

RULES

2–4 players

You need: 2–4 ten-sided dice (D10), markers for +5, +1, -5 and -1 (or good memory), note pad

Setup: Each player draws five heroes.

Round

Step 1: Player one draws five event cards and places them in order on the table.

Step 2: Players select a hero for each event and place them left to right in the order of the events.

Step 2.5 (optional): Good (blue backgrounds) and evil (red background) heroes get -1 for every hero of the opposite alignment on their team.

Step 3: Players may use abilities (yellow abilities, marked with 1).

1

When only one event remains it's time for the finals.

Finals

Step 13: Each player selects three heroes before the final event is revealed.

Step 14: The final event begins.

Step 15: Any applicable abilities may be used. Add up the attributes of all three heroes and add one dice roll. The three participants still count as a team and the event counts as the first one. Abilities that switch out cards can be used to substitute the two remaining heroes (i.e. Lelia or Ratic can switch in other heroes and You might switch out himself).

Step 16: In the event of a tie, the players involved must roll again (no new ability rolls).

Step 17: The winner gets 10 points.

Step 18: Decide a victorious player and declare the other players avdank.

“It does indeed rule, and the first English edition of this Swedish game is available for free for you to print and play to your heart's content. This edition may not be resold. Have fun!”

– Mikael and Sofie

Step 4: The events begin.

Step 5: Players may use abilities (blue abilities, marked with 2).

2

Step 6: Players add their applicable attributes, any buffs or debuffs, and a dice roll (D10) and decide a winner or call a tied event. Leave the winning card, losing cards rotate upside down and tied cards rotate sideways.

Step 7: Repeat from 4 until all events are done.

Step 8: Winners get 3 points and tied heroes get 1 point each.

Step 9: Players may use abilities (red abilities, marked with 3).

3

Step 10: Before the next round every player may switch out one hero. After this, draw new cards to replace any lost ones.

Step 11: Remove any buffs/debuffs unless stated otherwise on the card.

Step 12: Repeat four rounds from step 1.

- * Heroes that are replaced or removed are placed in a discard pile unless otherwise stated.
- * Abilities are optional to use unless otherwise stated.
- * Heroes that count as warriors, magicians or nobles are marked in the top bar:



- * Each event requires two attributes, possibly the same. Add the attributes of the hero: 5 in Strength and 4 in Intelligence makes 10 in Arm wrestling (STR+STR) and 9 in Goblin tossing (STR+INT).
- * If two abilities affect each other, each player rolls a die to decide who gets to play their ability first.
- * Green abilities may be used at any point during the round but only once per round.
- * You may memorize which events have been played to figure out the final event but it's unsporting to make notes.

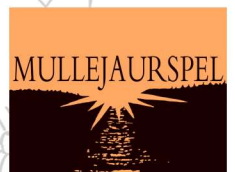
Green circle icon

Created by: Mikael Sundberg and Sofie Sundberg 2013–2015

Translation: Mikael Sundberg 2018

Thanks to: Our fellow role-players 1991–2003 who inspired this game.

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Dancing



AGILITY

CHARISMA



+



A proper and elegant way to get acquainted, or just a really good way to look silly.

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Dressage



SPIRIT

CHARISMA



+



"Come here! No, stop! Stay! Good, stay there... hey, stop chewing on Grog."

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Duelling lutes



CHARISMA

STAMINA



+



"Playing from dusk till dawn takes more stamina than you might think."

— Orla

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Lockpicking



AGILITY

INTELLIGENCE



+



"The lock you call unpickable is just one I haven't come across yet."

— Meguri

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Swordplay



STRENGTH

AGILITY



+



"One who lives with the sword is also prepared to die with it."

— Ichiro

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Fire walking



STAMINA

SPIRIT



+



"It's simple, really. I just tell the coal not to burn me."

— Shinda

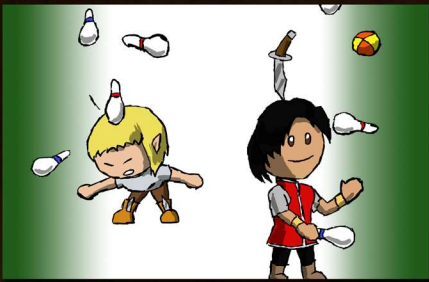
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Juggling



AGILITY

AGILITY



+



When you feel like you have four arms and they all obey your commands.

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Goblin tossing



STRENGTH

INTELLIGENCE



+



"You just need a strong arm, the right angle and an aerodynamic goblin."

— Jinnu Ezebel

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Card games



INTELLIGENCE

SPIRIT



+



"Four kings? Sorry, looks like my streak continues!"

— Talath

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Bodybuilding



STRENGTH

CHARISMA



Spending your life hitting ores over the head with a mace is good training for this.

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Pie eating



STAMINA

INTELLIGENCE



"Is this a sport? In that case Tirgor wins championships every evening."

- Ninuk

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Poetry recital



CHARISMA

INTELLIGENCE



"Poetry, beauty, romance, love... these are what we stay alive for."

- Orla

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Swimming



AGILITY

STAMINA



"Swimming? If you need to know that, you're not a very good pirate."

- Ar-Zamantiron

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Board games



INTELLIGENCE INTELLIGENCE



"An interesting move. In seven more moves you'll know why you just lost."

- Bhokan

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Caber tossing



STRENGTH

STAMINA



"Some practice with poles. Me, I just throw the whole tree."

- Gondris

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Singing



CHARISMA

CHARISMA



"Talath believes he can sing. Me and the rest of the patrons of this bar do not agree."

- Pim

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Sack racing



STAMINA

STAMINA



Reaching the goal is everything. Breathing is optional. Falling is a sin.

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Archery



AGILITY

SPIRIT



"So you built a bow as a kid? That's... not really the same thing..."

- Rihma

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Alara



STRENGTH	INTELLIGENCE
5	6
AGILITY	SPIRIT
6	2
STAMINA	CHARISMA
10	1

1 TAKING FROM THE RICH

One chosen noble opponent gets -5 to their event.

You don't want to meet her when she's angry... or when she's bored, or when she's smiling, or...

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Aradîn



STRENGTH	INTELLIGENCE
7	1
AGILITY	SPIRIT
6	3
STAMINA	CHARISMA
4	9

1 ALTRUISM

May surrender his own event and add half of two attributes (rounded down) to those of a team member.

"He's always there for me. I just wonder when he's there for himself."

— Emana

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Anciol



STRENGTH	INTELLIGENCE
4	3
AGILITY	SPIRIT
5	6
STAMINA	CHARISMA
8	4

2 KNIGHTHOOD

+5 to Swordplay, Archery and Dancing

"She serves the goddess of compassion, but she's afraid of allowing herself emotion."

— Gelmir

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Asmalindë



STRENGTH	INTELLIGENCE
4	3
AGILITY	SPIRIT
9	9
STAMINA	CHARISMA
6	4

"It's scary how she appears to master any weapon you hand her. I've seen her intensely focused on learning how to fight using a ladle."

— Tisere

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Basilika



STRENGTH	INTELLIGENCE
7	3
AGILITY	SPIRIT
4	7
STAMINA	CHARISMA
6	3

1 SKEPTIC

One chosen magician opponent gets -5 to their event.

As a widowed settler, Basilika decided to work towards clearing the badlands of malicious bandits and other scum.

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Bhokan



STRENGTH	INTELLIGENCE
7	9
AGILITY	SPIRIT
1	5
STAMINA	CHARISMA
5	3

2 HUGELY EDUCATED

+5 to Staring contest, Bodybuilding and Board gaming

"It's strange how such a large man can move so quietly and be everywhere at the same time."

— Tisere

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Ar-Zamantîron



STRENGTH	INTELLIGENCE
2	10
AGILITY	SPIRIT
4	9
STAMINA	CHARISMA
2	3

1 TAILWIND

For every magician in the team each magician gets +1 to their events.

They say his ship always leaves those they plunder alive. Does that give him more friends or enemies?

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Blactka



STRENGTH	INTELLIGENCE
1	10
AGILITY	SPIRIT
7	3
STAMINA	CHARISMA
3	6

2 DISTRACTION

May force one opponent to reroll once.

"She stole my kingdom. And they call me a thief!"

— Ogi

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C'Heiron



STRENGTH	INTELLIGENCE
8	3
AGILITY	SPIRIT
8	3
STAMINA	CHARISMA
7	6

"Welcome! Have a seat and I'll bring the beer right away. No, leave your sword at the entrance... between the bow and the lochaber."

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Chinta Kari

	STRENGTH	INTELLIGENCE
	8	4
	AGILITY	SPIRIT
7	4	
STAMINA	CHARISMA	
6	6	

"For some reason she has recurring bad dreams about a little privy. It must have been something that happened to her in a previous lifetime."


— Syntas

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C'Hiyra

	STRENGTH	INTELLIGENCE
	2	5
	AGILITY	SPIRIT
7	7	
STAMINA	CHARISMA	
5	4	

1 BIRDS OF A FEATHER

For every noble  team member each noble gets +1 to their events.

"Yeah, I guess I'm proud of how well my brother runs his inn. But, like, they don't even have running water."

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Doyan

	STRENGTH	INTELLIGENCE
	8	4
	AGILITY	SPIRIT
4	8	
STAMINA	CHARISMA	
4	2	

1 BROTHERLY LOVE

May give Alara +10 or -10 to her event.

He's the only one who understands her, the only one who hasn't given up hope.

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Edwendi

	STRENGTH	INTELLIGENCE
	3	9
	AGILITY	SPIRIT
5	4	
STAMINA	CHARISMA	
2	5	


2 RESEARCH

May surrender her event and instead give herself an extra roll in her next event.

"Wait, wait, almost done. Just one more chapter!"

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Elandar

	STRENGTH	INTELLIGENCE
	4	4
	AGILITY	SPIRIT
6	5	
STAMINA	CHARISMA	
7	4	

2 OPEN-ENDED ROLL

If he rolls 9 or 10 he may roll again and add that result to the previous (can be repeated).

He never opens a door without an arrow nocked and ready.

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Emana

	STRENGTH	INTELLIGENCE
	3	3
	AGILITY	SPIRIT
8	5	
STAMINA	CHARISMA	
5	6	

1 SOUL MATES

May give Aradin +10 or -10 to his event.

"True love and all that, but this is getting ridiculous. She has him wrapped around her little finger."

— Garona

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Eodryc

	STRENGTH	INTELLIGENCE
	7	3
	AGILITY	SPIRIT
4	7	
STAMINA	CHARISMA	
6	3	

3 LONG ARM OF THE LAW

May force another player to switch out a team member after the round.

"So, you thought we had forgotten what happened in the spring of 1658... you were mistaken!"

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Folless

	STRENGTH	INTELLIGENCE
	1	9
	AGILITY	SPIRIT
3	6	
STAMINA	CHARISMA	
5	6	

1 HOME AWAY FROM HOME

Give everyone in the team +1 to their events.

Under her care both physical and mental issues are healed. Folless' hospitality welcomes all.

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Garona

	STRENGTH	INTELLIGENCE
	3	4
	AGILITY	SPIRIT
9	2	
STAMINA	CHARISMA	
5	7	

3 SUDDEN DEATH


May force another player to switch out a team member after the round (the team member is removed from the game).

"How could I have suspected her?"

— Aradin

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Gelmir



STRENGTH	8	INTELLIGENCE	3
AGILITY	7	SPIRIT	6
STAMINA	8	CHARISMA	3

“They say his superiority with the sword has made him enemy number one to the pirates. Or maybe it is just the superiority.”
— Anciol

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Gondris



STRENGTH	10	INTELLIGENCE	3
AGILITY	4	SPIRIT	2
STAMINA	6	CHARISMA	5

2 **BEAR ROAR**
Halve the roll of one opponent (round up).
I'm talkin' about like a big bear!

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Grog



STRENGTH	2	INTELLIGENCE	1
AGILITY	7	SPIRIT	5
STAMINA	3	CHARISMA	2

3 **HANDICAP**
May force another player to switch out a team member for Grog instead of a new card (the other player chooses).
“What? We thought he was one of you guys...”

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Gwoth



STRENGTH	3	INTELLIGENCE	6
AGILITY	4	SPIRIT	10
STAMINA	4	CHARISMA	3

1 **A HELPING HAND**
May transfer his Strength (+3) to any team member but may then not use it himself.
“Sure, he’s a nice enough guy and one hell of a healer, but he gives me the creeps. And that thing he does with the arm...”

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Hogul



STRENGTH	6	INTELLIGENCE	2
AGILITY	5	SPIRIT	6
STAMINA	10	CHARISMA	1

1 **BAND OF BROTHERS**
For every warrior team member each warrior gets +1 to their events.
“We can make it through this, together!”

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Hsienko



STRENGTH	2	INTELLIGENCE	6
AGILITY	9	SPIRIT	2
STAMINA	4	CHARISMA	7

1 **SPOILED ROTTEN**
May force another player to switch the events of two team members (the other player chooses).
“I’m so sorry, but can’t you just do as she wants so we can get started?” — Mikino

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Ichiro



STRENGTH	7	INTELLIGENCE	2
AGILITY	7	SPIRIT	3
STAMINA	6	CHARISMA	5

1 **GUARDIAN**
May give a chosen magician +5 to their event.
“He has two purposes in life: becoming the lord of his sword and being lorded over by Jinako.” — Mikino

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Jinako



STRENGTH	2	INTELLIGENCE	9
AGILITY	5	SPIRIT	8
STAMINA	3	CHARISMA	3

1 **COMMAND**
Chance (6-10) to force another player to switch the events of two team members (Jinako chooses).
“Fuh, talent? Sure, but she’s common as an old shoe... and looks like one.” — Hsienko

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Jinu Ezebel



STRENGTH	9	INTELLIGENCE	5
AGILITY	4	SPIRIT	1
STAMINA	8	CHARISMA	3

BODYGUARD
Another team member may reroll, once per round.
“She wasn’t able to keep Ogi on the throne... but he’s alive, isn’t he?” — Gondris

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Kalhid



STRENGTH	INTELLIGENCE
7	4
AGILITY	SPIRIT
3	7
STAMINA	CHARISMA
8	1

2 POWER OVERWHELMING

Chance to raise his result (1-7) or to die and be removed from the game (8-10).

"Demonic forces shouldn't be meddled with."
— Silver

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Kerryn



STRENGTH	INTELLIGENCE
8	3
AGILITY	SPIRIT
5	4
STAMINA	CHARISMA
5	5

1 GOOD EXAMPLE

May give a team member +3 to Swordplay, Card games, Dressage, Staring contest or Pie eating.

"Oh, my dear old Kerryn. He taught me everything I needed to know." — Shaana

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Laevyn



STRENGTH	INTELLIGENCE
2	9
AGILITY	SPIRIT
7	2
STAMINA	CHARISMA
3	7

2 MY RULES

May decide that her event is ruled by only one of the attributes on the card.

"Once she makes up her mind you just have to follow along. Most of the time she's right though." — Sunon

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Lelia



STRENGTH	INTELLIGENCE
1	5
AGILITY	SPIRIT
8	4
STAMINA	CHARISMA
3	9

ESPIONAGE

May switch events between unused team members before each event, even if it's not her turn.

Nobody realizes that the young painter listens as much as she sees.

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Lossëlótë



STRENGTH	INTELLIGENCE
2	5
AGILITY	SPIRIT
8	7
STAMINA	CHARISMA
3	5

1 OFF LIMITS

One chosen warrior gets -5 to their event.

"I'm supposed to fight... little Lótë?"
— Phigwath

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Meguri



STRENGTH	INTELLIGENCE
2	5
AGILITY	SPIRIT
9	4
STAMINA	CHARISMA
3	7

3 BURGLARY

Chance (roll 9-10 on each) to steal another player's winnings (3 points) after a round.

Keep looking for footprints...

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Meronna Spare



STRENGTH	INTELLIGENCE
5	4
AGILITY	SPIRIT
5	3
STAMINA	CHARISMA
7	6

3 FOOD COMA

Chance (9-10 on other players' cards, 10 on yours) that every hero in the game must be switched out.

"Her stew is legendary, it has stopped wars. Nobody wants to leave the table and continue fighting."
— Nimuk

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Mikino



STRENGTH	INTELLIGENCE
7	3
AGILITY	SPIRIT
6	5
STAMINA	CHARISMA
7	2

1 GUARDIAN

May give a chosen magician +5 to their event.

"Poor Mikino, he deserves better than being bossed around by Hsienko."
— Jinako

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Nilja



STRENGTH	INTELLIGENCE
5	4
AGILITY	SPIRIT
7	7
STAMINA	CHARISMA
8	4

A ranger from the highlands. Together with her magpies she watches over the outback and its inhabitants.

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Nimbrin



"I think he got this scout thing wrong. It usually doesn't involve hollering dwarven curses and rushing headlong into every battle."

– Syntas

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Ninuk Spare



2 TOUGH GUY

+5 to Caber tossing, Arm wrestling and Bear wrestling

"Someone who lovingly names his scimitar 'Snipper' can't be very sane."

– Elandar

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Ogi



2 GETAWAY

May always choose to run. The event is lost (1-4) or tied (5-10).

"A quick-fingered little runt, and good at running for the hills!"

– Talath

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Okbot Naitan



3 FAITHFUL COMPANION

Gets +2 for every round he finishes (do not remove bonus between rounds).

"You don't usually notice him, but I would miss him if one day he wasn't there anymore."

– C'Heiron

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Orla



1 SOW DISCORD

Chance (6-10) to force another player to switch out a team member (Orla chooses).

"She doesn't meet you. She afflicts you."

– Talath

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Phigwath



He was the protector of the village and its most desirable bachelor. When he went missing, both Silver and Lossëlotë were devastated.

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Pim



2 DE-RANGERED

+5 to Archery, Juggling and Sack racing

"He was born with freedom in his veins, but now he has replaced it with beer."

– C'Heiron

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Ratic



1 THE RIGHT PERSON FOR THE JOB

Chance (6-10) to replace any team member (including Ratic) with one of the top three cards of the hero pile. Mix the pile after this.

He's got an eye for talent, both his own and others'.

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Rihma



2 EAGLE EYE

+10 to Archery

With her magical horn she controls the monstrous sand worms. A vantage point as good as any for an archer.

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Santanej



1 DEAR BROTHER

May give Elandar +10 or -10 to his event.

The horrible childhood accident with the torch never changed his unconditional love for his brother.

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Shaana



"I don't know what she's up to nowadays. She's probably preparing to slay her next dragon. The last one apparently wasn't big enough."

— C'Heiron

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Shinda



2 PYROMANTIC

+5 to Fire walking

"I gave her a new home. She gave me a beacon of light."

— Folless

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Silver



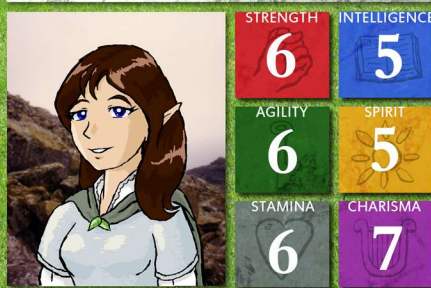
2 FOUND YOU!

Gets +10 if any player has Phigwath.

"He's not gone. I will find him, no matter what it takes."

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Solana



"Sure, Elandar is an agreeable fellow, but why is an elf princess throwing herself at him? The gods must favour him. I mean, what does he have that I don't?"

— Tirgor

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Sunon



PROTECTIVE BUBBLE

May stop one ability used against his team, even if it's not his turn, but only once per round.

"He doesn't talk much, but he's always in the right spot when we're in trouble."

— Asmalindë

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Syntas



A third of the height but three times the bravery. Being shot from below is an imminent risk if you challenge this bloodthirsty hunter.

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Talath



2 I CALL SHENANIGANS!

Automatically wins the event if he rolls 1 or 2.

"A darned scoundrel who will gamble your pants off before you even catch his name."

— Ratic

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Tirgor



2 HORSE WHISPERER

+5 to Dressage

"Sure, Tirgor is an agreeable fellow, but he would have more success with the ladies if he didn't spend all his time with his horse."

— Elandar

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Torin



STRENGTH	8	INTELLIGENCE	5
AGILITY	6	SPIRIT	5
STAMINA	6	CHARISMA	3

Sometimes an ambitious name is not enough. Torin never managed to fulfill his destiny.

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Torion



STRENGTH	2	INTELLIGENCE	8
AGILITY	4	SPIRIT	2
STAMINA	4	CHARISMA	10

2 **DISTRACTINGLY UGLY**

+5 to Staring contest, Card games and Board games

Intelligent and eloquent, but people often dismiss him as a monster before realizing this. Torion tends to exploit this fact.

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Tusere



STRENGTH	10	INTELLIGENCE	1
AGILITY	5	SPIRIT	2
STAMINA	7	CHARISMA	5

2 **NATURAL LEADER**

If Tusere selects the first event in the round everyone in his team gets +2 to their events.

“And there he’s off again, no consideration for the consequences. But I like that about him.” – Laevyn

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Vandlin



STRENGTH	1	INTELLIGENCE	10
AGILITY	3	SPIRIT	10
STAMINA	1	CHARISMA	5

2 **FRAIL**

If he rolls 1 in his event he dies after the round and is removed from the game (obligatory).

“... I will teach you to -cough- not underestimate me...”

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Varak Tanuk



STRENGTH	7	INTELLIGENCE	5
AGILITY	4	SPIRIT	4
STAMINA	3	CHARISMA	7

1 **LEGENDARY BOUNTY HUNTER**

May force another player to switch out an evil hero or Ogi for a new card.

“Varak Tanuk? He’s here? You’re kidding. You’re kidding, right? ... please, tell me you’re kidding.” – Talath

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Yon



STRENGTH	7	INTELLIGENCE	3
AGILITY	7	SPIRIT	9
STAMINA	5	CHARISMA	6

1 **BERSERK**

If he rolls 1-4 he switches events with that team member (obligatory).

Normally a quiet kid who is only noticed when he cooks for everyone. But in battle nobody can control the beast within him.

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Staring contest




SPIRIT	+	SPIRIT
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“Stop making faces? This is what I look like.” – Torin

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Arm wrestling




STRENGTH	+	STRENGTH
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“For arm wrestling you need strength and... no, just strength really.” – Hogul

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Bear wrestling



STRENGTH	+	SPIRIT
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“Can Gondris compete in this? I mean, isn’t that cheating or something?” – Talath

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