



TURN ORDER CARDS

PRINT 'N PLAY PDF



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ANATOMY OF A TURN

AT ANY TIME

1. Roleplay!
2. Use a Special Ability on your **Character Card**.
3. Use an Ability on a **Loot**, or **Starting Equipment Card**.
4. Convert Soul: exchange three Soul into one Power (max 5 power).

ON YOUR TURN

Reveal the top card from the **Challenge Deck**.

IF YOU ARE ATTEMPTING A CHALLENGE CARD

To succeed you must **tie or beat** the numbers with the matching attributes present on the **Challenge Card**. You may do the following to help resolve the challenge:

1. **Use Power:** add an additional **Challenge dice** to your roll for every Power used.
2. **Pass a Solo Challenge:** pass the Challenge to the next player clockwise. Should the challenge return to you, you must face the Challenge.

RESOLVE A CHALLENGE (SEE BACKSIDE)

Roll the number of **Challenge dice** equal to one,
+ the amount of Power used
+ the number of matching Attribute symbols
on all your cards

IF YOU REVEAL A MOMENT CARD

Resolve the card as written.

TURN END

A player's turn ends when a **Challenge** or **Moment Card** is resolved. The **Active Player Token** is passed clockwise to the next player.

P

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HOW TO RESOLVE A CHALLENGE

1. Example Challenge



Attributes required
for the challenge

4 4

Dice rolls to
match or beat

2. Determine the number of dice to roll

1

1 die for
the encounter

+

2

Available Power
(Optional, +0 to +2)



+

Matching Attribute Symbols on all cards
(2 shields, 1 sword, +3 total)

1 + 2 + 3 = 6 DICE

3. Example dice roll



At least 2 dice matched or
beat the Challenge of 4 | 4
resulting in a success!

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