

Questingy

Adventure Guide

For some time now, all has been well in the realm of Labyrinthia. The Wizard's Council have been watching over the lands and keeping the forces of evil at bay. But there have been sinister stirrings to the North of late and the Goblin Queen's power and influence seems to be growing, as the dark clouds of war begin to form on the horizon...

"SOUND THE ALARMS, RING THE BELLS, THE ARTIFACT HAS BEEN STOLEN!"

Gorlack 'the Dark Mystic' has surrendered to the cruel Goblin Queen's will and taken the Artifact! Without it, life in Labyrinthia will be plunged into eternal darkness, forever. AND SO BEGINS OUR EPIC QUEST...

You must travel to the Shadow Tower, deep in the dark mountains to the North. You must work together to navigate the Labyrinth, outwit faeries, find legendary weapons, battle the Goblin Queen's armies, rescue the Artifact, and restore peace to the realm.

Keep your wits sharp and your weapons sharper; there are rumours of something far worse than goblins brooding in the dungeons of the tower. Good luck!

Alazar, The Grand Wizard

Tutorial Videos & FAQ



Quick reference guide

Learn
whilst
playing!

Setting up

Board set up and main layout.....	4 & 5
Hero character cards layout / set-up.....	6
Event Cards and Potion Cards.....	7
Enemy character cards.....	7
The Enemy Track / enemy card set-up.....	8
Prey Markers / additional set up for 3 or 4 heroes.....	9
Rules ambiguity / player vs player variation.....	9



FAQ

(Frequently asked questions)

Playing

Using the rulebook / playing round structure.....	10
Hero movement.....	10
Enemy movement.....	11
Move the Shadow Moon Dial.....	11
Action Squares.....	12 & 13
The Giant Axes and getting axed.....	13
The Labyrinth / Legendary Items.....	14
Event Cards and Potion Cards.....	15
Trading with other heroes.....	15
Battles / stat modifiers.....	16
Multiple player battles / capture and escape	17
Killing an enemy / enemy spawning.....	18
Taking the Artifact / the 'Big Bad.' / additional rules.....	19
Difficulty levels and rule variations / credits and thanks.....	20



Note: This card should be removed if playing with younger children.

Winning the game

1hr (+ 20 minutes per player)

One Hero must reach the 'victory' square on the board, whilst carrying the Artifact.

Note: for a shorter play scenario, see 'the Demons of Drakor' expansion scenario.

Losing the game

As soon as any one of the following conditions is met, your quest is over!

1. Reaching your maximum amount of **X*** captures.
2. All heroes are captured at the same time.
3. The enemies recapture the Artifact and take it back to the Shadow Tower.

***This depends on the difficulty level; page 20.**

Components



1 x Game Board



3 x Labyrinth Wheels



1 x Shadow Tower
(constructed)



2 x Giant Axe Standees



1 x Shadow Moon Dial
and dagger pointer

5 x dice as shown below. The 'D' stands for die and the number is how many sides are on each die.

For example, the D4 has 4 sides.



Rulebook
icons:



33 x Stat
Markers



4 x Dial
connectors



4 x Metal
screw bases



25 x Gold
Pieces



15 x Health
Markers



9 x Traps or
Treasures Tiles



Prey
Marker

6 x Prey
Markers



19 x Enemy
Event Cards



21 x Hero
Event Cards



20 x Potion
Cards



3 x Questing
(expansion cards)



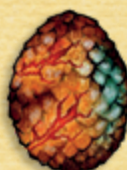
3 x Player aid
cards



4 x Legendary Items



1 x Coin



1 x 'Artifact'
Token



11 x Enemy Cards



6 x Hero Cards



12 x Luck
of the Fae
Tokens



4 x
Big Bad
pieces



4 x Major
Enemy
pieces



4 x Minor
Enemy
pieces



6 x Hero
pieces



1 x Turn tracker:
Owl side- heroes
Crow side-enemies



3 x Beacon
Tokens
(Expansion only)

Board set-up and main layout

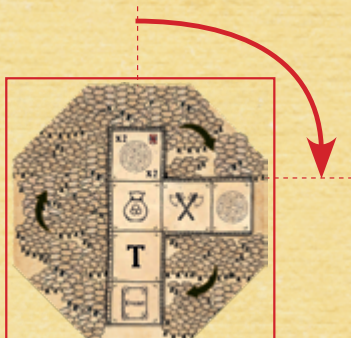
1. Unfold the board.

2. Construct the **Shadow Tower** and **Giant Axe Standees**. Then push the 3 metal screw bases (upwards) through the holes in the board (video tutorials here:  

3. Push the 3 **Labyrinth Wheels** (downwards) onto the 3 metal screw bases on the board, in the positions marked **A**.

4. Randomise the starting position of the Labyrinth: roll the  once for each wheel and then rotate the wheels that many turns, in the direction of their black arrows.

1 turn = 90° as shown in the diagram below.



5. Place the two **Giant Axes Standees** onto positions **B**. Rotate both of the axes into the upright position as shown.

6. Place the Lionheart Shield and the Sorcerers' Staff (images below) into the 'side quest' positions marked **C**. Place the Lightning Boots into the square marked **D**.

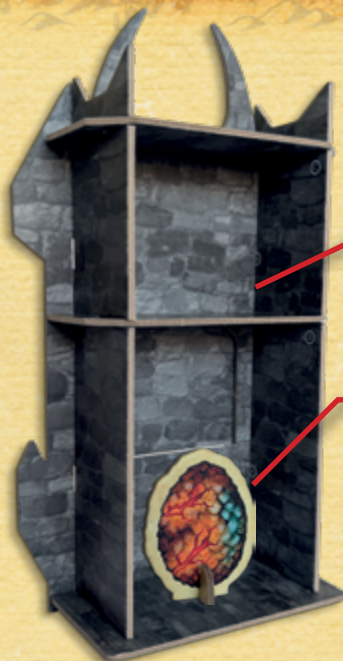
Place the Soulblade Sword next to the board.

Note: you must find the correct chest (with this icon ) to collect and use the sword!



7. Put the **Stat Markers**, **Health Markers** and **Gold Pieces** into separate supply piles within easy reach.





8. This is the 'Big Bad' dungeon space. Simply remember it for now, as you will need it later when placing the 'Big Bad' enemy piece here.

9. Place the **Artifact** token inside the tower, in the middle of the base.

10. Roll the  and place the tower into the corresponding numbered position at the top of the board- shown here in position 2.

11. Place one **Gold Piece** onto each of these squares on the board:



12. Gather the 9 'Traps and Treasures' Tiles (below) and shuffle them face-down, then randomly place one onto each of the squares marked with a **T**.



13. Place the **Shadow Moon Dial** beside the main board. Turn the pointer to position S (this stands for 'start').



The Shadow Moon Dial and dagger pointer



The enemy cards will run alongside the board, this area is called : 'The Enemy Track'. (Set up on page 8)

Hero Cards and layout

- Character name
- Special ability (always active)
- Shadow Moon power /weakness (explained later)
- Hero statistics (used during battles and/or events)
- Health bar (the small black dots show the starting health position, depending on the player count)



Coin pouch; this shows you the **maximum** amount (**max**) Gold Pieces that you can hold

This shows the max amount of 'Luck of the Fae' Tokens you can hold

Hero card set-up

Note: you can play Questiny using 2-4 heroes, no matter how many players there are. However I suggest using 1 per player for your first game(s), or 2 if playing solo.

1. Shuffle all of the hero cards face down (you will see their lore on the back).
2. Starting with the player who most resembles a wizard, randomly draw a hero card(s). Then, moving in a clockwise direction, all other players can choose a hero card(s). This also dictates the heroes' turn order, which will stay the same for the rest of the game.
3. Place your hero cards face up in front of you. Locate your player pieces and place them into 'the journey begins' square on the board (Fig 1).



Fig 1.

4. Take one **Health Marker** per hero and place it onto your health bar, above the small black dots, depending on how many heroes are playing (Fig 2). In this example 3 heroes are playing, so you start on 3 health.



Fig 2.

Note: for increased difficulty start on/max 2 health (see difficulty levels on page 20).

5. Give each hero 1 'Luck of the Fae' Token.



Tip: these tokens can be discarded during battles, to re-roll your battle die, and choose the highest number, so it is always a good idea to keep a stash of them if you can!

Note: the number of clovers in the box (Fig 3), shows the max number of tokens that your hero can hold.



Fig 3.

Your heroes are ready to quest!

Event Cards and Potion Cards set-up

Keeping the cards face down, separate them into the three different decks as shown here. Shuffle each deck and place them next to the main board set up.

Note: there are 3 optional expansion Event Cards, explained on page 20.



Enemy event deck

Potion deck

Hero event deck

Enemy card layout

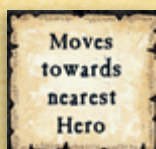
Enemy cards have mostly the same layout as heroes, with the addition of a 'movement mechanic' box as shown below. **Note:** they are also ranked in difficulty, from Minor > Major > 'Big Bad'.



MINOR enemies have a brown ability bar



MAJOR enemies have a purple ability bar (and this icon)



This is the MINOR 'movement mechanic box'



This is the MAJOR 'movement mechanic box' (explained on next page)



There are three 'Big Bad' bosses of the realm, all with a red bar and this icon. Heroes will only face one per quest, but they are terrifyingly powerful!



'The Enemy Track' set-up.

'The Enemy Track' simply refers to the area that the enemy cards will be placed in alongside the board (main board layout on page 5).

1. Place the 3 red Big Bad playing pieces face-down (so that no-one knows which is which) then, randomly choose one and (without looking!) place it inside the tower (page 5, step 8). Place the 3 Big Bad character cards in a face down pile at the top of the track (Fig 4).

2. Shuffle all of the Major Enemy cards  face-down into one pile and all of the Minor Enemy cards into another pile. Deal one Minor card into a new pile, place a Major card on top of it and continue to alternate to make one new combined **Enemy Deck**.

3. Turn the top card of this deck face-up and place into **enemy position 1** (Fig 5).

4. Turn the next card face-up and place into **enemy position 2** (Fig 6).

5. Place the remaining **Enemy Deck** face-down below this. This completes the Enemy Track set-up.

Enemy cards set-up

1. Give each of the face-up enemy cards one Red Health Marker; **starting Major Enemies on 4** , and **Minor Enemies on 3** . 

2. **Major Enemies start with 3 Gold Pieces** on their coin pouch and **Minor Enemies start with 2**.



3. Locate their playing pieces and place the **Major Enemy** (purple)  on the **right** 'side quest' position (see main layout on pages 4 / 5, marked with a ).

4. Place the **Minor Enemy** on the 'Potion Seller Square', just below the left **Giant Axe Standee**. (See main layout on pages 4 / 5, marked with an .

'The Enemy Track'



Fig 4. The 'Big Bad' position



Fig 5. Enemy position 1 (major)



Fig 6. Enemy position 2 (minor)



The Enemy Deck / **enemy position 3**

Prey Markers

All Major Enemies  draw a Prey Marker.

1. Take out all of the markers that match the character icons of your chosen hero cards (one marker for each hero).
2. Mix them face-down and randomly choose one, then place it face-up onto the Prey Marker square on the Major Enemies' card (right).

This enemy will 'prey' on this hero, always moving towards them, using the most direct route that is currently available.

Note: later on in the game you will also need to draw a new Prey Marker for each new spawned Major Enemy (page 18).



Additional set-up for 3 or 4 heroes

Questiny can be played with 2 to 4 heroes. The previous pages have described the set up based on a 2 hero / solo game. For 3 and 4 heroes, the following additional set up is required:

- **3 hero set-up** : add a third face-up enemy card in **position 3 on the Enemy Track**. Set up it's card (as described on the previous page) and place its playing piece in the same position as the **minor enemy**.
- **4 hero set-up** : same as 3 hero set-up but all heroes (except *Darbarian*) start with 2 ♥ and Minor Enemies start with 4 ♥, so adjust all hero & enemy Health Markers accordingly.

**Congratulations adventurers, the set-up is now complete!
Your Questiny lies before you, can you conquer it?...**

A note on rules ambiguity : "there is no clear answer in the rulebook, what should I do?"

Whilst I have tried to cover every possible outcome, both in this rulebook and the FAQ, you may still (rarely) encounter a situation where the rules/mechanics are not completely clear. If you do ever find yourself in this situation, I advise resolving it in one of the following ways: (and/or flip the coin for chaos!)

1. **Take it easy-** if you have been having a tough time, resolve in a way that gives you a better chance.
2. **Make it harder-** if you love a challenge then resolve in a way that makes it most difficult.
3. **Play to the theme-** resolve in a way that best suits the story that you have created so far; consider the characters strengths, weaknesses and the actions and consequences that have evolved thus far.



FAQ and player vs player variation

Use the QR code to access the online FAQ.

You can also find rules for a player vs player variation here too (currently testing).

Playing the game & using the rulebook

- This rulebook should allow you to 'play as you learn', so you can jump right into the action!
- Firstly, follow (*and revisit when required*) these two pages; they will guide you through the playing round structure, as well as linking you to more relevant information as and when you require it. You can also use the quick reference table on page 2 to quickly find any section that you need.

Playing round structure :

1. All heroes move

One by one, heroes take turns to roll the  and move (**up-to**) that amount of squares, in **any direction**.

Note: this die has one 7, two 6s and three 5s.

You **must** move your character at least one square, and it cannot end its movement on the same square that it started on; you cannot "double back" (Fig 7).

As soon as you **end your movement** on any '**Action Square**' (Fig 8), its action will be triggered (see **pages 12 and 13** to resolve each action).

You must **end your movement** on a **Gold Piece** in order to pick it up. The coin pouch on your character sheet shows you the max amount of gold that your character can carry.

Tip: you can use these to buy Potion Cards (page 15) and 'Luck of the Fae' Tokens on the Potion Seller Squares (Fig 9 / described on page 12).

If any of the entrances to the **Labyrinth** are open, you can step into it (Fig 10.) The Labyrinth is explained in more detail on **page 14**.

You may step onto the same square as another hero, which will allow you to **trade resources** (**page 15**) and engage in **multiple player battles** (**page 17**).

As soon as you step into an occupied square with an enemy (Fig 11.) you must end your movement and let **battle commence!** Turn to **page 16**.

If the **Giant Axes** are in the upright position you can pass under them (Fig 12.) If they are down, the pathway is blocked! (**explained on page 13**).

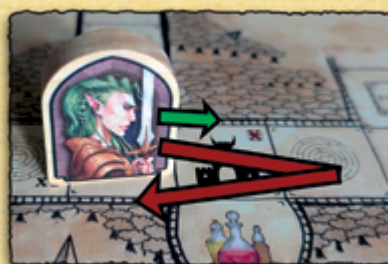


Fig 7.



'Action Square' example

Fig 8.



Fig 9.



Fig 10.



Fig 11.



Fig 12.

2. All enemies move

One by one, (starting with the top face-up enemy on 'the Enemy Track', page 8) each enemy will roll the , then move that many squares in the following directions:

Major Enemies move towards their 'Prey Marker' (Fig 13) using the most direct route that is currently available.

Minor Enemies move towards the nearest hero.

The Big Bad moves towards... (page 19).

Note: whilst a hero is carrying the Artifact, **all** enemies move towards them (page 19).

Enemies will only step into the Labyrinth under certain conditions (page 14).

As soon as an enemy steps into an occupied square with a hero (Fig 14) they must end their movement and let battle commence!

Turn to page 16.

Note: enemies will trigger all of the Action Squares EXCEPT those with a  (page 12).



Fig 13.



MAJOR enemies have a purple Bar (and this icon)

MINOR enemies have a brown bar



Fig 14.

3. Move the Shadow Moon Dial

Move the dagger one section in a clockwise direction. **Note: this is important, so don't forget!**

"Gorlack the 'Dark Mystic', uses shadow sorcery to corrupt and manipulate the forces of the moon..."

The dial is used to track the moons' dark phases (black). During these phases, each characters' shadow moon power/ weakness is activated.

This is the black bar on each hero/ enemy card (Fig 15).

Tip: always remember to check before engaging in battles, as this could help or hinder you!



Note: also use the double-sided player tracker, passing it after each turn (using the crow side for enemies, and the owl for heroes).



+2 Magic

Fig 15.

Action Squares

These are triggered as soon as a character ends their movement on them.

- That character must perform the following action as listed below.
- Action Squares are **not** triggered during battles, or when retreating from battles/axes.

Note: the squares marked with a  are **NOT** triggered by enemies when they stop on them.



Event cards

Hero : take a hero card | Enemy : take an enemy card.

Read cards aloud and either resolve instantly, or keep for later (as instructed on the card). **Note:** each hero / enemy can hold up-to 2 active event cards (page 15).



Gold pieces

If any character ends their movement on a Gold Piece, they pick it up.

Heroes can use these to buy Potions and Luck of the Fae Tokens to aid their quest.

Note: heroes and enemies can only carry up to their max gold (see coin pouch).



The Potion Sellers

Visit these squares to spend your Gold Pieces. Take the top Potion Card in exchange for 2 gold (return gold to supply pile). You may also(/or) buy a Luck of the Fae Token(s) for 1 gold each.



Note: you may spend as much gold as you are able to, but remember your limitations: 2 cards per hero, see your character sheet for luck token limit.



The Labyrinth triggers

Trigger A : roll the  and rotate **all** Labyrinth wheels that many turns, in the direction of the black arrows on the wheels.

Trigger B : choose **one** Labyrinth wheel and rotate it (up-to) 2 times. **Note:** you may choose **NOT** to turn any wheel.



Trigger A

Trigger B



Trap or Treasure Tiles

Flip over to reveal. If it is a treasure chest; instantly claim the reward and remove the tile. If it is a trap; then you must resolve as instructed on the tile.

Note: traps remain on the board and are triggered when someone stops there.

If it is an Axe Trap, see **Axe Trap Tiles** below.



Axe Triggers | Choose 1 Giant Axe and rotate it up/down. This will either block the pathway, or swing down on someone! (See 'the Giant Axes' on page 13).

Note: enemies will flip the coin to choose which axe; heads= left, tails= right.



Axe Trap Tiles: those standing on one of these when the Giant Axes are triggered, gets -1 ♥ (if this is a heroes last ♥, see right).

Note: this can only happen once per trap, per round.



The Shadow Tower

Roll the  and move the tower to the corresponding position along the top of the game board.



Arrow

If a character ends their movement here, they must move onto the next square (in the direction of the arrow).



The Oubliettes

In order to pick up and use the Legendary Items that lie beyond them (page 14), heroes **must** first end their movement on these squares and resolve them.

Note: each Oubliette only affects each hero once per game.



Trade Portals / enemy spawn positions

From these squares, heroes can send Gold Pieces, Luck of the Fae Tokens, Legendary Items and **unused** Potion/Event cards, to any other heroes, anywhere on the board (up to their max). **Note: you cannot send the Artifact.**

The two black squares are also used as enemy re-spawn points (explained in enemy spawning on page 18).

The Giant Axes and getting axed!

If an Axe Standee is in the upright position, all characters can pass freely under them.

However, if any character reaches one whilst in the downwards position, **they must stop** as the path is blocked and 'winch' the axe to the upright position, then remain under it (this will also trigger the Action Square beneath it). **They cannot continue their movement until their next turn.**

Whilst under a Giant Axe, if another character lands on an **Axe Trigger Square** (Fig 15) the one under the axe gets -1  and must retreat 2 squares in the direction that they came from.

Note 1: heroes cannot lose their final  from Giant Axes or Axe Trap Tiles (Fig 16). Instead they must put a -1 Stat Marker next to one stat of their choosing (see stat modifiers, at the bottom of page 16).

Note 2: if a hero or enemy retreats into a Giant Axe whilst it is down, they winch the axe upwards and remain underneath it (but do not trigger the Action Square below it, as they are retreating).



Fig 15.



Fig 16.

The Labyrinth

The pathways must be open to step in/out of the Labyrinth, and must be connected to pass between the wheels.

Note: enemies will only step into the Labyrinth and/or use one of the options below, if it is the quickest (least amount of squares) route to their objective/hero.



The 'secret tunnel' (red arrow below). **Note:** heroes cannot use this tunnel.

This runs underneath the 2nd and 3rd labyrinth wheels.

Enemies will go this way if it is the quickest option and/or it is the only way to reach their current objective/hero. Example- their prey is in the Labyrinth, but the only way in is on the other side.

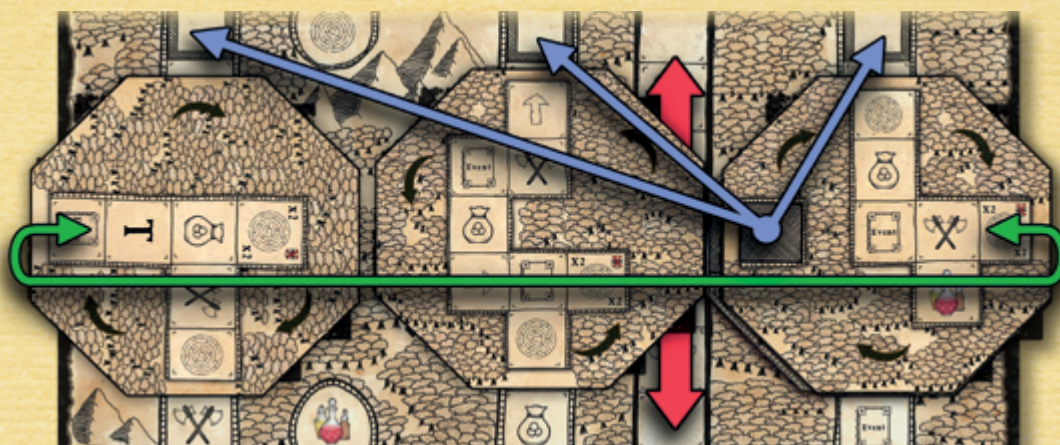
The 'secret exit' (blue arrows below). This can be used by both heroes and enemies.

On the right Labyrinth Wheel there is a dark, shaded square; this represents the 'secret exit'. If characters step onto this square, they can choose to instantly travel to (and continue any leftover movement) any of the three 'exit squares' above the Labyrinth Wheels, as shown below.

Note : this can only be used as an exit when leaving the Labyrinth, not to enter it.

'Side scrolling' (green arrow below). This can be done by both heroes and enemies.

If the Labyrinth Wheels are lined up; so that a pathway leads off of both the left and right sides of the wheels, characters may choose to move off of one side of the board, and back onto the other side (as shown below).



Legendary Items



"Powerful treasures lie in wait for those brave enough to find them, but beware! Two of them can only be accessed by passing through the Oubliettes!"

The Soulblade Sword lies hidden in a chest somewhere. So you'll have to flip the **T** tiles and dodge the traps to try to find it! The chest has this icon  so as soon as you find it, the sword is yours... unless the enemies get it first!

Note: heroes + enemies can only hold 1 item at a time



Event Cards and Potion Cards

- Heroes can only hold up to 2 Event / Potion Cards (in total) at any one time.
If you hold 2 you must use/discard/send one *before* picking up any more cards.
- Each enemy can only hold up to 2 active Event Cards at a time.



Note: heroes cannot lose their final ♥ from the direct effects of enemy Event Cards. Instead, they must put a -1 Stat Marker next to one stat of their choosing (stat modifiers, page 16).

Potion Cards can be bought on Potion Seller squares by exchanging 2 Gold Pieces for the top Potion Card.

Tip: beware- not all Potion Sellers are entirely reputable!



Gold Pieces



Potion Seller Square

When Event Cards and Potion Cards are revealed, **read them aloud** and resolve throughout the quest, as detailed below:



Enemy Event Cards are purple and have this icon :



Hero Event Cards are brown and have this icon :



- The bar across each card tells you when it can/must be played /resolved.

Note: 'resolve instantly' cards cannot be traded or discarded.

- The box at the bottom highlights the ability of the card.
- Once a card has been resolved/used/discarded, add them to a discard pile. If this runs out, it can be shuffled and used again.
- If a card says + or - (X) stat points, place a Stat Marker next to the relevant stat on that character's card (stat modifiers, page 16).



Potion Cards are green and have this icon :



Trading with other heroes

Heroes may trade (or gift) resources whilst in the same square or an adjacent square as another hero.

These can be any number of Gold Pieces, Legendary Items, Luck of the Fae Tokens and Potion / Event Cards, **but only up to the maximum allowed for each hero; 2 (total) Potion/ Event Cards and 1 Legendary Item** (check individual character cards for the max allowed gold / Luck of the Fae Tokens). You can also send resources using the 'Trade portal' Squares (Trade Portals, page 13).

Note: cards cannot be gifted or traded after their ability has been used/ resolved.



Trade Portal Square

Battles

Battles have 3 phases:

1. The attacking character nominates a statistic.
2. Roll dice and calculate battle scores.
3. The loser gives 1 Gold Piece (+the Artifact if able!) and retreats 6 spaces.

Note: Action Squares are NOT triggered during battles (or whilst retreating from them).

1. Whoever initiated the battle is the attacker (Fig 17).

They nominate a stat from their character card, eg. Strength. This stat will be used by both the hero and the enemy during this battle.

Note: attacking enemies will always use their highest statistic.

Example: Darbarian is the attacking player (Fig 17) and nominates strength for the battle. He will roll the  (Fig 18) and the enemy will roll  (Fig 19).



Fig 17.

2. Roll dice for the attacker(s) first, followed by the defender(s), then calculate their full battle scores.

Don't forget to add/subtract any Stat Modifiers (see below) as well as any additional points/deductions/effects from Event Cards, Potion Cards, character abilities and Legendary Items.

The highest total battle score wins! **Note:** in case of a tie, re-roll.

'Luck of the Fae' - after all dice have been rolled, heroes may discard a clover token to re-roll and use their highest number.



Fig 18. Darbarian

3. Give 1 Gold Piece to the winner (if able) and retreat.

The loser gets -1 ♥ and must retreat 6 squares in the direction that they came from (Fig 20). If that is no longer possible; heroes retreat towards 'the beginning' square and enemies retreat towards the Shadow Tower.

Note: unless by unavoidable chance, a retreat should never work in one's favour. If this would happen, instead retreat in the least favourable direction possible.



Fig 19. Enemy

- As soon as a hero kills an enemy by taking their final ♥, go to 'killing an enemy' (page 18).
- If an enemy takes a heroes' final ♥ that hero is captured! (See 'getting captured / escaping capture' on page 17).



Fig 20.

Stat Modifiers

During your quest you may be able to increase (or have to decrease) your character stats. You can track this by placing a relevant Stat Marker in the black circles on the character cards.

Note: heroes can only gain a maximum of +3 (total) stat points.



Multiple player battles

If multiple heroes / enemies are on the same square when a battle takes place, the same battle rules apply but;
The multiple players both roll, choose their highest number, and then add the amount of multiple players.

Example (right) : the enemy attacks 2 heroes with Cunning. Both heroes roll for Cunning and choose their highest number, then + 2 to this (as there are 2 heroes).

Note: each losing character takes -1 ♥, must give one Gold Piece (if able) and must retreat 6 squares.



Getting captured

As soon as your hero is captured (0 ♥) you must do the following: give your Legendary Item to the captor (if you have one) as well as your Gold (enemies can only hold up-to 4 max). Discard any Potion or Event Cards that you hold, then give the captor +1 to it's lowest stat (if this is tied, you choose). Place 1 red Health Marker on one of the circles on the border of the Shadow Moon Dial (Fig 21). **Note: As soon as X* spaces are filled, you lose the game! *See difficulty levels on page 20.**



Fig 21.

Enemy movement with a captured hero

Enemies will continue to move whilst 'carrying' captured heroes, moving towards :

Minor Enemies - The next closest Hero | **Major Enemies** (with a skull icon) their 'Prey Marker' (if this captured hero is their Prey Marker, draw them a new one). If there are no Prey Markers left then they will also move towards the nearest hero. **Note: once the Artifact has been taken, all enemies always move towards the Artifact.**

Rescuing a captured hero

Heroes can rescue captured heroes by beating their captor in battle, in which case ; the captor retreats 6 spaces, leaving both heroes in that square. The rescued hero gains + 2 ♥ and the savior gets +1 to any stat. *Tip: if you rescue a hero whilst their captor holds the Artifact, you can take the Artifact too!*

Escaping capture

During a captured hero's turn, you can choose **one** of the following 3 options to (try to) escape:

1. 'Slip your bonds': try to roll the following using your Cunning stat: 6 | 7 or 8 | 8+
If successful: you gain +1 Cunning, may instantly move up to 6 squares in any direction (from the captor), gain + 2 ♥ and may also choose to battle your captor (as the attacker, normal battle rules apply).
Note: if your escape attempt / battle fails, you remain captured (this does not count as a new capture).

2. Battle for your freedom!

Normal battle rules apply, but as you've taken a beating, you are the 'defender' (page 16).

If you win: you get +2 ♥ and +1 to any Stat (+2 against a Big Bad!) and the enemy must retreat 6 squares from it's position, leaving you there. **If you lose, you remain captured** (this does not count as a new capture)

Note: if your captor holds the Artifact, you can reclaim it!

3. **Instantly escape:** gain +2 ♥ and move 6 spaces in any direction, **but you must -3 to one of your stats!**

Killing an enemy

Each time that a hero kills an enemy, that hero can:

1. Take as much gold from it as they can (see hero's coin pouch, any left over remain on that square).
2. Take it's Legendary Item (if it has one) and the Artifact (if it is carrying it).
3. If it was a Major Enemy, gain +1 to any stat. If it was a Big Bad (or the final enemy card) gain +2.
4. Discard its character card, playing piece, and any Event Cards that it was holding.

Note 1: this will cause a new enemy to spawn (see below).

Note 2: if you kill all available enemies, shuffle the enemy decks and reuse!

Enemy spawning

As soon as you kill an enemy:

1. On the Shadow Moon Dial, place a spare Gold Piece onto the following position (from the dagger tip), depending on what difficulty level you are playing (Fig 22).
2. As soon as the dagger tip reaches this Gold Piece, you spawn a new enemy/ enemies!

Note: you will spawn the same number of enemies that you have killed (1, 2 or 3).

Example 1: you kill one enemy and place a Gold Piece on the dial, as soon as you reach it you spawn one new enemy.

Example 2: you kill one enemy and place a Gold Piece on the dial, then during the next round you kill a second enemy, leaving you with no enemies on the board. As soon as you reach the Gold Piece you spawn 2 new enemies at once!



Fig 22.

Setting up a spawned enemy / enemies:

1. Turn the top card of the Enemy Deck face up and place it into the empty space on the **Enemy Track (page 8)**. Repeat this if you need to spawn more than one new enemy, (starting from the top empty position and moving downwards).
2. Set the card(s) up with a red Health Marker, relevant Gold Pieces and a **Prey Marker** if it is a Major Enemy (pages 8 and 9). Place their playing piece(s) onto the following squares, depending on where you are in your quest:



Fig 23.

Before taking the Artifact- The black 'Trade Portal Square' marked with an 'A', which is located in middle of the Board (Fig 23).

After taking the Artifact - The black 'Trade Portal Square' marked with a 'B', which is located on the bottom of the board (Fig 24).

Note: if a hero is on the Trade Portal Square when an enemy spawns there, battle commences immediately with the enemy as the attacking character and normal battle rules apply (page 16).



Fig 24.

Taking the Artifact & the 'Big Bad' boss (BB)

As soon as a hero reaches the Shadow Tower, *slowly (this is a big reveal!)* lift up the top of the tower (Fig 25) until you to reveal both the Artifact and the 'Big Bad' boss inside. Take its playing piece out of the tower, and place it on the top platform (Fig 26), and place the Artifact Token with the hero that took it.

Locate, read out and then set up the BB's character card as follows: Place a Health Marker on full health and place 3 gold on it's coin pouch. **As it is now at the top of the 'Enemy Track', it will move first during each enemy round;** rolling the  and moving that full amount, always moving towards the Artifact.

The hero that rescued the Artifact can now instantly move up-to 7 squares away from the tower, *in any direction that they choose*.

Now that the Artifact has been taken, all enemies abandon their Prey Markers and always move directly towards (and attack!) the hero that is carrying it, to try to recapture it.

Note: each time that an enemy beats a hero in a battle (whilst the hero is holding the Artifact) the enemy takes it back, which counts as a capture! Place a red marker on one of the  spaces on the Shadow Moon Dial. Remember that as soon as you reach (X*) captures, you lose! *This depends on the difficulty level (page 20).

Enemy movement whilst carrying The Artifact:

The enemy that has it will attempt to take it back to the Shadow Tower, using the quickest route that is currently available. *Reminder; as soon as they successfully return it to the tower, they win the game!*

Whilst an enemy is carrying the Artifact, all other enemies will move towards and attack the nearest heroes.

Note: from now on, any new spawned enemies will start from the bottom of the board to try and cut off your escape! (Fig 24, page 18).



Fig 25.



Fig 26.



The Artifact

Additional Big Bad / Artifact / movement rules

If a 'Big Bad' takes a heroes final ♥ in battle , that hero is captured AND:

If the BB does not yet hold the Artifact; it will carry the 'captured' player towards it.

If the BB does hold the Artifact; It will carry them *both* towards the Shadow Tower.

FAQ- If you cannot find the answer that you need in this rulebook, you can check the online FAQ (QR code right) or email me at questinyboardgame@gmail.com



Difficulty Levels + additional variations

So, you've had a taste of the adventure and want to make things a little harder?! (or easier!)

Here are the difficulty levels and accompanying rules:

Novice : heroes can hold up-to 3 Potion/Event Cards. As soon as there is a 3rd capture, you lose.

Local Heroes : heroes can only hold up-to 2 Event / Potion Cards. Minor Enemies start on 4 ♥. As soon as there is a 2nd capture, you lose.

Legends of Labyrinthia : Same as local heroes AND;
Heroes start on 2 ♥ (and this is the max if you want to make it even harder!)
Shuffle 1-3 of the 'Demons of Drakor' expansion cards into the Enemy Event Deck.



Additional variation- 'The dark defender' (play with any difficulty level for an extra layer of tension!). Once you have taken the Artifact, the closest enemy to the 'victory' square will now always move towards it. Once there, it will wait, and the hero with the Artifact must beat it in one final battle to win the game!

Credits



What a journey! Everything in this box was designed and created by Leon Simmonds and enchanted by the art, character and creature design of @flintica @hopegarrrity and @hopechrisofferson.

Graphic design by Leon Simmonds and Marijn Bekkum.
Rulebook editing by John Humphries

Game development by Larissa Wolf, Ben Tucker @buckbuckgames and the @boardgameprototype Community

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67 Jubilee Road, Bexhill on Sea TN395DR
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A huge thanks!



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