

Specters of NEVERMORE™

For 3 to 6 Treacherous Players

Ages 14+

45-60 Minutes

Summon the Never-Were.

The lure of untold mystic power consumes you.

Delving ever deeper into your fascination of Plutonian shores, you have summoned into service the eerie and powerful specters of Poe's gothic horror characters. Armed with the powers of the 'Never-Were', you intend to reign supreme, forevermore.

Contents:

12 Unique Character Play Mats

6 Premium 'Clay Poker Chip' Resolution Tokens

1 Rule book with additional rules for this expansion, as well as important rules updates to the base game

Object:

The objective of the game remains unchanged. Be the first to gain 6 Victory Points (VP) or be the last player standing, with all your rivals having been turned into Ravens. But now, you begin the game with a Specter of Nevermore at your command, who lends one unique ability to you while you are in human form and a different one in Raven form.

Resolution Tokens:

The premium Resolution Tokens that come with this set are intended to replace the chip board versions from the original game. Set them up on the table per the original rules. The chip board versions are no longer needed.

Character Play Mats

All 12 Characters included in this set are unique, but each has similar features:

Character Name & Description

Area to place Victory cubes

LIGEIA

Forbidden wisdom & the force of her will brought her back from the dead... into the body of another.

HUMAN FORM

When you score Skulking Ravens, take one Health cube from the Healthiest player and add it to your own Health.

RAVEN FORM

As a Raven, when *another* player is transformed into a Raven, you may sacrifice 1 Victory point to transform back into a human.

"And the will therein lieth, which dieth not. Who knoweth the mysteries of the will, with its vigor?"

Player's Human Form Ability

Raven Form Ability

Quote from Poe

Set Up: The Character Draft

While all characters have been carefully balanced, not all players will see them as created equal. They were designed and tailored to fit different play styles and, therefore, some will appeal to different players more strongly than others. A more aggressive player may find far less value in a defensive character ability, where it may be deemed the best ability in the game for others. For this reason, it is important that players be allowed to choose their character, rather than have them randomly assigned. So before each game, perform a quick draft. This process quickly allows players to choose from among three characters in total.

Randomly deal two characters to each player, face down. Each player selects one and passes the other to the player on their left. Players then compare the one they kept to the new one they were given, selecting their favorite for this game. Place all unused characters back in the box.

Have each player read aloud their character abilities, so that everyone knows the timing and effects of their abilities before play begins.

Give each player a Health marker from the base game. Place the marker, Health side up, on top of the Raven Form box, so that it hides the majority of the text. This will identify to all players that you are Human and shows only your Human Form ability, limiting any potential confusion.

Human Form



Raven Form



When you are transformed into a Raven, flip the marker and move it onto the Human Form box, so that only the Raven ability can be read clearly.

New Game Term: "Scoring a suit / Score X" Winning a suit in the Resolution Phase / The net strength of a suit's effect, after subtracting the second-ranked number of the suit. *ex. 3 Attack cards – 1 Attack card, scores a 2 point Attack.*

Character Ability Timing

Some character abilities are 'always on' or triggered by events during play (being turned into a Raven, for example), while others, like Professor Fether or Tell-Tale Heart, are voluntarily activated at the player's discretion. Typically, these abilities are activated "before the Resolution Phase." As this is also the timing for many Shadow and Light Magick cards, the Order of Play Chart has been amended to reflect the priority of each.

Before the Resolution Phase begins, Character Abilities are activated before Shadow and Light Magicks are played.

Each player with such an ability may choose to activate the ability or pass, in a clockwise rotation starting with the player on the dealer's left. To pass is to forego your ability for the hand.

Once all players have activated their abilities or passed, players may play Magick cards per the rules in the base game.

Rules Updates

The second printing of the base game contains an updated rule book which included two important changes. **First**, 5 & 6 player games now set maximum Health at 4, instead of 5, to speed game play. **Second**, a new Phase has been added, the End Phase, where Ravens transform back into human form. See the chart below and download the updated rule book at SmirkandDagger.com if yours is not labeled, "Second Printing".

Updated Play Flowchart

Deal a Hand of 5

Drafting Phase:

Round 1: Pass 3 cards

Round 2: Pass 2 cards

Round 3: Pass 1 card

"Before the Resolution Phase" Character Abilities

"Before the Resolution Phase" Magick Cards

Resolution Phase:

(Dealer will announce and resolve each suit in turn)

- Call for A Conspiracy of Ravens (5 Ravens)
- Reveal & Resolve Resolution tokens
- Call for Skulking Ravens (X Ravens)

End Phase:

Check for Raven players transforming back into Humans

Clean Up:

Discard all played cards & shuffle Main deck.

The deal passes to the previous dealer's Left.

Flip the Passing Direction Marker

Shuffle and Place Resolution Tokens

If any deck runs out of cards, reshuffle all discards to form a new draw deck.