

CALL TO ADVENTURE

EPIC ORIGINS

Quick Start Guide

Object of the Game

Acquire traits and overcome challenges to build the hero with the greatest Destiny. Defeat the Adversary to win!

Set Up

Shuffle all decks, then:

1. **Deal** each player 1 Heritage, 2 Origin, 2 Motivation, and 2 Destiny cards, plus 1 Hero card and **♦♦♦♦** (page 3).
2. **Reveal** each hero's Heritage, and chosen Origin and Motivation, leaving their Destiny face-down.
3. **Prepare** the Story decks (page 4).

The player who most recently played an RPG goes first. Play proceeds clockwise around the table.

On Your Turn

Every turn, you may gain a trait OR attempt a challenge.

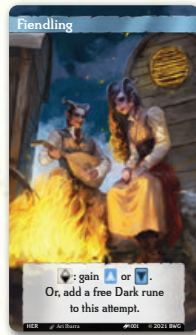
1. **Gain a trait** (page 5).
2. **Attempt a challenge** by casting the runes. Always use the core runes, then add any relevant ability runes you have (pages 5-6). You may add a Dark rune for each **♦** you pay. Don't forget any bonuses from your Class card.

During your turn, you may also:

- **Journey:** pay **♦** to discard and replace a Story card on the table.
- Play any number of **Hero** or **Antihero** cards (page 6).
- Activate any **abilities** available to you from Heritage, Origin, or Class cards, and place any number of **♦** on your class card.

Casting the Runes

When you have a rune icon in your Story, you can cast that kind of rune when attempting challenges of that type (page 7).



Ending An Act

When you have three Story cards under one of your Character cards, you have ended that Act. At the start of your next turn, if you are the first player to have ended an Act, reveal the next row of cards (page 8). After filling your Act 2 slot, you must face the Adversary. That card is then flipped for Act 3, and as your last Challenge of the game you must face the Final Adversary.

Ending The Game

When any player has three cards under their Destiny card, each other player takes one final turn. If playing co-op, each player, in turn, must then face the Adversary! The Adversary is faced like any challenge, but loses **♦** for each success you achieve over the Adversary's difficulty. Remove all the Adversary's **♦** to win.



The Cards of Call to Adventure

Character Cards

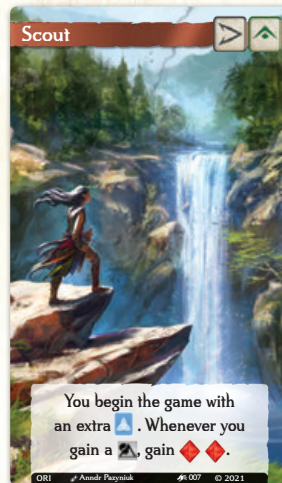
Heritage Cards



Your **Heritage** stays face up to the left of your player board for the whole game.

Whenever you cast a [Action] on the runes, you may activate the power listed on your Heritage, gaining either a Hero ([Hero]) or Antihero ([Antihero]) card, or using the 2nd action, unique to your Heritage.

Origin Cards



Your **Origin** is always the top card of your Act 1 slot. It provides two Ability runes.

And an action that is available the entire game!

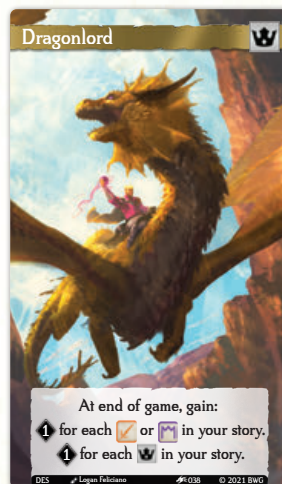
Class Cards



Your **Class** card grants bonuses based on how many [Diamond] you assign to it. Every round, you may take as many [Diamond] as you want from your pool and place them on your Class card.

If you have 2 or more [Diamond] on your card, you permanently gain the first listed bonus. If you have 4 or more, you gain the first two bonuses, and so on.

Destiny Cards



Some Destinies provide points or Story icons that may give you points at game end.

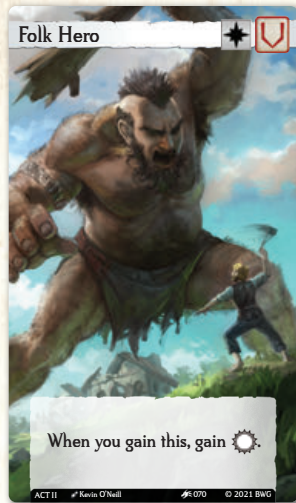
Your **Destiny** provides additional points towards your total Destiny score at the end of the game. Your Destiny stays face down until game end. However, you may look at it whenever you wish!



Story Cards

Traits have only one path (the top one) and grant Ability runes, story icons, points, or feat cards.

For more on Traits see pg. 8.



Traits may be freely acquired as your card for your turn if you meet the prerequisite on the card.

Challenges have a difficulty value in the upper left hand corner, and the two abilities that you may use to pass that challenge.

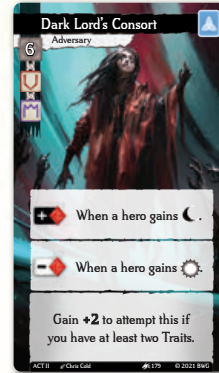
For more on Challenges see pg. 8.



Each challenge has an upper and a lower path. You *must* choose your path before facing the challenge.

The lower path of a challenge has the **+1** icon. The difficulty of the challenge is increased by 1 if your hero takes that path.

The Adversary includes the Adversary challenge card and the Adversary Quest card. These two cards control the Adversary's actions over the game.



The Adversary Challenge card is double-sided. Begin with the "Adversary" side in play. All heroes face the Adversary at the end of Act 2. The challenge is then flipped and the Final Adversary is revealed and must be faced after Act 3.

The Adversary Quest tells you how many **♦** the Adversary starts with, and (when combined with the text on the Adversary Challenge) controls the actions of the Adversary throughout the game.



Feats



Feat cards include Hero and Antihero cards. Played Hero cards grant one Triumph point at the end of the game. Played Antihero cards grant one Tragedy point. Unplayed cards of either type grant no points.

For more on Feats see pg. 9.



Feats may be played at any time their card text allows it. They may not be played if the game event they reference is not occurring.

The Adversary plays cards from a special Feat deck marked with a skull back.

Reading the Runes

Runes give *Call to Adventure* the element of chance, but you can improve the odds by building your hero's abilities. When you "cast the runes," you throw them on the table to see which sides land face-up (as if rolling two-sided dice). Each side adds a different number of successes to your attempt. In the rare event that a rune lands on its thin edge, you may choose which side you want to be face-up!

Core Runes

You cast the three core rune stones during every challenge. Depending on how it lands, a core rune adds 1 or 0 to your attempt.



Add 1 success to any challenge




Add 0



Add 0 and activate your Heritage card

Dark Runes



Before you attempt a challenge you may spend  to add a Dark rune stone to your pool; this may be done up to three times per turn.



Add 1 success to any challenge



Add 2 to any challenge and move your Corruption track down by one

Beware! As you gain Corruption, you lose the ability to play Hero cards. At , you lose 4 Triumph points and may no longer spend  to cast Dark runes.


Ability Runes

Whenever you attempt a challenge, check your Story to see if you have any ability rune icons **relevant** to that challenge. For each relevant icon you have, cast one rune of that type. You can cast a maximum of three rune stones per Ability, and your third rune stone must be the **special rune stone** marked with three dots. (The special rune stone is only available when you have three or more icons in that ability.)



Add 2 (sword) or 1 (slash) to a **Strength** challenge



Add 2 to a **Strength** challenge or add 0 and immediately gain one 



Add 2 (arrow) or 1 (slash) to a **Dexterity** challenge



Add 2 to a **Dexterity** challenge or add 0 and immediately draw one 



Add 2 (shield) or 1 (slash) to a **Constitution** challenge



Add 2 to a **Constitution** challenge or add 0 and immediately gain one 



Add 2 (wand) or 1 (slash) to an **Intelligence** challenge




Add 2 to an **Intelligence** challenge or add 0 and immediately draw one 



Add 2 (eye) or 1 (slash) to a **Wisdom** challenge



Add 2 to a **Wisdom** challenge or add 0 and immediately draw one 



Add 2 (crown) or 1 (slash) to a **Charisma** challenge



Add 2 to a **Charisma** challenge or add 0 and immediately draw one 