



SHADOWLANDS





A shadow looms over the land. Having been banished from the continent for a thousand years the Shadow Clan has returned to the Kingdom of men. With them come monsters of old, wreaking havoc and destruction everywhere. Faced with the greatest threat in a millennium, the King summons heroes from across the empire to destroy the enemy and return peace and prosperity to Testherra.

Answering the call, powerful champions come to aid in the fight. Challenged to overcome the monsters and threats set before them by the Shadow Clan, they must reach the Shadow Keep and destroy its leaders, eliminating their foothold in Testherra. Some take up the King's banner for glory, some for treasure, and some for love of the empire. Whatever the reason, those who are brave enough must gather their strength, defeat the monsters unleashed by their foes, and conquer the Shadow Keep.

This is you. Choose your character. Gain your items and power through whatever means necessary. Defeat the Shadow clan, gaining the favor of the King and becoming the hero of the land!

HOW TO PLAY

FIRST TURN

At the start of the game, each player will roll the die. The player who rolls the highest will be the first to take their turn.

At the start of each player's first turn, they draw 3 silver cards and 2 spell cards as their starting hand. Each player begins the game with 30 health.

At any point during their turn players can play any combination of cards in their hand, whether it be permanents, spell cards or non permanent cards.

When playing cards, permanents can be placed in front of each player near their champion card, along with spells or cards with lingering effects until they are removed from play.

HAND SIZE, CARD PLACEMENT

A player's hand can have no more than 8 cards in it. When a player needs to draw a card and they already have the maximum number of 8 cards in their hand, they will draw the selected card, and then have to choose what card from their hand will be placed in their storage box.

STORAGE BOX

The storage box consists of up to 4 cards that have been removed from a player's hand due to excess cards. Only one card can be stored per turn, unless a card or spell effect requires otherwise. Once 4 cards have been placed in the storage box, those cards can be traded in on a single card of one higher value. For example, 4 silver or spell cards can be traded in for 1 gold card.

Example placement:

Champion and Permanents on left

Storage box on right



TO WIN

To win the game, players progress around the board, obtaining items and strength to eventually enter the dungeon gate and complete each dungeon to acquire Keep keys. Those Keep keys can then be used to progress to the center position and defeat the final Shadow Boss.



Progress begins on the space labelled “Your Quest Begins” and ends when a player has reached and defeated the Diamond shaped final threat in the Shadow Keep on the upper right.

Each turn a player can draw a silver or spell card before their turn begin. Players can then move one space on the board on each turn. Spaces with no button are neutral spaces and no action occurs when landed on. White/Silver spaces are Silver spaces and the player draws a silver card when landed on. Purple spaces are Spell spaces and the player draws a spell card when landed on. Red spaces are Monster spaces and the player draws and enters combat with a monster when landed on. Once a monster is defeated a Silver AND Spell card can be drawn as reward.

There are two gold spaces on the board, allowing the player to draw a gold card when landing on those spaces. Once a player has landed on a Gold space once that space cannot give them a second Gold card if they land on it again. The monster on that space must be defeated prior to receiving the Gold reward.

Players may move in whatever direction they choose to retrieve the Keep keys and reach the Shadow Keep. (Use Strategy! A player may be inclined to move directly to the gold spaces. But keep in mind acquiring Gold cards means their champion will level up and have to face more powerful monsters. They may not have enough other equipment to survive the encounters. This will be covered in the next section.)

TO WIN CONT.

Once players feel strong enough to attempt it, they can move to the dungeon gate. There they will move to either the left or right dungeon to attempt to retrieve a Keep key.



Within the dungeon players can complete the dungeon by searching the deck to find the first monster boss enemy to face. Once they've found the monster boss, shuffle the monster deck and fight as normal. Once the player wins the battle against the monster boss, they retrieve the key and a diamond card draw. They will then be returned to the Dungeon gate, where they can immediately move to the second dungeon and fight a second boss, or move to other spaces to regain health or spells through additional card draws.

Once the player has completed both dungeons and has both Keep keys, they can proceed to the Keep Guardian space, where they will face a third monster boss draw who is guarding the Shadow Keep. If the player succeeds and defeats the monster they will enter the Shadow Keep on their subsequent turn and face one of the three Shadow Keep bosses, drawn randomly.

The first player to defeat the Shadow Keep boss wins the game and receives the full glory from the empire! Although any players who reach level 3 in the game can keep one card bound to them at its conclusion, the winning player can bind two cards to their character, increasing their power and growing their character for subsequent games! *Bound cards are discussed later in the instructions.

COMBAT

This indicates the monster level and stats. Their attack/defense/health are located here as well as the modifiers based on whether they are level 1, 2 or 3. Some monsters have higher level caps, but most monsters are capped at level 3.



This is where the special abilities of monsters are shown. Most monsters have 1 special ability they can use once during the entirety of combat. Some happen automatically like this one, some the monster player will have to specifically state they're using.

When a player enters combat through a monster card draw, the player to their immediate left will act as the monster, ie rolling the die for the monster and deciding when to use monster abilities. THE MONSTER LEVEL BEING FOUGHT WILL BE EQUAL TO THE PLAYER LEVEL FIGHTING IT, ie a level 3 player will fight a monster with level 3 stats.

The player and the monster will roll the die for the initial strike. Whoever rolls higher will take their turn first. They can then take an attack with any associated modifiers from permanents, cast a spell from their hand, or any other card from their hand to attempt to be victorious. Player attacks are judged to hit or miss based on their attack, adding any modifiers from permanents or effects, and a roll of the die. If the sum of those numbers equals more than the monster defense, the monster is hit and then takes damage equal to the player's attack. For example, This level 1 Cleric is fighting the Carnivorous Plant above.



On the Cleric's turn, attack the enemy with a basic attack.

They have a 4 attack, but also have a Gallant Hammer, giving them a +2 attack. They roll a 4 on the die, giving them a total attack roll of 10 (4+2+4). The Cleric is level 1 therefore the enemy is level 1, so the monster has 6 Defense. The Cleric has easily hit the monster, doing a total of 6 damage. The attack roll amount is not added into the damage done, only the attack stat and permanent modifiers.



Offensive spells always hit their target, with no die roll necessary. The sum of the damage listed on the spell card and the spell power modifier are applied as damage to enemies.

COMBAT (CONTINUED)

The player can use cards that benefit them at any point during combat, but only take one damage dealing attack or spell per turn. (Unless otherwise instructed by a card. ex. Recurve Bow allows for an additional attack at half damage.) Additional non offensive spells or cards can be used in the same turn though.

For example, A wizard is in combat with a monster, the Wizard can either use an electrocute spell they have in their hand to do damage, or they can make a basic attack with their attack modifier and die roll to hit and do damage. They cannot do both in a single turn. The wizard could use their Electrocute spell, and then use their silver card Smoke Bomb to give the enemy -4 attack on their turn, as it is not a damage dealing card.

Upon completion of combat, assuming the player has won, their treasure comes in the form of both a silver and a spell card draw.

If the player's health reaches 0 they die. (unless they play a card that prevents it) Upon death the player is revived at full health, but must randomly lose a permanent card and a card from their hand, which are shuffled back into their respective decks, and must return to the starting space on the board ("Your quest begins") The cards lost are decided by grouping permanents into a pile and the player to the left selecting a card without looking at them. The same is then done with the cards in their hand.

LEVELING

A player is able to increase their level by gathering permanent cards. Having 5 Silver permanents played increase champion level by 1 (limit 1 level gained). A single Gold permanent played on the player's champion increases their level by one as well. A second Gold permanent increases their level again to level 3. Players must have acquired 2 Gold cards or 1 Gold and 1 Diamond card to reach level 3. Acquiring another Gold or Diamond card functions in the same way, increasing the level of the champion to level 4. When increasing their level, the player with the level increase is granted +5 permanent health and restore 5 health. In addition, other increase in level rewards are as follows:

Level 3: Gain +1 Silver Capacity

Level 5: Gain 1 Gold, 1 Diamond and 1 Legendary capacity.

Level 7: Gain 1 Diamond and Legendary capacity.

Every 2 level gains beyond 7 results in 1 additional capacity for Gold, Diamond and Legendary cards.

. All additional statistics, whether it be from permanent cards or level increases, can be documented and tracked for reference on the player Champion sheet.

As player level increases so do the monsters they face. A player at level 2 will fight the level 2 monster that they draw. Exceptions are granted for cards that specifically state otherwise, and for Boss monsters which have a minimum level. For example, a level 2 Cleric could encounter a level 3 boss monster and be at a significant disadvantage. This is explained more on the following page.

MONSTER LEVEL

In cases where you're fighting important enemies like Dungeon bosses or Keep bosses, they may have minimum levels. The monster will have an indicator listed on the right side and will only list the values for their statistics for their allowed levels.

The maximum monster level is shown as the highest stat values here. This monster has a maximum level of 4, but most are maximum level 3



The minimum level for this monster is shown here. Even if the player character is lower than 3, this monster battles at level 3

RETREAT

When things aren't going your way in battle, you can attempt to retreat from combat to gain more strength and fight another day. To retreat, roll a die, combine your defense stat and the die roll, if that sum is higher than the monster attack, you successfully leave battle, receiving no reward.

TREASURE

Outside of the methods we've already discussed like drawing a silver or spell card on your turn, and drawing a silver and spell card after winning in battle, there is also another method to acquire powerful cards.

As Boss monsters can be found through random draws, as they're mixed into the monster deck along with other creatures, defeating them comes with potential for greater reward.

Once you've defeated a monster boss in battle, whether it was a random draw, defeating a dungeon boss, or defeating the Keep Guardian, there is a 33% chance to be rewarded with a Gold card rather than a silver and spell card. Upon their defeat, the player will roll the die, if that roll is a 5-6 they can draw a Gold card instead of a silver and spell card. They do not get the silver and spell as well, only the Gold card draw.

To recap, the methods to acquire treasure are:

- Card draws at the start of your turn
- Card draws when landing on a corresponding space indicating that card color
- Card draws following the defeat of a monster in battle
- Card draws when another card directs the player to do so
- Card draws when defeating the Dungeons and Keep Guardian

Cards that are drawn must still be within the capacity limit for the player champion carrying them. For example, if a player draws a silver permanent and already has 8 cards in their hand, or are at maximum capacity for silver permanents, they must then decide which card to place in their storage box.

Permanent cards cannot be held in your hand, they must be either played as a permanent or must be stored if capacity is full.

LEGENDARY TREASURE

Within some campaigns players may find unique Ancient monsters that have the potential to drop incredibly powerful equipment. If players acquire a piece of Legendary gear, they may only have 1 piece of that same equipment on any given champion. Upon defeating an Ancient monster roll a die, the treasure is as follows for each player in the party:

- 1-2: Gold card reward
- 3-5: Diamond card reward
- 6: Legendary reward

DUNGEONS

When the player is prepared to attempt a dungeon and acquire a key and Diamond card, they must move to the Dungeon Gate space and immediately progress to the Dungeon square on the left or right side of the board. Once there, another player will search the monster deck for the first boss card they find, and then shuffle the monster deck. The player within the dungeon will fight the monster boss as normal.

Once the player defeats the boss card in combat, they will draw a diamond card as a reward and acquire a Gate key. If the player dies in combat against the dungeon boss, they will follow standard death rules by losing a random permanent, losing a card from their hand, and returning to the starting position with full health. They can then grow in strength more, or progress back to the dungeon gate, where they can have a new monster boss drawn and attempt to fight again for their reward. Once the player has defeated a boss in either dungeon, they can no longer return to that dungeon for repeat rewards.

*Players cannot retreat from the dungeon boss battle.

*For Boss combat against monster bosses or higher status, Spells that allow you to swap the monster in combat like Polymorph are ineffective.

THE PIT

When the players are captured by drawing the “Captured!” card and moved to The Pit, they will be trapped by the Beastly armies that captured them. While captured the player does not receive turn rewards, and are unable to use any cards. In party play, only the player who draws the Captured! card is captured, and is returned to their party upon release. There are a number of ways they can escape the pit and return to normal gameplay:

- 1: On the following turn after capture, the player can attempt to roll the die, managing to escape The Pit after rolling a 5 or a 6. The player can then move one square on the same turn, receiving any reward available on that turn from the square or turn rewards.
- 2: On the following turn after capture, the player can draw a monster card and take part in combat. Upon victory, the player is released from the Pit and can move one square on the same turn, receiving any reward available on that turn from the square or turn rewards.
- 3: Upon being in The Pit for 3 turns, the player automatically escapes and can return to normal play, moving one square on the fourth turn following their capture.

ANCIENTS GROVE

In order for a player to reach the Ancients Grove and select an Ancient Soul to accompany them on their quest, they must first reach one of the two white crystal that will be placed on the board prior to the game beginning. The crystals are placed on the two white circles located near the Shadow Keep.

Once a player lands on the crystal space they will take the crystal and place it on top of their game piece. They can then move to the Ancients Grove, where they can choose an Ancient Soul of their choosing who will accompany them on their quest. Players can only have a single Ancient soul, and can only exchange their Ancient card by retrieving the crystal again and returning it to the Grove. The Ancient Soul they possess can be bound to a champion as any other permanent card can be. Once they have chosen their Ancient soul, the crystal will be returned to the white circle allowing another player to attempt to retrieve an Ancient if they choose to. Ancient Souls are not required to win the game, but do give a significant power increase depending on other permanents champions possess, and also a special ability to use during battle.

TRADING

Over the course of playing you may realize that another champion has acquired an item that would work very well for your champion. At any point during gameplay you can initiate a trade with another player and offer cards you possess in exchange for theirs. Once both players agree to the terms of the trade simply exchange cards, adjust your stat sheets as needed and continue play as normal.

BOUND ITEMS

Upon a player winning the game by defeating the Shadow Keep boss, all players who at least reached level 3 will have the ability to bind an item to their character. The player who wins the game by beating the Shadow Keep Boss will be rewarded with an additional card they have gained to be bound to their champion for a total of 2 bound cards for this playthrough. Cards that are bound to a character will be permanently attached to that champion for future playthroughs, and will begin future games with the bound cards attached to their champion, along with any level gains, card capacity and health gains based on those bound cards. A player cannot bind more cards to their character than they have capacity for on a champion. Any cards bound to your champion can be recorded on your stat sheet.

Take care in the cards that are bound to your character, as you'll will potentially begin subsequent games at a higher level and have more difficult battles to face.

Bound cards can still be traded with other champions in your games, just be sure to remove the bound card from your stat sheet. Make sure the trades you're making are worth it though! Keep in mind you played through an entire game to earn that bound card, so be sure the trade you're making is worth it, as you will have to bind any received cards to your champion to keep them at the end of play. Meaning the card you trade for does not automatically bind to your champion simply because you traded a bound card for it.

NOTES AND TIPS

Here are just a few things that will help build an experience you'll love playing Shadow Quest. First and possibly most importantly, encourage storytelling and engaging in the experience!

We encourage players to have a "Quest guide" who can add context and story elements to the game while playing. It's always interesting and creates a fun narrative to the gameplay. It's great to play the game in a straight forward manner as well, but you could for example, move to a monster space and the Quest guide could say, "While moving through the border town on the way towards the dungeon, you suddenly realize that imps have infested the town and are attacking its citizens! One of the imps springs towards you and tries to slash at you with its claws!" And then begin the combat phase with the initial strike roll.

Another note is that ShadowLands can be played with whatever "house rules" you'd like. Want a faster game experience? You could have players fight monsters a level below them. Or could have them be able to choose between two silver cards for monster rewards rather than just the one they'd normally receive. You could have players only have to fight a standard monster, rather than a Monster boss battle they'd normally experience. You could eliminate The Pit gameplay element entirely if it suits the players. And finally you could allow a die roll for movement rather than a single space move for players. Changes like these can adjust the gameplay to more fit your groups style.

Things can be adapted to whatever works for your group, just make sure everyone agrees and understand the rules prior to beginning!

ADDITIONAL GAMEPLAY NOTES

Reflect: Cards that reflect damage mean the amount of damage reflected is not taken by the champion, and instead the monster who inflicted the damage takes that amount instead.

Random player: When a card indicates a random player is affected by a spell or effect, there are a potential for three other players to be affected, as the game has a maximum 4 players. In this instance, a die roll would take place and a 1-2 would indicate the player directly to the left of the player who drew or played the card would be effected, 3-4 would be the next player clockwise, and 5-6 would be the final player available clockwise.

Spell Power: Spell power modifiers are only added to initial damage on a spell card. The modifier does not affect damage over time like on acid rain.

Additional character statistic sheets are available for download to be printed on the ShadowQuest website

COOPERATIVE PLAY

If players are looking for a more friendly environment your players can play as a party of adventurers as well, rather than competing against one another. The game plays essentially the same, but simply place a single player token on the board to represent your entire party and move as single unit across Testherra.

The biggest change is in enemies strength and rewards. The monsters you fight within a party will scale to accomodate fighting possibly 4 players. For each player in your party, Monster health will double. Along with that monster attack and defense will receive a +1 bonus for every two players in your party. Therefore if your party has 2 or 3 players, monsters receive a +1 bonus to attack and defense, and +2 if there are four players in your party.

Monsters will also receive a speed bonus, for every two attacks against the monster, it will receive two attacks against the party. In the event the monster loses a turn, it loses one of those two attacks that turn.

Treasure remains the same except each player is able to draw their rewards when defeating a monster. In party play each player can bind one card to their character upon winning the game. Join forces and play!

LEVEL:

NAME



ATTACK:

CARD CAPACITY:

SILVER:

SPELL:

GOLD:

DIAMOND:

LEGENDARY:

DEFENSE:

BOUND ITEMS:

HEALTH:

ADD. MODIFIERS:

