

# SHADOWRIFT

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*Haven Town is facing total annihilation at the hands (and teeth) of a horde of monsters from beyond the Shadowrift. The villagers will defend their town...until they get burned to a crisp, subverted by an evil cult, or twisted into horrible flesh-eating zombies.*

*So really, you probably shouldn't leave defense of the town up to the villagers. This is a job for enchanted swords and mighty spells, for people of guile and indomitable will. This is a job for adventurers willing to face off against beasts with claws the size of swords. You, the heroes, must band together to bring these creatures down and, by spell or by craft, to eliminate the threat to Haven Town once and for all.*

## How You Will Lose

1. Your Town can be wiped out. If your Town contains no Walls or Villagers at the start of your turn, you lose.
2. You can also lose by plague. If the entire Corpse deck is in your Town, you lose.
3. Some monsters are so powerful they can destroy the world. So...um...don't let them do that.

## How You Might Win

1. The Monster deck contains one Shadowrift per hero. Seal them all and you win.
2. Turn the Town into an impenetrable fortress by building all eight Walls and you win.

## Setup

See page 8 for box organization.

Give each hero a starter deck. Starter decks consist of 1 Explore, 2 Strikes, 7 Prowess. Starter cards have  at the bottom of the card where other cards have cost. Shuffle them.

Choose a Monster faction and eight stacks of hero cards, either randomly or with care. (Learn more about the monsters on page 7, or see the scenario cards for suggestions.)

Lay out the stacks of base cards face up: Coin, Might, Strike, and Seal. In two more rows below them, lay out your eight hero stacks face up.

Place your eight Wall cards face up in a single stack. Shuffle together your Infiltrators and Travelers to make your Traveler deck, and place it face down. Designate two spaces next to the deck for Traveler cards to be drawn face up.

Put the Corpses, Wounds, Heroism, and counters face up where you can reach them. Put the Next Heroism token on top of the Heroism stack.

*(Continued)*

Set up a Town area: Shuffle the ten basic Town cards (cards with the type Town-Villager) and place them face down. Designate space for five of them to be placed face up during play, and space for a Town Discard pile.

Shuffle one Shadowrift per hero into the Monster deck you chose. Place the Monster deck face up. Include any special cards for the Monster deck (e.g., Burns) next to the Wounds. Designate a space next to the Monster deck for the Monster Power Area.

In order, lay out the cards "Start," "1," "2," and "3." This is the monster attack area.

## Anatomy of a Card



## Order of Play

A round consists of the following, in order.

1. Draw Cards
2. Refresh Town
3. Refresh Travelers
4. Monsters in Play Act
5. Monsters Gain Power
6. Add New Monsters
7. Heroes Act

### 1. Draw Cards

Each hero has his or her own deck (face down) and discard pile (face up). When the round starts, discard all cards remaining in hand as well as Skills you did not maintain. Then draw five cards. If at any time you need to draw and don't have enough cards in your deck, draw as many as you can. Shuffle your discard pile, and it becomes your new deck. Then draw however many cards are still required.

*When you draw them, Heroism and Might cause you to draw more cards, while Burn causes you to take a Wound (putting the Wound into your discard pile). Reveal any such cards and take their effects immediately, before anything else happens.*

### 2. Refresh Town

Move any cards that remain in the five Town spaces to the Town discard pile. Lay out five new cards in those spaces. (If there are only Infiltrators, Hazards, and/or Corpses in Town, you've lost.)

If the Town deck runs out of cards, draw as many as possible. Shuffle the Town discard to create the new Town deck. Then draw the rest of the cards as needed.

### 3. Refresh Travelers

Put any cards that were in the two Traveler spaces on the bottom of the Traveler deck. Put the top two cards of the Traveler deck into the Traveler spaces. Any Infiltrators revealed this way go directly into the Town discard pile and are not replaced until the following round.

### 4. Monsters in Play Act (Heroes don't like this part.)

Each monster has a three-round plan of attack. Monsters act from oldest to newest (see page 8 for example).

- First, any monsters in space 3 leave town.
- Next, monsters in space 2 move to space 3 and use their round 3 action.
- Then, monsters in space 1 move to space 2 and use their round 2 action.
- Finally, monsters in the Start space move to space 1 and use their round 1 action.

Most monsters also have an ongoing effect, so heroes should look carefully at the monsters to avoid being set on fire.

The most common action a monster will use is “Kill.” For instance, the Hasty Creation’s round 1 action is “Kill the Innkeeper.” When someone in Town is killed, that Villager is put on the bottom of the Traveler deck and replaced with a Corpse. Other monsters say “Break Wall.” These destroy a Wall in play, returning it to the Wall stack. If a Kill or Break action cannot find its target, the monster will Hunt.

Note: Effects targeting “a Villager in play” refer to the Villager closest to the discard pile.

**Hunt:** Discard cards from the top of the Town deck until you find either a Villager or a Wall. If it is a Villager, it is killed. Replace it with a Corpse in the Town discard pile. If a Guard prevents the kill, the target of the Hunt is still discarded. If it is a Wall, it is broken unless otherwise specified.

**Leave Town:** When a monster leaves town, remove all of its hit counters. It moves to the Monster Power Area.

**Rampage:** A monster that has Rampage will not leave town. When a monster Rampages, set it aside with all its hit counters. After all new monsters enter play (step 6), return it to the Start space as the newest monster.

**Heroes Lose:** If a monster takes an action that says “The Heroes Lose,” the game is over.

**Activate Powers:** Every monster deck includes two Power cards with an ability that says “Activate.” When monsters “Activate Powers,” use that ability. If there are no Power cards in play, nothing happens.

## 5. Monsters Gain Power

Put one counter (power point) per hero in the Monster Power Area. Count the faction symbols (e.g.,    ) on the cards in the Monster Power Area. Add one extra point per faction symbol.

## 6. New Monsters

Each card in the Monster deck has a cost to enter play. Discard power points to pay that cost. Bring in as many cards as your power points allow.



Monsters enter into the Start space. If there are multiple monsters, place them one above the other (don’t stack them). Power cards and Shadowrifts go directly into the Monster Power Area.

Any points remaining carry over to the next round.

## 7. Heroes Act

*You only get to act heroic if there is still a Town worth defending. If the monsters' destruction has left the Town without Walls or Villagers (Infiltrators don't count), the game is over. You lose.*

Effective heroes work together. To save the Town, any hero may do any of the following at any time during the "Heroes Act" phase:

**Seek Aid in Town:** Each hero may seek aid from one Villager per round. This means gaining the effect stated on a Villager in Town. Each Villager may only aid one hero per round. Put any Villagers that aid into the Town discard. (Discarding Villagers to aid does not cause the heroes to lose.)

**Play an Action:** To play an Action card from your hand, perform its effect and then put it into your discard pile. You may play any number of Quick Actions each round. However, each round you may only play one Action card that is not Quick.

The following are two important types of Actions:

- **Attacks** deal hits. Each hit adds one counter to a monster in play. When the heroes deal hits to a monster equal to its Health, you kill it. The counters are discarded, it is placed on the bottom of the Monster deck, and the heroes are awarded Heroism (see page 7).

- **Seals** help limit the monsters' power, and (more importantly) can remove Shadowrifts from play. If all Shadowrifts are sealed, you win!

**Play Skills:** To play a Skill card from your hand, put it face up in front of you. You may play as many Skill cards as you wish each round. Skills may be used on the same round that they are played. You may pay  to maintain a Skill. If you do, it stays in play for the next round.

**Play Loot:** To play a Loot card from your hand, put it face up in front of you. You may play as many Loot cards as you wish each round. Loot remains in play until an effect specifically discards it to your discard pile. Loot may be used on the same round that it is played.

**Acquire New Cards:** Cards cost Prowess, Magic, and/or Coin. To acquire a new card, pay all of its costs.



2 Prowess AND 5 Coin

Put the cards you use to pay into your discard pile, unless otherwise stated.

Note: Resources cannot be pooled among heroes, though you may give your Coin to another hero at any time. *(Continued)*

You may acquire these types of cards:

- **Hero Cards:** You can acquire new Skill, Might, Loot, or Action cards for your deck. When you do, put them into your discard pile.
- **Coin:** When you acquire Coin, put it face up in front of you.
- **Villagers:** You can invite Villagers from the Traveler spaces to Town, putting them into the Town discard pile. If the Traveler spaces are empty, no more Villagers can be invited this round.
- **Walls:** Heroes may build Walls in any order they choose. When you build a Wall, put it into the Town discard pile. Remember, if you build all eight Walls, Haven Town is impenetrable and the heroes win!

### Removing Cards from Town

When a Villager is “removed” from Town, put it on the bottom of the Traveler deck. When a Corpse is “removed” from Town, return it to the Corpse stack.

### Heroism and Wounds

**Heroism:** The hero who deals the final blow to the party’s first kill takes a Heroism, putting it into his or her discard pile. Starting from that player, Heroism is divided evenly between all heroes, handed out clockwise.

Pass around the Next Heroism token to keep track of who gets the next Heroism the party earns.

Some monsters are worth multiple Heroism, as noted by the number of faction symbols on the card (see page 2). In this case, multiple heroes receive Heroism, starting from whoever has the Next Heroism token.

**Wounds:** If a hero plays at least one melee Attack, he takes a Wound, putting it into his discard pile. Unless cards specifically deal extra Wounds, a hero takes only one Wound per round, no matter how many Attacks he plays or how many monsters he targets with them.

When an effect distributes cards to all heroes, start with the hero with the Next Heroism token. If the Heroism or Wound (or Burn) stack is empty, heroes no longer get cards of that type.

### Strategy

You can play many different roles in a game of Shadowrift. The type of hero you become depends on what kinds of cards you acquire during play. It is generally helpful to talk through what role you want to fill with your fellow heroes ahead of time. Is someone buying Seals? Is anyone killing monsters? Examples of roles include heavy hitter, healer/defender, spellcaster, and recruiter.

Talk to each other! You are all on the same side. You can kill monsters faster by coordinating your Attacks and Skills. You can buy better Loot and build more Walls by passing Coin to those who need it. And if you're offering healing, you can bet your allies will tell you who needs it most.

**Building vs. Sealing:** You should decide early whether you want to Seal or Build to win the game. Note: 2-3 player games tend to have an easier time than larger parties building all the Walls.

### Rules Clarifications:

**Deadly Hunt:** If a hunting monster gets to the end of Town deck without finding a Villager or Wall, and there are no Villagers or Walls in the discard pile, it kills someone in play. Note that "killing someone in play" means whichever Villager or Wall is closest to the Town discard pile.

**Hero Turns:** Players do not need to take turns one at a time during the Heroes Act phase. Interrupt each other! Certain cards give advantages for playing them before or after specific events.

**Taking Wounds:** If you play a ranged Attack and a melee Attack, you still take a Wound. This means it is only worthwhile to make a Strike ranged if you do not make any melee attacks in the same round.

**Wait to Draw:** Be careful about order of play. No heroes draw cards until everyone has completed the "Heroes Act" phase. This prevents accidental turn duplication.

### Know Your Enemy

**Demons:** Replace the four Infiltrators in the Traveler deck with Cultists. These Cultists will help Demons come and ravage your town, so you want to kick them out quickly!

**Fire Dragons:** Fire Dragons cause Burns. Set the Burn stack face up near the Wounds. You will be taking plenty of both this game.

**Glacien:** The Glacien can Freeze your Town. Freezes can be hit like monsters, and return to the Freeze stack (set face up) when destroyed. Note that effects that target "all monsters" will hit Freezes.

**Drow:** The Drow construct enchanted Totems (set face up) to enhance their power. You will want to Seal these quickly.

**Necromancers:** Necromancers turn Corpses into horrible flesh-eating Zombies. When a Zombie is destroyed, return it to the Zombie stack (set face up).

**Storm Lords:** Storm Lords use wild, unpredictable Magic. Set the Magic deck face down. When a Storm Lord says "Draw Magic," reveal the top card of the Magic deck, and perform that effect. Shuffle the Magic deck at the end of any round in which the Storm Lords draw Magic.

## Example Monster Turn

This example shows the monsters acting on their turn. First, the Hotspark Hatchling leaves town. Next, the Greater Flamewrack moves from the Start space to space 1. Then it kills the Baker. Finally, any new monsters comes into play.



### Box Organization

Your game of Shadowrift comes with 500 cards, 16 dividers, 25 red one-point counters, 6 black five-point counters, and a Next Heroism token (the dude).

To organize your box, stand the tab-topped dividers in the center well. Separate the cards as indicated on each of the dividers.



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