



Guide to expansions

Bandits Barbarians Cultists Dracons Gnolls Goblins Undead Unicorns



Base game

Angels Dark Elves Demons Fairies Golems Mages Slime Troglodytes Wound Deck



Overlords Expansion

Centaurs Gladiators Harpies Medusae Mermaids Mummies Banners Classes AI Deck Event Deck

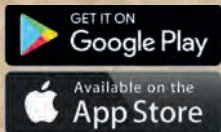


Odyssey expansion

Centaurs Gladiators Harpies Medusae Mermaids Mummies Banners Classes Quests Automa Deck Mythic Deck



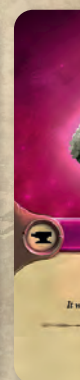
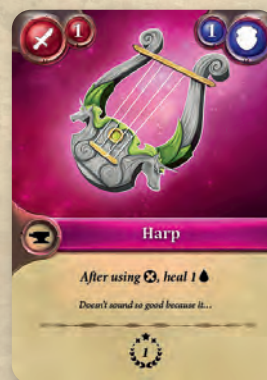
EastQuest expansion



Game Setup

- 1 Each player takes 5 Crystals
- 2 Each Player takes a "Fist" and "of Enchanting" card.
- 3 Each player chooses one Kingdom Deck, then shuffle them together to create the Adventure Deck.
- 4 Search the bottom of the Adventure deck for a total of 6/9/12 (for 2/3/4 players) Item and Enchantment Cards **and add** them to the top of Adventure Deck. Return any Monster and Dragons you put aside back to the bottom of the deck. This way you'll have a chance to equip yourselves before monsters come.
- 5 Place 6 cards from the top of the Adventure Deck on the Journey Track.
- 6 Randomly choose one of the Village Cards .
- 7 Pick the first player. You are ready to play.

6 Village Card



Two players

In a two player game, each player chooses 2 decks. From the 4 selected decks, take only the cards marked with a "2" on the back, and shuffle them together to form the Adventure Deck.

First game



If this is your first game of Enchanters consider taking Decks from amongst: Cultists, Goblins, Unicorns and Bandits.



Fast invasion

If you prefer a shorter game, remove 5 cards from the Adventure Deck for every player that wants to participate. Those cards have to be put in the box (outside the game), not on the discarded cards pile.

Your Magical Artifact

Each player will craft **one Magical Artifact**. Items  are placed in one pile on the left and Enchantments  in another on the right.

All visible symbols, actions and abilities are always active.
All hidden symbols, actions and abilities are inactive.

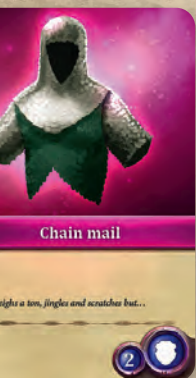
Do not change order of the cards unless game asks you to.

Subsequent cards are placed on top of previous ones of the same type so that the lower part (under the **horizontal line**) of the previous card is always visible.



5

Journey Track



3

Adventure Deck



1















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Flow of The Game

The game is played in turns. Each turn a player takes one Major Action:

- **Journey** - the player takes a card from the Journey Track, paying Crystals . This is the main way to obtain Item  and Enchantment  Cards and to fight Monsters  and Dragons .
- **Rest**  - the player **uses one** of the available  options from the Village Card  or one of their own cards. Resting allows you to collect Crystals  and heal Wounds . After each Rest  action the first card on the Journey Track is discarded at the end of the turn.

After each Major Action, cards in the Journey Track are slid down toward the Village Card , then a new card is drawn from the Adventure Deck and added to the last space. There should always be 6 cards on the Journey Track, if possible.







Additionally, the player may use any available Minor Actions.

Actions in General

Most actions in the game can be described in the following manner:





“Cost ➡ Effect”

Only after the Cost is paid, does the Effect take place. The cost must be fully paid, while the effect has to be implemented as much to the utmost extent.


The actions a player may take are the ones described on the Village  Card, Overlord Card  and the visible parts of the player's own Item  Enchantment , Monsters /Dragon  Card piles.


Multi-action can be used as many times as players want. Double Action used twice in a turn. Every other action may only be played **once per turn**.



The action's effect (such as Attack or Defense boost) stays in play till **the end of the player's turn**.



Example (Scimitar): “ ➡ 3 ” John pays 1 Crystal  and receives a +3 bonus to his attack  this turn only.






Major Action: Rest

A player needs to pick one of the actions with a  in the cost, to get the benefits of this action.

The icon should be read as: Use your Major Action as a Rest Action. Then at the end of your turn discard the card on the Journey Track nearest to the Village  Card and draw a new card from Adventure Deck to fill the last space on the Journey Track.

Rest actions are on every Village Card, but can be also found on some Item  or Enchantment  Cards.

Taking a Rest is a standard way of gaining Crystals  and healing Wounds .



Example (Normaltown): “ ➡ 3 ” Jack uses his Major Action to Rest  and get 3 Crystals. Then, because he can't do anything else, he finishes his turn, discards the card nearest to the Village  Card, moves the remaining 5 cards on the Journey Track toward the Village  Card, draws a new card and places it after the last card on the Journey Track.






Major Action: Journey

Taking a Journey allows a player to either upgrade their Magical Artifact or get Monster trophies that grant Glory Points.


Pick a card on the Journey Track and pay the cost indicated below to the common supply.





If a player has chosen an Item  or an Enchantment  card, the player places the card on the top of the respective pile.

If a player decides to fight a Monster  or a Dragon , they must be able to defeat it - have at least as many Attack Points  as the Monster  has Health Points . Rules of a fight are described in the section "Combat".

Immediate Effect

Some cards have an Immediate Effect  symbol, meaning that the described effect must be implemented right after the chosen card is taken. Immediate effect is not a cost to be paid, but an effect to be resolved. However, the card is not considered to be a part of any of the player's Magical Artifact until after the effect is completed.








Triggered Abilities




Some cards have passive effects which trigger upon certain events. For example: "after using ", "after taking " or "when your turn begins." These effects are not considered to be an action and are mandatory.



Combat




Combat is resolved in two phases:

- 1 The player attacks the Monster .**
To succeed the player must have at least as many Attack Points  as the Monster  has Health Points .
- 2 The Monster  ALWAYS attacks the player.**
The player is given a number of Wound markers equal to the Monster's Strength  minus the player's Defense .




Defeated Monster  or Dragon  is put on top of the active player's Monster  pile.






Not enough attack













Sometimes, it may be necessary to buy additional Attack Points  in the Village  or activate Minor Actions on one's own cards to win a Combat with a Monster .

Hero cannot die





There is no limit to the number of Wounds  players may receive, but at the end of the game, each Wound  becomes a negative Glory Point .



Dragons

The same Combat rules apply to fights against Dragons , but keep in mind that some effects may only apply to Monsters , not to Dragons , and vice versa.

Example: Susan decides to fight a Manticore 2  5 . She has 3 Attack Points  and 1 Defense Point . Susan decides to use a Multi-action available in the Village  of Normaltown twice - she pays 4 Crystals  to get +2 Attack Points . Susan now has a total of 5 Attack Points , which matches the Health  of the Manticore. Then dying Monster  deals her 1 Wound  and after this she adds it to her Monster  Pile.

End of The Game

The game ends when all cards from both the Adventure Deck and the Journey Track have been taken or discarded. Every player sums all Glory Points from their cards: Monsters , Dragons , Items  and Enchantments . Each player must then add or subtract Glory Points according to the rules below:

- Minus 1 Glory Point for each Wound .
- Additional Glory Points as described on the Village  Card.

Endgame Ties

In case of a tie the player with more Crystals win. If players are tied for crystals, the player with less wounds win. If players are tied for wounds, the player with more cards (of all types) wins.

Game Variants

Fast invasion



If you prefer a shorter game, remove 5 cards from the Adventure Deck for every player that wants to participate. Those cards have to be put in the box (outside the game), not on the discarded cards pile.

Superfast invasion

For an extremely short game, use only cards with “2” on their backs from each Kingdom Deck. Put the rest of the cards in the box (outside the game), not on the discarded cards pile. During step 4 of setup only put 2 cards per player (Items and Enchantments) instead of 3.

Dragons in the depths


To make sure that Dragons won't come up too early, before you're ready for them, change the standard setup as described below:

- 1 Remove Dragon Cards  from the chosen Kingdom Decks.
- 2 Take half of the Adventure Deck.
- 3 Shuffle the Dragon Cards  into it and put it on bottom of the deck.

Overlords

If this is your first game of Enchanters consider skipping this point altogether and playing without the Overlord Card. Overlords were designed with advanced players in mind and might turn out to be confusing for new players.


Setup





Randomly choose one of the Overlord Cards . Place 1 Reward Token for each player on the Overlord Card.




1 Invasion 2 Challenge 3 Reward


Invading Cards



The card discarded as a part of the Rest  action is considered to be an Invading Card. Check the Overlord card to see if they react to its type. In that case, resolve the proper invasion.


Example: After using a Rest  Action Jack discards a Gnoll . He checks the Overlord Card - Cho'mun, the Ogre General. His rule for an invading Monster  state: “: Overlord attacks current player.” Cho'Mun attacks Jack with Strength 4. Fortunately Jack has 3 points of Defense so he only takes 1 point of damage.




New Major Action: Challenge


Challenge actions are always marked by a  symbol preceding its cost. Challenge actions are found on every Overlord Card.

The  icon should be read as: Use your Major Action as a CHALLENGE action and discard the top card of Adventure Deck or the last card on Journey Track, if the Adventure deck is empty.



Upon paying the cost of the action, player immediately starts a fight against the Overlord. The combat follows the same rules as combat with a Monster  or a Dragon . If the player is





victorious, they receive one Reward Token  from Overlord Card.

Challenging the Overlord is a  action, and not  action, and thus does not trigger any “After using ...” abilities or invasions.



The effects of a Reward Token  are always described on the bottom of an Overlord Card.

Each Reward Token is virtually a card containing the exact text in that section of the Overlord Card

Most of them give Glory Points  at the end of the game and an ability that can be used during the game. The effects of multiple Reward Tokens  stack.



***Example:** Mary challenges Sathi, the High Priestess. She needs to take a wound to initiate the fight. She defeats the Overlord and takes the Reward Token: “3  when your turn begins, take 1 ”. Next turn she defeats Sathi, the High Priestess again and now holds two of her Reward Tokens. Each turn she receives 2 Crystals  and when the game ends she gets 6 Glory points .*

Defeating Overlord

When an Overlord runs out of Reward Tokens  they are defeated. The rules for invasions no longer apply and players can no longer challenge them. They still can use the abilities of collected Reward Tokens .

Overlord Variants

Hard Mode

Overlord starts with 4 reinforcement tokens - two for  and two for .

Death Mode

If an Overlord still has any reward tokens at the end of the game, all players lose the game.


Reinforcement

After each fight with an Overlord, put a random reinforcement token on the Overlord. When playing a 2-players game, add an additional reinforcement token.



Universal Keywords


Bury

Burying means placing a card on the bottom of the appropriate stack. When game asks you to “bury top ”, take top card on the item stack and put it on the bottom of the stack. A card cannot be buried if it is the only card in the stack.


Unbury

Unburying means placing a card on the top of an appropriate stack.


Distance

The number of cards between a card on Journey track and Village Card. Most of the time equals the number of crystals you need to pay for the journey. A card on “ 3 or more” refers to cards on 4th, 5th or 6th spot on Journey track.

Swap

Cards that are swapped change their respective places. If the swap is not possible (if there is no card on one or both respective slots) just skip it. Swapped cards don’t activate their  abilities and do not trigger “After taking” abilities.







Steal Card

New effects in game allow players to steal cards from other players. Stolen cards don’t activate their  abilities and do not trigger “After taking” abilities.

Graveyard




All cards discarded during the game are considered a graveyard. Players may look through the graveyard at any time, but should not change the order of the cards. If more than one card is placed in the graveyard simultaneously current player decides which one goes on top.

Negative Stats

A Broken Sword  icon means negative Attack Points , and a Broken Shield  icon means negative Defense Points . Players Attack  and Defense Points  can never go below zero.

FAQ

- 1 If the text on a card doesn’t refer to a particular card (e.g. Top Item), the owner of the targeted cards may choose which card will be affected.

Example: John took Bolas from the Journey Track and chose Ann to discard one of her Monsters . Ann has three Monsters : a Gnoll on the bottom of her pile, a Unicorn in the middle and a Manticore on top, so she chooses to discard the Unicorn, as it’s worth the least amount of Glory Points .

Base Game




Bandits (Port Aurisan)

It is all about the money. Crystals to be exact. Earn or steal enough of them and you might buy yourself a victory.

Thieves deck gives you a unique opportunity to score points for your crystals. Think of ways to get more crystals and snatch the cards that score for them.

Barbarians (Fjordosan)

The might is right. Train with barbarians, fight dire wolves and wrestle with ice giants. Raise in power like never before.

Monster cards in Barbarians set tend to have  and  icons. The  icon means negative defense points. Both these icons are counted toward the players' total attack and defense. You can score big for your attack value.

Cultists (Normaltown)




Feel the power of evil life-stealing rituals, heartless Black Knights and Elder Beings. Maybe even learn a few tricks from them.

Cultists deck allows for giving wounds to other players. While it may be counterintuitive, with these cards in play it is better to have some wounds to spare.


Transferring wounds: When transferring wounds, simply give a wound you own to another player. The wound is not considered "healed". The target player who received a wound is considered to have "taken a wound".

Dracons (Dracopolis)

Other monsters just hang on your mantelpiece. But these have a lasting effect. Whether it is a poison, mutagens or a shell harder than steel.

Monster cards in Dracons set tend to have  and  icons on them. The  icon means negative attack points. Both these icons are counted toward the players' total attack and defense. You also may consider aiming to get the dragons, since there are extra points for those.




Trap: After taking this card from the Journey Track, the player must give this card to another player. The card is placed on top of the receiving player's Item  Card pile.

Gnolls (Hateville)

For gnolls, "person" is just another word for "food". The same goes for "monsters". Use monsters to fuel your spells, bait larger monsters or just sell them for profit.

Gnoll set features cards that allow you to sacrifice creatures to get some profits. It might be worth to get some low-glory monsters just for that reason.



"Target player discards a ": The current player picks a target player, then the target player picks a monster to discard (it does not have to be the top monster).



Manticore: If a player does not have any monsters, they don't need to discard Manticore. Manticore is not considered in their monster pile when the effect takes place.



Roc: The current player picks a target player, then the target player picks a monster to give to the current player. This monster will be placed under the Roc card.




of Rage: upon activation, the player receives an Attack Point for every two Monsters they have.

Goblins (Dwarfburg)

Dwarves have a saying: "The best defense is the best defense." Armor up and face goblin suicide squads, massive ogres and even bigger giants.



Goblin set is all about rewarding you for your defense. You should think of a way to get defense quick, or you'll be forced to skip on some high scoring monsters.



Axe: After taking this card, but before adding it to your Items Pile , every other player is dealt 1 Wound  for every 2 Attack Points  you have. Consider raising your Attack Points, before taking an Axe.



of Fire: Upon activation, the player receives an Attack Point for every Defense Point they have. Their Defense Points remain at the same value.

Double Damage: double damage means that the player receives twice the number of Wounds for each  not blocked with the .

Attacks all players: When a player fights a Monster with this ability, during the "Monster's Attack" phase of the combat, resolve it for each player, one-by-one. Other players may NOT use any actions or effects during this attack (e.g. activate a Helmet). The "Player's attack" phase goes by the standard rules.

Undead (Gravekill Mounds)



The cemetery is open. Bring back discarded cards and collect skulls of the famous undead warriors for glory.

The Undead set can score you points for getting monsters with the skull icon. This is made easier with the ability to get cards out of the graveyard. If you see a player really going for those, be sure to stop them.

Journey for the top card from the graveyard:

Some cards allow players to journey to the graveyard to retrieve the top discarded card. Cards obtained through this journey are considered the same way as the cards obtained from the Journey Track and so all abilities as well as “After taking” abilities apply. Players need to fight monsters and dragons they encounter on the journeys to the graveyard.

Undead Icon

The icon does not grant any special effects by itself. Just treat it as a card type depiction. Other cards have interaction with this icon (for example: “Ghouls” and “of Death” give Glory Points for each Undead Icon)



Skeleton: If there is no card in Graveyard just ignore this ability. Otherwise, remember that the swap is mandatory.



Shield: Other players that use or activate abilities that affect “another player”, “target player”, “player on your side” can’t pick you as a target and must pick another player. If there is no valid target for the ability, just ignore the ability. If the ability was a cost (i.e. “Another player heals 1 Wound”), the cost is

considered to not have been paid. For abilities affecting “all players” or “other players” activated by other players, ignore the effect that relates just to you. Note that the shield also blocks abilities that might be beneficial for you.



Ghoul/Of Death: “Remove from the game” means you must put the card in the box, not in the discard pile. That card can no longer enter play during this game.

Using “Ghoul” or “Of Death” is a minor action and does not end your turn. You can use it, then take a regular major action (Rest/Journey/Challenge).

Unicorns (Holy Grove)



Time heals all wounds. As do the unicorn horn and a Treeman apple. So don't be afraid to go all-in and stack up the wounds. They'll heal.

Unicorn set has a lot of ways to heal your wounds. It encourages play where you don't worry that much about getting hurt and heal the wounds later.



Pink Dragon: After winning a fight with this Dragon count the total number of Wounds you have. Then take the same number of Wound Markers from the general supply and add it to the Wounds you already have.

Credits

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


- Modification of “Crowned skull” from <https://game-icons.net/> made by Lorc





Overlords Expansion

Wound deck

Whenever a player has 10 or more Wound markers, they must draw 2 Wound cards, choose one, and discard their other along with 10 Wound markers. Wound cards are kept in a separate stack, in the same manner as Item  or Enchantment  Cards.




A Wound Card is still considered to be 10 Wounds (-10 Glory Points  at the end of the game), but also imposes some extra restrictions on a player and compensates for that with a few Glory Points .

When a player heals, they always need to discard Wound markers first. When no Wound markers are left and a player heals, they may discard a Wound Card and replace it with 10 Wound markers, and then heal the appropriate amount.

Angels (Sun Tower)

Pious clerics, iron-clad paladins, and luminous angels. Good deeds are the thing. Heal other players and benefit.

Angel set is all about healing other players to benefit. Wounds other players have are a currency you can spend to forward your efforts.

“Another player heals 1 ”: When this phrase is used as a cost in card ability it means that: you pick a player who has wounds, this player heals 1 wound and you get the benefit. If no other player has any wounds you cannot use the ability because the cost cannot be paid.



Angel: The healing is applied after the combat is resolved and so the current player can get wounded and become the “player with most Wounds”.



White Dragon: After getting the White Dragon, your wounds can no longer be healed, even by others players. They can still be transferred with abilities that state “transfer X of your Wounds to other players”.

Dark Elves (Benzomeranzan)

Why heal, when you can make your wounds work for you - that's what blood magic is all about.

Dark Elves will give you benefits for your Wounds. You can get crystals, attack bonuses or straight up points. When playing with Wound deck you might break even point-wise.

Demons (Hell's Gate)


Nobody wants those pesky little demons and their foul magic. That's why they make the best presents for your enemies.

Monster cards in the Demon set give negative points, but thankfully you can send them your opponent's way. Unless you have some way to benefit out of those.

Fairies (Lost Horseshoe)

Fairies just want to have fun. And their idea of fun is basically giving your stuff to other players.

Fairy set will make you give your crystals, items, and monsters to other players. If you plan around this strategically, this might actually be a good thing for you.

“Give X of your  to another player”: You may spend your crystals on minor actions (for example village card's multi-action) before taking the card. If you don't have any crystals you don't need to give them to another player.

Golems (Santa Gnomonica)

“When in a hole, dig deeper” - that is the philosophy behind gnomish technology. Bury your items to use their power.

Golems will often make you bury your cards to gain some benefit. They are also crazy durable, you should find a way to ramp up your attack.

Mages (Asylum Library)

With great power comes great unpredictability. So don't get too attached to your spells. Or eyebrows.

Mages will often make you swap your enchantment cards with other players. You will also need a lot of defense to fend off those fireballs.



Book: The Book should be treated as an exact copy of your top Enchantment card - copies all the symbols, abilities and Glory Points. In addition, it grants 2 Glory points at the end of the game.



Sorceress: If there is no Enchantment on the Journey Track just ignore the ability.

Slimes (Slug Canal)



Fighting slimes is stinky business. They get stronger the dirtier you get. And you'll get pretty dirty, believe me.

Slime set features monsters that grow in strength and offer bigger rewards, based on how many Slime Icons the player has. Getting too many of them may not be a super good idea.

Slime Icon ★:

The icon does not grant any special effects by itself. Just treat it as a card type depiction. Other cards have interaction with this icon. Slimes have their power increased based on how many icons the current player has.



Brainellum: The easier way to understand the scoring on Brainellum is: 2/8/18/32/50 Glory Points for 1/2/3/4/5 Reward tokens.

Troglodytes (Mycelium Halls)



What goes down, must go up. Including your items and spells. Even the kinds you would rather keep deep down.

This deck consists of cards you would rather keep on the bottom of the stacks. The Monsters will make it hard for you though as most of them require you to unbury your cards.



Hide Armor / Eye of Acid: Upon taking these cards immediately put them at the bottom of the appropriate stacks.



Subterranean Dragon: Each player in the clockwise order can choose to bury or unbury any of their Items or Enchantments. Those can be top, bottom or any other card. Only one such manipulation is allowed per player.

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Rafał's special thanks: to my wife, Beata, for her invaluable help in everything. To Krzysztof and Katarzyna Cywicky, as well as Anna and Maciek Nowakowski, for their support and aid during numerous tests.

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Odyssey

Enchanters: Odyssey features 6 new Kingdom decks themed around ancient Kingdoms and epic journeys. Use those the same way you would use any other Kingdom deck. Each new deck features a new mechanic that allows for new strategies.

Banners and Class

These two sets of cards are used to replace your starting Fist of Enchanting and will give your character a little back story - where they come from and what they were doing before advancing to the prestige class of Enchanter.

Instead of handing out Fists of Enchanting during the game setup, deal each player two Banner cards and two Class Enchantment cards. Each player picks one Banner and one Enchantment.


Banners tend to give new ways of getting ,  or heal, while Class Enchantments will help you with crystals and Attack.

Both Banner and Class Enchantment have their rule written on the bottom of the card which means that they are usable throughout the whole game.

Using this variant will make the game a bit easier difficulty-wise, but also bit harder rules-wise.

Event deck


As the extra step of game setup: Shuffle the Event deck, then take three cards per player, without looking at them. Then put them in random spots throughout the Adventure deck (we recommend to not shuffle the Adventure deck).

Contrary to other cards in Enchanters, Event cards activate when they show up on Journey track (hence the "Arrow up" symbol ). So when you draw the Event card immediately resolve it.

Some Event cards will just have a one-time effect that fires immediately. After resolving it just remove the card from the game and refill the Journey track, if needed.

Other Event Cards will attach themselves to different types of cards on Journey Track. Attaching a card means that you slide the Event card under the indicated card type leaving the bottom of the card visible. From now on, the cards move together on the Journey track. While on Journey track the rule on Event Card is in play for all players. If the cards are taken, swapped or discarded, remove the event card from the game.

This variant will make your game a bit more unpredictable and exciting, but also harder difficulty and rules-wise.

If an event card is discarded as part of "challenge Overlord" Action , resolve the card, then discard another card from the Adventure Deck.

Centaurs (Equos Plains)

Are you a fan of long-ranged combat? You will see that distance makes a difference.

Centaur set features cards that are highly dependent on the positioning. You should aim to get the monsters while they are further away. Keeping a Pegasus on top of your monster pile might help you with that.

Distance Icon



The number of cards between a card on Journey track and Village Card. Most of the time equals the number of crystals you need to pay for the journey.

A card on "3 or more" refers to cards on 4th, 5th or 6th spot on Journey track.




Gladiators (Arena Mundi)

Enchanters enter full PvP battle royale mode. Fight other players to become the champion of the arena.

Dueling other players might be a way to victory. Ramp up your Attack to deal them massive wounds or gather you defenses to shrug off attacks from other players.

Duels: Duels between players are simple and straightforward. Both players deal each other number of wounds equal to their current  reduced by the opponent's .

Before the duel, both players (current player first) have a chance to use minor actions on their cards and/or Village card.



Attacking another Player means that the attacker deals the target Player as many  as the attacker's  minus the target's .

Harpies (Upper Olympolis)

Did you know flying is cheaper than walking? Fly where eagles dare.

Harpy set has icons that will make your journeys cheaper. They are great if taken up early.

Speed Icon

When going on a journey reduce the cost of cards on Journey track by 1  for each  Icon you have.

Note: Costs cannot become negative and thus earn you crystals, you greedy goblin, you...


Medusae (Lower Olympos)



You feel your legs getting heavy. That's the gravity... of heavy weaponry... and petrification.

Cards in Medusae set have Weight Icons, that will make you pay extra for your journeys. They may be worth it though, as there are score multipliers for those icons.

Weight Icon

At the end of a turn during which you made a journey, lose 1  for each Weight Icon you have.

Note: This is not the same as saying “your journey costs are higher”.

Mermaids (Concholia)



Pearls are like underwater rechargeable batteries. They can power your artifacts every turn.

Mermaid set features Pearls icons, which will help you with powering your minor actions and as such give extra value to cards that have those.

Pearl Icon

Pearls are akin to improved crystals that can be use every turn, BUT they cannot pay for your journeys.





At all points in the game keep the amount of Pearl Tokens equal to Pearl Icons on your cards. When you spend Pearls, flip them to the darker side. When your turn begins, flip them back.

Mummies (Ne-Ne-Ne-Sethos)



There are two kinds of weather in Sethos: Scorching Sun or Sandstorm. They brought both with them.

Mummy set features the Desert Token that affects the stats of monsters for all players. Flipping it at the right moment might make your fights easier or the fights of your opponents harder.

Desert Token: The first time when the game asks you to Flip Desert Token you need to actually throw the token into the air and allow it to land on either side. Later in game Flip Desert Token means simply turning it to the other side. Desert token applies to all , , and Overlords.

If two effects require you to double the effects of Desert Token, quadruple it. If three - multiply further.

Monster's Health and Strength cannot go below zero.



Scorching sun side:

+1 Attack, -1 Life



Sandstorm side:

-1 Attack, +1 Life

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“Ionic column icon” from <https://game-icons.net/> made by Delapouite



“Direction sign icon” from <https://game-icons.net/> made by Delapouite



“Wingfoot icon” from <https://game-icons.net/> made by Lorc



EastQuest

Enchanters: East Quest features 6 new Kingdom decks themed around ancient Asian kingdoms. Use those the same way you would use any other Kingdom decks.

East Quest cards tend to have more written text on the bottom part of the cards and tend to make games more complex. Some decks also feature a new mechanic that allows for new strategies.

Quest Deck

At the beginning of the game randomly draw four Quest cards and lay them out in the common area for all players to see.

Each Quest card has a minor action that a player can perform on their turn. Most of them require a condition to be met as a cost while the reward tells you to claim the Quest Card.

Claiming means taking the Quest Card and placing it in your play area. For most Quests, this can only be done while the Quest Card is in the common area. Only Quest Cards with the clause “Can be claimed from other players” can be taken when they already belong to someone else. Those Quests should always be kept fully visible. Don’t place other Quests on them once collected.

When taking a Quest Card, the Immediate Effect ↓ is resolved. Quests give an extra incentive to follow a given strategy, while also giving beginning players an objective to pursue.

If you feel that two quests are too similar in nature feel free to replace one of them.

Mythic Deck

Mythic Deck represents the end of time that is about to happen. When the world ends the different universes collide and monsters from other realities enter the Enchanters world.

Cards in Mythic deck are all Monsters with very high stats and giving very high rewards. These monsters often require an amount of preparation to deal with and may change the scoring in a drastic way.

Setup: After assembling Adventure Deck randomly draw one card per player from Mythic deck. Show them to all the players (so that they know what is coming), then shuffle them together and put them on the bottom of Adventure Deck.

Some cards will make you “ignore all items” or “ignore all enchantments” - this rule only affects printed Attack and Defense symbols on the given cards. You may still use abilities on the cards, even if they grant Attack and Defense. This way you do not have to track where a given bonus comes from.

Automa Deck

Automa mode is a game variant that adds a virtual player to the game. It can be used to play a challenging solo mode or used as an extra player in a regular game.

You can play it either by using Enchanters: Companion app or with a physical Automa deck.

At the beginning of each round, which consists of 1 of each player’s turn, draw a card from the Automa deck. Automa deck cards instruct which card from the Journey Track has to be put in a special Market pile, that you can place in any convenient location.

After resolving the Automa card, refill the Journey Track. On top of that, every player has the option to use the ability on the top Automa card during their turn.

When Automa deck runs out of cards, shuffle all Automa cards and make a new deck.

Special situations

If an Automa card targets an empty space on the Journey Track (during the final rounds), apply the rule to the closest possible card on the Journey Track.

Remember: Market is not a part of the Journey Track, so ignore any rules related to the Journey Track when you take a card from the Market pile.

Additional rules in Solo version

You win, if you get at least 50 ☼ by the end of the game.

If you use an Overlord, put 2 ⚔ tokens on them.

If a card orders you to steal 🏠, take it from bank.

Monsters from Demons deck give you positive points instead of negative. You can’t use Gladiators deck with Automa.

Resolve any other actions that target another player with the Market pile according to the rules below:

Discard a card: discard the top Market card.

Give a card: you can either put it on the top or bottom of the Market pile.

Swap cards / Take a card / Bury a card: you may use the top market card for this, but only if the type of that card is matching with the rules.

Unbury a card: same as above but for bottom card.

Damage inflicted to another player: put the Wounds token next to the Market. At the end of the game they count as positive Glory Points for you.

Geishas (Bonsai Court)



Bonsai Court is where diplomacy happens. Tea ceremonies, music, negotiating... and poisoning. Sadly, there is a lot of poisoning going around.

Geishas set gives players a unique opportunity to avoid the negative “Immediate effects” from taking a card. This is essential to getting points from monsters in this set.

Monks (Hidden Valley Temple)



Monkeys of Hidden Valley tend to take it slow. True self-realization comes from introspection and that takes time. So rest awhile and chill.

Monks deck features a lot of abilities that trigger when you rest. Furthermore, some cards will require you to rest on the next turn, after taking it. If a player would forget about the rule, they are dealt 10 Wounds.

Nagas (Ganeshian Market)




Ganeshian artificers value balance and beauty over all things. Nagas also like beautiful things, balance - not so much.

The Items and Enchantments in this deck are a great source of Glory Points and allow for manipulation of cards in the stacks. On the other side, they offer only one time bonuses or require a careful balance of items and enchantments.


Ninjas (Shadow Fox Dojo)



The philosophy of ninjas of Shadow Fox clan is “kill fast and die young”. They are efficient with their equipment and spells. Those have a lot of power, but a limited number of uses.

Items and Enchantments in Ninja set have a special currency  called “charges”. Think of it as an ammo for your abilities. Charges are mostly gained when picking up cards from Ninja set and can only be spent when you possess a proper ability on a card you own.



One card (Grappling Hook) in this set refers to distance . Distance is the number of cards between a card on Journey Track and a Village Card. Most of the time it equals the number of crystals you need to pay for the journey.

Distance “3 or more” refers to the 4th, 5th and 6th spot on the Journey Track (counting from the first card next to the Village card).

Pirates (Fleet City)




The Six-Seas was never a safe place. Now that the pirates of Jade Sea set sail, no crystals are safe.

Pirate set is all about making the crystals go around. No special rules are required to handle that. Also Pirates don't like rules.

Samurai (Taigaa Castle)



A samurai spends his life mastering a weapon, preparing for a fight that will bring him the greatest honor or death in glory.

Samurai deck features some very powerful monsters marked with icon  that do not move on Journey Track. When updating the Journey Track do not move them, leave them where they are on the Journey Track. If necessary move other cards around them.

Only when there would be no more cards in the Adventure Deck to fill the empty card spot these Monsters will start their march toward the Village.

Warning! It is a very bad idea to use Event Deck alongside Samurai Deck. Do it on your own risk and remember we warned you.

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 - Modification of “Shuriken icon” from <https://game-icons.net/> made by Lorc

 - Mashup of “Wrecking ball” and “Manacles” icons from <https://game-icons.net/> made by Lorc

Coop Mode

Coop Mode is a game variant for Enchanters in which players unite as members of a newly formed Enchanters Guild to repel a powerful Overlord.

The goal of the game is to kill the Overlord and scare off the rest of their horde. To do that you have to lower their Health Points (HP) from 99 to 0 and avoid reaching your Wound Threshold.

Game setup

- 1 When assembling the Adventure Deck, take halves (marked with "2" on the backs) of 2 **Kingdom decks** for each player.
- 2 Pick the **Enchanters Guild** as the Village Card for the game. Choose an Overlord from the **Wanted List**.
- 3 Prepare the **AI Deck**. Add dedicated Overlord cards if necessary (see below).
- 4 Choose a difficulty level card to set the Wound threshold
 - On **Easy** difficulty, your Wound threshold is 50
 - On **Normal** difficulty, it is 40
 - On **Hard**, it is 30
 - On **Very Hard** difficulty, it is 25
- 5 Prepare the Adventure Deck and Journey Track the same way as you would in a regular game.
- 6 Set Overlord Dial to 99 HP
To play solo, use setup for 2 players game and make decision for both of "players".

The flow of the game

The Coop Mode is played in a series of rounds, each consisting of the following steps:

- 1 At the beginning of each round, draw a card from the Overlord Deck.
- 2 Read the card's effects aloud and apply them to all players.
- 3 All players play 1 turn each, in regular play order. Then the next round begins.



Winning and Losing

You **WIN** when the Overlord's HP is reduced to 0.

There are two ways in which players can reduce the Overlord's HP:

- A successful fight subtracts amount (typically 10) from the Overlord's remaining HP.
- The special action associated with the **Enchanters Guild** Village Card allows you to remove from the game the top card from any of your stacks (☞, ☞, or ☞ / ☞) to deal the Overlord a number of Wounds equal to the ☞ value of that card. This follows all the usual rules for minor actions.

You **LOSE** when, as a group, you receive a total number of Wounds equal to or exceeding the threshold for the chosen difficulty level or if there are no more cards in the Journey Deck and the Journey Track.







RULE CHANGES

RULE OF THUMB:


- If a rule in a competitive game would benefit another player, it benefits the Overlord instead.
- If it would harm another player, it harms the Overlord instead.

General rules

- **Overlord Deck** - This deck of cards is the core of the Coop Mode. Each card in the deck has an effect that depends on the Overlord's rage level, which increases as the Overlord's HP drops below the indicated thresholds.
- **Wounds** - You, as a group, have a shared Wound pool. If you ever reach the Wound Threshold for the difficulty, you lose the game.
- **Round** - Consists of 1 turn per player, performed in regular turn order.
- As in the regular game, Players can't use any abilities outside of their turn. The same goes for temporary boosts - they are lost when a player's turn ends.
- **"All Players" or "Each player"** - means that each player is subject to the AI card effects separately.
- **Challenge or Duel** - After you defeat the Overlord using the Major Action: Challenge ☞ you don't receive a Reward token; instead, the Overlord loses 10 HP. Additionally, the Overlord becomes stronger - place 1 Attack token and 1 Health token on the Overlord. Also, in the Coop Mode you do not Duel players, but the Overlord instead. A Duel is not a Challenge, so you don't discard the top card of the Adventure Deck after Duelling the Overlord.
- **Attacking another Player** means that the attacker deals the target Player as many wounds, as the attacker's ☞ minus the target's ☞.

- If the card ability says “another player” or “other players” (for example “Black Knight”) - it targets the Overlord only instead.
- If the card ability says “target player” you can choose any player or the Overlord.
- If a Monster card has a “Bury ➡” ability, treat it as a “Discard ➡” ability instead.
- Give/Discard/Steal/Force to Give you card - Consider whether the effect would be positive, or negative for the current player in a regular game. If positive, remove one chosen Reinforcement Token from the Overlord. If negative, place one Reinforcement Token on the Overlord.
 - **Example 1:** The Manticore forces an opponent to discard a Monster. In Coop Mode it would remove one Token from the Overlord. The Trap Item card would work the same way.
 - **Example 2:** The Nymph makes you give a monster to another player. In Coop Mode, you discard the monster and the Overlord gains a Reinforcement Token.
- **Give crystals** - The Overlord stores the crystals on their sheet and automatically exchanges each 5  for 1 Reinforcement Token.
- If the card ability says “steal X ”, take any that have been placed on the Overlord sheet first, and when there are none left, take the rest from the bank.
- When playing with the Event Deck, remove the Overlord Rising and Magic Overload cards from the deck before you setup the game.
- Pay a total - Players can decide how they split the payment between them.
- When you remove  with a passive hindrance (ie. White Dragon: “Your  cannot be healed”) to deal  to the Overlord, add a random Reinforcement Token to the Overlord after you deal them the amount of Wounds indicated by the card’s  value.

SPECIFIC DECK RULES

- **Demons** - Treat penalty points as regular points, but if you give a  card to the Overlord using their abilities, remove 1 of their Reinforcement Tokens instead of damaging Overlord.

SPECIFIC CARD RULES

- **Book Mimic** - Ignore its ability.
- **Shield** - Discard to prevent the effect of an Overlord Card that was just drawn. The effect is cancelled for all Players.

Wanted list

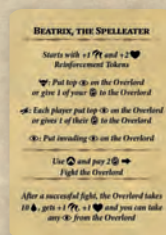
Four Overlords have been designed specifically for use with the Coop Mode:

- Ryma, the Titan She-Boar
- Whimper, the Underlord
- The Grey Council
- Cerberus

They are intended to pose a really tough challenge - to defeat them on higher difficulty levels you need to have a very good grasp on the game’s mechanics. They also include Overlord Cards that should be added into the basic Overlord Deck when playing against these Overlords.

We also provide 16 overlay cards for existing Overlords. These will be an easier challenge than the previously mentioned Coop Mode exclusive Overlords.

- Lukah, the Archangel
- King Arsen III, the Immortal
- Vragan, The Blackest Knight
- Jabar Rephet, Grand Vizer
- Xavras, the Puppeteer
- Cho’mun, the Ogre General
- Dorhka, the Seer
- Failurn, the Trickster
- Beatrix, the Spelleater
- Theria, the Dragonhead Hydra
- Zeupitter, the Highest Hierarch
- Petra, the Gorgon Godmother
- Monophemus, The Cyclops Leader
- Sa’akara, the Gamerunner
- Doggon, the Shar’khan of Sixseas
- Lerxos, the Ancient Sphinx



Coop Overlays cards



Timing table

Beginning of the turn



- 1 “When your turn begins” abilities.
- 2 Minor action window
- 3 Pick a major action

Journey

- 1 Pick a card
- 2 Pay crystals



 or  ?:

- 1 Minor action window
- 2 Resolve ↓
- 3 “After taking” triggers
- 4 Add to the stack

 or  ?

- 1 Minor action window
- 2 Combat
 - Player Attacks Monster
 - Monster Attacks Player
- 3 Resolve ↓
- 4 “After taking” triggers
- 5 Add to the stack

Rest

- 1 Pick one 
- 2 Pay any extra cost
- 3 Perform the effect
- 4 “After using ” abilities
- 5 Discard first card on Journey track
- 6 Check for invasions

Challenge (Overlord)

- 1 Pay any extra cost
- 2 Minor action window
- 3 Combat
 - Overlord Attacks Player
 - Player Attacks Overlord
- 4 Take Reward Token
- 5 Resolve ↓
- 6 Discard top card from the Adventure Deck

End of the turn





- 4 Minor action window
- 5 Slide cards
- 6 Refill Journey Track

If at any point in the game two effects were to happen during the same step of the table above, the current player decides which one gets performed first.




The Help Page



Shortened setup:

- 1 Each player takes 5 crystals .
- 2 Each player takes Fist of Enchanting.
- 3 Shuffle the Kingdom decks (one per player or 4 halved decks for 2 players) together.
- 4 Find 6/9/12 (for 2/3/4 players) Item  and Enchantment  Cards on the bottom of Adventure deck and put on the top.
- 5 Place 6 cards from the top of the Adventure Deck onto the Journey Track.
- 6 Choose a Village Card .
- 7 Pick the first player.



During their turn, a player may:

- **Journey:** Take a card from the Journey Track, paying the cost in crystals .








OR

- **Rest** : Use one of the available  actions. The first card on the Journey Track is discarded at the end of the turn.






ADDITIONALLY

- Use any Minor Actions Cost  Effect from the Village Card  or your own topmost cards, each **once**.

Combat:

- The player attacks the Monster . The player must have Attack Points  equal to or greater than the Monster's Health Points .
- A Monster  ALWAYS attacks a player. The player gets a number of Wound Markers  equal to the difference between the Monster's Strength  and the player's Defense .

Final score:

- Glory Points  from the Cards collected by the player.
- - 1 Glory Point  for each Wound .
- Additional Glory Points  as described on the Village Card .

Icon rundown

 Monster Card	 Player's Attack
 Dragon Card	 Player's Defense
 Item Card	 Immediate Effect
 Enchantment Card	 Glory Points
 Village Card	 Reward Token
 Overlord Card	 Rest Action
 The Cost — Effect action	 Challenge Action
 Monster's Health Points	 Wound
 Monster's Strength	 Crystals

Content

1018 Normal Cards (63x88mm)

- 28 Kingdom Decks (each with 25 cards + randomizer)
- Wound Deck (25 + Art card dummy)
- Banners and Classes (52 in Odyssey, 12 in EastQuest)
- Event Deck (26)
- Quest Deck (58)
- AI Deck (52)
- Automa Deck (12)
- Overlords Overlays (8 in Odyssey + 3 in EastQuest)
- Wound Treshholds Cards (2)
- Mythic Deck (30) (AD-DON)
- Fist of Enchanting (4 sets of 2 cards)
- Mega Crystal (1)

85 Big Cards (130x90mm)

- 23 Villages (Base Game)
- 8 Villages (Overlords Expansion)
- 7 Villages (Odyssey)
- 6 Villages (EastQuest)
- 17 Overlords (Overlords Expansion)
- 10 Overlords (Odyssey)
- 6 Overlords (EastQuest)
- 4 Help Card
- 4 tableaux Attaque/Défense

Tokens

- Crystals (30 "1", 24 "3" and 12 "10")
- Wounds (25 "-1" and 21 "-5")
- Reinforcements (12 in Overlords +3 in Odyssey)
- Attack and Defense pointers (4 sets of 2)
- Shurikens/Charges (25)
- Pearls (25)
- Weather token (1)
- Journey Cost (6)
- Cerberus (1)
- Rewards (12)

Other

- Game Mat
- 4 Player dashboards
- 39 deck separators
- Overlord Dial
- 1 leaflet Quickstart
- 1 leaflet 3D tokens
- This Rulebook