

Ages: 10+ | Players: 2 to 5 | Time: 45-60 minutes

INSTRUCTIONS

The Disney logo is centered above the main title. It features the word "Disney" in its classic, flowing script font, rendered in a light blue color that matches the overall theme of the cover.The word "GARGOYLES" is written in a large, stylized, blocky font. The letters are light blue with a darker blue outline and a small orange accent on the inner edges. The font has a jagged, gothic-like appearance. The background of the entire cover is a dark blue night sky with a full moon in the upper right and a silhouette of a gothic city with a lighthouse on the left.

AWAKENING

ONE THOUSAND YEARS AGO, superstition and the sword ruled. It was a time of darkness. It was a world of fear. It was the age of **GARGOYLES**.

Stone by day, warriors by night, we were betrayed by the humans we had sworn to protect, frozen in stone by a magic spell for a thousand years. Now here in **Manhattan**, the spell is broken, and **we live again!**

EXAMPLE SETUP

The game as setup for the *Reawakening* Episode



COMPONENTS

1 Game Board	18 Minion Tokens	8 Health Tracker Clips
3 City Buildings	10 Skill Tokens	2 Villain Standees
1 Police Clock Tower Building	3 Data Disk Tokens	40 Villain Cards
1 Eyrie Building	1 Grimorum Arcanorum Token	4 Episode Placards
6 Hero Placards	1 Eye of Odin Token	1 Rules Booklet
6 Hero Figurines	5 Custom Dice	
60 Hero Cards (10 cards per Hero)	1 Villain Health Tracker	

BOARD SETUP

1. Unfold the game board.
2. Assemble the **City buildings** and attach them to the board, matching the illustrations on the map. (See pages 10-11 for assembly instructions)
3. Select an **Episode placard**. (We recommend *Reawakening* for beginning players.) Complete the setup for the Episode by referring to the back of the Episode placard, which shows a map layout with starting locations for all Villains, Minions, and Items. Minion tokens should be placed on the board with Side A showing. Any unused Minion tokens specific to the Episode should be kept in a pile next to the board.
4. Shuffle the Villain cards matching the Episode and place them in a **Villain deck** face down next to the board.
5. Place the Episode placard next to the board so the special rules are visible to all players.
6. Place the Villain Health tracker next to the Episode placard and place the tracking clip for the Villain(s) at the value designated by the Episode.
7. Each player chooses a Hero placard and a Health tracker clip (gray), and sets the clip to the indicated max Health for their Hero.
8. Each player takes their corresponding Hero figurine and cards, and places their Hero figurine in any empty space at the Police Clock Tower. Players may not occupy the same space.
9. Each player shuffles their Hero cards and places them face down in front of them, then draws three cards
10. The player who most recently watched a cartoon goes first.

PLAYING GARGOYLES: AWAKENING

Gargoyles: Awakening contains four different Episodes, each with unique victory requirements. The game can be played cooperatively or competitively. While most Episodes are fully cooperative, *Battle with the Steel Clan* offers a one-versus-many game.

ON YOUR TURN

The player taking their turn is known as the **active player**. Each turn has three phases, performed in this order:

1. **HERO PHASE**
On your turn, you may take the number of actions indicated on your **Hero placard**. In addition, any player may use their skill by discarding a Skill token.

Each action performed costs 1 action point, unless otherwise specified. See **HERO PHASE** on page 4.
2. **VILLAIN PHASE**
Check to see if it is Daytime (see page 6). If not, draw one Villain card from the top of the Villain deck and resolve the card's instructions in order. See **VILLAIN PHASE** on page 6. Otherwise, proceed with **DAYTIME EFFECTS** on page 6.
3. **REFRESH PHASE**
If the active player has fewer than three cards in hand, they draw from their deck until they have three cards in hand. If there are currently no cards in their deck, they **do not** draw any more cards. Heroes and Villains will reshuffle their discard pile into their deck during Daytime.

After completing all phases, play proceeds clockwise, starting with the next player's **Hero Phase**.

HERO PHASE

HERO PLACARDS

ACTION POINTS: Each turn, Heroes take a number of actions using the action points listed on their placard. Each Hero has two basic actions (Movement and Attack), which cost 1 action point each. Playing Hero cards will also use the number of action points indicated by the card.

HEALTH: When a Hero reaches 0 Health, they are defeated, and the game is lost. When Healing, you may not go above your maximum Health.

SPECIAL ABILITIES: Each Hero has a unique special ability.

SKILL: These abilities require you to discard a Skill token in order to use them. Skills don't take an action and can be used during other players' Hero Phase.

DAYTIME EFFECTS: Follow these effects when it is Daytime. See **DAYTIME EFFECTS**, page 6.

ACTIONS

Take the number of actions indicated on your Hero placard. You may choose to take fewer actions. The same basic action may be taken multiple times and in any order. The possible actions are:



When moving a Hero to a space above them, it takes **2 Movement** regardless of how high they are moving. There are no additional costs to move lower.

HERO CARDS

Every Hero deck has unique abilities and effects that showcase each character's specialized skills.

To play a Hero card, you must have enough action points remaining to pay the action point cost indicated on the card. Reveal the Hero card from your hand, do what the card says, then discard the card faceup next to your Hero deck.

Sometimes a Hero card will perform other special effects. These take place **after** all other parts of the card have been resolved unless the Hero card states otherwise.

After the Hero card is resolved, put it faceup in the discard pile next to your Hero deck.

ACTIONS PER TURN

MOVE

GLIDE

ATTACK

HEALTH



DAYTIME EFFECTS

BASIC ACTIONS

These actions are always available to you.

- MOVE:** Heroes use 1 action point to move the number of spaces indicated on their placard. Your Hero may move to any adjacent space (including diagonals). While you may move through a space that contains another character (Hero, Villain, or Minion), you cannot end your turn on a space with another character.
- GLIDE:** You may only use this action if you are on a building. It allows you to move further than you would with a normal move.
- ATTACK:** Select a target within your Range and roll dice equal to your Strength value. See **HERO ATTACKS** on page 5.

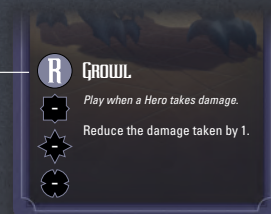
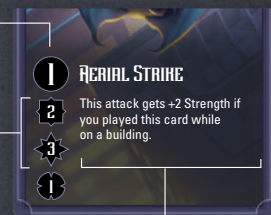
PLAY A CARD: Each Hero character has a deck of cards highlighting their unique abilities. Players may choose to play a Hero card from their hand for the action points cost specified on the card. Follow the card's instructions, then place the card in your discard pile. Reaction cards may be played in response to specific game events; see **REACTION CARDS** below.

Action Point Cost

Hero cards may feature values for both **Movement** and **Strength**. In these cases, move first, then attack.

Sometimes a Hero card will provide a special effect during an attack. See **HERO ATTACKS** on page 5.

REACTION CARDS are special Hero cards that may be played at no cost in response to events occurring in the game. For example, there are cards you may play when you are attacked, when another Hero is attacked, or when a Hero attacks a Villain or Minion. Keep an eye out for these events and make sure you play your Reaction card immediately!



HERO ATTACKS

Attacks have **Strength** and **Range**.



STRENGTH: The number of dice rolled for the attack.



RANGE: The number of spaces the target can be away from you when you attack. Unless stated otherwise, attacks have a range of 1.

For example, Range 1 would mean that you can attack a target adjacent to you. Range 3 allows you to attack a target up to three spaces away from you or closer. Buildings and other characters do not affect your ability to attack a target.

The active player chooses the target of their attack before rolling the dice. Other players may assist by activating their skills or playing Reaction cards. See **REACTION CARDS** on page 4.



STUN ATTACKS

Some attacks include the ability to stun Minions. If a Minion is stunned, rotate their token 90 degrees. When they would next activate, rotate them back 90 degrees. They do not activate this turn. (**Note:** consistently orienting Minion tokens "upright" in line with the letters and numbers on the board grid makes it easier to track when a Minion is stunned.)

BE CAREFUL! XANATOS AND DEMONA ARE IMMUNE TO STUN EFFECTS.

HEALTH AND DAMAGE

Each Hero and Villain have Health. Heroes' Health is equal to the starting value indicated on the Health track found on their Hero placard. Villains' Health varies per episode, and is tracked separately on the Villain health tracker. When a Hero or Villain reaches 0 Health, they are defeated. If any Hero is defeated, the game is lost!

Roll the number of dice specified and calculate damage as follows:



BLANK
(No Damage)



HIT
(1 Damage)



May activate Special Ability
once, if available



Damaged

Steel Clan and Biker Gang minions have 2 Health. Flip the minion token to show 1 point of damage. Remove them from the board when they reach 0 Health.

HEALING

Daytime and other effects can cause Heroes and Villains to heal damage. When a Hero or Villain heals, move their Health tracker clip up by the number of spaces equal to the amount healed.



SPECIAL ABILITIES

Some Heroes have access to Special Abilities, which may be activated on a Special die roll. Hero cards may also provide a Special Ability. If a Hero has access to multiple Special Abilities, they may only activate one Special Ability for each ⚡ they roll. They may only activate each Special Ability once per attack.



SKILL TOKENS

Players may acquire Skill tokens throughout the course of the game. Each Hero has a unique skill that can be activated by discarding a Skill token during **any player's** Hero Phase. **Players do not have to spend action points to activate skills.**

Strategy Tip: Work together and discuss how and when to activate your unique skills to make achieving your Episode objectives easier!



EXAMPLE HERO PHASE

On Hudson's turn, he has 3 action points as indicated on his Hero placard. After some discussion with the other players, he decides to do the following:

Hudson is currently located on building F4.

Hudson plays **AIR LUNGE**, a card from his hand, for one action point. Hudson moves two spaces and is now able to attack a Steel Clan token. As Air Lunge was played while Hudson was on a building, the special text applies and the original 2 Strength is increased to 4.

Hudson rolls four dice, getting two , one **BLANK**, and one .

The Steel Clan has 2 Health. Hudson's attack reduces it to 0. The token is removed from the board and added to the pile of Steel Clan tokens.

Since Hudson rolled a , he activates his Special Ability and nominates Goliath to draw one card. This does not require Hudson to spend an action point.

Hudson uses a basic action to move from G2 to H1 into the Eyrie Building. He then uses his remaining action point to take another basic move action from H1 to I1. No other players wish to activate their Skill tokens, so Hudson will now proceed to the Villain Phase.



VILLAIN PHASE



First, check to see how much time has passed in the game by counting the number of crescent moons visible in the Nighttime track. If four crescent moons are present, it is now **Daytime**. Skip the remaining Villain Phase. Instead, resolve the Episode's **Daytime Effects** for the Villains, as described on the Episode placard. Then, resolve each Hero's Daytime Effects in player turn order.

If it is not Daytime, draw a card from the top of the Villain deck. Resolve the parts of the card from top to bottom:

MOON SYMBOL

Some Villain cards show a crescent moon symbol. After you resolve these cards, place them on the Nighttime track on the board in the next empty space.



MOVEMENT

Some cards cause Villains to move to specific locations (see Specified Location below).

ATTACK

If indicated, note any special abilities the Villain card may grant to the attack.



Whenever there is a tie between where a character will move, or who they will attack, the active player makes the final decision.

SPECIAL

Some cards have special text not applicable to their attack. Resolve this text after the attack.

MINION AND VILLAIN ACTIVATION

Villain cards will sometimes cause a Villain or group of Minions to Activate. When a Villain Activates, they will use the move, attack, and special effects based on the Villain card drawn. When Minions Activate, they will all use the Movement and Attack on their Minion token.

VILLAIN AND MINION MOVEMENT

Movement is specified by either a **Movement Number** or **Specified Location**.



MOVEMENT

ATTACK

A **Movement Number** indicates the number of spaces a Villain or Minion may move. Villains and Minions may move in any direction. The Episode placard will indicate the direction in which the Villain(s) and Minion(s) move. While moving towards a specific character or Item, Villains and Minions will always move in the shortest path possible. Once adjacent to a Hero, Villains and Minions will stop moving, even if they have Movement left.

A **Specified Location** indicates which space the Villain should be placed at regardless of distance. If that space is occupied, then the active player chooses one of the nearest unoccupied spaces to that location (adjacent if possible) and places the Villain there.

Villains and Minions may move through spaces containing a character, but cannot stop on a space with another character.

If an effect (from a Hero card, attack, or Special Ability) controlled by a Hero would move any character, the Hero playing the effect controls where that character is moved to.

VILLAIN ATTACK

Some cards cause Villains to attack. Just like a Hero's attacks, Villains' and Minions' attacks have Strength and Range. See **HERO ATTACKS** on page 5. When this happens, perform the move action, then use the Strength value listed on the card to attack one Hero within the attack's Range. If no Hero is in range, skip the attack.

PLACING A NEW TOKEN

Whenever an effect tells you to place a new token on a space, take that token from the tokens next to the board. If there are no more tokens remaining next to the board, skip this step. Whenever a Minion is defeated, place its token back into the pile.

Roll according to the Villain's or Minion's attack (located on its token) and calculate the damage by adding up the number of /// showing. If the Villain or Minion has a ⚡ ability and a ⚡ is rolled, resolve the effects stated on the Villain card. Like Hero attacks, Villain specials can each only be activated once.



The target of the attack slides their Health tracker down by 1 for each damage dealt by the Villain or Minion.

SPECIAL TEXT

If the Villain card has any special text that wasn't part of their attack, resolve the special text on the Villain card. The text will indicate when in your turn you should resolve it. Then, discard the card faceup next to the Villain card deck.

EXAMPLE VILLAIN PHASE

Hudson starts the Villain Phase of their turn. One crescent moon is visible on the Nighttime Track. Since it is not Daytime, Hudson will draw the top card of the Villain deck.

Hudson draws STEEL CLAN STRIKE.

The Special Text reads "All Steel Clan Activate."

There are two Steel Clan tokens on the map. Each Steel Clan token has 3 Movement and a 2 Strength attack.

Goliath and Hudson are both three spaces away from one of the Steel Clan tokens. Because it's Hudson's turn, Hudson elects to move the Steel Clan token three spaces to Goliath. Now that it is next to Goliath, the Steel Clan token attacks. Hudson rolls two dice for the attack, showing a /// and a BLANK. Goliath takes 1 damage, sliding his Health tracker down one space.

The other Steel Clan token is closest to Hudson, moving two spaces to be adjacent. Hudson rolls two dice for the attack, showing two blanks. Hudson takes no damage.

The Villain card is placed in the Villain discard pile next to the Villain deck.

REFRESH PHASE

Following the Villain Phase, if the active player has less than three cards in hand, they draw cards until they have three cards in their hand. Then play moves clockwise to the next player.

Some effects may allow players to draw cards. There is no limit to how many cards a player may have in their hand. During Daytime, players may discard any number of cards from their hand and draw back up to three.

ITEMS

Some Episodes include special items that are important for advancing tasks and achieving the Episode objectives. Characters and Items may occupy the same space at the same time.

You may pick up an Item in the same space as your Hero or a space adjacent to your Hero by spending 1 action point.

If a Hero carrying an Item takes damage from an attack, the Item will be dropped in their current space.

THE EPISODES

The following pages contain information specific to each Episode, including how to win, how the game is lost, and any special powers specific to the Episode.



REAWAKENING

TO WIN, defeat Demona and Xanatos, and have Coldstone flipped to his blue side.

PLAYERS LOSE if any Hero is defeated.

DAYTIME EFFECTS

- ♦ Xanatos: Move 3. Attack 4.
- ♦ Demona: Heal 4.
- ♦ Coldstone (Red): Activates.
- ♦ Coldstone (Blue): Flips to red side.
- ♦ Shuffle the Villain discard into the Villain deck.

SPECIAL RULES

- ♦ If Coldstone is flipped to his red side, he will move and attack the closest Hero.
- ♦ If Coldstone is flipped to his blue side, he will move and attack Xanatos or Demona, whomever is closer.
- ♦ Xanatos and Coldstone Fly. Ignore the cost for moving onto a building.
- ♦ Coldstone ignores all damage dealt to him. While being attacked if a ⚡ is rolled, flip Coldstone to his blue side.

COMPONENTS

1 Xanatos Standee,
1 Demona Standee,
Reawakening Villain Cards,
1 Coldstone Token

VILLAIN HEALTH

Xanatos: 15
Demona: 10



TEMPTATION AND MAGIC

TO WIN, seize control of the Grimorum Arcanorum, save the Enslaved, and defeat Demona.

PLAYERS LOSE if any Hero is defeated.

ITEM: GRIMORUM ARCANORUM

The Grimorum Arcanorum is a book containing magic spells critical to rescuing the Enslaved from Demona. The Hero who holds the Grimorum Arcanorum may draw up to a hand of four cards in the Refresh Phase.

SPECIAL RULES

- ♦ Demona starts with the Grimorum Arcanorum token on the Episode placard. She will drop the Grimorum Arcanorum on her space if she is attacked and a ⚡ is rolled.
- ♦ Demona will move to specific locations. If Demona attacks, she attacks the closest Hero to her.
- ♦ When a Spell is revealed from the Villain deck, place it on the Episode placard and perform its effect based on the number of Spells revealed.
- ♦ When Bikers activate, they move towards and attack the nearest Hero.
- ♦ Bikers may not climb onto buildings and must navigate around buildings on the map.

ENSLAVED

While the Enslaved is in play, Demona does not take any damage. While a Hero has the Grimorum Arcanorum, any Hero attacking the Enslaved gets ⚡: Add a Skill token to the Enslaved. If the Enslaved has three Skill tokens, free the Enslaved and remove it and the Grimorum Arcanorum from the game. When the Enslaved activates, it moves towards and attacks the Hero closest to Demona.

COMPONENTS

Demona Standee,
Temptation and Magic Villain Cards, 8
Biker Tokens, 1 Grimorum Arcanorum
Token, 1 Enslaved Token

VILLAIN HEALTH

Demona: 10

DAYTIME EFFECTS

- ♦ **Demona:** Steals the Grimorum Arcanorum (place it on the Episode placard).
- ♦ Demona Heals 5.
- ♦ Shuffle the Villain discard pile into the Villain deck.

SPELLS

- ♦ **Spell #1:** Enslaved activates. Then Demona attacks.
- ♦ **Spell #2:** Enslaved activates. Then Demona attacks. Demona gains ⚡: Deal +2 damage.
- ♦ **Spell #3:** Enslaved activates. Then Demona attacks. Demona gains ⚡: Deal +1 damage to each Hero.
- ♦ **Spell #4:** Enslaved activates. Then Demona attacks. Demona gains ⚡: Deal 2 damage to each Hero adjacent to Demona. Reshuffle all the spell cards into the Villain deck.



INFORMATION WARFARE

TO WIN, all three Data Disk tokens must be in the Police Clock Tower.

PLAYERS LOSE if any Hero is defeated or all three Data Disks are at the Eyrie Building.

ITEM: DATA DISKS

Data Disks contain information critical to Xanatos's plans. Heroes **cannot** pick up Data Disks. Instead, if Heroes stand on or adjacent to a Data Disk, they may spend 1 action point to **move** the Data Disk to an adjacent space of their choice.

DAYTIME EFFECTS

- ♦ **Xanatos:** Move four spaces towards the nearest Data Disk. If Xanatos lands on a Data Disk, he stops and moves the Data Disk two spaces towards the Eyrie Building.
- ♦ Place three new Steel Clan tokens at the Eyrie Building.
- ♦ Shuffle the Villain discard into the Villain deck.

SPECIAL RULES

- ♦ Each Hero gains a basic action: Move a Data Disk. Moving a Data Disk costs 1 action point. Move a Data Disk you are on or adjacent to a single space in any direction.
- ♦ If Xanatos is defeated, place him at the Eyrie Building and Heal him to five health. The Villain Phase is skipped this turn.
- ♦ Xanatos and the Steel Clan Fly. (Ignore the cost for moving onto a building.)
- ♦ When Xanatos or the Steel Clan activate, they will move towards and attack the nearest Hero.

COMPONENTS

1 Xanatos Standee (insert into base),
Information Warfare Villain Cards,
8 Steel Clan Tokens, 3 Data Disk Tokens

VILLAIN HEALTH

Xanatos: 5



BATTLE WITH THE STEEL CLAN

Battle with the Steel Clan is a unique mission where one player gets to control Xanatos and his robotic Steel Clan army.

FOR THE GARGOYLES TO WIN, they must defeat Xanatos.

FOR XANATOS TO WIN, he must defeat any Hero or destroy the Police Clock Tower.

ITEM: EYE OF ODIN

The Eye of Odin is a magical artifact that grants power and insight to its holder. The Hero who holds the Eye of Odin gains 1 additional action point per turn. Xanatos may not pick up the Eye of Odin.

DAYTIME EFFECTS

- ♦ Add a Steel Clan token to the Eyrie Building for each Hero in play.
- ♦ Xanatos: Heal 3.
- ♦ Shuffle the Villain discard pile into the Villain deck.

SPECIAL RULES

- ♦ In the *Battle with the Steel Clan*, the player controlling Xanatos and the Steel Clan may make all the decisions during the Villain Phase. Instead of always attacking the nearest Hero, they can play with their own wicked intent, mixing up the game for all players!
- ♦ To start the game, the player acting as the Villain will draw two cards from the shuffled Villain deck. During each player's Villain Phase, the player acting as Xanatos will first check to see if it is Daytime. If not, they will select one of the Villain cards in their hand to play.
- ♦ Xanatos and the Steel Clan Fly. (Ignore the cost for moving onto a building.)
- ♦ Each Villain card specifies whether Xanatos or the Steel Clan activate, and the player acting as the Villain may decide how Xanatos and each Steel Clan token moves and attacks. Xanatos and the Steel Clan may keep moving even when adjacent to a Hero, and may choose any route or space, including buildings, to move to.
- ♦ The player acting as the Villain then draws a card from the Villain deck and places it in their hand. Otherwise, players follow the usual Villain Phase rules. (See **VILLAIN PHASE** on page 6.)
- ♦ When Xanatos or the Steel Clan attack, they may target any Hero in range. If Xanatos and a Steel Clan or two Steel Clan are on the Police Clock Tower, the Police Clock Tower is destroyed and the Heroes lose!

COMPONENTS

1 Xanatos Standee,
Battle with the Steel Clan Villain Cards,
8 Steel Clan Tokens

VILLAIN HEALTH

Xanatos: 20

CONSTRUCTING THE BUILDINGS

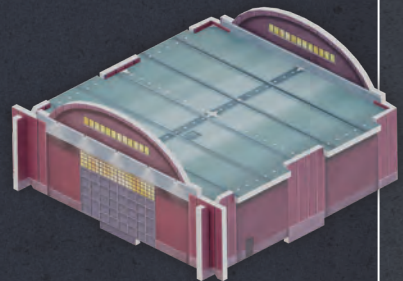
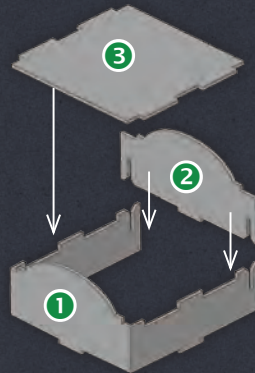
SEPARATE THE BUILDING PIECES BY COLOR AND FOLLOW THE INSTRUCTIONS TO BUILD EACH BUILDING:

STUDIO BUILDING (GREEN)

Fold #1 at the creases and insert the bottom tabs into the board.

Slide #2 into the slots of #1. Be sure to match the letters on the slots.

Place #3 (roof) on top.



MULTILEVEL BUILDING (PURPLE)

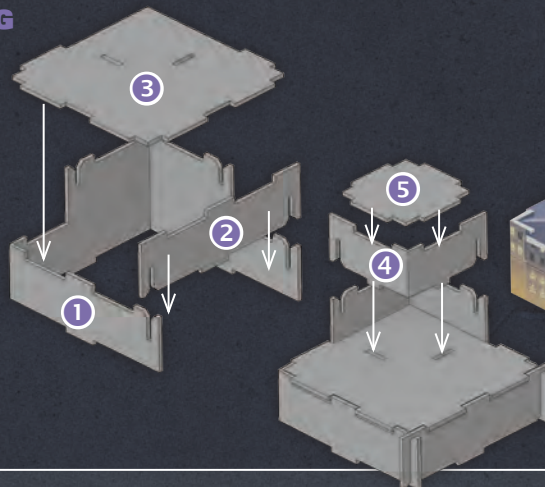
Fold #1 at the creases and insert the bottom tabs into the board.

Slide #2 into the slots of #1.

Place #3 on top to complete the first level.

Fold #4 at the crease and insert the bottom tabs into the slots of #3.

Place #5 on top.

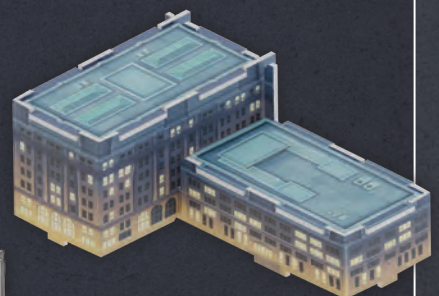
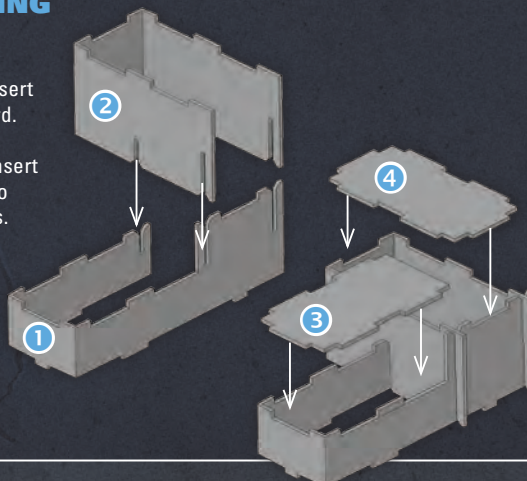


L-SHAPED BUILDING (BLUE)

Fold #1 at the creases and insert the bottom tabs into the board.

Fold #2 on the creases and insert into the slots of #1. Be sure to match the letters on the slots.

Place #3 (roof) on top of the first level and #4 on top of the second level.



EYRIE BUILDING (YELLOW)

First, place the bottom tabs of #1 into the board.

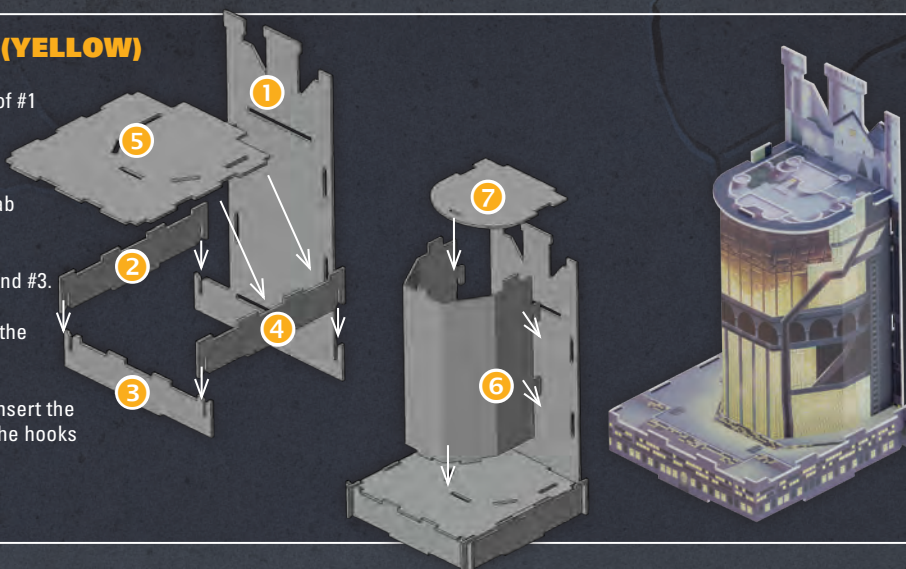
Slide #2 into the slots of #1 and #3, placing the bottom tab of #3 into the board.

Slide #4 into the slots of #1 and #3.

Place #5 on top to complete the first level.

Fold #6 on the creases and insert the bottom tabs into #5. Attach the hooks to #1 (castle front).

Place #7 on top.



POLICE CLOCK TOWER (RED)

Fold #1 at the creases and insert the bottom tabs into the board.

Slide #2 into the slots of #1.

Place #3 on top to complete the first level.

Next, fold #4 at the creases. Insert the bottom tabs into #3 and the slots into #2.

Place #5 (roof) on top.



CREDITS

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REFERENCE GUIDE

HERO PHASE

- ♦ On your turn, you may take as many actions as indicated on your Hero placard. In addition, any player may use their skill by discarding a Skill token.
- ♦ Each action performed costs 1 action point, unless otherwise specified.

VILLAIN PHASE

- ♦ Check to see if it is Daytime. (Daytime is triggered if there are four Villain cards with crescent moon symbols revealed.) If not, draw one Villain card from the top of the Villain deck and resolve the card's instructions in order. See **VILLAIN PHASE** on page 6.
- ♦ If Daytime, resolve Daytime effects on Villains, then Heroes.

REFRESH PHASE

- ♦ If you have less than three cards in hand, draw until you have three cards in hand.



MOVEMENT – You may move to any adjacent space. Moving to a higher space takes 1 additional movement point.



GLIDE – You may only use this action if you are on a building. It allows you to move further than you would with a normal move.



ATTACK – Select a target within your Range and roll dice equal to your Strength value.



SKILL – Skills can be activated by discarding a Skill token. Skills can be used during any Hero Phase.

ITEMS – Use 1 action to pick up an Item that a Hero is at or adjacent to. The Item is dropped if the Hero takes damage.



EYE OF ODIN

Gain 1 extra action each of your turns.



GRIMORUM ARCANORUM

During Refresh Phase, draw until you have four cards in hand.

DICE ICONS



BLANK
(No Damage)



HIT
(1 Damage)



May activate Special Ability
once, if available