

A GAME BY  
PETER GOUSIS &  
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# Flame & Fang

RULEBOOK

*In Flame & Fang, 1–4 players will cooperate to guide a group of dragons through a series of adventures. Each adventure is a chapter from the story that continues the tale of how the dragons grow, mature, and overcome obstacles. Each turn, players will draw and play cards that will let their dragons fly around the board, gather resources, upgrade their abilities, fight enemies that seek their destruction, and turn new pages that reveal their story.*



ESCAPE VELOCITY GAMES

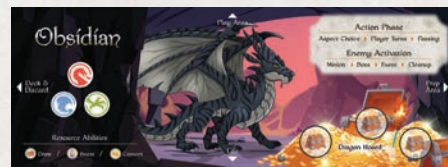


## Components

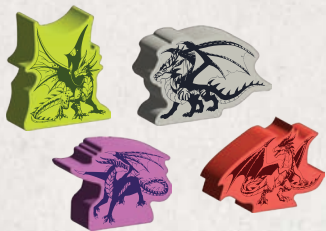
9 LOCATION TILES



4 PLAYER BOARDS

45 UPGRADE ACTION CARDS  
(IDENTIFIED BY THE RESOURCE COST AT THE BOTTOM)18 CONDITION CARDS  
(IDENTIFIED BY THE TRAIT TAG AT THE BOTTOM)

4 DRAGON FIGURES



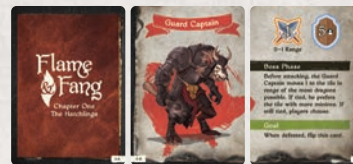
1 AMBER FIGURE



1 BOSS FIGURE



59 STORY CARDS



18 EVENT CARDS



1 LEADER TOKEN



4 ASPECT TOKENS



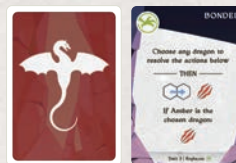
21 DAMAGE TOKENS



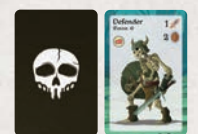
18 QUEST TOKENS



15 TRAIT CARDS



39 SECRET CARDS

42 MINI-SIZED MINION CARDS  
(MINI-SIZED)

57 RESOURCE TOKENS



12 STUN TOKENS



15 MAGIC TOKENS



72 STARTING ACTION CARDS (IDENTIFIED BY THE SMALL ICON FOR EACH DRAGON IN THE BOTTOM-LEFT)



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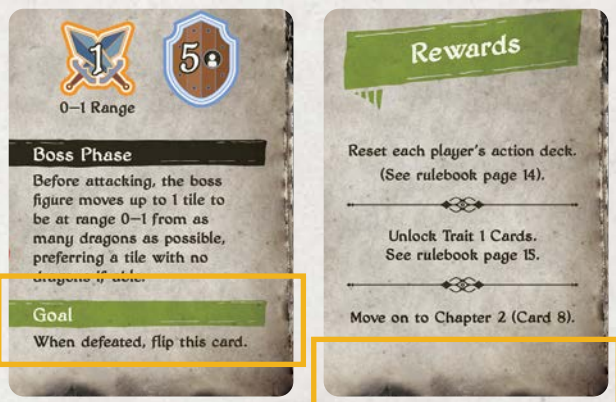
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## Game End

### WINNING

Flame & Fang is a cooperative game. The players win or lose as a group. The players win if they complete the current chapter's final goal (written on one of the chapter's story cards) and are instructed to move on to the next chapter. Chapters will generally have several smaller goals on story cards to complete before the final goal is revealed.



### LOSING

The current chapter is lost (*and must be attempted again*) if either of these conditions are met:

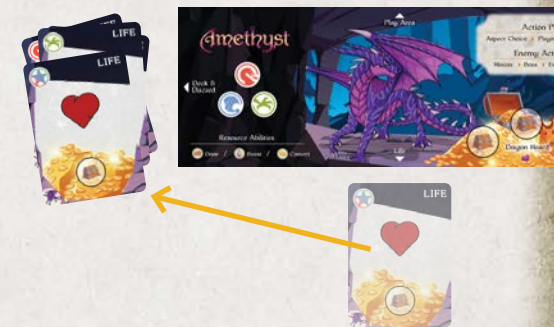
#### TIME RUNS OUT

The players are unable to draw an event card during the event phase



#### A PLAYER IS DEFEATED

Any dragon discards its last remaining life card and is defeated.



## Story Deck & Secret Cards

### STORY DECK

Flame & Fang is played in a connected campaign of eight chapters. Each chapter can also be played on its own with some additional preparation (see *Single Chapter rules on p.14*). These chapters are driven by eight decks of story cards, one for each chapter. These decks should never be shuffled or investigated. Story cards tell the players everything they need to know to complete a chapter, including how to set up the chapter and how to win it.



There are two active story cards at a time. Together they form the image of two pages in a book. Each set of story cards will have an instruction to "flip" the card on the right after reading narrative text, setting up game elements, or completing a goal. To "flip" to the next page of the chapter, turn the card on the right over and place it on top of all the cards on the left pile, like turning a page in a book.



### STORY CARD SECTIONS

- A Narrative Text and Illustration
- B Story Card Number
- C Ongoing Effects
- D Goal to Advance



### SECRET CARDS

There is a separate deck of secret cards that must also be kept in a specific order and should not be investigated. Some story cards will instruct the players to draw specific cards from the secret deck. Most secret cards in play are kept near the two-card spread of story cards, but they are never placed on top of story cards. Some may be placed at or near player areas instead.



Effects on story cards only last while those two cards are faceup and active. If this rulebook and a story card's effects are in conflict, the story card effect takes precedence.

# Game Setup

## COMMON AREA SETUP

### 1. UPGRADE DECK

Shuffle the upgrade action cards (*these cards all have a cost icon at the bottom of the card*) and condition cards (*with a ✂ in the upper-left corner*) separately. Place both decks near each other. Draw 4 upgrade action cards and place them in a row faceup beside the upgrade deck where all players can see them. These four cards will make up the initial **UPGRADE PATH**.

### 2. RESOURCE TOKENS

Organize the three types of resource tokens (🔴, 🟡, 🔵), damage tokens (🔴), stun tokens (⚡), and quest tokens (📄) into separate supply piles and place them near the players.

### 3. BOSS FIGURE

Place the boss figure within reach of all players.



## CHAPTER SETUP

### 4. STORY DECK

Find the story deck for the current chapter. Do not shuffle it. If just starting the campaign, begin with chapter 1 (*story cards 1–7*). Flip the cover card for the chapter, turning the card over and placing it to the left of the current chapter's story deck. In chapter 1 this will leave card 1-B on the left and 2-A on the right. Read the narrative text.



### 5. MAP CONSTRUCTION

The next set of story cards will show the setup diagram for the chapter. Build the map with the location tiles. First, place specific tiles or tile types (*for chapter 1, the Cave on the left and the Fortress on the right*). Next, shuffle the remaining tiles facedown and randomly place them in the **face-down tile spaces (left)** in the setup diagram. Finally, flip all the randomized tiles faceup and then place each player's dragon figure on the tile with the 🐉 icon.

### 6. MINION SPAWN

Shuffle the minion cards and place the deck near the map. Draw and place the indicated number of minion cards for the player count. (*For example, card 3-A shows this icon string, meaning in a 1 or 2-player game the players draw 1 minion card. Each minion card will indicate which location tile it should be placed on.*)

PLAYER COUNT

MINIONS

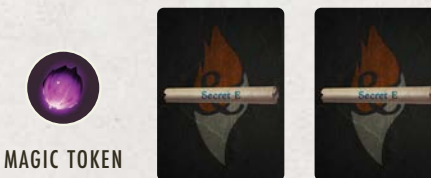


### 7. EVENT DECK

Shuffle the full set of event cards. The story cards will instruct the players to "add" a specific number of cards. Take this number of event cards without looking at them and place them in their own separate event deck (*five event cards for chapter 1*). Keep the other event cards nearby, as they will be needed later.

### 8. LATER CHAPTER SETUP

If playing chapter 3 or later, create a facedown magic token pile. Draw four magic tokens and place them faceup near the upgrade path. If playing chapter 5 or later, place both copies of secret card E faceup near the players.



### 9. FINAL SETUP

Follow any other setup directions on the story cards, including flipping to the next set of two cards. This new set of cards will indicate the first goal the players must complete to progress the chapter.



## PLAYER SETUP

### 10. LEADER TOKEN

Choose or randomly determine a player to be leader and give them the leader token.

### 11. PLAYER BOARD

Each player chooses a color and takes the matching player board, aspect token, dragon figure, and starting deck of 18 cards (*with an icon featuring their dragon color in the bottom-left corner of the card*).

### 12. ACTION DECK

Each player takes the 4 life cards (*featuring a heart icon*) from their starting deck and places them in a row below their player board. Each player shuffles the remaining 14 action cards to create their action deck (*including any unlocked trait cards that have replaced starting cards during the campaign*). They should place this deck to the left of their player board facedown. If players have unlocked dragon powers, they should place their power card near their player board.

### 13. STARTING HAND

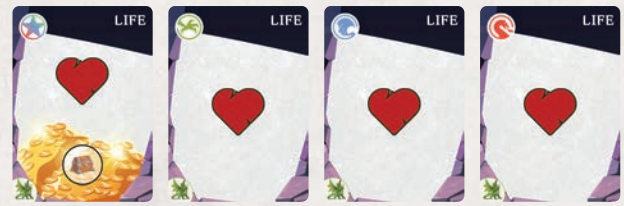
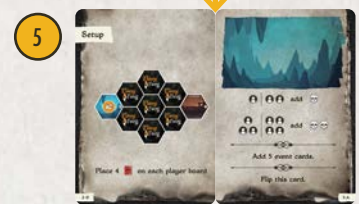
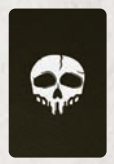
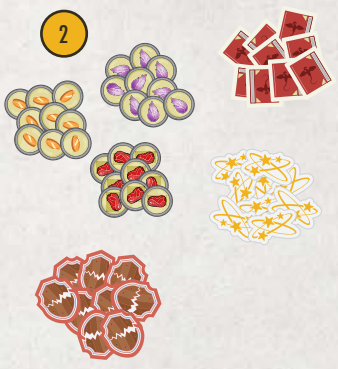
Each player draws 6 cards from their action deck. They may discard up to 2 of these cards (*into a faceup discard pile to the left of their deck*) and then draw an equal number of replacement cards. These 6 cards will form their starting hand.

### SOLO PLAY

Solo players can choose to control 1 or 2 dragons. If playing with 2 dragons, solo players treat each dragon as a separate player and will use the 2-player count value for all event and story card effects.

2-PLAYER SETUP EXAMPLE

THERE WILL ONLY BE TWO STORY CARDS DISPLAYED AT ONE TIME. THE STORY CARD PAGES BELOW SHOW THESE CARDS AT DIFFERENT STEPS IN THE SETUP PROCESS.



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## Game Round Overview

Each round begins with the action phase, which consists of a series of alternating player turns. During each player turn players will play and resolve one card, or resolve one alternate action. This continues until each player has passed. Then the enemy activation is resolved with several phases in order.

### ACTION PHASE

#### ASPECT CHOICE

Players choose an aspect, restricting the cards they can play

#### PLAYER TURN

Players alternate playing cards and using other actions

#### PASSING

Players can discard/prep a card, and draw back up to 6 cards

### ENEMY ACTIVATION

#### MINION PHASE

Minions on a tile with a dragon attack

#### BOSS PHASE

Bosses attack and perform other actions

#### EVENT PHASE

Draw the top card of the event deck and resolve it

#### CLEANUP PHASE

Remove stun tokens, resolve cleanup phase effects, and pass the leader token.

## Action Phase

During the action phase, the players resolve alternating player turns. The player with the leader token takes the first turn, usually playing a card from their hand.

The next player clockwise then takes a turn, and this continues around the table with players taking alternating turns. On their turn, a player may play a card, take an alternate action, or pass.

Once they have passed, they are skipped for the rest of the action phase and may not play a card or resolve an action again this round. When all players pass, move onto the enemy activation.

### ASPECT CHOICE

On each player's first player turn of the round, they must choose one of three aspects, placing their aspect token on the matching spot on their player board (1). They may not change their chosen aspect for the rest of the round. Each action card has an aspect icon in the upper-left of the card (2). Players can generally only play cards matching their chosen aspect on their turn (some effects or abilities will say otherwise).

The aspects are as follows:



#### FIGHT

Focused on dealing damage to enemies



#### FLIGHT

Focused on moving around the board

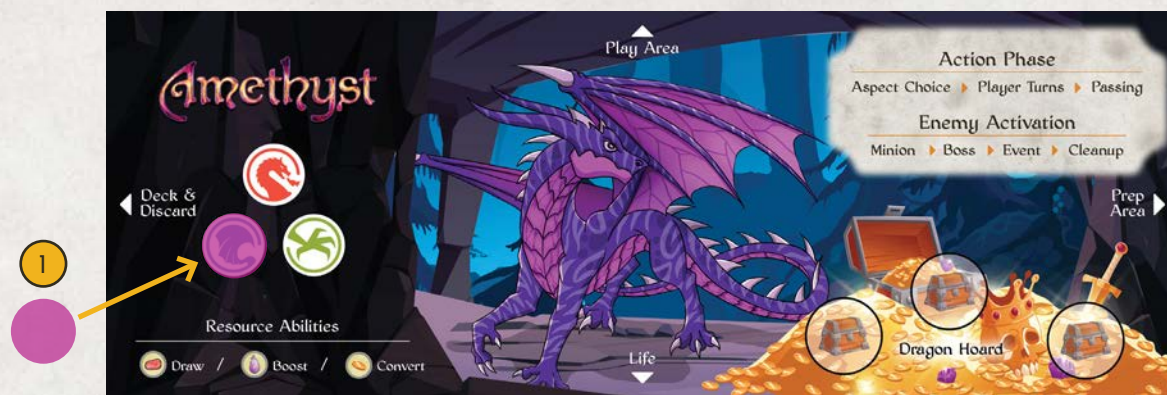


#### HUNT

Focused on gathering resources



Some cards have a wild icon (3). These cards are always considered as being part of a player's chosen aspect.



## Action Phase

### PLAYER TURNS

The player with the leader token becomes the active player and takes the first player turn in the round. On a player's first turn of each round they must first select their aspect, as discussed previously. They then select and resolve one of the three options below:

#### 1. PLAY AN ACTION CARD

From their hand or prep area

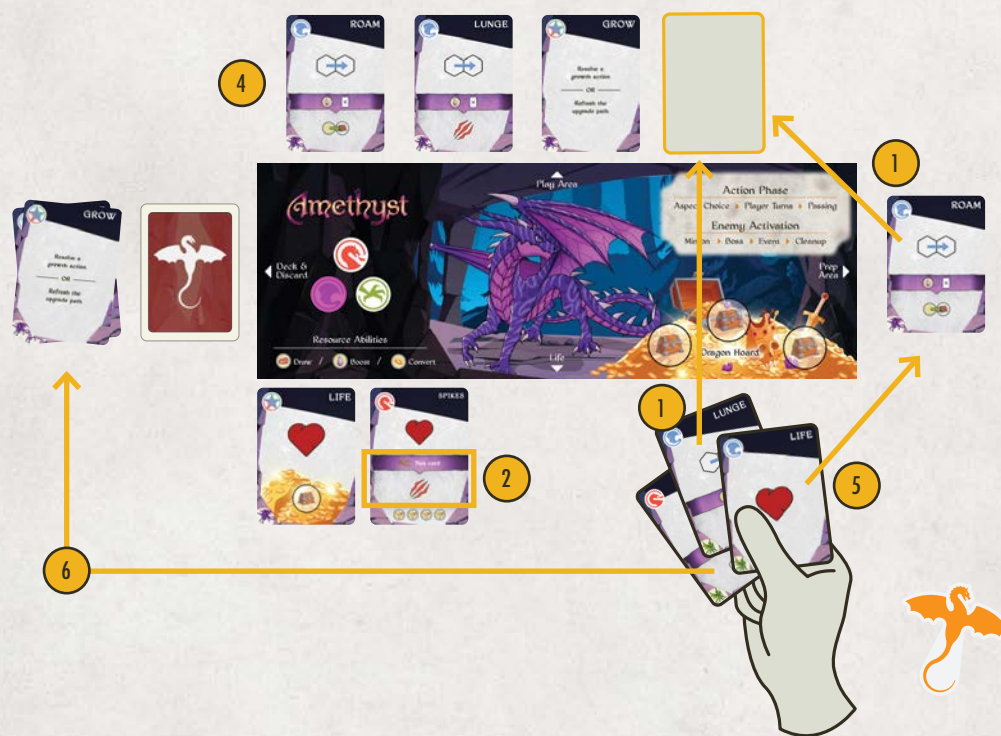
#### 2. RESOLVE AN ALTERNATE ACTION

(using a magic token, using an action on a life card, etc.)

#### 3. PASS (EXPLAINED IN THE NEXT SECTION BELOW)

The next player in clockwise order then becomes the active player.

Most turns involve a player playing an action card. Action cards include one or more icons, allowing the player to move their dragon, attack enemies, gather resources, and perform other actions (see **Actions and Action Cards on p.10 for a detailed explanation of available actions**). Played cards are placed into a play area above the player's player board (4) and are not discarded until later in the action phase. Active story and secret cards will often modify actions that the players take. They can also provide players with alternative actions and options during their turns.



### PASSING

When a player cannot or does not want to play cards or take actions on their turn, they can choose to pass. Once they have passed, they may no longer take turns during the current action phase and their player turn is skipped. When all players have passed, the action phase ends and the enemy activation is resolved.

When a player passes, they resolve the **PREPPING OR DISCARDING** and **CLEARING AND DRAWING** steps in order.

The next player in turn order can begin resolving their own player turn after the previous player passes. They do not need to wait for the passing player to resolve these steps.

#### PREPPING OR DISCARDING

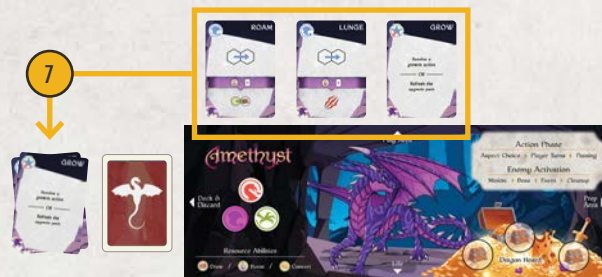
Each player may optionally do one of the following (A or B; not both):

(A) Take one action card from their hand that **MATCHES THEIR CHOSEN ASPECT FOR THE ROUND (including ⚡ cards)** and place it into their prep area to the right of their player board (5) (⚡ may be spent to change a card's aspect and prep it).

(B) Discard any one action card (regardless of aspect) from their hand (6).

#### CLEARING AND DRAWING

After optionally prepping or discarding, the passing player discards all cards in their play area (**the cards that were played this round**) to their faceup discard pile (7). They do not discard prepped cards. If magic tokens have been unlocked, the player also discards all magic tokens from their play area into a faceup discard pile. The passing player then draws cards until they reach their maximum hand size, which is 6 for each player unless otherwise indicated by an ability or effect (8). Prepped cards do not affect hand size and are ignored when a player draws cards after passing. Finally, the passing player moves their aspect token to their play area to signal that you have passed for the round.



#### RUNNING OUT OF CARDS

If a player's action deck is empty and they need to draw a card, they draw all the cards they can, shuffle their discard pile into a new facedown deck, and then continue to draw cards. If they do not have enough cards in their action deck and discard pile combined to draw to their max hand size, they draw as many cards as possible.

#### PREPPED CARDS

Prepped cards stay in the prep area from round to round. They are considered in the player's hand for all effects (**playing cards, discarding to pay effects**), except that they do not count towards the player's hand size. There is no limit to the number of cards that may be in a player's prep area. To prep a card when passing it must match the player's chosen aspect for the round, be wild, or the player must spend a gold resource to convert it to a wild. When playing cards from the prep area in future rounds, aspect rules must still be followed.

## Enemy Activation

### MINION PHASE

#### MINION CARD DETAILS

- A** Minion Name and Spawn Tile
- B** Attack and Defense Value
- C** Spoils
- D** Illustration
- E** Ability



During this phase, minions attack dragons if they are on the same tile. Each minion only attacks once and players can freely choose the order to resolve these attacks. For each tile with both minions and dragons, total up the attack (🗡️) values of all minions on that tile (1). This is the total amount of damage dragons on the tile must suffer. Any dragons on an attacked tile must distribute that amount of damage between themselves (*not necessarily evenly*), discarding life cards with a number of ♥️ icons equal to the damage suffered (2). If a dragon is ever forced to discard their last ♥️ icon, all players immediately lose.

Some minions have a ✂️ icon, meaning they deal conditions instead of damage. For each icon, one dragon on that minion's tile must take the top card from the condition deck (*without looking at it*) and add it to the top of their action deck (3). *More details on conditions can be found in the Condition Cards section on p.13.* Some minions have an ability that activates at the end of the minion phase. Resolve those abilities after all minions on tiles with dragons have resolved their attacks. Active story and secret cards will sometimes modify how minions activate during this phase.



#### ENEMIES, MINIONS, AND BOSSES

Both bosses and minions are considered enemies, but minions are not bosses and bosses are not minions. If an effect or action specifies that it affects one, it cannot affect the other. Most commonly this applies to cards whose abilities can impact minions but not bosses.

### BOSS PHASE

Next, the boss will take their actions, but only if the boss is in play (*the story deck will instruct players on when to place the boss figure on the board*) (1). Bosses attack differently than minions. They have a range value next to their attack, which sometimes allows them to hit distant tiles (2). Range 0 attacks affect only dragons on the boss's tile, range 1 attacks affect the boss's tile and each adjacent tile, and so on. Boss attacks (*indicated with the boss attack icon* ⚔️) multiply based on the number of dragons on a given tile. (*For example, this boss has an attack value of 1. If it attacks a tile with two dragons on it, the boss will deal 2 total damage. This damage can be freely divided among dragons in the same tile like damage from minions*). Resolve the boss's attack for each tile with dragons on it that is within their range (*in whatever order the players choose*) (3). Resolve any boss phase effects on story and secret cards before proceeding to the event phase (4).





# Enemy Activation

## EVENT PHASE

### EVENT CARD DETAILS

- A** Flavor Text and Illustration
- B** Event Player Counts
- C** Event Effect
- D** Minion Spawns

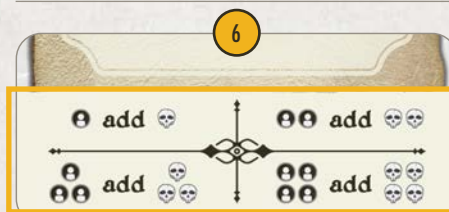
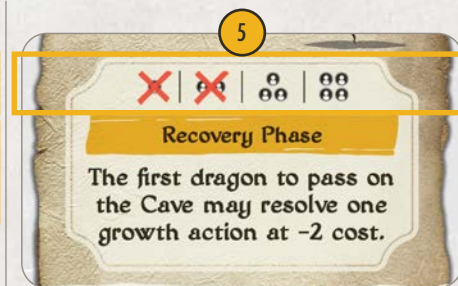
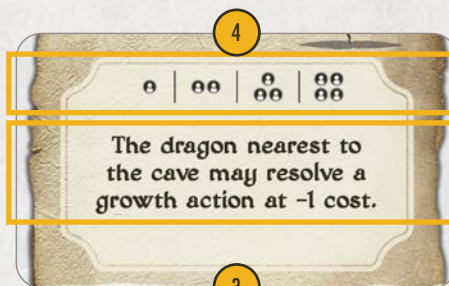


Draw the top card of the event deck (1). If this is not possible, because the event deck is already empty (*the final card was drawn the previous round*) (2), the players immediately lose the game.

After drawing a card, check the effect text on the top half of the event card (3). If the event matches the player count (4), resolve its effect now. If the player count is crossed out (5), do not resolve the effect. If a solo player chooses to control two dragons, use the (8,8) player count. If multiple dragons are tied for the targeting of an event's effect, the players decide which tied dragon is affected.

The drawn event card will indicate how many new minions spawn this round (6). Even if the event effect is not resolved, minions will still spawn based on player count. Draw the indicated number of minion cards, placing each minion on the tile indicated at the top of that minion card (7).

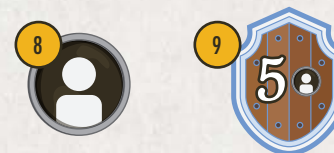
Spawning may be affected by active story and secret cards. Some story cards will instruct players to spawn a minion on a specific tile. In that case, draw the top card of the minion deck and spawn it on the indicated tile, ignoring its printed spawn location.



### PLAYER COUNT-BASED EFFECTS

Many effects in the game change based on the number of players in the game. These effects are indicated by the player count symbol (8).

This is either used to indicate which value or effects to apply, like with event cards and minion setup, or it is used as a multiplier, like with bosses, who will have a defense value that is multiplied by player count (9).



### CLEANUP PHASE

Finally, perform the cleanup phase for the enemy turn. All stun tokens (10) on cards are removed. Resolve any cleanup phase effects on cards. Pass the leader token to the next player clockwise and proceed to the next round of the game with a new player turn.



## Actions & Action Cards

During most player turns, a player will play one action card from their hand or prep area, fully resolving the card before the next player takes their turn.

During a player's first turn each round, they will choose their aspect (1). Played action cards must match a player's chosen aspect for the round (2), unless the card has a wild symbol (3) for its aspect (3). Wild cards may be played for any aspect.



Some abilities will allow a player to play cards that do not match their chosen aspect (4). Additionally, before playing a card on their turn, a player may discard a gold resource (5A) from their hoard (5A) to convert the played card's aspect into a wild (5B), allowing them to play a card that was previously out of aspect (5B).



Action cards will feature one or more of the icons detailed below. The icons and actions on an action card can be resolved in any order the player likes unless otherwise indicated. A player can even choose to resolve some icons while ignoring others. One icon/action must be fully resolved before another can be started. Some action cards also have text effects, which will be explained on the card itself. These must also be fully resolved before the next action or icon is resolved (*unless otherwise indicated or unless it is an ongoing effect*).

### MAIN ACTION ICONS

#### ATTACK



The player deals 1 damage to an enemy (*minion or boss*) on their current tile (*placing a damage token on that enemy's card*). If the enemy now has damage tokens equal to its defense value, it is defeated (1). When a minion is defeated, first look at the left side of the card, where one or more spoils icons are located. Take the corresponding resource token(s) from the supply and place them on the enemy's tile (2). Then, place the minion card in the discard pile beside the minion deck (3). If a boss is defeated, follow the instructions on its story card.



#### MOVE

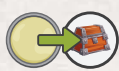



The player moves their dragon to any adjacent tile. A tile is adjacent if one side of that tile touches the dragon's current tile (4). If there are enemies on a dragon's current tile when they move, the dragon suffers 1 damage (*and must discard a life card with at least 1 heart icon*) before resolving the move. This is referred to as *BREAKAWAY DAMAGE*. This damage is always 1 damage regardless of how many enemies were on the tile the dragon moved away from.

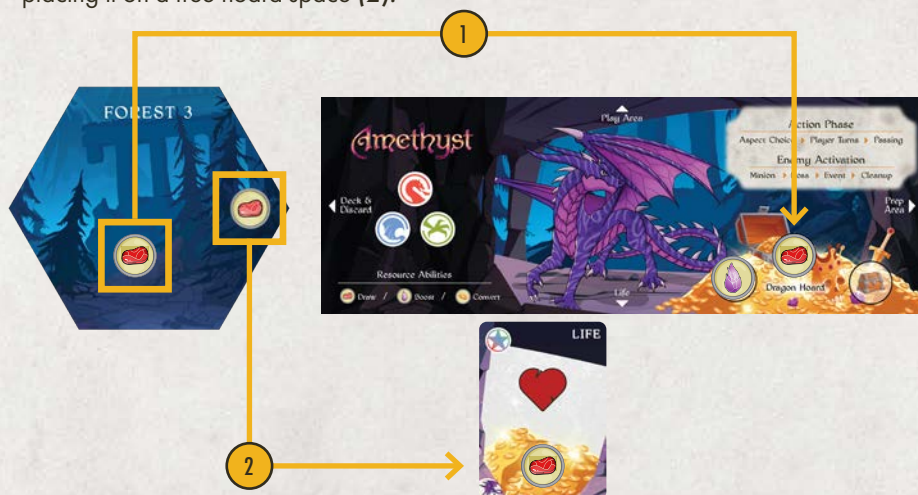


## Actions & Action Cards

### GATHER



For each gather action, if there are one or more resource tokens on the dragon's tile (*placed there by an event card or a defeated minion*), the player may choose to gather one of those resource tokens, placing it on a free hoard space  on their player board (1) or a free hoard space on one of their life cards. Then, whether there was a resource token on the tile or not, the player gains one resource token of the type indicated on their current tile, again placing it on a free hoard space (2).



### STUN



The player may stun 1 minion card without a stun token on their tile (*placing a stun token on it*) (3). That minion is now stunned. **BOSSSES CAN NEVER BE STUNNED.** A stunned minion's abilities are ignored. It will not attack during the minion phase. A stunned minion may still be attacked and defeated as normal. If all enemies on a dragon's tile are stunned, that dragon will not suffer breakaway damage if it moves off of that tile (4). Stun tokens are removed at the end of the cleanup phase.



### STUNNING OTHER CARDS





Some upgrade action cards, trait cards, and story cards can also become stunned (*through effects unique to that card*) (5). When one of these cards would be stunned, place a stun token on it as normal. These tokens will be cleared during the cleanup phase with other stun tokens. A stun token on one of these cards is meant to remind players that the card's effect has already been used for that round. A card with a stun token on it cannot activate its ability again, until that token has been removed.

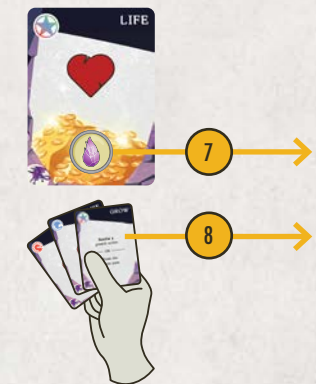


### ADDITIONAL COSTS

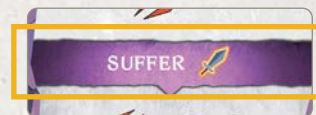
Many cards feature a purple cost section in the middle, with one or more additional icons underneath. These actions may be resolved if the player chooses to pay the cost in the box. The action may be resolved before or after other actions on the action card.





The most common cost is the boost icon (6). To gain the additional actions below this icon, the player must either discard one dragonstone  from their hoard spaces (*even one that was gathered with another action from the same card*) (7), or they must discard one action card from their hand or prep area that matches their chosen aspect for the round (*including a wild card* ) (8). Players may discard a card from their hand that does not match their chosen aspect if they also discard a gold resource  to convert the discarded card to a wild .






Action cards may feature other costs. For example, several feature a damage cost (9). If the player wants to resolve the actions underneath this box, they must suffer a damage (*discarding a life card*) to do so.



### LIFE CARDS

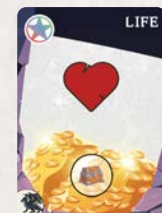
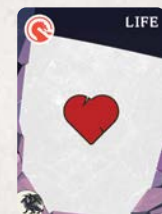
Each player starts with 4 life cards. Life cards are a special kind of action card that will feature health icons  and may also include hoard spaces .

 represent the health of a dragon. Whenever a dragon suffers one or more damage , usually from enemy attacks, they must discard life cards featuring that many  icons to their action card discard pile.

**IF A DRAGON IS EVER FORCED TO DISCARD THEIR FINAL  ICON, THAT DRAGON IS DEFEATED AND ALL PLAYERS IMMEDIATELY LOSE.**

Life cards in a player's hand may be played on a player's turn just like any other action card (*if its aspect matches the chosen aspect for the round*), except that instead of resolving icons on them the life card is placed back in the life card row below the player board. This is how a player can heal damage that was suffered when a life card was previously discarded.

A few life cards have ongoing abilities while they remain in play (*+1 hand size, action icons that can be used every round*). If a life card provides such a benefit, that benefit applies at all times and can be used on any round, regardless of whether the life card matches the current aspect or not. If a life card allows a player to stun that card to resolve an action, doing so counts as that player's turn.



## GROWTH ACTIONS

Each player's action deck begins with two "Grow" cards. These allow a player to resolve a growth action, upgrading their deck (1).

When a player resolves a growth action, they choose an upgrade action card from the upgrade path to gain (2) and an action card in their hand or prep area (not a card they have played this round) to replace. Neither the new card nor the replaced card needs to match their current aspect.

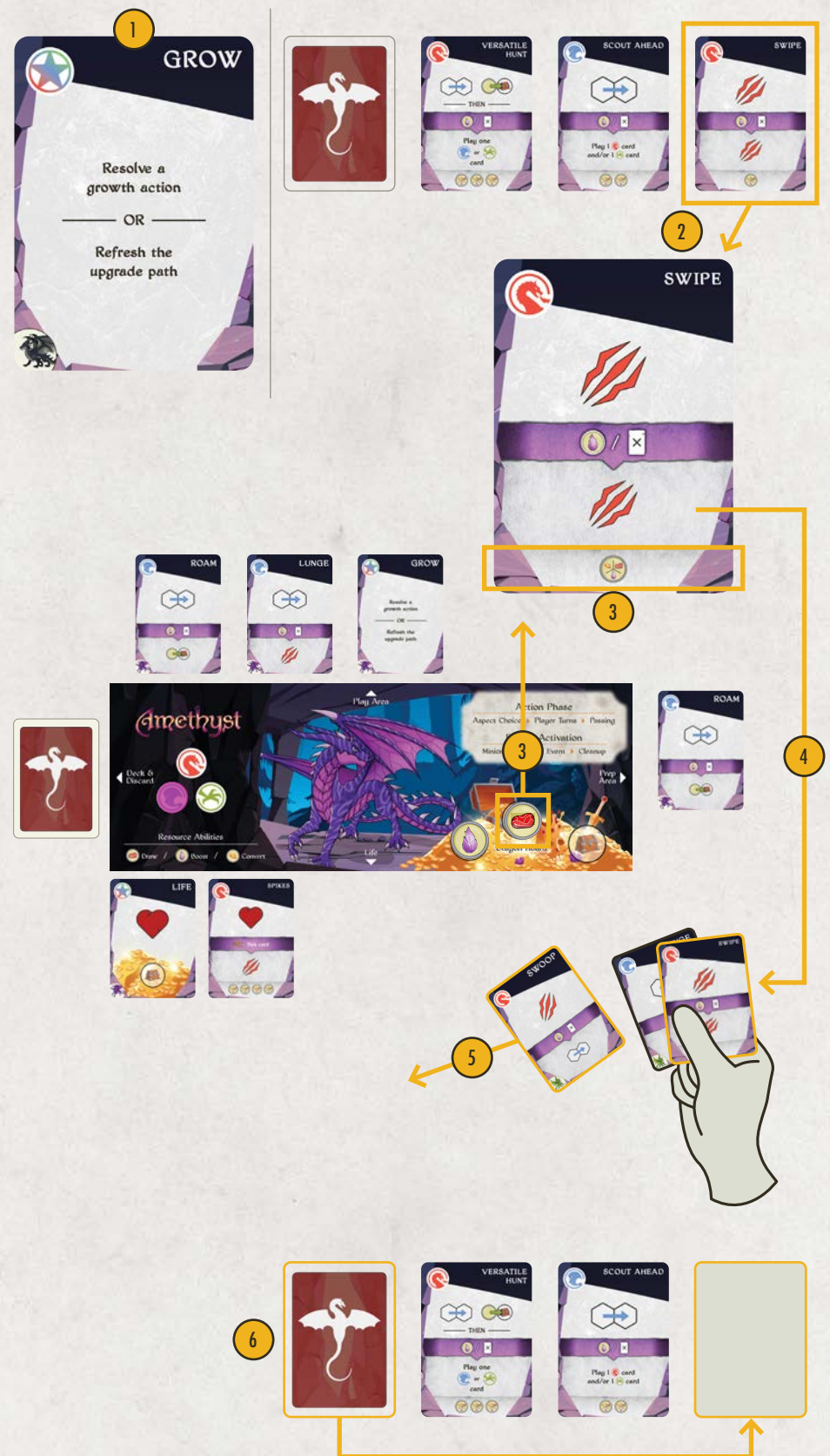
The player spends resources from their hoard spaces equal to the cost of the chosen upgrade action card (the number of 🪙 icons on the bottom of the card) in any combination (3).

If the player chooses to replace a card that has a 🪙 cost, they instead spend the difference between the cost of the two cards (or spend nothing if the card being replaced has an equal or higher cost than the new card).

The gained card is placed directly into the player's hand and may be played later this phase (if it matches their chosen aspect) (4). The replaced card is removed from play for the rest of the game (5).

The card selected from the upgrade path is immediately replaced by drawing a new card from the upgrade deck (6).

Alternatively, a player may use a Grow card to refresh the upgrade path. They discard every card in the upgrade path into a faceup discard pile beside the upgrade deck. They then draw four replacement cards and place them faceup to form the new upgrade path.



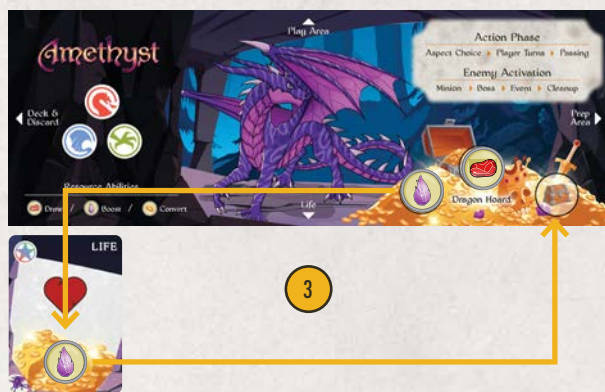
## Actions & Action Cards

### RESOURCES

Players will gather resources from tiles (1) using gather actions from action cards (2). When a resource is gathered, it must be held in a hoard space on the player's player board or one of their life cards. Each hoard space can hold one resource. When resources are spent (for growth or resource abilities), they are discarded back to the general supply.

Resources may be freely moved between a player's hoard spaces at any time (3). They may also be dropped at any time on a dragon's current tile (4). If a player has more resources than they can hold (because they gathered too many or a life card with hoard spaces was damaged), they must drop excess resources of their choice onto their current tile.

Resource tokens can be spent to pay for growth actions. They may also be spent for resource abilities as detailed below:



#### MEAT

A player may spend meat at any time to draw a card from their action card deck. This may be done on a player's first turn before they choose their aspect for the round.



#### DRAGONSTONE

Spend during the play of an action card to boost that card (gain the effects under the boost icon), as detailed above in the additional costs section.



#### GOLD

Spend to convert the aspect of a card in the player's hand or prep area into a star icon until the end of the turn. This will allow the player to play a card that was previously out of aspect, to discard a previously out of aspect card to activate a boost icon, and/or to prep a card that is out of aspect when they pass.

### CONDITION CARDS

The condition deck (with the same back as standard action cards) is shuffled separately at the start of the game and placed near the upgrade deck.

When a player suffers a condition effect the affected player must take the top card of the condition deck, placing it on top of their action deck without looking at it. If a player needs to suffer a condition when the condition deck is empty, shuffle the discarded condition cards into a new deck and then draw a card.

When a player draws a condition card, they resolve it immediately as detailed below. This includes the card being drawn through a prep effect, being played from the deck, or being discarded through an effect. A replacement card is not drawn. This may cause a player to have fewer than six cards in their hand after passing.

When a condition card is "destroyed," it is placed faceup in a discard pile beside the condition deck.

#### IMMEDIATE

Immediate conditions are resolved and then immediately destroyed.



#### ONGOING

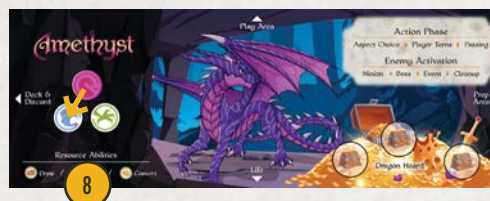
Ongoing conditions stay in the player's hand and cannot be played (5), discarded, or prepped. This will effectively take up one space of the player's hand size. During the action phase, if the player plays a card with the indicated action icon (6) (or gains an action of that type through some other effect) they can use it to destroy the ongoing condition. This action icon is spent, and cannot be used for any other effect.



#### THREAT

Threat conditions are placed into the player's prep area (7).

At the start of a player's first turn each round, the player will suffer 1 damage unless they choose the indicated aspect for the round (8). Unlike damage in the minion or boss phase, this damage cannot be transferred to another dragon on their tile. If the player selects the indicated aspect, the threat condition is destroyed. If a threat condition card is drawn later in the round, after the player has already chosen their aspect, it has no effect until the start of the next action phase.





## Unlockable Content

### TRAIT CARDS

UNLOCKED AT THE END OF CHAPTER 1



Trait cards are permanent upgrades to player action decks. They have the same back as action cards, but the face of each trait card indicates its level at the bottom (1).

When trait cards are unlocked, shuffle all the trait cards of the indicated level, draw one per player, and place them in the center of the table. Each player chooses one of these trait cards, adding it permanently to their deck for the rest of this campaign.

Each trait card indicates a card aspect or type of card that must be replaced (2). The player chooses a starting card of the indicated type or aspect and puts it back in the game box (3). It will not be needed for the rest of the campaign.

**IF PLAYING SOLO WITH ONLY A SINGLE DRAGON, DRAW TWO TRAIT CARDS AND KEEP ONE WHENEVER INSTRUCTED TO UNLOCK A TRAIT CARD.**



### MAGIC RULES

UNLOCKED AT THE END OF CHAPTER 2

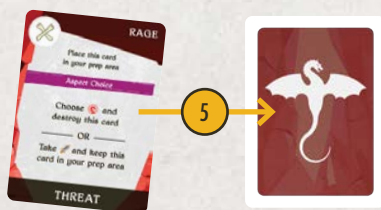


Once magic has been unlocked, the magic tokens are shuffled into a facedown pile during setup. At the beginning of the game draw four magic tokens from the facedown pile, placing them faceup near the upgrade path (4).



As their turn, a player may move one of these faceup magic tokens to their play area and perform the action on that token. Immediately draw a new magic token from the supply, so that there are always four tokens available. **EACH PLAYER MAY ONLY USE MAGIC TWICE PER ROUND.**

As a cost to resolve a magic token's action, the player must add a random condition card to the top of their action deck, the same as when resolving a ⚡ icon (there is a consequence to dealing with magic) (5).



Players discard all magic tokens from their play area into a faceup discard pile when passing. If the pile of facedown tokens runs out and a player needs to draw one, shuffle all the discarded tokens into a new facedown pile.

### AMBER

UNLOCKED AT THE END OF CHAPTER 4



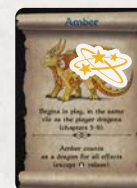
The players unlock Amber, taking both copies of secret card E and adding them between the map and player areas during each subsequent chapter.



Amber is represented by her own figure, and is treated like any other dragon for game effects including starting with the other dragons at their cave.

Amber is not considered a player dragon, and does not affect the player count value.

**ONCE PER ACTION PHASE ANY PLAYER MAY PLACE A STUN TOKEN ON HER CARD TO ACTIVATE AMBER AS THEIR PLAYER TURN.**



When she activates, she can move up to two tiles. If she moves zero or one tiles, she can attack before or after moving, dealing one damage to every enemy on her tile. She suffers breakaway damage when moving as normal.

If Amber is defeated, the players do not lose the game, but her figure and secret cards are removed from the game and she can no longer be activated for the rest of this chapter. She will enter play as normal in subsequent chapters.

### DRAGON POWER CARDS

UNLOCKED AT THE END OF CHAPTER 5



Dragon Power cards are permanent upgrades to each player's board.

When a power card is gained, shuffle all copies of secret card F. Draw one card per player and place them in the center of the table. Each player then decides which card they want, placing it near their player board during the setup of all remaining chapters. It will provide an ongoing effect during all of that dragon's turns and actions.

**IF PLAYING SOLO WITH A SINGLE DRAGON, DRAW TWO DRAGON POWER CARDS AND KEEP ONE.**

### CURSE CARDS

UNLOCKED AT THE END OF CHAPTER 7



Curse cards add more variety and challenge to the chapters. When using curse cards, players shuffle all copies of secret card K and draw one curse, placing it faceup near the story cards. This is required in the setup of chapter 8, but players may choose to draw one curse card during earlier chapters as well to increase the challenge and variety of the game.

## Quick Reference

### Victory & Defeat

Players win by completing story card goals until the final card of the chapter is reached. Players lose if a dragon discards its last life card or if an event cannot be drawn in the event phase.

### Iconography



GOLD



DRAGONSTONE



MEAT



ANY RESOURCE



FIGHT



FLIGHT



HUNT



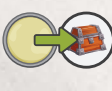
WILD



ATTACK



MOVE



GATHER



STUN



MINION ATTACK



BOSS ATTACK



DEFENSE



DAMAGE



MINION



QUEST



HOARD



LIFE



DISCARD



PLAYER



CONDITION



MAGIC



DRAGON START



BOSS START

### Action Phase


#### ASPECT CHOICE

On each player's first turn they select an aspect for the round.

#### PLAYER TURN

Starting with the leader, players take single actions until all have passed.

#### PLAY A CARD

Must match aspect (or ); may boost with dragonstone or in-aspect discard.

#### MAGIC TOKEN (CHAPTERS 3-8)

Player places a condition on top of their deck, takes a magic token, and resolves the indicated action (twice per round per dragon).

#### ALTERNATE ACTION

Player stuns a life card or secret card to use its ability.

#### PASSING

The passing player may prep an in-aspect card or discard any card, draw up to 6 cards, then move their aspect token to play area.

### Enemy Activation

#### MINION PHASE

Minions on a tile with a dragon attack; resolve minion abilities.

#### BOSS PHASE

If a boss is in play, they attack and perform abilities on their card.

#### EVENT PHASE

Draw the top card event card, resolve its ability, and spawn minions.

#### CLEANUP PHASE

Remove stun tokens, resolve cleanup phase effects, and pass the leader token.

### Enemy Damage



May be divided up among dragons on the same tile.



Dealt to each dragon within range; may then be divided up among dragons on the same tile.

### Main Actions




#### ATTACK

Deal 1  to an enemy on a dragon's tile



#### MOVE

Move to an adjacent tile. Suffer 1  if leaving a tile with enemies.



#### GATHER

Gather 1 resource from the supply matching dragon's tile. May gather 1 resource on dragon's tile, if any.



#### STUN

Stun 1 minion on dragon's tile.

### Resources



#### MEAT

Draw one card.



#### DRAGONSTONE

Boost a played action card.



#### GOLD

Convert the aspect of a card to 