bags in the retail edition*



6 URBAN QUEST CARDS



1 DAY RULEBOOK
1 NIGHT RULEBOOK

Goals

The Last Spell is a cooperative game set in a dark fantasy world, ruled by two twin Goddesses, Freude and Schaden, where players represent Heroes defending three towns from enemy hordes.

The game consists of Day/Night cycles.

During the Day, players focus on strengthening the economy, Defenses, and Heroes, while during the Night they directly defend the town from enemies.

This rulebook only covers the Day Phase of the game.

Game Modes

The game features three different scenarios that can be played **separately** or as a **campaign**.

Each scenario consists of three Day and Night cycles, with each scenario also featuring unique terrain boards and special rules.

The game offers a Save Mode, which we recommend using at the end of the second and third Nights. At the end of the second Night players must have solved at least one of the Twin Goddess objectives (Urban Quest), while on the third night they must defeat the Scenario Boss.

The three scenarios unfold as follows: **Gildenberg** is the first scenario, the second one is **Lakeburg**, then **Glenwald**.

◆ Campaign ◆

Playing this mode, players start with the first scenario and, once completed, they move on to the next one.

Progress made with Heroes is kept at the end of the game session using the Status Notepad and the Chests. The game can be stored and resumed later with Heroes, Equipment Items, and Resources stored in their respective Chests (see "Save the Game" page 16, in the Night Rulebook).

◆ Single Scenario ◆

Playing this mode, players can choose to play any scenario, without the need to play the previous ones.

If players decide to play this mode, Trait cards will indicate each Hero's starting Equipment (see "Starting Trait", page 10).


Important: If this is your first game, we recommend playing the Campaign mode first!

Main Concepts


Resources

During the Day Phase, there are three Resource types.


Gold

Gold  (cardboard tokens) is used to buy Weapons, Armors, Scrolls, Potions and build or upgrade Buildings and some Defenses.


Material

Materials  (wooden cubes) are used to build the Walls and most of the Defenses.

Worker

Workers  are virtual elements used to scavenge Ruins in order to gain Gold and Materials.

Equipment

Equipment  is the range of items the Heroes can equip and use during the Night Phase:

	Melee, Ranged, and Magic Weapons
	Armors & Shields
	Potions
	Scrolls



Armor and Shields

Potions

Weapons

Scrolls

Note: The + icon might be found next to Gold, Material, or Equipment icons. When this happens, the corresponding item is gained and is supposed to be added to the Common Stash, in the Shop Board. On the other hand, if the item appears with no + icon, the Resource/Equipment depicted represents a cost.

Adjacent and Area concepts

Throughout the rulebook, players will find two frequently used keywords: “adjacent” and “area”.

Adjacent refers to an object positioned next to another, either vertically or horizontally. If two objects touch each other only on an edge, they are not considered adjacent. Every object on the game board has its own **Area**.



The area of any object is composed of the “ring” of spots surrounding the occupied ones.

Structures

Defenses

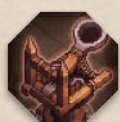
Defenses are accessory Structures that help Heroes drive away the enemy's hordes. Defenses includes:



Watchtower



Ballista



Catapult



Warp Gate

Walls

Walls are some of the Town's protective Structures that help slow down enemy's hordes.

Walls include:



Wooden and Stone Walls

Wooden and Stone Gates

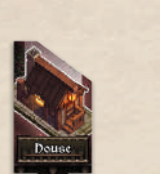
Buildings

There are 4 types of Buildings:

- **Ruins:** can be scavenged to gain Resources or Equipment items and they can be of different sizes: 1-spot-base, 2-spot-base and 3-spot-base Ruins.



- **Production Buildings: Gold Mine, Scavenger Camp, House.** Production Buildings grant Resources, fundamental for the economy of the Town.



- **Equipment Buildings: Shop, Magic Shop, Armor Maker, Blacksmith, Bowyer.** Equipment Buildings provide access to more advanced Equipment.



- The **Seer** is a special Building: the Seer is able to manipulate the purple mist and the Monsters' waves.



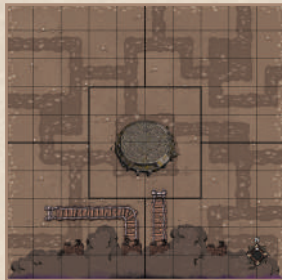


Set up

Gildenberg is the first scenario to play. You will find the set up rules for the other scenarios (Glenwald and Lakeburg) at the end of 'The Day' chapter (see "Set up Lakeburg" on page 16, and "Set up Glenwald" on page 18).

◆ Set up Gildenberg ◆

1. Place the Town board in the middle of the table, with the A side facing up.



2. Take all three Terrain boards and place them with the A side facing up to form **Gildenberg** and its **Surroundings** (any spot outside the central square board), as depicted in the image.




Secure the map by assembling the 8 Mist puzzle frame around it.

3. Place Low Obstacles on the map as illustrated on the Terrain boards.







Low Obstacles

4. Place the Shop board next to the game board. The Common Stash  is located on the right side of the Shop board; then place the three Mist tiles on top of the Mist Puzzle Frame as shown in the picture below.



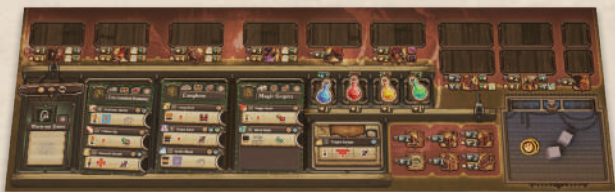
Shop Board



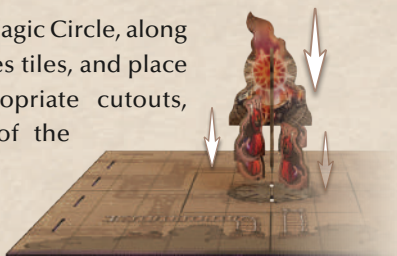
5. Form the Armor & Shield , Melee , Ranged , and Magic  Weapon Level I decks, identified by the green-circled icon on the back of the cards. Place these decks face up on the corresponding slots of the Shop board, as depicted in the picture in step 7. Additionally, note that cards with blue-circled icons are Level II, while those with red-circled icons are Level III.

6. Place the Potion tiles on the Shop board, as depicted in the picture in step 7.

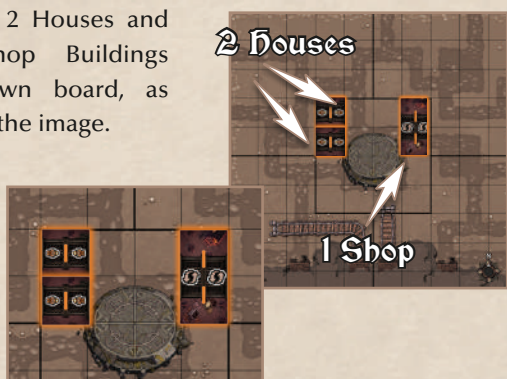
7. Place the Scroll deck face up on the Shop board.



8. Assemble the Magic Circle, along with the 4 Mages tiles, and place them into the appropriate cutouts, right in the center of the Town.



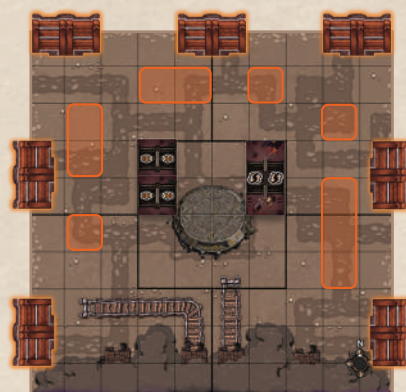
9. Place 2 Houses and 1 Shop Buildings on the Town board, as depicted in the image.



10. Randomly select 3 one-spot-ruins bases, 2 two-spots-ruins bases, and 1 three-spots-ruins base. Assemble the appropriate standees with the chosen Ruin bases, then position them on the Town board according to the configuration shown in the image.

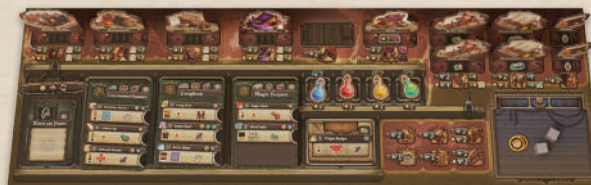


11. Place 7 Wooden Walls on the appropriate cutouts of the Town board as depicted in the image.



12. Place 2 Gold and 2 Materials on the Common Stash.

13. Place the remaining Buildings on the Shop board, as depicted in the image.



14. Fill the Panic Area of the game board with Flame tiles (two tiles per spot).



15. Take the Fate Coin and all the Defense dice, and place them next to the game board.

16. Shuffle the Schaden and Freude Urban Quest cards into two separate piles. From each pile, randomly select one card. Place these two cards on their respective slots next to the shop board. The remaining cards can be returned to the box.



◆ Heroes Setup ◆

Each player chooses and takes one Hero card along with its corresponding figure, placing the card with Level I face up. Hero cards are double-sided, featuring Level I on the front and the upgraded Level II on the back. When your Hero levels up, simply flip the card to the Level II side.

These cards show the Hero's main characteristics, including **Movement Points** (MP), **Hit Points** (HP), and **Mana Points** (MC).

Mana Crystals and Movement Tokens

Players take as many Mana Crystals as depicted in their Hero card. Similarly, players take the Movement Tokens depicted in their Hero card and place them nearby, ensuring the number side is face up.



Action Tokens

Each player takes a number of Action Tokens depending on the number of players:

Number of Players	Amount of Action Tokens
2	7
3	4
4	3

Innate Hero Abilities

The lower part of the Hero card features three icons representing the abilities available to the Heroes:



Fist (for Melee attacks against monsters),



Obstacle Jump (for jumping over Low Obstacles and Wooden Walls),



Armor Up (for shielding 1 damage dealt to the Hero).

The cost of these abilities is explained in "The Night" rulebook (see "Hero Phase" page 15 of the Night rulebook). Each Hero has their own *Traits* and *Equipment items*. Follow the setup steps below.

Starting Trait

Shuffle all the Trait cards (double-sided) and randomly give one to each player.

Each player then chooses one side to play with.

Trait cards confer a positive ability and a limitation, both indicated on the top section of the card (A).

In relation to the played scenario, Trait cards also indicate the following:

- A **starting Perk (B)** that players acquire;
- A **Scroll or Potion (E)**;

Additionally, depending on the starting scenario, players chose:

- A **Weapon (C)**, chosen according to the appropriate level and type;
- **Armors (D)**, one or none, as stated in the card.



Note: If you're playing the Single Scenario mode, Heroes start with a variable number of additional Perks, as indicated in the scenario setup (see "Player Area Setup": page 18 for Lakeburg, page 19 for Glenwald).

Perk Cards represent permanent advantages, describing how and when they should be applied. They are sorted into categories and divided into four levels, respectively.

Each Hero gains the level I Perk depicted on the Trait card.

Note: All skills acquired through Perks and Traits overwrite the standard rules, including the addition or removal of limitations.

Starting Weapons and Armor

Each player might receive an Armor Card, a Weapon Card, and other Equipment cards, depending on what is shown on the Trait Card.

Players take these cards (choosing them if not specified otherwise) from their respective decks, and place them face up next to the Hero Card.

When the Starting Traits are resolved, shuffle the Armor & Shield, Melee Weapon, Ranged Weapon, and Magic Weapons level I decks (all the green decks), and place them face up back on the Shop board.

TRADE

Once every Hero has received their starting Weapon and Armor Cards, players can trade them with each other.

The number of objects a Hero can wear is limited and defined by the *Encumbrance* rule (unless stated otherwise). Any unwanted object can be placed in the Common Stash.

Encumbrance

Heroes can equip:

A maximum of one Low Armor, one High Armor, and one Shield.

A maximum of one Scroll.

A maximum of one Potion.

A maximum of two weapons, with the following limitation:

- Either 2 One-handed Weapons (👉 + 👉).
- Or 1 One-handed Weapon and 1 Two-handed Weapon (👉 + 👊).

Note: you can never have 2 Two-handed Weapons at the same time.

◆ Scenario Limitations ◆

Playing the Gildenberg scenario, players can construct any Structure, but they can only upgrade Walls.

At the end of the setup, players should have a configuration similar to the one below:



Whoever last cast a spell is the first player, taking the First Player token. The order of play follows clockwise.

Day Phase

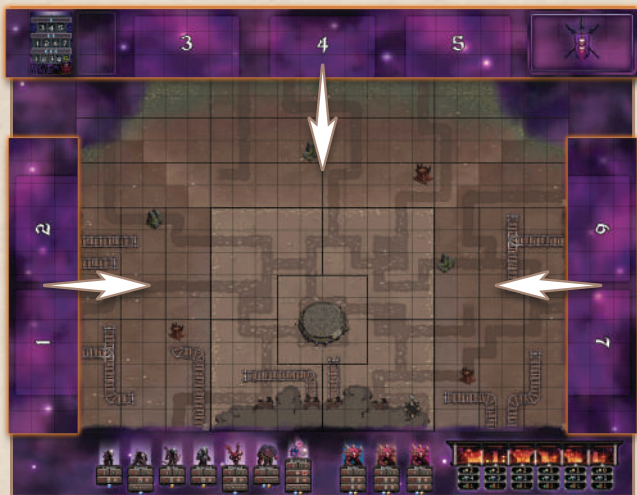
Upkeep Phase

At the beginning of the Day Phase, players perform the following actions in this specific order:

1. **Mist Advances;**
2. **Scout the Spawn;**
3. **Day Production;**
4. **Level up Heroes** (skip in Day I).

◆ 1. Mist advances ◆

Move each Mist tile one spot forward, starting from its current position.

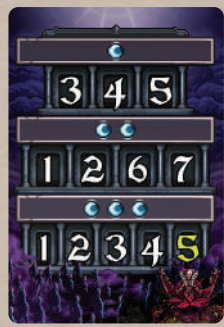


Spawn Direction Deck



Then, regardless of whether you have performed the “Scout the Boss” sub-phase or not, take the Spawn Pattern deck and place **two Spawn Pattern cards** on each Mist tile slot indicated on the revealed Spawn Direction card.

Example: In this example, the revealed Spawn Direction card shows the following information:



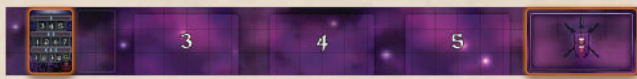
In their first Day phase, players follow the top Day/Night Cycle indications of the Spawn Direction card, placing 2 Spawn Pattern cards face down on the Mist tile slots 3, 4, and 5.

2. Scout the Spawn

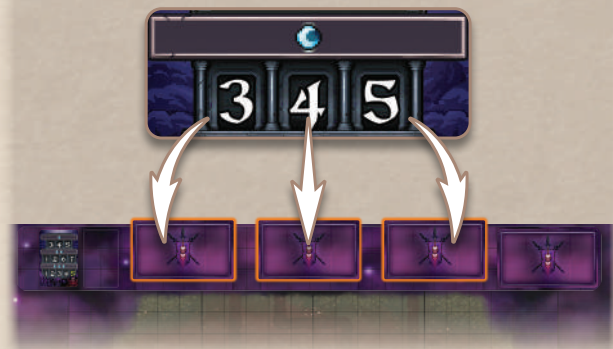
Shuffle the Spawn Direction cards to form a deck. Then, take the Spawn Pattern cards from 1 to 10 (removing cards 1b to 5b), shuffle them to form a deck, and put the remaining cards back in the box. At the end of the process, you should have a Spawn Pattern deck with 10 cards, which will be used for the scenario.

Note: For greater variability after the first game, cards from 1b to 5b can be used in place of basic cards from 1 to 5.

Then, place both decks on the upper Mist tile, on their respective slots, ensuring the Spawn Direction deck is face up.



Draw the first Spawn Direction card and place it on its designated slot. Spawn Direction cards determine where Monsters will spawn during the Night phase.



Note: When the Seer gains the Guess Who ability, flip all the Spawn Pattern cards face up (see the Seer Building, page 23).

Scout the Boss

Scout the Boss is a sub-phase of the Scout the Spawn phase, and it should be performed only if playing the third Day/Night Cycle of the scenario.

Each scenario features its own Boss, with unique rules. Please refer to the specific “Scout the Boss” section, which can be found in the setup instructions for each scenario.

- Scenario I:
Gildenberg - Scout the Corrupted Harpy;
- Scenario II:
Lakeburg - Scout Cetusia the Putrescent Wyrm (page 18);
- Scenario III:
Glenwald - Scout the Putrefied Dryad (page 19).

If playing the Gildenberg third Day/Night Cycle, proceed with the Scout Corrupted Harpy below, otherwise skip it.



Scout the Corrupted Harpy

The **Corrupted Harpy** is the Boss of the first scenario, Gildenberg. The Corrupted Harpy carries three **Alerion**, which are depicted on some of the **Spawn Pattern** cards.



Pay attention to them, as this indicates that they will be part of the next wave of spawns.

Flip the Fate coin to determine where to place the Harpy during the next Night, **either on the left or right side of the Cliff behind the Town**. Keep in mind that **the Harpy always faces towards the Town**.



Left side of the Cliff Right side of the Cliff

◆ 3. Day Production ◆

This action allows players to gain Resources from the Production Buildings currently in the Town.

Buildings' Production

Players go through the Production Buildings currently

in the Town and collect Resources according to what's indicated on their standee bases.

Then, gained resources are placed into the Common Stash.

Note: Players take gained Resources from the box.

Example: In this example, the Buildings' Production is: 2 Materials (from one Scavenger Camp), 4 Gold (from one Gold Mine and another upgraded one) and 4 Workers (from 4 Houses).



Then, on the Shop board, move the first card of each deck to the bottom of it.

◆ 4. Heroes Level up ◆

If it is the first Day phase of the first scenario (Gildenberg), skip this part.

If it is the first Day phase of the second scenario (Lakeburg), each player flips their Hero card to the Level II side, upgrading the relative Mana Crystals and Movement Tokens.

Otherwise, perform Gain a Perk.

Gain a Perk

Players can choose Perk cards of a certain level only if they already own at least two Perks of the previous level.

Heroes cannot have more than one level IV Perk.



Note: At the end of the Campaign mode, each Hero will have a total of 8 Perk cards.

Main Phase

During the Main phase, players take turns choosing to perform one of the following actions:

- **Build / Upgrade Structures**
- **Repair Structure**
- **Take / Leave Equipment items**
- **Buy /Sell Equipment items**
- **Scavenge Ruins**
- **Perform Seer's Ability**

Players continue taking turns until they cannot take any more actions or choose not to. Then, the Main phase is over.

◆ Build/Upgrade Structures ◆

Players can build or upgrade a Structure by spending Gold or Material Resources from the Common Stash.

Whenever a Structure is built or upgraded, players gain an immediate reward depending on the Structure itself. *For more details about these rewards, refer to the Structure Description on page 20, or use the reference aid on the Shop board.*

The placement of the Structure must follow the **Placing Rules**.

Placing Rules

Note: The Area of the Structure consists of slots surrounding the Structure. (see "Adjacent and Area concepts", page 7).

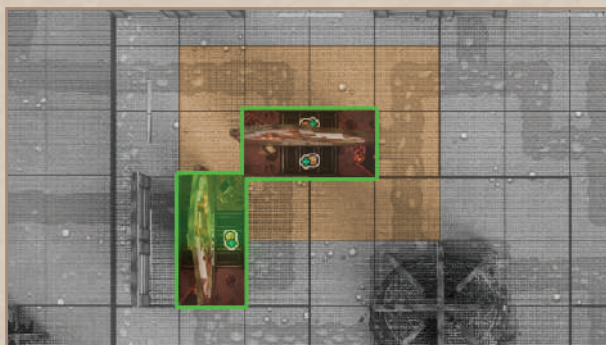
1. Structures cannot be placed on Terrains surrounding the Town.

2. Buildings can be placed in the area of Walls and Defenses, and vice versa. Also, Buildings can be placed in the area of the Magic Circle.



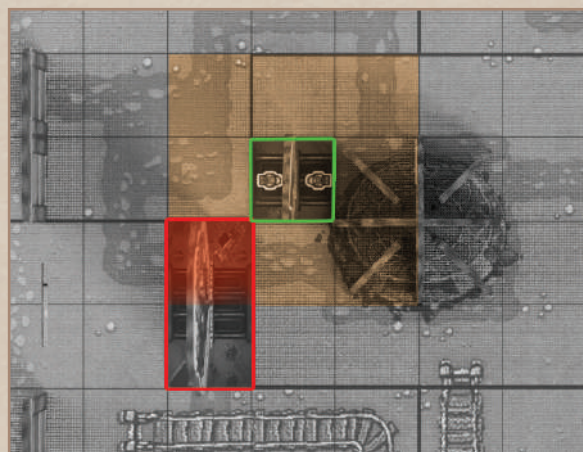
In the image: The Houses and the Shop have been built in the area of the Magic Circle (green area).

3. Production Buildings of the same type, can be placed on each other's area.



In the image: Two Gold Mines have been built in each other's areas (orange area).

4. Non-production Buildings cannot be placed in any other Building's area.



In the image: The Bowyer cannot be built in the Houses' area (orange area).

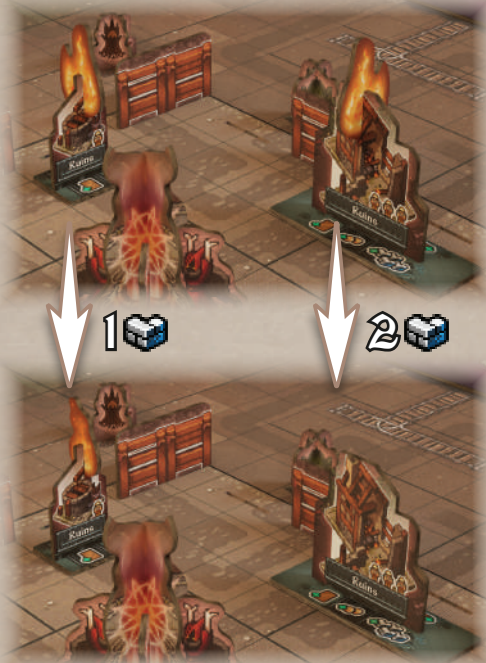
5. Walls can only be placed within the Town's inner perimeter, in the appropriate cutouts.



◆ Repair Structures ◆

Players can repair a Structure by spending Materials; in this way, they remove Flame tiles.

Example: Players spend 2 Materials to remove 1 Double Flame Tile and spend an additional Material to replace a Double Flame tile with a Single Flame tile.



◆ Take/Leave Equipment items ◆

Players can leave any Equipment item they own in the Common Stash, or decide to take one from it (always according to the Encumbrance limits, see page 11).

◆ Buy/Sell Equipment items ◆

Players can buy Equipment items from the Shop board. Melee, Ranged, and Magic Weapons, along with Armors & Shields, can be chosen from the revealed cards on the Shop board. Potions and Scrolls can be chosen by going through all of them on the Shop board.

Players spend the required Gold taking it from the Common Stash. Players can sell any number of Equipment items currently in the Common Stash.

The selling price will be determined by the sum of their

initial cost, divided by two, and rounded down. The gained amount of Gold will then go into the Common Stash.

◆ Scavenge Ruins ◆

Players can choose to scavenge any number of Ruins, as long as the number of Workers currently available in the Town is greater or equal than the sum of the slots occupied by the chosen Ruins. One Worker can scavenge a one-slot-based Ruin.

Players need at least two Workers to scavenge a two-slot-based Ruin, and three Workers to scavenge a three-slot-based Ruin. Players cannot partially scavenge a Ruin.

Once a Ruin has been scavenged, players remove it from the Town and gain the Resources depicted on its base. The gained Resources will then go into the Common Stash.

Place the removed Ruins back into the box. They are considered out of the game.

Example: There are three Houses in Town, providing three Workers. Players have three options:

- *Decide to scavenge 1x 2-slot-based Ruin AND 1x 1-slot-based Ruin, or*
- *Decide to scavenge 1x 3-slot-based Ruin, or*
- *Decide to scavenge 3x 1-slot-based Ruin.*



In the first example the Ruin provides 1 equipment item and 2 Gold.



In the second example the Ruin provides 4 Gold and 4 Materials.



In the third example the Ruin provides 1 equipment item, 2 Gold, and 1 Gold and two Materials.

◆ Perform Seer's Ability ◆

Players can choose a Seer's ability and spend the required Resource to trigger it.

Seer's ability can be performed only if the triggering requirements are met.

For more details see Seer page 23.

End of Day Phase

To complete the Day phase, players perform the following steps:

1. **Regeneration;**
2. **Hero Deployment;**
3. **Recharge Catapults.**

◆ 1. Regeneration ◆

Players restore all their Mana Points (MC) and remove one Wound Crystal (WC), if any, from their Hero card.

Players also restore any Armors, Shields, and Potions (flipping them, filled side face up).

◆ 2. Hero Deployment ◆

Players deploy their Hero figure in a free spot of the Town (including over Watch Towers and Warp Gates), or its Surroundings.

No Movement Points are required to deploy a Hero.

◆ 3. Recharge Catapults ◆

Recharge Catapult's Hurls back to its maximum of 2.

**As the Day ends,
the Night comes.**

Other Scenarios

To play the second scenario (Lakeburg) and the third (Glenwald), follow the rules below.

Lakeburg - Day

◆ Set up Lakeburg ◆

Follow the general setup of Gildenberg (page 8), with the exceptions below:

1. Place the Town board in the middle of the table, with the B side facing up.

2. Take the upper Terrain board and place it with the B side facing up at the top of the Town. Take both the Left and Right Terrain boards and place them with the A side facing up on the sides of the Town. Then, secure the map assembling the 8 mist frame around it.



3. Place Low Obstacles on the map as illustrated on the Terrain boards.

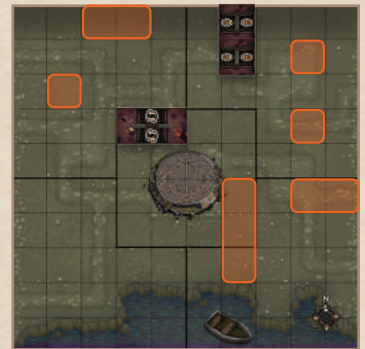


Low Obstacles

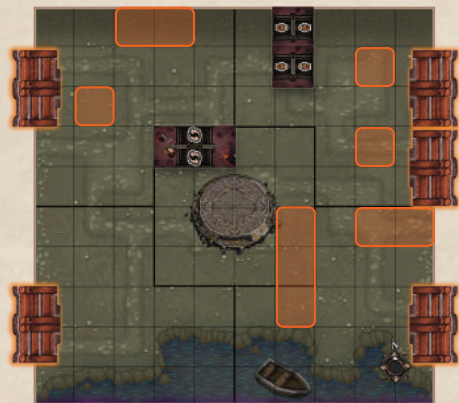
9. Place 2 Houses, and 1 Shop Buildings on the Town board, as depicted in the image.



10. Randomly select 3 one-spot-ruins bases, 2 two-spots-ruins bases, and 1 three-spots-ruins base. Assemble the appropriate standees with the chosen Ruin bases, then position them on the Town board according to the configuration shown in the image.



11. Place 5 Wooden Walls on the appropriate cutouts of the Town board as depicted in the image.



12. If playing the **Campaign mode** and setting up the Lakeburg scenario upon completing Gildenberg's,

players take back all Resources and Equipment items gathered from the Common Stash Chest (for more details please refer to the *Shadow Network* section in the *Night* rulebook on page 17). Alternatively, if **starting a new game from Lakeburg**, place 4 Gold and 4 Materials in the Common Stash.

◆ Player Area Setup ◆

If playing the **Campaign mode** and setting up the Lakeburg scenario upon completing *Gildenberg's*, players keep their Heroes and only 1 Equipment item. Shuffle the other Equipment items back into the appropriate decks.

Alternatively, if **starting a new game from Lakeburg**, players gain 3 Perks, including the Starting Trait's Perk.

For a quick setup, take 2x Level 1 and 1x Level 2 Perks, otherwise follow the *Gain a Perk* rules, page 13. Players then gain Equipment items according to their Trait cards as usual.

Note: After the following day's Upkeep Phase, your Hero will level up.

◆ Scout the Spawn ◆

Follow the *Scout the Spawn* rules (page 12).

Scout the Boss

If playing the Lakeburg third Day/Night Cycle, proceed with *Scout Cetusia*, otherwise, skip it.

Scout Cetusia the Putrescent Wurm

Cetusia is the Boss of the second scenario, Lakeburg.

Players Shuffle

Cetusia Spawn Pattern cards and keep them beside the game board.

Important: Do not place any of the *Cetusia Spawn Pattern* cards onto any Mist slots.

Cetusia



◆ Scenario Limitations ◆

Playing the Lakeburg scenario, players can build any Structure, upgrade any Production Building and Wall.

Players cannot build Walls in the northernmost border of the Town.



Glenwald - Day

◆ Set up Glenwald ◆

Follow the general setup of *Gildenberg* (page 8), with the exceptions below:

1. Place the Town board in the middle of the table, with the A side facing up.

2. Take the upper Terrain board and place it with the A side facing up at the top of the Town. Take both the Left and Right Terrain boards and place them with the B

side facing up on the sides of the Town.

Then, secure the map assembling the 8 mist frame around it.

3. Place Low Obstacles and Trees on the map as illustrated on the Terrain boards.

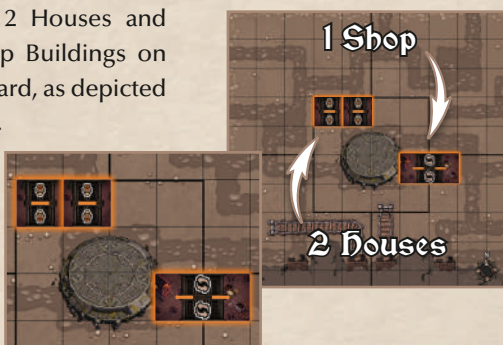




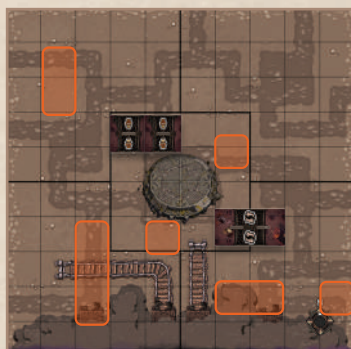
Low Obstacles

Tree Standees

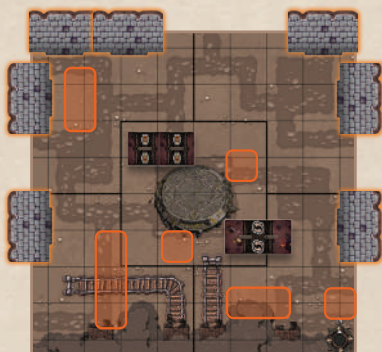
9. Place 2 Houses and 1 Shop Buildings on the Town board, as depicted in the image.



10. Randomly select 3 one-spot-ruins bases, 2 two-spots-ruins bases, and 1 three-spots-ruins base. Assemble the appropriate standees with the chosen Ruin bases, then position them on the Town board according to the configuration shown in the image.



11. Place 7 Stone Walls on the appropriate cutouts of the Town board as illustrated in the image.



12. If playing the Campaign mode and setting up the Glenwald scenario upon completing Lakeburg's, players take back all Resources and Equipment items gathered

from the Common Stash Chest (for more details please refer to the Shadow Network section in the Night rulebook on page 17).

Alternatively, if starting a new game from Glenwald, place 6 Gold and 6 Materials in the Common Stash.

◆ Player Area Setup ◆

If playing the Campaign mode and setting up the Glenwald scenario upon completing Lakeburg's, players keep their Heroes and 2 Equipment items, but up to 1 Armor.

Alternatively, if starting a new game from Glenwald, players gain 5 Perks, including the Starting Trait's Perk.

For a quick set up, take 2x Level 1, 2x Level 2 and 1x Level 3 Perks, otherwise follow the Gain a Perk rules, page 13.

Players then gain Equipment items according to their Trait cards as usual. Then, flip their Hero card to the Level II side, upgrading the relative Mana Crystals and Movement Tokens.

Note: After the following day's Upkeep Phase, your Hero will gain an additional Perk.

◆ Scout the Spawn ◆

Follow the Scout the Spawn rules (page 12), with the exceptions below:

Scout the Boss

If playing the Glenwald third Day/Night Cycle, proceed with the Scout The Putrefied Dryad, otherwise, skip it.

Scout the Putrefied Dryad

The Putrefied Dryad is the Boss of the third scenario, Glenwald. Check the Spawn Direction card.

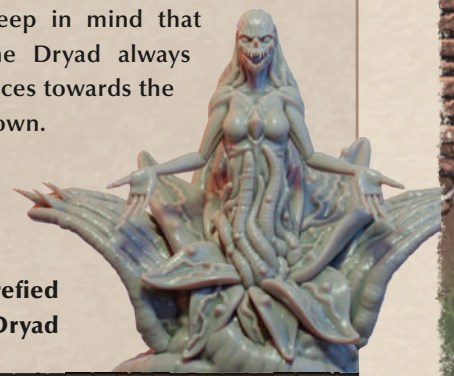


The Putrefied Dryad will spawn in the Mist tile slot indicated by the Spawn Direction card.

Keep in mind that the Dryad always faces towards the Town.



The Putrefied Dryad



◆ Scenario Limitations ◆

Playing the Glenwald scenario, players can build and upgrade any Structure.

Structures Description

It is possible for players to build any Structure except for Ruins, and they can do so following the Placing Rules, page 14.

Any Structure can be damaged. When this happens, players pin one Single Flame tile per damage dealt on the Structure's standee. Use one Double Flame tile per two damages.

If a Structure is destroyed, it is removed from the game board.

Important: If the Town Shop is destroyed, remove its standee from the Town board and place it on the corresponding spot on the Shop board, flipping all equipment cards currently on the shop board face down. Players will no longer be able to purchase any equipment items until they rebuild the Shop!

Ability: The **Catapult** can attack in an **Adjacent** or **Far sector** by **spending one** of the **Hurl tokens** available on it. The shot of Catapult has No-dodge and Vision abilities. No-dodge is applied only to the Impact Spot ■.



Hit Points: As the Catapult receives any damage, it is considered destroyed.



Warp Gate

Construction cost: Spend 1 Material. Place the Warp Gate onto any free spot of the Town, following the Placing rules (page 14).

Warp Gates are considered a free spot for Heroes movement purposes.

Ability: The **Warp Gate** allows Heroes to teleport to another Warp Gate by spending 2  **Movement Points** and 1  **Mana Point**.

Hit Points: As the Warp Gate receives any damage, it is considered destroyed.

Heroes on any Warp Gate that gets destroyed do not take any damage, and also take the place of the Warp Gate.

Note: Hero Perks cannot under any circumstances avoid damage dealt to the Warp Gate.

◆ Defenses ◆

Defenses are accessory Structures that help Heroes drive away the enemy's hordes.



Ballista

Construction cost: Spend 2 Materials. Place the Ballista onto any free spot of the Town, following the Placing rules (page 14).

Ability: The **Ballista** can shoot a target in either the **Current** or **Adjacent Sector**, only once per Hero Phase. The Ballistas' shot have Armor Piercing and Vision abilities (page 21 on the *The Night Rulebook*).

Hit Points: As the Ballista receives any damage, it is considered destroyed.




Catapult

Construction cost: Spend 3 Materials. Place the Catapult onto any free spot of the Town board, following the Placing rules (page 14). Then place its 2 Hurl tiles on top of it.



Watchtower

Construction cost: Spend 1 Material. Place the Watchtower onto any free spot of the Town, following the Placing rules (page 14).

Ability: Players' Heroes can climb onto, or leave a Watchtower. To do so, they spend 2 Movement Points (). Watchtowers cannot be jumped.

Heroes on top of a Watchtower gain **Vision** ability: their Line of Sight cannot be blocked by any game element (see "*Line of Sight*" page 7, and "*Weapon Abilities*" page 21, both in *The Night rulebook*).

Hit Points: As the Watchtower receives any damage, it is

considered destroyed. Heroes on any Watchtower that gets destroyed do not take any damage, moreover they also take the place of the Watchtower.

◆ Walls ◆



Wooden and Stone Walls

Walls are some of the Town's protective Structures that help slow down enemy hordes.



Players can only build Walls in the inner perimeter of the Town, using the appropriate cutouts.

Heroes can jump over Wooden Walls only, and only if there is a free space to land on the other side.

WOODEN WALLS

Construction cost: Spend 2 Materials. Place the Wall into an available spot, following the Placing rules (page 14).

Hit Points: If a Wooden Wall with 2 damages receives a third damage, it is considered destroyed.

STONE WALLS

Construction cost: Spend 2 Materials. Choose a Wooden Wall currently in Town, upgrade it to a Stone Wall replacing it, and maintain any pinned Flame tile, if any.

Hit Points: If a Stone Wall with 4 damages receives a fifth damage, it is considered destroyed.

Note: When facing the horde, remember to apply the Line of Sight rules for Heroes standing next to Stone Walls (see the Night rulebook, Line of Sight paragraph, page 7).



Wooden and Stone Gates

Wooden and Stone Gates are similar to their Walls counterparts. They also behave similarly.



WOODEN GATES

Construction cost: Spend 2 Materials. Place the Gate into an available spot, following the Placing rules (page 14).

Hit Points: If a Wooden Gate with 1 damage receives a second one, it is considered destroyed.

STONE GATES

Construction cost: Spend 2 Materials. Choose a Wooden Gate currently in Town, upgrade it to a Stone Gate replacing it, and maintain any pinned Flame tile if any.

Hit Points: If a Stone Gate with 3 damages receives a fourth damage, it is considered destroyed.

Note: Gates are considered a free spot for Heroes movement purposes.

◆ Buildings ◆

Players can construct any Building, except for Ruins. To construct a Building, spend the amount of Resources depicted on the reference of the Shop board, then perform its triggered ability, if any.



Any Building can receive damage, Ruins included.

As a Building receives any damage, players pin one Single Flame tile per damage dealt on the Building's standee.

Use one Double Flame tile for every two damages.

If a Building accumulates a number of pinned Flames equal to the number of spots occupied in Town +1, it is considered destroyed.

Example: Houses occupy one spot in the Town. As a House receives a second damage, it is considered destroyed.



If a Building is destroyed, put it back on the Shop board. If it is rebuilt, it starts as base Building, losing any upgrade it had before.

Ruins



1 spot-base Ruin | 2 spot-base Ruin | 3 spot-base Ruin



Ruins offer players the opportunity to boost the Town economy by Scavenging them (see "Scavenge Ruins", page 15).


Note: when the Scavenge a Ruin action grants an Equipment item, choose one of the Equipment decks, taking the first card, or one of the available Potions of your choice from the Shop.




◆ Production Buildings ◆

Gold Mine



 **Construction cost:** Spend 2 Material. Then gain 1 Gold.


 **Upgrade cost:** Spend 4 Material, flip the Gold Mine base to the upgraded face. Then gain 1 Gold.


Production Building: Each Gold Mine grants 1 Gold during the Day Production (page 13), or 3 Gold if upgraded.

Hit Points: If a Gold Mine with 2 damages receives a third damage, it is considered destroyed.

Scavenger Camp



 **Construction cost:** Spend 2 Gold. Then gain 1 Material.


 **Upgrade cost:** Spend 3 Gold, flip the Scavenger Camp base to the upgraded face. Then gain 1 Material.

Production Building: Each Scavenger Camp grants 2 Materials during the Day Production, or 4 Materials if upgraded.

Hit Points: If a Scavenger Camp with 2 damages receives a third damage, it is considered destroyed.

House



 **Construction cost:** Spend 3 Gold.

Production Building: Houses grant Workers. Players can scavenge Ruins depending on the number of Workers they have currently in Town (see Scavenge Ruins, page 15).

Hit Points: If a House with 1 damage receives a second one, it is considered destroyed.


◆ Equipment Buildings ◆

Shop




Base

The Shop is the only way to access new Equipment items for your Heroes.

 **Construction cost:** To build a Shop, spend 2 Gold.

Hit Points: If a Shop with 2 damage receives a third damage, it is considered destroyed.

Building Ability:

 **Refresh ability** — Spend 1 Gold, then take the first card of the Melee weapon, Ranged weapon, Magic Weapon and Armor decks, and put them at the bottom of the corresponding deck.



Armor Maker, Blacksmith Bowyer and Magic Shop

These Buildings have the same construction and upgrade costs. Each of them grants a free Equipment item when built or upgraded, also granting the access to a higher tier of Equipment items.



Each Town can have at most 1 Building for each type: Armor Maker, Blacksmith, Bowyer, and Magic Shop.

Construction cost: Spend 3 Gold.

Building Ability: Shuffle the corresponding level II cards (respectively Armors, Melee Weapons, Ranged Weapons, Magic Weapons) to form a new deck, replace the previous Level I deck in the Shop (face down if the Shop is destroyed), then add the first card to the Common stash.

Here's an example with the Armor Maker built:



Place the first
Armor Card in the
Common Stash

Upgrade cost: Spend 4 Gold.

Building Ability: Shuffle the level III cards (respectively Armors, Melee Weapons, Ranged Weapons, Magic Weapons) to form a new deck, replace the previous Level II deck in the Shop (face down if the Shop is destroyed), add the first card to the Common stash.

Here's an example with the Armor Maker upgraded:



Hit Points: If an Armor Maker, a Blacksmith, a Bowyer or a Magic Shop with 2 damages receives a third damage, it is considered destroyed.

Seer



Construction cost: Spend 3 Gold. Then repel the three Mist tiles 1 spot back.

Hit Points: If the Seer with 2 damage receives a third damage, it is considered destroyed.

Building Ability:

Repel Mist — Spend 3 Gold: push back the Mist tile of 1 slot (never more than 6 spots from the town Walls).

Upgrade cost: Spend 2 Gold, then flip the Seer base to the upgraded face.

Building Ability: Once upgraded, the Seer acquires two new abilities in addition to its previous one:

Guess Who — During the "Scout the Spawn" action (*Scout the Spawn*, page 12) place the Spawn Pattern card face up.

Guess Again — Spend 2 Gold to put one Spawn Pattern card from a selected pile on the Mist tiles onto the bottom of that pile.

THE LAST SPELL

THE BOARD GAME



Credits

**A BOARD GAME BASED ON THE VIDEO GAME
BY ISHTAR GAMES**

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Editing: Eleonora Teloni, Beatrice Pancalli, Jasmin
Movahedian, Barbara Parutto

Rulebook "The Day" Design: Alessio Paniccia

Rulebook "The Night" Design: Eleonora Teloni

Art by Ishtar Games: Jacques Dedeken, Manon Bertin,
Adrien Feugère, Éloïse Zirotti

3D Art: Luca Cappellano, Michele Marchionni,
Francesca Santucci

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us with endless enthusiasm and invaluable feedback!

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