

HOW TO READ THE CARDS

All the cards will have different meanings, depending on which Phase they are drawn in.



In the top-left, you will always see the rank. These correspond to the number and suit of a standard deck of cards. And are used to reference the tables.

Then you have the name and icon (heroes have blue icons).

If you draw this card during the Hero Phase... the 'Beat' condition comes into play. The dwarf can be beaten

by a minion with a rank 2 or higher (basically any minion). But, if you do not have a minion at the time. You now must suffer the consequence of the 'OR' section. In this case, the Dwarf kills one of your Peons!

If this card is drawn in the Dig Phase, you have the resource. (in this case, you have found gems). In the bottom-left you will see the gem icon. Directly to the right is how many dice you get to roll... 3d6, as it is a Diamond card. Gems are converted into gold. So, after rolling, add the result to the gold section of the Slate.

In the Chant Phase. The bottom-right is in play. In this case, you get to roll 2d8. Then add that value to the mana section of the Slate.

Finally there is the deck type (this is part of the Main Deck)

Minion cards (see right) have black icons and a couple of extra features.

Directly under the icon, you will see their upkeep values, that are subtracted from the Slate at every Upkeep Phase (after rolling for food). Food is on the left (meat) and Pay is on the right (hand collecting coins). So the Occultist requires 1 food and 2 gold at the end of every Upkeep Phase.



The bottom-left depicts a brick wall. During the Dig Phase this is solid rock (clubs) and is ignored unless you draw the JK. (see rules for details)

The bottom-right shows that you roll 2d6 in the Chant Phase.

*Black cards (minions) are ignored during the Hero Phase, whereas the blue cards (heroes) are ignored during the Recruit Phase.



As you can see at the bottom, this is an example of the Turn Deck. It simply tells you what to do if it is drawn during the Hero Phase. As it is a Diamond card, you draw from the main deck until the first Diamond is revealed. Then you must either defeat the Hero or suffer the consequence stated on that card. If a black card is drawn from the Turn deck, nothing happens.

The monarch is a special Hero card. It is normally shuffled into the final Turn deck of each game. It asks you to check the current rules in play, on how to defeat him.

Included with the cards PDF, are the spell, door and trap lists. With their costs and usage. There are also the Phase cards for easy reference.



*although a lot of time and care has been put into the cards (and other aspects of this game) some mistakes may have been made. Please refer to the tables if I missed anything.