Call to Adventure

Epic Origins

Game Rules

Rules Overview

In Call to Adventure: Epic Origins, players battle alongside their party to defeat a menacing adversary. Guided by your Heritage, you will grow from a starting Origin into your chosen Class, and finally achieve your Destiny by gaining traits, facing challenges, and leveling up. Every player will build a character and tell a story of cooperation, as you work together to face deadly challenges and vanquish a foreboding Adversary!

1. Compete against each other or face the Adversary as a Party

Call to Adventure: Epic Origins is played as a competitive or cooperative experience. Play against each other to see who can craft the hero with the greatest destiny, or band together to overcome the threat of the Adversary. Defeating the Adversary requires cooperation and group strategy. If the Adversary is defeated, the player with the highest Destiny score will win the game, but if the Adversary survives, everyone loses!

2. Gain Cards to Build Your Story

You begin the game by choosing four Character cards: your Heritage, Origin, Motivation, and Destiny (page 3). These cards form the basis of your Story — the tableau of cards you will build over the course of the game. As you gain new Story cards, you'll tuck them under your Character cards. Each "path" you leave visible will become a part of your Story, showing the icons you've collected and the points you've earned. New ability icons will make your hero stronger for the next challenge they face, but choose wisely, as your Destiny rewards specific choices.

A young Fiendling Scout learns the ways of stealth and animal craft as they train to become a mighty Ranger, but will they fulfill their ultimate destiny?

3. Cast Ability Runes to Attempt Challenges

Overcoming challenges is the key to building your character. Every hero begins with two ability rune icons (as indicated on your Origin card). When you attempt a challenge, you cast (roll) the three **core rune stones**. Depending on the relevant icons shown on the challenge card, you may also be able to cast **ability rune stones**.

To overcome a challenge, you must choose a path, then roll successes equal to or greater than its difficulty. Every result of ▯ adds 1 success, while results of ◩, ▷, ◰, ◹, ◮, ◪ or ☾ add 2 successes. All other symbols add 0.

In this example, a Villager with the Perceptive trait attempts her first challenge: Mountaintop Monastery.

This hero has one ◩ icon and two ◮ icons.

The difficulty is 3. The relevant icons are ◩ and ◮.

The hero can use both ◩ and ◮ to attempt either path. She chooses "Defend the Monks," which adds +1 difficulty to the attempt.

With **4** successes from her runes, she gets exactly the number of successes needed! She takes the challenge and adds it to her story.

The player tucks the challenge under her Origin, leaving the "Defend the Monks" path visible. She's gained another ◩ ability rune and a ◭ story icon.

All challenges are resolved in the same way, adding runes and card effects according to how you've built your hero. For more details, see Attempt a Challenge (page 5) and Reading the Runes (back of Quick Start guide). You can also modify challenge attempts by playing Hero and Antihero cards (page 6).

4. Gain the Most Destiny Points To Win

In *Epic Origins*, players must work together to defeat the Adversary, but there can be only one true victor. During play, each player's hero will gain Triumph points for victories, Tragedy points for a darker path, and Experience tokens when they fail. These points together equal your Destiny score.

Triumph (◇) + Tragedy (◆) + Experience (◆) = Destiny

Further maximize your Destiny score by making choices that fulfill the condition on your Destiny card, and play as many Feats as possible. Include points from sets of Story icons and see who has the highest final score. If your party defeated the Adversary, that person wins. If not, everyone loses!

The rest of this rulebook builds on these fundamentals! If this is your first game of *Call To Adventure*, begin reading the next page. For video rules and expanded FAQs, visit:

www.brotherwisegames.com/about-call-to-adventure

Setting Up the Game

Before the game begins, sort through all game components, shuffle the decks, and prepare the play space. During setup, each player uses Character cards to start building their hero.

1. Prepare the Adversary

Find the first campaign envelope (labeled, "The Dark Lord"). Inside you will find three cards: an Adversary challenge, an Origin, and a Destiny. Shuffle the Origin and Destiny into their respective decks. Place the Adversary challenge, Adversary side up, next to your play space where they can easily be accessed and place the Adversary Quest card next to them. Shuffle the Adversary special Feat deck and place it near the Adversary. Follow the instructions for the proper amount of experience tokens (◆) to place on the Adversary to start the game. Read the effects on both the Adversary Quest and Adversary Challenge carefully to see what actions might cause them to gain or lose ◆ and pay attention to the results that will cause the Adversary to play a Feat card.

2. Deal the Cards

Deal each player seven Character cards:

- **1 Heritage** (green with a silver acorn)
- **2 Origins** (brown with a bronze tree)
- **2 Classes** (blue with silver)
- **2 Destinies** (red with gold)

Each player keeps their Heritage, then chooses one of each of the other Character cards to keep, then removes the rest from the game.

Deal every player one Hero card to form their starting hand. These cards should remain hidden from other players. Finally, give each player three Experience tokens (◆◆◆).

If this is your first time playing, deal players just one Character card of each type.

3. Reveal Your Character

Anything you place on your player tableau, plus Hero/Antihero cards and your Heritage, will form your Story. To begin telling your tale, place your Heritage to the left of your board. Next, place your chosen Origin in the left-most card slot face up. Then, place your chosen Class in the middle card slot face up. Finally, place your chosen Destiny card in the Right-hand slot facedown. This will be revealed at the end of the game.

- Your ability rune icons
- Triumph and Tragedy points gained over the course of the game
- Any icons or special powers granted by your Character and Ally cards

On the right side of the player board is the **Corruption tracker**. This represents the charm or challenge of your

character's life. At the start of the game, place your hero marker on the third level down of the tracker (unless your Motivation card specifies a different starting level). Every time you gain a 🌙 (Corruption icon), move the tracker down one level. Every time you gain a ☀ (Virtue icon), move it up one level. Your position on the Corruption tracker dictates whether you can play 🔼 or 🔽 cards or cast Dark runes, and affects your final score.

4. Prepare the Story Decks and Runes

In the center of the table, set up the three Story decks, the Hero Deck, the Antihero Deck, the Adversary, and the Adversary deck. If this is your first time playing, we recommend using the Easy mode settings listed on the Adversary rules card. Beside each Story deck, lay out a row of face-down cards.

- For a 1-3 player game, lay out four cards per Act (as shown below).
- For a 4-player game, lay out five cards per Act.

Once play is ready to begin, turn the Act I cards face-up.

Story Decks
(Act I through
Act III)

Hero
Deck

Antihero
Deck
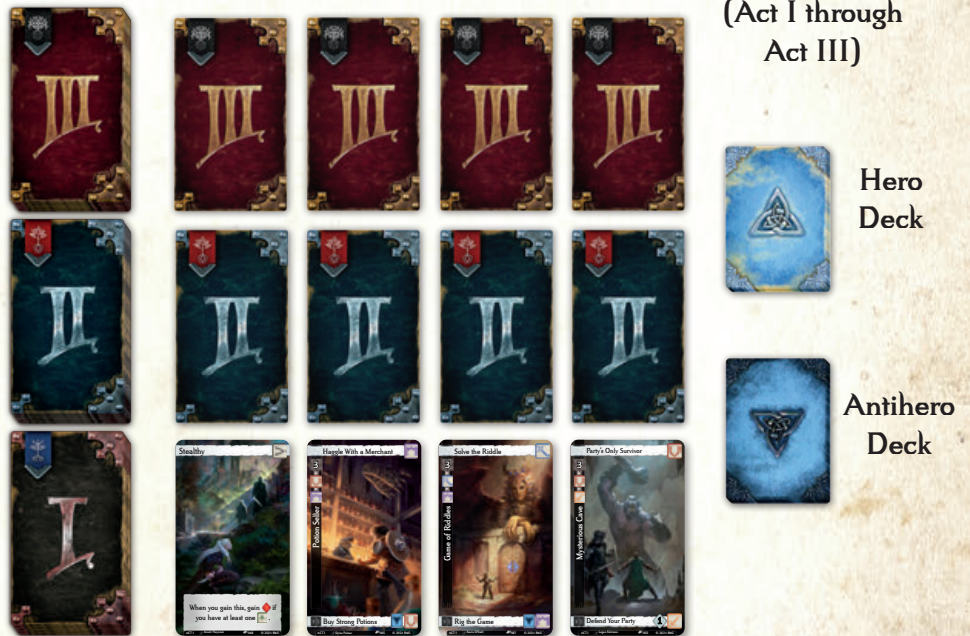
Initial Act I cards turned face-up

Within easy reach of all the players, place the rune tray with the Core Runes, the Ability Runes, and the Dark Runes. The rune stones are shared by all players during the game. (For more on runes, see page 5.)

Now you are ready and the first turn begins! The player who most recently played a session of a tabletop roleplaying game goes first!

Core
Runes

Ability
Runes

Dark
Rune

Each Turn

Beginning with the first player, players take turns, one after another, in clockwise order.

Once per turn, on your turn, you may:
- Gain a Trait or face a Challenge

Any number of times during your turn you may:
- Journey (but only at the beginning of your turn)
- Activate Character Card abilities
- Play Feat cards.

Journey

At the beginning of your turn, you may spend 🔶 to discard one card on the table and replace it with another card from the same deck. This action may be done multiple times, assuming you have the 🔶 to do so. After gaining a trait or choosing to face a challenge, you may no longer journey. *Note that some card abilities allow you to journey for free.*

Gain a Trait

Traits define your character's personality, profession, and life experiences. A trait has only one "path." To gain a trait card, you must simply meet any prerequisite listed on the card. If there are no prerequisites, then anyone is free to take the Trait on their turn. When you gain a trait, place it under your current Storyline card. In general:

- Act I cards go under your Origin.

- Act II cards go under your Class.

- Act III cards go under your Destiny.

Leave the top of the trait card visible. Any ability runes, story icons, or other rewards become a part of your Story. Note that cards are never placed under your Heritage card.

Play Example: Gaining a Trait

On his first turn, Suzanne selects *Intimidating*. She tucks the card under her Origin. Now he has a 👹 icon (and gains another 🔶 from Intimidating's text!

Face a Challenge

Challenges are the daring deeds your hero undertakes on the path to fame or notoriety. Challenges can bring great rewards, but they also carry the risk of failure! To face a challenge:

1. Assess the **difficulty**, indicated by the number on the left-hand side of the card.

2. Declare which **path** you're taking (top or bottom). If a path has a +1 icon, the difficulty is increased by 1.

3. Gather your pool of **rune stones**.
   - You can always cast the three **core runes**.
   - Add all matching **ability rune stones**. Every challenge has two relevant ability rune types shown below its difficulty. If you have matching ability rune icons in your story, you can add ability rune stones to your attempt (page 7).
   - You may spend 🔶 to add **Dark rune stones** to your casting (page 7).

4. Apply any **card effects**, such as those from Hero or Antihero cards (page 6), that say "play this before any hero attempts a challenge."

5. Cast the runes!

- If the result **equals or exceeds** the difficulty, you overcome the challenge. Gain the card, placing it under your current Character card with the top or bottom of the new card showing (depending on which path you took).

- If you **fail** a challenge, **discard it from the table** and gain an ◆.

Whenever you gain or discard a card from the table, replace it with another card from that Act deck. In the rare event that you have no valid options (e.g., four traits with prerequisites you do not meet), you may discard and replace one visible card.

The **Difficulty number** shows the required number of successes.

These icons show which two ability types you may use in your attempt. You always cast the core runes, plus an ability rune for each relevant icon in your Story *(regardless of which path you choose).*

All bottom paths have a +1 icon, which means that the path requires one additional success to overcome.

If you choose and succeed at this **top path**, you will gain another Consitution rune.

If you choose and succeed at this **bottom path**, you will gain a Strength rune, and 1 Triumph point.

In this example, a hero with one Strength icon (▨) and one Constitution icon (U) would choose their path, then cast the core rune stones and the two corresponding ability runes. The result shown here would equal **5**: the three results of **I** each add 1, and the result of **U** adds 2. The result of ◆ adds 0. This is two more successes than what is needed for the top path, and one more than required for the bottom path.

Other Card Effects

Heritage, Origin, and Class cards have effects that you may activate or pay for during your turn. The effects and their costs are outlined in the card ability text.

- **Heritage** card actions are only activated during Challenge attempts when a ◈ result is cast. All Heritage cards allow you draw a Feat card when the ◈ is cast, OR activate an ability unique to that Heritage.

- Your **Origin** may provide a way to gain ◆, or allow you to spend ◆ to gain some effect. Each Origin is activated by a different set of conditions, so pay attention to this ability throughout the game.

- Your **Class** card grants ongoing effects, but only if enough ◆ tokens have been banked onto that card. You may place any number of ◆ tokens on your Class card at any point during your turn. If doing so during a challenge would grant you a bonus applicable to that challenge, it does take effect immediately! You may NOT take ◆ off of your Class card at any point in the game, unless another card effect allows it.

Feat Cards: Hero and Antihero

Whenever you get a rune result of △, or acquire a Path with ⧉, immediately draw a **Hero** card. Whenever your result includes ▼ or you gain a path with ⧉, immediately draw an **Antihero** card. When your result includes ⬥, you may choose to draw a Hero *or* Antihero card as indicated on your Heritage card.

Your position on the Corruption track indicates whether you can play Hero cards, Antihero cards, or both. For example, if your position on the track has the ⧉ icon, you may play Hero cards, but not Antihero cards. In general, players begin the game able to play both.

Most ⧉ and ⧉ cards **specify when they can be played**. Otherwise, they can be played at any time. These cards' effects can even interrupt other players' actions. Resolve these effects in reverse order, starting with the last card played and working backwards. When a card says it can affect "any hero," it means **any hero including your own**.

After a ⧉ or ⧉ card takes effect, place it face-up beside your Story. At the end of game, add the Triumph and/or Tragedy values of played cards to your score. You do not get points for cards still in your hand at the end of the game.

Ending Your Turn

Once you are out of actions to take, play passes to the next player in clockwise order. When passing your turn, end any card effects you played this turn. Replace any Story cards you took from the table during this turn.

Ending An Act

- When you have gained at least three trait or challenge cards under one of your Character cards, you must end your current Act. You may no longer gain traits or face challenges from that Act.
- All players may gain or attempt Story cards from any revealed Act, as long as they have not already completed that Act.
- At the start of your turn, if you are the first player to have three cards under your current Character card, reveal the next row of cards and move on to that Act.

Play Example: Ending Act I

During Act I, Adam acquired a trait and overcame two challenges. He is ready to move on! In Act II, cards he gains will be placed under his Class card, Warlock.

If Adam is the first player to complete Act I, he reveals four cards from Act II at the beginning of his next turn. Any player may then gain cards from Act II.

Facing the Adversary

The goal of Epic Origins is to work as a party to defeat the Adversary. The Adversary has two aspects: The Adversary, and the Final Adversary. Players must each face the Adversary at the end of Act II and they must each face the Final Adversary at the end of Act III.

The Adversary's Actions During the Game

During the game, the Adversary will work behind the scenes to disrupt the Party's actions. As indicated on the Adversary Quest card, every time a player rolls a ◈ result, the Adversary plays a card from their special Feat deck. Resolve the text of this card immediately.

Additionally, the Adversary Quest and each Adversary challenge include a number of effects that either add ◈ to the Adversary, or remove it, or provide some other effect or modifier. Pay attention to these effects throughout the game!

Facing the Adversary

At the end of Act 2, the Adversary will reveal themselves through their Champion. Each player will face the Adversary challenge on the turn after they add their third card to their Act 2 slot. The Adversary challenge is faced in much the same way as any challenge. It has a difficulty and a set of Abilities that grant runes to face that challenge. But, if a player defeats this challenge, they do NOT add it to their story. Instead, they gain the listed reward in the upper right hand corner and, as indicated on the Reign of the Adversary card, each success they achieve above the Adversary's difficulty removes one ◈ from the Adversary. If they fail this challenge, there is no effect beyond that listed on the Adversary Quest or in text boxes on the Adversary's card.

Once all players in the game have faced the Adversary, flip the card over to reveal the Final Adversary. The card abilities on the Adversary card will now be in effect for the rest of the game.

Play Example: Facing the Adversary

Ethan and Pat are playing a two-player game of Epic Origins. Ethan gained his third Act 2 card on his last turn. On this turn, he *must* face the Adversary: The Dark Lord's Consort

During previous turns of the game, all players combined gained three 🌙, and failed two challenges. In total, this added five ◈ to the Adversary. But, players also gained ☀ twice, removing two ◈. The Adversary currently has 13 total ◈ on it.

The Dark Lord's Consort is a U and M challenge. Ethan has two U runes and one M rune. He gathers those runes and the basic runes and casts them, getting just 5 successes. While this is normally a failure, Ethan has two traits (Tough and Folk Hero), giving him **+2** successes. He defeats her, gains the reward, a Hero card, and removes one ◈ from the Adversary (for exceeding her difficulty by 1)!

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Facing the Final Adversary

The end game begins after one player acquires three cards under their Act III card. At this point all other players get one more turn to acquire a card from the board. Once players have each taken their final turn, ALL players will then face the Final Adversary in turn. The Final Adversary is faced just like the Adversary: success in excess of the Final Adversary's dificulty remove ◆ from it.

If ALL ◆ have been removed from the Adversary by the end of the game, the party wins and the player with the highest Destiny score wins the game. If the Adversary has any ◆ remaining after all players have faced them, the party loses and there is no winner.

If a player defeats the Adversary challenge they do not place the card in their Story, but they DO count the rewards from the challenge in their final score.

Play Example: Facing the Final Adversary

Ethan and Pat have each taken their final turns of the game. As his final turn, Ethan must face the Final Adversary: The Dark Lord. During Act 3, no players gained any ☾, but only Pat was able to gain one more ☼, removing a measly ◆ from the Adversary. The Adversary currently has 12 total ◆ on it.

Like his Consort, The Dark Lord is a ∪ and ⋈ challenge. Ethan has three ∪ runes and two ⋈ runes. He gathers those runes and the basic runes and decides to buy two dark runes with ◆ just to be safe. He casts them all, getting 12 successes. Ethan also managed to get two ◆ onto his class card during Act 3, giving him **+1** to paths, which the Dark Lord is! Ethan therefore has 13 total success. Because this is five more than the difficulty of the Dark Lord (8), Ethan removes 5 ◆ from the Adversary's card. It will be up to Pat to try and remove the 7 remaining ◆ on their turn.

However, because he did succeed at the Adversary's challenge, Ethan will add its 7 reward and a Constitution rune to his story at game end.

Cards that reference "The Adversary" apply to both the Adversary and the Final Adversary. The Adversary includes the Adversary Challenge card (each is unique) AND the Adversary Quest.

Adversary Effects

+◆ Add a ◆ to the Adversary's pool if the associated event occurs.

−◆ Remove a ◆ from the Adversary's pool if the associated event occurs.

⬦ When a ⬦ rune result is cast, in addition to resolving that player's Heritage abilities, reveal and resolve the top card of the Adversary's Feat deck, then discard that card to the side. Reshuffle that deck when it is exhausted.

Determining the Winner

At end of game, after each player has faced the Adversary, all players reveal their Destiny cards and calculate their final score:

In Box A of the scoresheet, include:

- All Triumph (◈) visible in your Story
- Any ◈ points from your Destiny card, based on the requirements you've met/=
- Any ◈ points from your final position on the Corruption track (these points are not cumulative).

In Box B of the scoresheet, include:

- All Tragedy (◆) points visible in your Story.
- Any ◆ points from your Destiny card, based on the requirements you've met.
- Any ◆ points from your final position on the Corruption track (these points are not cumulative.)

In box **C**, add one point for every unspent ◈ you have (do NOT count ◈ on your Class card).

In box **D**, gain one point for every Hero card you played.

In Box **E**, gain one point for every Antihero card you played. (Note that you may score these points regardless of your final position on the Corruption track).

In Box **F**, add any points you have gained from story icons (see below).

If you defeated the Adversary, add the listed rewards to your tally, including any ability icons granted by the Adversary. (Obviously, Adversary ability icons are only useful for scoring as you will not face another challenge after defeating the Adversary).

If the Adversary was defeated, victory is awarded to the player(s) with the highest Destiny score. If the Adversary was not defeated, no one wins!

To conclude the game, each player has a chance to tell their story. Describe how your hero's Character and Story cards fit together... how they emerged from humble Origins, followed their Motivation, and achieved their Destiny. Whether or not you won the game, you've hopefully created a memorable character!

Story Icons

Some cards are marked with **story icons**. There are six types of story icons: Divinity, Justice, Arcana, Royalty, Villainy, and Nature.

Collecting sets of matching story icons will provide Destiny points at the end of the game. A single icon alone is worth no points. Each set of story icons is scored in the same way, adding directly to your Destiny score at the end of the game:

The Campaign

To provide that classic sense of RPG adventure, Epic Origins is organized as a campaign with hidden Adversaries and growing opportunities to learn new Origins and strive for new Destinies. Each new Adversary is hidden in a campaign envelope with an associated Origin and Destiny. We encourage you to open these envelopes in turn, after each game, revealing a new challenge for the next game!

Glossary

Ability Rune: Your character's available ability runes are defined by the visible icons in your Story: ⬛ ⬛ ⬛ ⬛ ⬛ ⬛. When attempting a challenge on your turn, you have access to the rune stones that correspond to your ability icons. However, you may use no more than two types of runes that are relevant to that challenge (page 5). All players share all rune stones, taking turns using them. If a card effect would add runes that are not relevant to a challenge, those runes are not included in your attempt.

Act: *Call to Adventure* is split into three Acts. At the beginning of the game, reveal four Act I cards (or five, in a four-player game) in the central play area.

Adversary: The Adversary includes a unique Adversary Challenge and the Adversary Quest. Your party must overcome the Adversary to win.

Adversary Challenge: Each Adversary challenge card in the game has two sides. Begin the game with the Adversary side face up. Your party of adventurers will each face the Adversary at the end of Act II. Once all heroes have face the Adversary, flip it to its Final Adversary side.

Adversary Quest: There are two Adversary Quests in Epic Origins (The Rise of the Adversary and the more advance Reign of the Adversary). The Adversary Quest is always used, regardless of which Adversary challenge you are playing with.

Antihero Card: Whenever you gain a card with a ⬛ icon or cast a rune result of ▼, draw an Antihero card. You may only play an Antihero card when your position on the Corruption track displays the ⬛ or ⬛ symbol (page 6). Antihero cards are a type of Feat card.

Attempt: When attempting a challenge, announce which path you wish to take, then cast (roll) the relevant runes to see if you succeed at the challenge.

Challenge: Overcoming challenges is the primary way to advance in *Call To Adventure*. If you attempt a challenge and succeed, you may add its challenge card to your Story (page 5).

Character cards: There are four types of Character cards in Epic Origins — Heritage, Origin, Class, and Destiny. The Heritage card sits off your character board, while the other cards take up the three slots on your board. Class cards take the second slot on your character board, just like Motivation cards from other Call to Adventure sets.

Class: Your Class card is the character card that sits in the middle slot of your player board. At any time during your turn, you may move any number of ◆ from your ◆ pool to your Class card. Your Class card grants abilities depending on how many ◆ tokens are on it. Note that these effects are cumulative. If you have six or more ◆ on your class card you gain all three abilities on the card.

Corruption: Players begin the game at the third level of the Corruption track, with no Virtue (☼) or Corruption (☾). Whenever an effect says "gain ☼," move one level up the Corruption track. When a Dark rune shows ☾ or an effect says "gain ☾," move one level down the Corruption track. Your position on the Corruption track determines your ability to play Hero or Antihero cards, and may affect your score at the end of the game.

Difficulty: A challenge's difficulty represents the number of successes required to overcome that challenge. When a card effect gives a challenge ⬕, that challenge will require one additional success to complete. All of the bottom paths on challenges in Epic Origins have ⬕. If a card effect gives a hero **+1**, that means the opposite: they have one automatic success toward that challenge.

Heritage: Your Heritage is a new Character card that tells where your character comes from. Unlike the other Character cards, your Heritage sits off and to the left of your board. Heritage cards provide a choice of abilities when you roll the ⬦ result. You may either draw a Feat card, or use the second ability on the card, but not both.

Hero: Your "hero" is the character that you are creating over the course of the game. Cards that refer to "any hero" mean any character, including your own.

Hero Card: Whenever you gain a card with a ⬚ icon or cast a rune result of △ , draw an Antihero card. You may only play a Hero card when your position on the Corruption track displays the ⬚ or ⬙ symbol (page 6). Hero cards are a type of Feat card.

Journey: Once per turn, the active player may "journey" by spending ◆ to discard and replace one Story card in the current act (page 8).

Path: Every challenge card has two paths — one each on the top and bottom of the card. When attempting a challenge, you must declare which path you are attempting before casting the runes. If you succeed, place the card in your Story with *that* path showing. Traits and Adversaries have only one path.

Re-attempt: When you "re-attempt" a challenge, you cast the runes again, keeping any effects from Hero cards, Antihero cards, or other abilities.

- If your first attempt included a result of ⬦, ▼, △, or ◇, you gain that benefit immediately and keep it even if you re-attempt. If you get the same result on a re-attempt, you get that benefit an additional time!

- Ignore any ☾ gained from Dark runes during your first attempt.

- When facing an Adversary, if the result of a re-attempt includes ⬦, reveal a new Antihero card (⬙) for the Adversary.

- Until a re-attempt is resolved, the first attempt does not count as a success or failure.

Special Rune: Each rune set has a third, special rune, marked with three dots. Special runes must be cast when you gain your third icon in an ability, either in your story or from a Feat card.

Story: Your Story includes the tarot-sized cards in your character tableau: your Origin, Motivation, and (once revealed) your Destiny. It includes the visible paths from any Story cards you have gained (Traits and Challenges). It does not include the Corruption track, or Hero and Antihero cards.

Story Icons: Sets of story icons are worth Destiny points at the end of the game (page 9).

Trait: Trait cards do not need to be attempted; you may add them to your Story without casting runes. Some cannot be gained unless you pay a ◆ cost or meet a prerequisite, while others can be gained by anyone; these may give bonuses if their prerequisites are met.

FAQs

Am I allowed to have more than three rune icons in one ability?

Yes. While you may only cast a maximum of three runes per ability, you may gain additional rune icons as part of your Character tableau. For example, if your Destiny is *Favored Soul*, gaining a fourth ⬆ would help you earn an additional Triumph at the end of the game.

If I'm playing a Hero or Antihero card to help with a challenge, can I play it after the runes have been cast?

If a Hero or Antihero card has timing restrictions, these will be specified on the card. This is what it means when a card specifies its timing:

- If a card says to play it "before any hero attempts" a challenge, it must be played on any hero's turn (including your own), *before* runes are cast.
- Some cards say to play them "as any hero attempts" a challenge. These cards can modify an attempt after the runes are cast, but before the attempt is resolved.

If I get a result of ⬙ during a challenge, when do I draw the Hero or Antihero card?

You may draw it immediately. You cannot use the card if it says you must "play this before you attempt a challenge" or if it gives you a bonus to "your next challenge." But some cards do not have those restrictions and can be played before the challenge is resolved.

What happens if I gain more than three Corruption?

You cannot gain more than four Corruption (🌙🌙🌙🌙). If you reach this point, you cannot cast Dark runes (unless an Antihero card specifically allows you to do so). If you are able to remove Corruption (by gaining ☀), you move back to 🌙🌙🌙.

If another player has revealed Act II cards but I have fewer than three cards under my Origin (Act I), can I try to gain Act II cards?

Yes. As soon as any cards are revealed, all players may access them. For example, if you manage to overcome an Act II challenge when you have two cards under your Origin, you would tuck that Act II challenge under your Origin. However, you can only move forward: a player who has three cards under their Origin cannot place an Act I card under their Motivation (which is associated with Act II).

When you have a bonus to face a specific path, is that a bonus to both paths of a challenge?

No. Some cards give a bonus or penalty to specific paths. They may only apply that bonus if they take that specific path (e.g. a Peasant attempting a path that awards a 🛡 icon).

Can players reveal their Destinies to each other?

No. Remember that even though your party is working together to defeat the Adversary, your total Destiny score determines the ultimate winner. You will want to keep your Destiny hidden until the end of the game so that your party members cannot use that information against you!

What does it mean if an effect happens "whenever a hero gains 🌙"?

Some Adversary cards cause the Adversary to gain ◆ when a hero moves down the Corruption track. This ability is not triggered by effects in place at the beginning of the game. This effect can be triggered more than once per turn, such as when multiple Dark runes produce a result of 🌙🌙 or 🌙🌙🌙.

Can I play Hero and Antihero cards on myself?

Yes. Hero and Antihero cards that specify "any hero" can target your hero. While many Antihero cards are designed to hinder an opponent, some can provide benefits when played on your turn.

What happens if the Adversary has no tokens on it before the end of Act III?

You have not yet defeated the Adversary, even if you exhaust their ◆ supply before game end. The Adversary is lying in wait and you may regain ◆ during the remaining rounds. Whether the Adversary has ◆ or not, each player must still face the Adversary challenge at game end to see who get the rewards for defeating the adversary's challenge.

Rune Probability

Because *Call to Adventure's* rune system is so unique, it can be helpful to understand the probabilities involved. Here's a look at the minimum, average, and maximum values for common combinations of core runes plus Ability/Dark runes:

Runes Cast	Example	Minimum	Average	Maximum
Core Runes (CR) Only		0	1.5	3
CR + One Dark or Ability Rune		1	3	5
CR + Two Dark or Ability Runes		2	4.5	7
CR + Three Dark or Ability Runes		3	6	9
CR + Four Dark or Ability Runes		4	7.5	11
CR + Five Dark or Ability Runes		5	9	13

Every Dark rune adds an average of 1.5 to your attempt, as do the first two runes in each ability. The special runes are less predictable, providing either a **0** or **2** (average of 1).

Game Components

44 Character Cards
9 Heritage • 11 Origin
12 Classes • 12 Destiny

60 Story Cards
22 Act I • 20 Act II • 18 Act III

24 Rune Stones
3 Strength • 3 Dexterity • 3 Constitution
3 Intelligence • 3 Wisdom • 3 Charisma
3 Core Runes • 3 Dark Runes

48 Hero & Antihero Cards
24 Hero • 24 Antihero
6 Adversary Feat Cards

4 Double-sided Adversaries
1 Adversary Quest

60 Experience Tokens

4 Player Boards
with 4 Hero Markers

Acknowledgements