

# THE LAST SPELL

THE BOARD GAME



# The Night

Rulebook

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# The Night

The Last Spell: The Board Game is Structured around Day and Night cycles. This rulebook specifically covers the Night phase of the game. In case you haven't already, we recommend referring to the "The Last Spell - the Day" rulebook first.

During the Night Phase, players, taking on the role of valiant Heroes, aim to safeguard the Town and its Magic Circle from the hordes of monsters emerging from the eerie Mist. This phase follows the Day Phase, in which the first actions of the game take place.

## Aim of the game

The game consists of three Scenarios divided into two acts. It is recommended that you play the first act of each Scenario in one game session and, if you win, save the endgame information needed to continue with the second act (the Status Notepad that comes with the game serves this purpose). Alternatively, you can play the two acts consecutively, or even the entire campaign!

Keep these general rules in mind as you play:

## Losing the game

- If even one hero dies, the game is lost for all players!
- At the conclusion of the second night in each Scenario, the first act concludes, and a review of the two Urban Quests will be conducted. At least one of the two Urban Quests should be solved; if not, you have lost the game!

## Winning the game

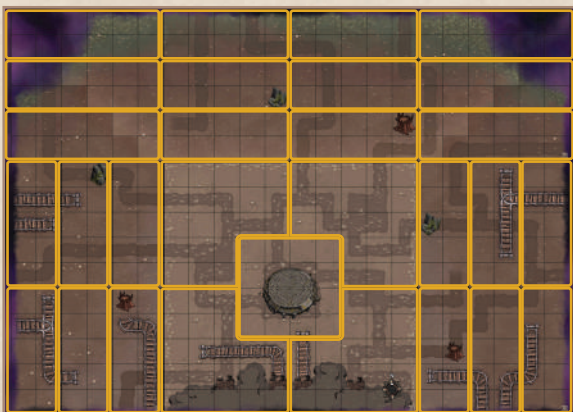
- On the first and second Night of each Scenario, players win when all the spawn pattern cards are revealed, and the number of total Hit Points of the remaining Monsters is equal to or less than the number of heroes in play.
- On the third Night of each Scenario, players win immediately when the Scenario boss dies, concluding the second act of the Scenario.

# Main Concepts

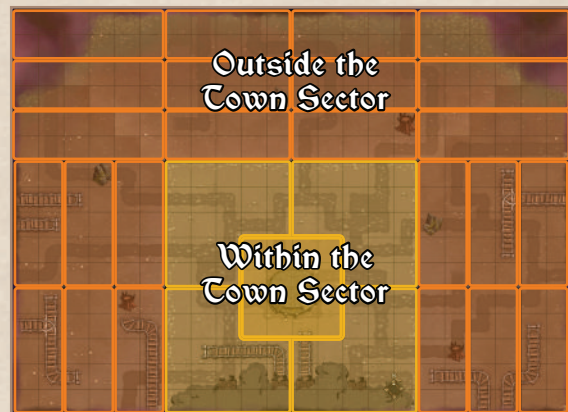
## Sectors and Areas

### ◆ Sectors ◆

The game board is divided into **Sectors**.



Sectors can be either **within the Town** or **outside the Town**.



Considering a Hero figure, a Sector is defined as:

- **Current** if the figure is in the Sector;



- **Adjacent** if it is a Sector **adjacent** to the **current** one, **counting only orthogonal Sectors**.



- **Far** if it is a Sector **adjacent to Adjacent Sectors**, excluding the adjacent and the current ones. In other words, two Sectors away.



Each **Town** is divided into **4 Sectors** and the central **Magic Circle**.

The **Magic Circle** is considered **Adjacent** to any other **Town Sector**.

## ◆ Areas ◆

Each game component has its own **Area**, consisting of the “ring” of spots surrounding it, orthogonally and diagonally (see *Adjacent and Area concepts*, page 7, *The Day* rulebook).



## ◆ Spots and Obstacles ◆

Each Sector is divided into **Spots**. Spots are considered **occupied** if they hold any game element.

Any game element that occupies any spot is defined as an **obstacle** and **cannot be passed through**, unless otherwise stated.

Some obstacles are considered **Low Obstacles** and Heroes can overcome them through their **Obstacle Jump** action (see *Actions*, page 15).



Low Obstacles

One exception is the **Warp Gate**, which is **not considered an obstacle**.



The **Cliff** present in the first and third Scenarios is an **Obstacle** and **no one can cross it** unless stated otherwise.



# Heroes

During the Night Phase, Heroes play a key role; their characteristics and role are described below:

1. Hit Points;
2. Mana Points;
3. Innate Hero abilities;
4. Movement Points.



## 1. Hit Points

**Hit Points** indicate the health status of the Hero. When a Hero's **Wounds** equal or exceed their Hit Points, they are considered dead.

Players **remove one Wound** from their Heroes during the **Regeneration**, in the End Phase of the Day (see page 16, *The Day* rulebook).

**When a Hero dies, the game ends** with the defeat of all players.

## 2. Mana Points

**Mana Points** ( ) are spent to activate certain **Weapons** or **Scrolls** that require them.

Heroes fully **regenerate Mana Points** only during the **Regeneration**, in the End Phase of the Day.

## 3. Innate Hero Abilities

**Action Points** ( ) or **Movement Points** ( ) are spent to activate **abilities**.



**Fist:** Heroes can decide to **spend 1 Action Point** to perform a **Melee attack** against a Monster. There's no limit to the number of times this ability can be performed during each Hero Phase.

*Note: Fist ability **does not** activate any perks.*



**Obstacle Jump:** Heroes standing next to a **Low Obstacle** or a **Wooden Wall** can **jump beyond it** by spending **3 Movement Points**.



**Armor up:** Heroes can decide to **spend 1 Action Point** to **receive 1 damage less** during the next **Monster attack**. This ability can be performed once per Hero Phase.

## 4. Movement Points

Each **Movement Token** has a value ranging from 2 to 4 (2, 3, 4).

During their turn, players can **flip Movement Tokens** to their used side ( ) to **acquire Movement Points** ( ).

**Movement Points** are then **spent to move the Hero** by the corresponding number of Spots or fewer.

Hero Movement on the game board occurs only **orthogonally**. Heroes cannot move diagonally, stop, or pass through an occupied spot.



**Important:** it is not possible for a Hero to pass over, or end their Movement in a Mist spot.

**Movement Points** are fully regenerated at the beginning of each Hero Phase of the Night.

# Weapons

Weapon cards have the following depicted elements:



**Note:** to effectively overcome Bosses or formidable Monsters, it's advisable to equip your Hero with powerful Weapons that possess multiple secondary effects. Remember that enhancing your Weapons by leveling them up, significantly increases your survival prospects during the Nights.

## ◆ Weapon types ◆

Weapons belong to one of the following types:

- Melee,
- Ranged,
- Magic.

### Melee Weapons

**Melee Weapons** are the only that inflict **2 damage** if two-handed.


### Ranged Weapons

**Ranged Weapons** allow Heroes to hit a target in **Current, Adjacent** and/or **Far away Sectors**.

They inflict **1 damage** when hitting a Monster.

**A Ranged Weapon cannot under any circumstances target foes within the area of the equipped Hero.**

### Magic Weapons


**Magic Weapons** have a special ability: if a Monster is on the **Impact Spot**  and the first attempt failed, **players can roll the Defense dice again**, spending an **additional Mana Point**. This ability can be performed only once per attack.




**Example.** With **Magic Missile**, a player can roll twice to target any of the three spots affected by this Type of Attack.

With **Fireball** a player can roll twice in the area where this Type of Attack is centered.



## Encumbrance

Weapons with this icon  are considered **two-handed Weapons**.

Weapons with this icon  are considered **one-handed Weapons**.




When choosing Weapons, **always refer to the Encumbrance rule** (*Encumbrance*, page 11, *The Day* rulebook).

## ◆ Damage provided ◆

Except for a few types of Weapons that deal 2 damage  with their attacks, all others deal 1 damage .

## ◆ Types of Attack ◆

Weapons feature different **Type of Attacks**.

To use a Weapon, players must select a **Type of Attack** and spend the required **Action Points**  and the potential **Mana Points**  and/or **Movement Points**  indicated by its cost per use.

Each Type of Attack can only be used a **limited number of times** during each Hero Phase (limited to one per turn).





*Example Type of attack: Rush.*


**Note:** to track the number of times players perform the same Type of Attack, they stack the spent Action Tokens on the **Action Points** slot of the card.


Each **Type of Attack** features three attributes: a **Range**, an **Area of attack**, and a potential **Secondary Effect**.

- The **Range** represents the area that the type of attack can cover and can be measured in **Spots** or **Sectors**.

 » **Spots** - commonly used for *Melee Weapons*.

 » **Sectors**, which encompass multiple spots (see *Sectors and Areas*, page 3) - commonly used for *Ranged Weapons*.

- The **Area of Attack** is the set of spots actually affected by the attack. It extends from the *Impact Spot*  to the indicated area (see *Weapon Abilities* in the appendix, page 21).
- The **Secondary Effects** are represented by a series of icons and indicate any **additional effects** (see *Weapon Abilities* in Appendix, page 21).

The **Impact Spot**  can be an empty spot, a spot occupied by a Monster, or even a spot occupied by a Hero.


Attacks from Heroes and Defenses can affect friendly characters. They inflict the same damage they would deal to a Monster and can be mitigated with Armor & Shield cards.

## ◆ Line of sight ◆

All **Ranged Weapons Attack Types** require **Line of Sight** to the target, whether it be a Monster or a Hero.

Only some **Magic Weapons Attack Types** require Line of Sight, specifically those with a Range expressed in **Sectors**.

**Melee Weapons Attack Types** do not require Line of Sight.

To define the Line of Sight of a Hero, use the **rulers**  provided and follow the rules below:

- Heroes' Sight is **360 degrees** around themselves.

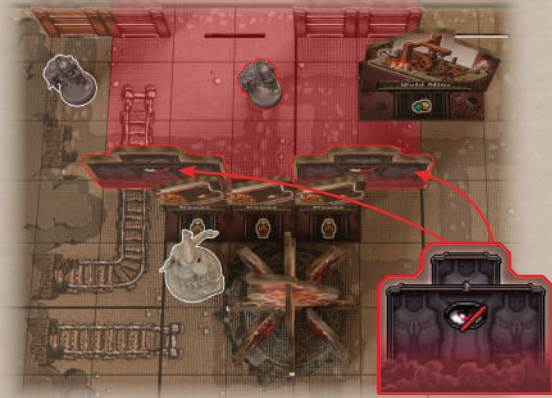
However, **Line of Sight may be partially obstructed** when standing adjacent to **Buildings, Stone Walls, and Trees**.


Wooden Walls, Wooden Gates, Stone Gates, Defenses and Low Obstacles do not block Heroes' Line of Sight.

When a Hero is adjacent to one or more elements blocking their sight, **place the two Rulers on their ends** as shown in the example image alongside.

The Rulers are placed **one spot inside the blocking element**, and **the rest extending outwards**. From the perspective of the Hero looking towards the blocking element, the spots beyond the rulers are **out of the Hero's Line of Sight**.

- **Heroes cannot attack Monsters that are out of their Line of Sight.**



*In this example the blue Hero is adjacent to a House that is in turn adjacent to two Houses. The rulers (  ) indicate the boundary of the Hero's field of vision. All Monsters and Heroes **beyond that line** are considered **outside their Line of Sight** (red color), while the others are considered **within their Line of Sight**.*



*In this example, the Hero is adjacent to two Buildings, in turn perpendicular to each other. The Hero's Line of Sight is then evaluated as if the two Structures were contiguous, despite their connection at one corner.*

**Important:** the Line of Sight of Heroes with **Vision** (see *Vision ability*, page 21) is never blocked by any game element.

# Armors and Shields

Heroes taking damage from a Monster's attack can choose to use an **equipped Armor or Shield** to avoid the damage.

*Note: Perks can be used to avoid Monsters' damage too.*



All **Armor & Shield** cards feature a **“use this”** ability, while only some of them also include an **additional ability**.

To perform the “use this” ability, players turn **the card horizontally**. To be able to use the “use this” ability again, players must **restore** the card.

*Note: some of the extra abilities let players restore the card. For further details on Armor cards restoration see Regeneration, page 16, The Day rulebook.*

Additional abilities can always be performed by spending the required activation cost.

# Potions

During their turn, players can use a **Potion** as a free additional action.

Each Potion has its own effect based on its color.

- **Green:** Restores one used **Movement Token**.
- **Red:** Heals one **Wound** suffered by the Hero. Players discard the corresponding **Wound crystal**.
- **Blue:** Restores up to **3 Mana Points** of a Hero. Players cannot accumulate more **Mana Points** than the Hero's maximum.
- **Yellow:** Restores **2 Action Points**. Players choose which **Action Points** to restore.



Potions have a maximum of **two uses**. When purchased, players place them near their Hero card, **full side** face up.



After the first use, players flip the **Potion tile** to show the **half-empty** side.

After the second use, players immediately **discard the Potion tile**.

*Note: Potions used once with the half-empty side face up are **completely restored during the Restoration Phase** (see Regeneration, page 16, The Day rulebook).*

# Scrolls

During their turn, players can use a **Scroll** as a free additional action.

Each Scroll has **its own effect**, indicated on the card itself. Scrolls perform **Magic Attacks** as **Magic Weapons**.



They consume **Mana Points** and can be used multiple times, as long as Heroes have **Mana Points** available to spend.

# Monsters

The base game features eight types of **Monsters**, divided into tiers:

- **Tier 1:** Archer, Armored, Clawer, Runner;
- **Tier 2:** Boomer, Winged;
- **Tier 3:** Accursed, Bulky.

Each **Monster's** characteristics are described on the **Monster Reference** cards, illustrated on the game board.



**Important:** the three **Bulky** and **Accursed** Monsters each have unique characteristics indicated on their respective detailed Monster Reference cards.

## ◆ Monster characteristics ◆

Each Monster has the following characteristics:

### ♥ Hit Points

Tier 1 and 2 Monsters have a **single Hit Point**, while tier 3 Monsters (Bulky and Accursed) have a **variable number of Hit Points**.

*Note: when a Monster with more than one Hit Point is hit (Tier 3 Monsters), players keep track of the number of Wounds received by placing the relative number of Wound crystals on its card on the game board.*

### 👣 Movement Points

This value indicates the **number of steps** a Monster can take during its Movement: 1 step corresponds to 1 Spot movement.

### Attack

Monsters can perform two standard **types of attack**:

- **Melee Attack**

Whenever a Monster concludes its movement in a spot adjacent to a Hero or a Structure, it **immediately attacks one of the four orthogonal spots**.

*Important: if a Monster ends its movement on a spot adjacent to both a Structure and a Hero, the attack always targets the Hero. If there are multiple*



*Heroes, the attack always targets the one with the most Wounds taken; in case of a tie, the target is the Hero with the highest base Mana value.*

- **Ranged Attack**

During the Attack Phase, Monsters with a Ranged attack **hit the first Structure or Hero they are orthogonally adjacent to** or that are within their Attack Range.

*Example: A Monster with "Ranged 4" hits the first target they encounter on a range of 4 spots.*

#### PRIORITY OF ATTACK: STRUCTURES AND MAGIC CIRCLE

The **Magic Circle** is always the **first target** during an attack.

A Monster adjacent to two **Structures** (excluding the

Magic Circle) **always attacks the weaker one** (the one that would be destroyed with fewer attacks); in case of a tie it attacks **Defenses first**, then **Walls**, and **Buildings** at last. In case of a further tie, players can choose.

### 🔪 Damage Dealt

This value indicates the **amount of damage a Monster deals** to its targets during the **Attack Phase**, inflicting a number of **Wounds** equal to its **strength**.

### Defense dice

There are two types of **Defense Dice**: **blue** and **orange**.

Each die indicates the **Monster's type of Defense**, determining its vulnerability to specific **Types of Attacks**.



When a Monster is attacked, the player **rolls the Monster's Defense Die** as indicated on the Monster Reference Card on the game board.

The result of the dice roll determines whether the Monster has been hit or not.

Find the description of each result below:



The Monster is **hit**.



The Monster is **hit**.

If the weapon has the **Stun** ability and the Monster has not been killed with the same attack, the Monster is also **stunned**.\*

*Important: this effect does not apply to Bosses (See "Stun" in Weapon Abilities, page 21).*



The Monster is **not hit**.



The Monster is hit only if the used weapon has the **no-dodge** ability.

If the weapon has the **Stun** ability and the Monster has not been killed with the same attack, the Monster is also **stunned**.\*



The Monster is hit only if the used weapon has the **Armor Piercing** ability.

If the weapon has the **Stun** ability and the Monster has not been killed with the same attack, the Monster is also **stunned**.\*

*\*A stunned Monster cannot move or attack until the end of the next Monster Phase. The stun is applied to the whole attack, if not otherwise stated. To mark a Stunned Monster, place its miniature on its side.*

To hit a **Monster with two Defense Dice**, both dice result must be **Hit**, keeping in mind the abilities of the current Type of Attack.

If the Type of Attack allows a Stun, this is applied **if both**

dice results have the **Stun icon** (regardless the additional icons Hit, No-dodge, and Armor Piercing).

## Monsters' special abilities

Some of the Monsters' feature **special abilities**:

- **Resolute**: If a Monster has the Resolute ability, it **doesn't stop at Heroes and Structures**; it proceeds in its movement instead, always complying with the Fate coin rule. Then the Monster attacks if possible.

However, the Monster's movement stops when it becomes orthogonally adjacent to the Magic Circle.

*Note: if a Monster with Resolute starts its movement phase standing on the Area of a Building, a Defense, the Magic Circle or a Hero, the Monster does not move at all.*

- **Fly**: During its Movement, a Monster with the Fly ability **ignores Defenses and Low Obstacles** that it becomes orthogonally adjacent to within its movement, as if they were flying over the terrain. However, **it cannot stop on an occupied spot**. If the Monster isn't able to move to any spot beyond, it ends its Movement in the previous spot.

- **Explosion**: The Monster's **Explosion ability** replaces the Monster's attack and it **affects all targets within its Area**, including other Monsters. In this case, if one or more Monsters are involved in the attack, players **choose one** and use the usual Defense Dice against an attack with No-dodge. On the other hand, all Heroes within its area take **4 damage**. This **damage cannot be saved** by using **Armor and Shield** cards.

After the attack is resolved, the **Monster** figure with Explosion is **removed from the game**.

- **Mana drain**: The attack of a monster with Mana Drain, besides dealing damage to the target Hero, will also make them lose **2 Mana Points**.

# Night Phase

The **Night Phase** is composed of two sub phases alternating themselves, **Monster Phases** and **Hero Phases**.

It ends when the total number of Hit Points of the Monsters is equal to or less than the number of Heroes on the field.

## Monster Phase

The Monster Phase is divided into six sub-phases that must be performed in the following order:

1. **Spread the Panic**;
2. **Flip Fate Coin**;
3. **Boss Spawn**;
4. **Monster Spawn**;
5. **Monster Movement**;
6. **Monster Attack**.

### 1. Spread the Panic

Players **check how many Monsters managed to make it into the Town**, then they **remove an equal number of Flame tiles from the Panic Track**, starting from the leftmost tile.

### 2. Flip the fate Coin

A player **flips the Fate Coin** and places it in a common Area within everyone's reach.

The Coin's result determines the **Movement direction of Monsters throughout the Monster Phase**.



### 3. Boss Spawn

During the **third Night** of the first Scenario, **Gildenberg, The Corrupted Harpy will spawn**.

Before describing the Boss Spawn for the Corrupted Harpy, there are new concepts to be defined.

## Corrupted Harpy

♥ Health points: 7

♣ Movement Points: 5 + Fly ability

Defense: orange 🟠 and blue 🔵

Attack:

- ♦ **Dive Bomb:** when the Harpy enters the battlefield for the first time, it deals 2 damage to all Heroes, Structures, and Monsters in its Area.
- ♦ **Ravaging Fury:** a normal Melee attack that deals 3 damage to a target.

Corrupted Harpy & Alerion Monster Cards



## Alerion

♥ Health Points: 1

♣ Movement Points: 3 + Fly ability

Defense: orange 🟠 and blue 🔵

Attack:

- ♦ **Lacerate:** a normal Melee attack that deals 1 damage.

### Kill the Alerion:

- » When an Alerion is slain, set it aside.
- » Once all three Alerion have been eliminated, the **Harpy immediately enters the surroundings of the Town**. Place the Harpy Reference card next to the other Monsters' information.
- » **Place the Harpy in the exact spot the last Alerion was killed.** In case that spot is currently occupied (e.g. due to a Hero's follow up ability), place the Harpy in an adjacent free spot.



## Boss Spawn: Corrupted Harpy

Perform the following steps:

### 1. Alerion's Spawn:

- » During the Monster Spawn phase, one or more Alerion may spawn.
- » Place the Alerion Reference card next to the other Monsters' information.

### 2. Cry of the Harpy (skip this step if the third Alerion was eliminated):

- » Place the Harpy in any spaces, on either **the right or left side of the Cliff** behind the Town, depending on the Fate Coin flipped during the Day phase (see *Scout the Boss*, page 18, *The Day Rulebook*).

**The Corrupted Harpy cannot be attacked while on the Cliff.**



- » Imagine the entire game board vertically split in two, the left and right side of the game board (including the Town and its surroundings). The **Cry of the Harpy** affects all the characters currently positioned on the same side of the board as the Harpy.

- » All affected characters will **consume one Movement Token** at player's choice in the **next Hero Phase**, after restoring their movement points.

**Important:**

Please refer to the specific rule set for **each Scenario's Boss spawn**:

- ◇ Scenario I: Gildenberg, Corrupted Harpy;
- ◇ Scenario II: Lakeburg, Cetusia the Putrescent Wyrn;
- ◇ Scenario III: Glenwald, Putrefied Dryad.

See the rule set described above for the *Corrupted Harpy Boss Spawn*.

The other rule sets related to Boss Spawn can be found in the *Special Rules of Bosses*, page 18. There, players will find the necessary details for each encounter with the other bosses.

## ◆ 4. Monster Spawn ◆







At the beginning of the **first of two Monster Phases**, reveal the **top Spawn Pattern card** from each of the **Mist tiles slots** (these cards were placed during the previous Day Phase).

After revealing the cards, place the corresponding **Monster figure on top of its own icon**.

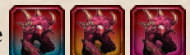
**Important:**

The **Scenario** you are playing determines **which figures** in the Spawn Pattern Cards **are to be placed** and which are to be ignored.

Players follow the diagram below:

- ◇ Scenario I, GILDENBERG: only green  background Monsters;
- ◇ Scenario II, LAKEBURG: only green  and yellow  background Monsters;
- ◇ Scenario III, GLENWALD: all Monsters   .

*Note: some Bosses can add new Spawn Pattern cards with specific Monsters. These, such as Alerion, are considered **full-fledged Monsters**, whose characteristics are indicated on their **Monster Reference cards**.*

The Spawn of Bulkies follows the additional rules below: The **specific color** on the Spawn Pattern Card indicates **which type of Bulky** is entering the game :



- » Take the corresponding **colored base** and apply it to the Bulky's figure.
- » From now on, **track any damage dealt to the Bulky** by **placing a Wound crystal on top of its Monster Reference card** on the game board.

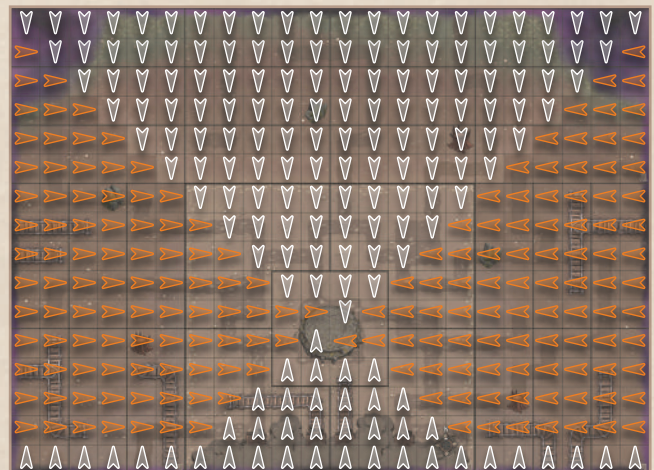


## ◆ 5. Monster Movement ◆

### Monster Orientation

When **Monsters** are **spawned**, they **exit the Mist**, always oriented **orthogonally towards the Town**.

Monsters **change their orientation at the end of their movement** according to the imaginary arrows of the following table:



## Movement of the Monster's figure

Monsters in the game move according to certain rules:

- » **Monsters move in a straight line** depending on their starting **orientation**. They advance a number of steps determined by their Movement value, indicated on the Monster Reference card on the game board.
- » The **Monster horde advances** and players move each figure **sequentially**, starting with the **first one in the far West and proceeding clockwise**.
- » If **more than one Monster is in the same line** towards the Town, the **first one to make its movement is the closest to the Town**. The one immediately after follows, and so forth.



Next, it's the **yellow Clawer's turn**, following the **same rules**: it completes its three-step movement, then change its orientation.



In this example, during the Monster movement, the two Clawers (blue and yellow) have to make a three-steps movement each.

The **blue Clawer moves first**, and makes its movement **following its orientation**, or rather following the direction of the imaginary arrow on its starting spot of the map (see Monster Orientation section above).

**It stops** at their second step as they become **orthogonally adjacent to the City Wall**.



**At the end of its movement it changes its orientation**, turning to the direction indicated by the imaginary arrow on its finishing spot of the map.

### PECULIARITIES OF THE MONSTERS' MOVEMENT

The movement of Monsters follows specific rules depending on whether it takes place in the battlefield or in the Mist.

#### A. Monster's movement in the map:

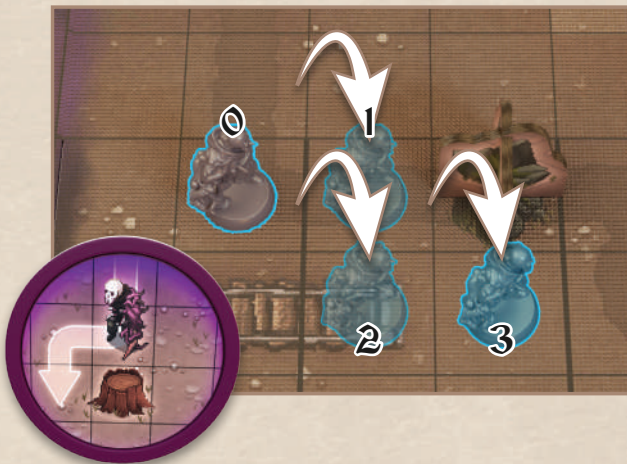
1. When a **Monster becomes orthogonally adjacent to a Structure, a Hero, or the Magic Circle** during its movement, it immediately **stops**.
2. If a **Monster has enough Movement Points**, it can **cross other Monsters** it becomes **orthogonally adjacent to** during its movement; otherwise, it stops before reaching them.



3. When a **Monster becomes orthogonally adjacent to any other obstacle** during its Movement, it **bypasses it** by making one step **laterally, either left or right**, depending on the current indication of the Fate Coin.

**Important:** the **lateral Movement** does not change the **orientation** of the Monster.

Right after the one lateral step, the obstacle is bypassed: **the Monster then continues its movement** in a straight line, **maintaining its orientation**.



**Important:** if the Monster cannot comply with the Fate Coin in its lateral move due to another obstacle, it moves laterally in the **opposite direction**.

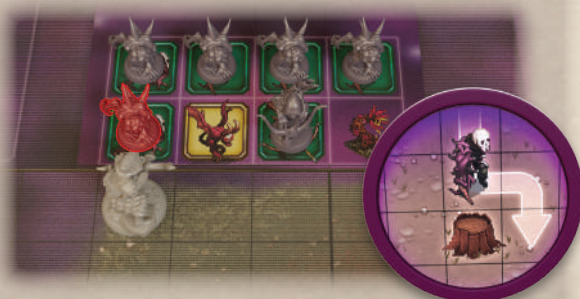
If the Monster cannot move neither left nor right, it **stops**.

#### B. Monster's movement in the Mist:

1. When a Monster **encounters a Hero or another Monster while trying to exit the Mist**, it bypasses them by making **one step laterally, either left or right**, depending on the current indication of the Fate Coin.

Monsters in the Mist do not consume Movement Points when moving laterally. They always follow the Fate coin to determine their direction when encountering an obstacle.

**Important:** Monsters always move to exit the Mist, so they don't stop to attack adjacent Heroes if they're still in the Mist.



In this example the **Fate Coin indicates left**. The **Archer** is the first Monster to move and it has two Movement Points; however, **the first spot in front of it is occupied by a Hero**. The Archer then makes **one lateral step to its left**, as indicated by the Fate Coin.



The Monster can move laterally through the Mist without consuming Movement Points. As the Archer moves from point 0 to point 1, they incur no Movement Points cost.

Subsequently, the Monster initiates its movement. **Upon exiting the Mist, it encounters the Hero and halts immediately!**

**Important:** at the end of the Monster Movements, discard the currently revealed Spawn cards!

## ◆ 6. Monster Attack ◆

In this sub-phase, Monsters (including Bosses) use their attacks and special abilities.

When a Monster deals damage to a Hero, the respective player keeps track of it by adding Wound Crystals on the Hero card.

When a Monster inflicts damage on a Structure, players indicate it by adding Flame tiles to the Structure.

**Flame tiles assigned to Walls are taken from the box, while those for other Structures they are taken from the Panic Track.**

For each attack targeting the Magic Circle, players must remove a number of Mages equal to the damage dealt. If there are no more Mages remaining in the Magic Circle, players lose the game.

Some Monsters have an area of attack that can affect multiple elements at the same time, like Boomer, Cetusia and Accursed Monsters. Both Heroes and Structures sustain damage with the same attack. All Monster attacks occur simultaneously.

At the end of the Monster Phase, the Hero Phase begins.

# Hero Phase

At the beginning of the phase, players replenish any Action Point (⚡) and Movement Point (👣) spent, but not Mana Point (💧)!

## Actions

On their turn, players may perform one or more actions in any order: **Attack** (with a Weapon or Fist Innate ability), make a **Movement**, use a **Perk**, use an **Equipped item**, or use another **Innate Ability** of their Heroes.

- ◇ **Attack** - The attack can be performed only once per turn and it can be **either**:
  - » **Weapon Attack**: the player chooses a Weapon's Type of Attack, and spends the required Action Points (⚡) to execute it.
  - OR
  - » **Use Fist Innate ability**: Heroes can decide to spend 1 Action Point (⚡) to perform a Melee attack against a Monster.

*Note: Weapons Types of Attack have a limited number of uses per Hero Phase (see Weapon legenda, page 5 of the Night Rulebook). The Fist Innate Ability has no limit and can be used any number of times during the Hero Phase, always once per turn.*

- ◇ **Use Potion and Scrolls**: these are free additional actions that do not require any Action Points.
- ◇ **Use Perks**: this action does not usually require any Action Points, unless specified otherwise by the Perk card itself.
- ◇ Make a **Movement**: this action does not require Action Points, but Movement Points (👣) instead.

*Heroes have the **Obstacle Jump** innate ability, allowing them to leap over Low Obstacles or Wooden Walls on the game board.*

*This innate ability requires 3 Movement Points to be performed and results in the Hero landing on the spot after the jumped obstacle.*

*If the landing spot is occupied, the Hero cannot perform the Obstacle Jump.*



- ◇ **Use Obstacle Jump**: at cost of 3 Movement Points the Hero can jump over Low Obstacles and Wooden Walls. It is not performable if the landing spot is occupied.
- ◇ **Use Armor Up**: this action requires 1 Action Point to be activated. Upon using this action, place the spent Action Token in its designated space. For the next Monster Phase, if the Hero sustains damage from a Monster, remove the Action Token to reduce the damage by 1.

**Important:** Players can spend Movement Points (👣) and Action Points (⚡) in any order and as many times as they can. However, they may only perform one Weapon Attack (or use Fist) once per turn, excluding Scrolls.

**Important:** Players have the option to use their abilities or Weapon Types of Attacks to reroll the Defense die during an Hero attack. Some Abilities allow you to increase the number of dice rerolls. You can sum up the number of rerolls to a **maximum of four for a single attack**.

When players have no Action Points (⚡) left to spend or they decide not to spend more Action Points (⚡), a new Monster Phase begins.

## Use of Defenses

Players can decide to use their Town **Defenses** at any time during the Hero Phase as a free additional action granting them special abilities.



Ballista



Catapult



Warp Gate



Watchtower

### Ballista

The **Ballista** can shoot a target either in the **Current** or **Adjacent Sector**, only once per Hero Phase.

This Defense **deals 1 damage** to the target and possesses the **Armor Piercing** and **Vision** abilities.

### Catapult

The **Catapult** can attack in an **Adjacent** or **Far Sector** by spending one of its available **Hurl** tokens.

This defense has an **attack area** spanning **3x3 spots**. Its attack deal **1 damage** and have the **Vision** and **No-Dodge** abilities. The **No-Dodge** ability is **only** applied to the **Impact Spot**, while the **attack** also **hits the surrounding 8 spots**. Players are free to select **any target Impact Spot**, even if it is occupied by another game element, as long as it falls within the attack range of the Catapult.

## Warp Gate

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

*Note: using a Warp Gate does not interrupt an already started Movement.*

## Watchtower

Heroes on top of the Watchtower gain the **Vision Ability**. To climb onto it, or to leave the Watchtower, Heroes must spend **2 Movement Points**.

# End of the Night Phase

If you are playing the first or second Night Phase of any Scenario:

**The Night ends when the number of total Hit Points of the Monsters is equal to or fewer than the number of Heroes on the field.**

Perform the following steps:

1. Manage Town Panic;
2. Urban Quest Check (end of the Second Night only).

## ◆ Manage Town Panic ◆

When the Night is over it's time to manage the Town Panic track. Collect the indicated amount of Resources indicated in the **leftmost non-empty slot of the Panic Track** and an **Equipment item of your choice**, and place them in the Common Stash.

If the Panic track is completely empty, no Resources nor Equipment items are gained. Then, replenish the Panic Track with Flame tiles, placing one single Flame tile per slot.

## ◆ Urban Quest Check ◆

If it is the end of the second Night of a Scenario, verify whether the condition of at least one of the two Urban Quests has been solved; if not, you have lost the game! Otherwise, claim the rewards related to the solved quests.

Players remove their Heroes' figures from the game board, and a **new Day Phase begins!**

If this is the **third Night** of any Scenario, this ends as soon as the players **defeat the Boss**.

- ◆ If you're playing the single Scenario mode and you made it through the final Boss, congrats! You won the game!
- ◆ If you're playing the Campaign mode, go to the **Shadow Network**, page 17, to save the state of your game for the next Scenario.

# Save the Game

After completing any Day/Night Cycle, players can collect and store all the game materials gathered by their Heroes in their respective Hero Chests.

This ensures that for the next Cycle, players can reuse the same Heroes, including Traits, Perks, and any other Equipment items.

The Common Stash has its own Chest where players can store their loot.

To complete the Save the Game process, players should also record their current Town configuration on the notepad provided in the box, using the legend depicted on it.

*Note: players should remember to check the notepad to see if a player has used the unique ability of their Trait!*

◆ Save your Game! ◆

**Town**

- ☐ Gildenberg
- ☐ Lakeburg
- ☐ Glenwald

**Night**

☑ ☑ ☑

**Completed Quest**

- ☐ Freude
- ☐ Schaden

S - Shop  
GM - Gold Mine  
SC - Scavenger Camp  
AM - Armor Maker  
BW - Bowyer  
BS - Blacksmith  
MS - Magic Shop  
SE - Seer

Defenses	Walls	Buildings
B - Ballista	WW - Wooden Wall	R1 - Ruin 1
C - Catapult	SW - Stone Wall	R2 - Ruin 2
WP - Warp Gate	WG - Wooden Gate	R3 - Ruin 3
WT - Watchtower	SG - Stone Gate	H - House

# Shadow Network

When playing in Campaign mode, after completing a Scenario, players save the game according to the instructions of the previous section.

Moreover, players collect resources from the Panic Track, placing them in the Common Stash Chest, along with all other resources.

## Special Rules of Scenarios

### ◆ Lakeburg ◆

#### Water

This Scenario introduces a new element, **Water**, which is considered a **special terrain**.

Monsters and Heroes that start their movement from a Water spot move two less spaces, with a minimum of one space. In the case of Heroes, this penalty is applied for each Movement Token spent while they are on a Water spot. This Scenario features two lakes: one to the North, in the upper Terrains, and the other to the South of the Town.

**Monsters with the Fly ability are not affected by this special terrain.**

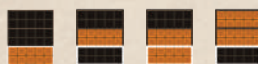


### ◆ Glenwald ◆

#### Trees

This Scenario introduces a new type of Obstacle: **Trees**.

Within the area of a Tree, spots cannot be selected as the Impact Spot for any of the following attacks:



However, these spots can still be affected by abilities with an area effect that target zones immediately adjacent to the Tree's area. This rule does not affect any Melee attack or attacks with Vision ability.

*Note: this is an additional rule that is applied along with the **Line of Sight** rule.*



Glenwald's Tree



# Special Rules of Bosses


## ◆ Cetusia the Putrescent Wurm ◆ Tail



Before delving into the Boss Spawn rules for Cetusia, it is necessary to introduce some new concepts.

### Cetusia Head and Tail

**Head Health points:** 8

**Tail Health points:** 6

**Head & Tail Defense Stage I:** orange 

**Head & Tail Defense Stage II:** orange  and blue 

**Attack:** Cetusia attacks before any other Monster with its special features: **Head first, then with the Tail.**

Cetusia always attacks following the Monsters' Melee attack rules (see *Monster Characteristics*, page 9), changing its orientation towards the target.



Cetusia Head Monster Card

Cetusia Tail Monster Card

### Cetusia Stages

Both the **Head** and **Tail** of this Boss have **two Stages**, the **First Stage** and a **Second Stage**.

Each Stage includes **two Types of Attack**. The actions performed by Cetusia during the turn are determined by the **Spawn Pattern card**.

### First Stage I

#### Head



**Skull Smash:** This attack originates on Cetusia's Head (blue spot on Spawn Pattern Card) and deals 2 damage (during the First Stage) to all Heroes, Monsters, and Structures standing in the red area.



**Hydro Catapult:** This attack originates on Cetusia's Head (blue spot on Spawn Pattern Card) and deals 1 damage (during the First Stage) to all Heroes, Monsters, and Structures in the red area.



**Tidal Assault:** This attack originates on Cetusia's Tail (blue spot on Spawn Pattern Card) and deals 1 damage (during the First Stage) to all Heroes, Monsters, Structures in the red area.



**Tidal Entrance:** This attack originates on Cetusia's Tail (blue spot on Spawn Pattern Card) and deals 2 damage (during the First Stage) to all Heroes, Monsters, Structures in the red area.

### Second Stage II

When the **Head receives its 8th Wound** or the **Tail receives its 6th Wound**, remove any extra damage and flip both cards, Head and Tail, to the **Second Stage**.

If the **Tail** receives its **7th damage**, it is removed from the game, while the Head, if it is still in the game, continues to attack normally.

If the **Head** receives its **9th damage**, it is removed from the game, while the Tail, if it is still in the game, continues to attack normally.

*Example: if the head has 7 wounds and takes 2 more, it will take only 1, then head and tail are flipped to the second stage.*

### Boss Spawn: Cetusia

Skip this phase if it is the first Monster Phase of the third Night. Draw a Cetusia Spawn Pattern card. This card indicates the location where the Head and Tail will spawn, respectively.

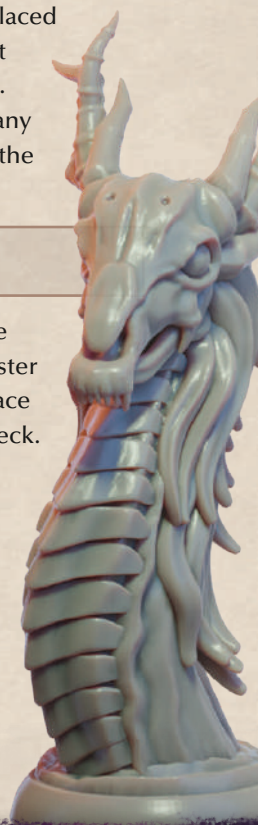
If the spot where Cetusia is supposed to be placed is occupied by a Hero, move the Hero straight towards the Mist to the nearest available spot. Additionally, if the Boss' spot is occupied by any other game component, remove it to free up the spot.

*Note: the Boomer does not explode.*

When three Cetusia Spawn Pattern cards have been revealed, at the end of the current Monster phase, shuffle all four cards and place them face down to form a new Cetusia Spawn Pattern deck.



Cetusia Spawn Pattern Card



## ◆ The Putrefied Dryad ◆

Before delving into the Boss Spawn rules for the Putrefied Dryad, it is necessary to introduce some new concepts.

*Note: any attack deals damage to a figure **only once**, even if its figure occupies more than one spot.*

### Monoliths



**Monoliths** are very similar to Town Walls as they defend the Putrefied Dryad from Melee attacks on specific sides.

When attacked, Monoliths are always hit.

Each Monolith is capable of hosting up to **3 Flame tiles**. When a Monolith receives additional damage, it is destroyed.

### Hatchery

Hatchery is a special **two faced tile** and comes into play during the Boss Spawn: **Putrefied Dryad**.

The Hatchery **does not attack**.

The Hatchery uses **one orange and one blue Defense die** and it is destroyed as soon as it takes one damage.

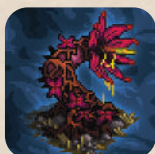


First Hatching face and Second Hatching face

### Seed Mortar

**Seed Mortar** behaves like **Archers** with a **range of 7**, but it **never moves**.

Seed Mortar uses **one orange and one blue Defense die** and it is destroyed as soon as it takes one damage.



### Hatcheries & Seed Mortars Spawn Pattern

**Hatcheries & Seed Mortars** will spawn where the Spawn Pattern card is marked with their **icons**.

In the image, **A** indicates the **Hatchery**, while **B** the **Seed Mortar**.



Refer to the Putrefied Dryad's **Growth Track** (page 20) to define the **number of spots to count towards the Town** before the **Hatcheries & Seed Mortars** are to be spawned.

### Putrefied Dryad

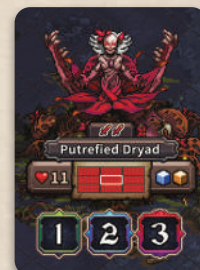
**Health points:** 11

**Defense:** orange  and blue 

**Movement:** The Dryad does not move and is always considered to be facing in all four directions.

**Attack:** The Putrefied Dryad attacks after any other Monster and inflicts 2 Damage.

When it does, it attacks simultaneously all Heroes and Structures in its current Sector and any other adjacent Sector, depending on its Growth stage (see *Growth Track* on the next page).



Putrefied Dryad Monster Card

This Boss has a special **Growth Track** that determines its behavior during the Monster Phase.

**When the Dryad is defeated, players win the third Scenario challenge.**



*The Dryad's current sectors depends on its area, not only the figurine's base.*



## Growth Track

The Growth Track illustrates the **growth stages of the Dryad**.

**Each stage** determines the **kind of attack** the Putrefied Dryad performs.



<b>1</b>	<b>Sprout:</b> The Putrefied Dryad does not attack, and can not take any damage.
<b>2</b>	<b>Growing:</b> The Putrefied Dryad attacks in its current Sector(s).
<b>3</b>	<b>Mature:</b> The Putrefied Dryad attacks in its current and adjacent Sector(s).

## Boss Spawn: Putrefied Dryad

Skip this if the Spawn Direction card doesn't depict the Putrefied Dryad; otherwise follow these steps:

1. **Check the Spawn Direction card** and identify the spawn pattern slot number where the **Dryad** will spawn.

Remove the first Spawn Pattern card from that slot.

2. Once identified which Spawn Direction Slot will spawn the Putrefied Dryad, and keeping into consideration that this Boss occupies two slots in width, **place its figure in the exact center of the Spawn Pattern card** (see image).



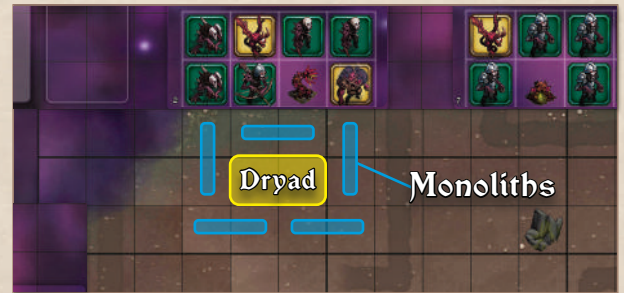
Then, move the Putrefied Dryad **three steps towards the Town**.



If the **placing area** for the **Putrefied Dryad** and its **Monoliths** is occupied by a Hero, **move the Hero straight towards the Mist** to the nearest available spot. Additionally, if the placing area for the Boss is occupied by any other game component, **remove it** to free up the spot (including any Structures).

*Note: the Boomer does not explode.*

3. Then, place the 5 Monoliths all around the Putrefied Dryad, following the image below:



4. Place the **Putrefied Dryad Reference card** next to the other Monsters' information.

5. Place a **Mana Crystal** on the Sprout slot of the Growth Track, on the Putrefied Dryad Reference card.



Mana Crystal

From now on, for **each Boss Spawn sub-phase**, repeat the following steps:

1. Skip this if it is not the third Monster phase (i.e. if there are still Spawn Pattern Cards in play).

If the **Growth Track** reaches the **Mature State**, in addition to the **Boss' attack**, the putrefied Dryad **deals 1 damage to the Magic Circle**.

Otherwise, move the Mana Crystal one step forward on the Growth Track.

2. Look for **Hatchery tiles** on their **First Hatching face**, flip them over to the **Second Hatching face**, then place an **Armored figure on each**.

If a Hatchery tile is on its **Second Hatching face**, replace it with an **Archer figure** (discard the tile).

**Note:** if a figure is not available in any spawning circumstance, the next available one should be used in the following order:

**Armored** > **Archer** > **Winged** > **Boomer** > **Bulky** > **Accursed** > **Clawer**.

3. Always complying with the **Fate Coin direction**, the Spawn Pattern cards (see Hatcheries & Seed Mortars Spawn Pattern) then **spawn Hatcheries & Seed Mortars tiles** (in any case, there will be no more than six in play), as they have just completed a movement, using the same rules to move Monsters.

Once deployed, they will not "move" anymore.

- » **If the Spawn Spot is occupied by a Hero: place the Hatcheries & Seed Mortars tile beneath them.**

This immobilizes the Hero, preventing them from using actions, and innate abilities (except for Fist),

and inflicts one damage immediately and at the beginning of each Monster Attack sub-phase.

**Hatcheries & Seed Mortars tiles** beneath a Hero won't perform any action.

**A Hero will be immediately freed, removing Hatcheries & Seed Mortars tiles beneath them:**

- A. When **another Hero uses the Fist ability on them**, without dealing any damage.
- B. When the **entangled Hero uses the Fist ability on Hatcheries & Seed Mortars**, obtaining a Hit on both a blue and an orange dice.

» **If the Spawn Spot is occupied by any other game component:** remove it, then **place the Hatcheries & Seed Mortars tiles as usual** (this includes removing Structures).

The exception is the Dryad itself and its Monoliths; in this case the spawn happens on the first spot eligible toward the Town.

4. When you place Hatchery tiles, place them on their **First Hatching face, then spawn a Clawer on it.**
5. **Each Monster** spawned by Hatcheries, **moves** soon after being spawned, as usual.

## Appendix

### ◆ Weapon Abilities ◆

Image	Name	Effect
	Current Sector	The <b>Ranged Weapon</b> can attack in the <b>Current Sector</b> .
	Adjacent Sector	The <b>Ranged Weapon</b> can attack in an <b>Adjacent Sector</b> .
	Far Sector	The <b>Ranged Weapon</b> can attack in a <b>Far Sector</b> .
	Current & Adjacent Sector	The <b>Ranged Weapon</b> can attack in the <b>Current Sector</b> and/or in an <b>Adjacent Sector</b> .
	Adjacent & Far Sector	The <b>Ranged Weapon</b> can attack in an <b>Adjacent Sector</b> and/or in a <b>Far Sector</b> .
	Up two spots away	The <b>Melee Weapon</b> can attack <b>one spot horizontally or orthogonally</b> to Hero figure, up <b>two spots away</b> .
	Melee	The <b>Melee Weapon</b> can attack <b>one spot horizontally or orthogonally</b> to Hero figure.
	Self	The <b>very spot a figure is standing on</b> .
	Hit Zone, 1 spot	Within the Range of the ability, <b>attack a chosen spot</b> .
	Hit Zone, X spots	Repeat X times: within the Range of the ability, <b>attack a chosen spot</b> .
	Move Zone, 1 spot	Within the Range of the ability, <b>move the Hero to a chosen spot</b> .
	Hit and Stun Zone, 1 spot	Within the Range of the ability, <b>attack and stun on a chosen spot</b> .
	Hit Zone, 2 spots	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the next spot</b> in the same direction.

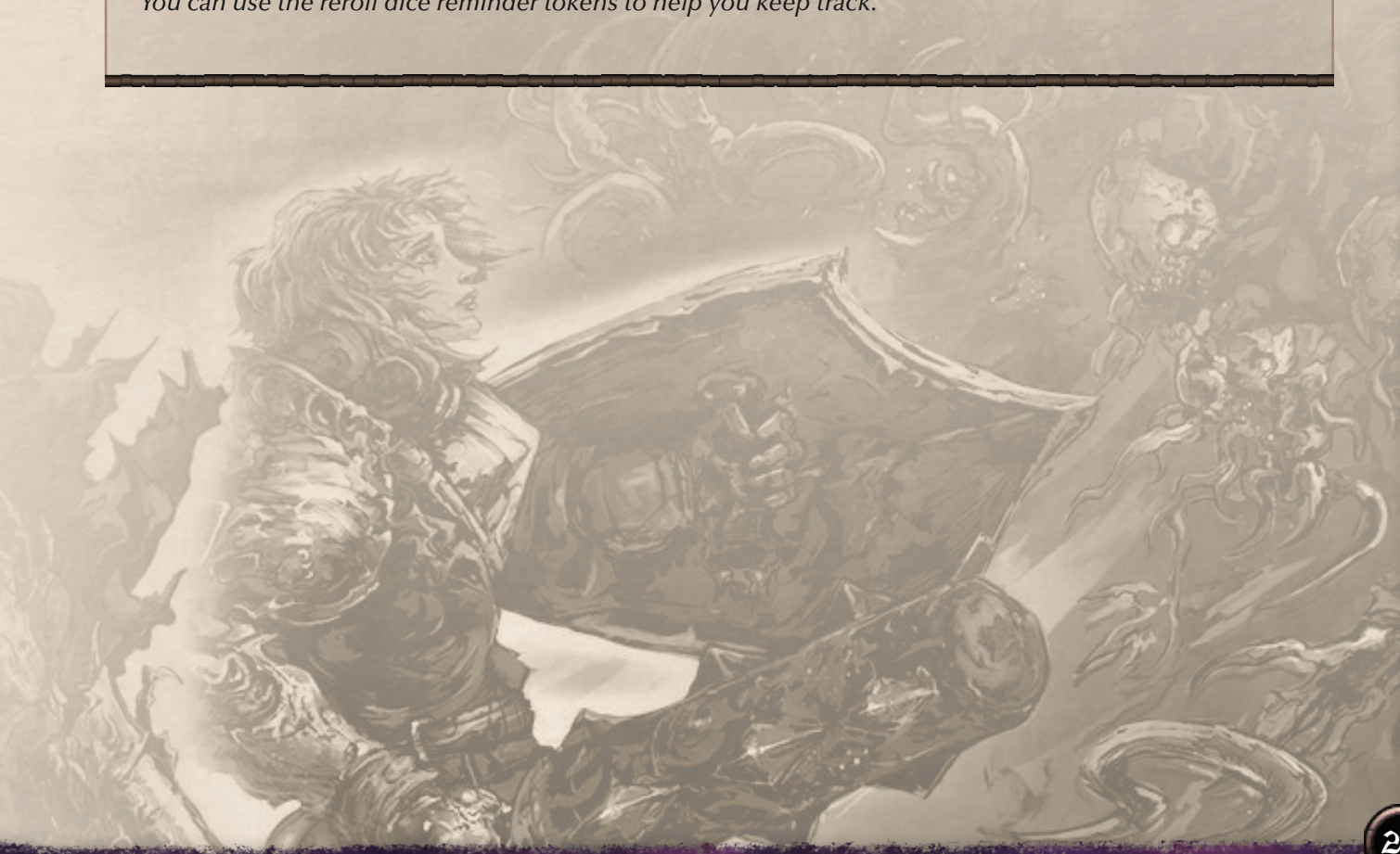
	Hit Zone, 3 spots	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the next two spots</b> in the same direction.
	Hit Zone, 3 spots, move	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the next two spots</b> in the same direction. <b>Move the Hero to the fourth spot</b> , provided it's not occupied. Otherwise, the Hero can not perform this action.
	Hit Zone, 5 spots in a cross shape	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the four adjacent spots</b> .
	Hit and Stun Zone, 5 spots in a cross shape	Within the Range of the ability, <b>attack and stun a chosen spot</b> , then <b>attack and stun the four adjacent spots</b> .
	Hit Zone, 6 spots in a rectangular shape	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the laterally adjacent spots</b> , then, in the same direction, <b>the next stack of three spots</b> .
	Hit Zone, 9 spots in a cone shape	Within the Range of the ability, <b>attack a chosen spot</b> , then attack <b>the next stack of three spots</b> , and finally <b>the next stack of 5 spots</b> .
	Hit Zone, 8 spots in a square shape	Within the Range of the ability, <b>attack a chosen spot</b> , then <b>attack the orthogonally, vertically and diagonally eight adjacent spots</b> .
	Hit and Stun Zone, 8 spots in a square shape	Within the Range of the ability, <b>attack and stun a chosen spot</b> , then <b>attack and stun the orthogonally, vertically and diagonally eight adjacent spots</b> .
	8 spots in a square shape	Within the Range of the ability, <b>attack the orthogonally, vertically and diagonally eight adjacent spots</b> .
	Surrounding effect	The Stun effect is <b>applied to all blue spots</b> in the area of the primary target, but not the Target.
	Area effect	The Stun effect is <b>applied to all blue spots</b> in the area of the primary target, but not the Target.
	Armor Piercing	The Weapon <b>hits the monster that rolls this Armor result</b> (see Defense Dice, page 9).
	Follow	When the Hero kills a Monster, they move to the spot where the monster was. <b>If the Impact Spot is empty, move the Hero automatically</b> . In any case, the Impact Spot has to be unoccupied.
	Isolation	If the attacked monster doesn't have other Monsters in its area, you can <b>re-roll</b> (once) the Defense Dice if the first result is a failure.
	Vision	<b>Line of Sight</b> and <b>Tree cover</b> rules <b>do not apply</b> . The Hero always has Line of Sight.
	Maneuver	Move the Hero to the <b>green indicated spot</b> , but only if it is unoccupied.
	Momentum	In this turn, <b>when you miss the Monster</b> , you can <b>re-roll the Defense Dice</b> one time if you moved at least three spots, or two times if you moved at least six spots.

	No-Dodge	The Weapon <b>hits the Monster that rolls the Dodge result</b>  (see Defense Dice, page 9).
	Propagation X	When you target a Monster, <b>you can also hit another target</b> in its area that hasn't been hit yet by rolling its Defense Dice. Continue this process up to X times, which is referred to as <b>Bounce</b> .
	Stun	If the Monster rolls this Defense result, it is <b>stunned</b> . A stunned Monster <b>cannot move or attack</b> until the end of the next Monster Phase. The Stun effect is applied to the whole attack, if not otherwise stated. To stun a Monster that defends with two dice both results should have the Stun icon. To indicate a stunned enemy, players lay the miniature on its side and stand it back up at the end of the stun effect.
	Restore Action Point	The target Hero <b>restores 1 Action Point</b> .
	Restore Movement Point	The target Hero <b>restores 1 Movement Token</b> .
	Cursed	Monsters defend with one dice <b>chosen by the player</b> . If a monster uses two dice, the player can <b>change the color</b> of only one die.
	One ally	Within the Range of the ability, <b>choose another Hero</b> .
	One ally or self	Within the Range of the ability, <b>choose one Hero</b> .

**Note:** Whenever choosing a spot (■), it can also be selected from those that are unoccupied, if not stated differently.

**Tip:** Some Abilities allow you to increase the number of dice rerolls. You can sum up the number of rerolls of one die, up to 4 times per single attack.

You can use the reroll dice reminder tokens to help you keep track.



## ◆ Armors & Shields ◆

Image	Name	Type	Level	Cost	Effect
	Worn-out Pants	Low Armor	Starter		Use this: take <b>1 less damage</b> .
	Worn-out Armor	High Armor	Starter		Use this: take <b>1 less damage</b> .
	Wooden Shield	Shield	Starter		Use this: take <b>1 less damage</b> .
	Cloth Pants	Low Armor	Basic Shop		Use this: take <b>2 less damage</b> .
	Chain Pants	Low Armor	Basic Shop		Use this: take <b>2 less damage</b> .
	Cloth Armor	High Armor	Basic Shop		Use this: take <b>2 less damage</b> .
	Chain Armor	High Armor	Basic Shop		Use this: take <b>1 less damage</b> . Spend <b>2 Mana</b> : restore this.
	Iron Shield	Shield	Basic Shop		Use this: take <b>1 less damage</b> . Spend <b>1 Movement Token</b> : restore this.
	Drop Shield	Shield	Basic Shop		Use this: take <b>1 less damage</b> , then gain <b>2 Mana</b> .
	Runner's Greaves	Low Armor	Advanced Shop		Use this: take <b>2 less damage</b> , then restore <b>1 Movement Token</b> .
	Jump Boots	Low Armor	Advanced Shop		Use this: take <b>2 less damage</b> . You can <b>move beyond Low Obstacles</b> .
	Turtle Armor	High Armor	Advanced Shop		Use this: take <b>3 less damage</b> .
	Healer's Armor	High Armor	Advanced Shop		Use this: take <b>2 less damage</b> , then <b>remove 1 Wound</b> from <b>another Hero</b> .
	Fury Shield	Shield	Advanced Shop		Use this: take <b>2 less damage</b> , then <b>an adjacent monster takes one damage</b> .
	Tower Shield	Shield	Advanced Shop		Use this: take <b>3 less damage</b> .
	Coat Armor	High Armor	Basic Shop		Use this: take <b>3 less damage</b> . You <b>cannot use Shields</b> .
	Heavy Shield	Shield	Basic Shop		Use this: take <b>3 less damage</b> . You <b>cannot use Armors</b> .

	Murder Armor	High Armor	Basic Shop		Use this: take <b>1 less damage</b> . When you kill 2 Monsters in 1 turn: <b>restore this</b> .
	Murder Pants	Low Armor	Basic Shop		Use this: take <b>1 less damage</b> . When you kill 2 Monsters in 1 turn: <b>restore a Movement Token</b> .
	Darkness Armor	High Armor	Advanced Shop		Use this: take <b>2 less damage</b> , then you may take 1 damage to <b>restore 4 Mana</b> .
	Darkness Pants	Low Armor	Advanced Shop		Use this: take <b>2 less damage</b> , then you may take 1 damage to <b>restore 2 Movement Tokens</b> .
	Priest Armor	High Armor	Advanced Shop		Use this when an Ally dies: <b>the Ally survives</b> but it <b>takes Wounds</b> equal to their <b>Hit Points -1</b> .
	Running Boots	Low Armor	Advanced Shop		Use this: the next Movement Token spent gets <b>+2 Movement Points</b> . Spend <b>1 Mana</b> : <b>restore this</b> .
	Evasion Mantle	High Armor	Advanced Shop		Use this: take <b>6 less damage</b> . Spend <b>2 Movement Tokens</b> : <b>restore this</b> .

## ◆ Monster miniatures reference ◆





## Day Phase

### ◆ Setup ◆

The Solo Play game mode can be played in either Campaign or Single Scenario. Follow the standard set up of the mode you choose, with the following notes:

#### Heroes Setup

To set up for Solo Play, repeat the standard Heroes Set up 4 times: prepare 4 Heroes ready to play and choose one of them to start the game. The remaining heroes will be available to purchase later in the game (see the Recruit a Hero, later on).

Each Hero starts the game with 5 Action Points.  
Skip the Trade step of the Heroes Setup.

### ◆ Main Phase ◆

In a Solo Play, you have an additional optional action:

#### Recruit a Hero

During the main phase you can recruit a new Hero by spending the following:

- 2nd Hero: 3 Gold
- 3rd Hero: 5 Gold
- 4th Hero: 7 Gold

A game cannot have more than three Heroes playing simultaneously.

The level of each new Hero entering the game should match that of the others in play.

Each new Hero entering the game gains one fewer Perk than the Hero with the lowest number of Perks.

### ◆ New end game conditions ◆

When there are no more Heroes in play, the game is over.

If a Hero dies, the game continues, and the player can continue recruiting Heroes during the Day phase.

# Introductory Scenario Rules




## Introduction

This scenario is designed to familiarize new players with the game's mechanics, focusing on a streamlined version of the standard rules.

## Objective

Defend your town against waves of monstrous enemies using strategic planning and heroic might. Survive the onslaught until the end of the first night to be victorious.

## Day Phase



In this introductory scenario all standard rules for the Day Phase are in effect except the following modifications:

### Mist Advances

The mist does not advance towards the Town.

### Scout the Spawn

Do not reveal any Spawn Direction card. Place the Spawn Pattern card 01 face-down on the Mist tile slot 1, and the

Spawn Pattern card 03 on the Mist tile slot 2 face-down.

## Scenario Limitations

- Ignore Urban Quest cards.
- Structure Restrictions: Players are only permitted to build Houses and Wooden Walls. No other Structure type can be constructed in this scenario.

## Night Phase



All standard rules for the Night Phase are in effect. This includes Monster Phases (Spread the Panic, Flip Fate Coin, Boss Spawn, Monster Spawn, Monster Movement, Monster Attack) and Hero Phases, as described in the main rulebook. The game lasts only one night.

## End of Night Phase

The scenario concludes after successfully defending against the wave of enemies in the Night Phase. If you manage to survive until the end without losing your Magic Circle or all your Heroes, you win the introductory scenario.

# THE LAST SPELL

THE BOARD GAME



## Credits

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

**Game design:** Nestore Mangone, Alessandro Veracchi

**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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