



Rule Book



# Update Chronology

- 10 April 2023 Shining Heroes Core Rules published.
- 2 June 2023: added the following rule to “**Death is not [always] the end?**” section: “A Hero with the EX-status effect does not block movement for models that would move through their square, however a model may not end a movement in their square.”
- 8 June 2023: added the following verbiage to monster activation Movement: “**EXCEPT** Monsters can pass through squares occupied by other Monsters]”
- 8 June 2023: modified the second sentence of PUSHX (Game Terms and Granular Rules section) to read: . “If the full Push movement cannot be completed because of terrain, other models or any other reason, the defending model suffers (1) **DMG.**”
- 21 June 2023: added [Stairs] to Terrain rules (Game Terms and Granular Rules section)
- 21 June 2023: added Terrain Glossary section after Game Terms and Granular Rules section.

## Game Terms and Granular Rules.

**ABILITY:** Abilities do not consume any resources but are typically situational things that your hero can do. The ability text will tell you when an ability can be used and how to use it.

**ACTION:** Actions can only be used during a Hero's activation and cost one action point unless otherwise specified. Action points are renewed "per activation" meaning every Hero can use a number of actions equal to their action point stat each time they activate.

**ACTIVE PARTY:** This refers to the heroes being used in the current encounter.

**AdvantageX:** When a model makes a roll with AdvantageX it rolls a number of additional dice equal to the value of X. Once the roll is made, the controlling player discards a number of dice equal to the value of X of their choosing, and then resolves the roll.

**AOE:** Area of Effect. When an AreaX action/ability/etc is used, AOE refers to all squares affected by the action/ability/etc.

**AREAX:** When an ability/action etc has AreaX is targets a valid square (typically in range and LoS of the user) and affects that square and every valid target within x squares of that square. Unless stated otherwise, Area attacks (and similar abilities intended to be used against hostile models) will only affect hostile models, ignoring friendly models that might be inside the AOE. Similarly, healing abilities (and similar abilities intended to be used against friendly models) will only affect friendly models, ignoring hostile models that might be inside the AOE.

**ATTACK ACTION:** Any model can make an Attack Action for a single action point. All models will have either a built-in attack action or a starting weapon. Some weapons or attacks may have a different action cost. This will be specified on the action text. Attack actions are described in detail.

**ATTACKING MODEL:** When an attack is declared, the model making the attack is the "Attacking Model"

**CHAIN:** A CHAIN is generated by a specific dice roll when making an ATK action. Each weapon or attack action/ability will list any CHAIN results, the dice roll required to generate the CHAIN, and the effect of the CHAIN.

**DEFENDING MODEL:** When an attack is declared, the model being attacked is the "Defending Model"

**DMG:** Abbreviation for Damage.

**FLY:** Models with this keyword may move over other models and [Movement Blocking]terrain as if it was not there, but not through [movement and LOS blocking] terrain. This movement may end on [Movement Blocking] terrain but may not end on other models. [Difficult] terrain does not affect a model with FLY.

**FREE-ACTION:** Any action that does not cost action points to use is a FREE-ACTION. These actions will have a different limitation imposed on their use such as "once per encounter". Unless otherwise specified, these actions are used during the model's activation.

**HEALX:** An action/ability/etc with HealX restores lost HP to the target of the ability equal to X, but may not give them HP that exceeds their [MAX] HP stat.

**HERO:** All characters controlled by players are referred to as Heroes.

**LINE OF SIGHT (LOS):** To have LOS to a model the attacking model must be able to draw a straight line from the center of its base to the center of the defending model's base without that line crossing over terrain or squares occupied by another model

**MONSTER/ENEMY NPC:** All models operating on AI cards to defeat the Heroes are referred to either as Monsters or Enemy NPCs. These terms are interchangeable.

**PUSHX:** When an attack generates a "Push" the player controlling the Attacking Model can move the Defending model a number of squares equal to (X) in a straight line directly away from the Attacking Model following normal rules for movement and ignoring the **Fly** keyword on the defending model. If the full Push movement cannot be completed because of terrain, other models or any other reason, the defending model suffers (1) **DMG**. E.G. a model suffers **Push8** but can only move 5 Squares in a straight line before it reaches terrain that blocks further movement. The remaining **Push3** is lost, and the model loses 1HP.

**REACTION:** A REACTION is like an ACTION, except it uses REACTION points and has a stated condition when it can be used. E.G: "After an Enemy NPC attacks this Hero". REACTION points are renewed "per encounter" meaning every Hero can use a number of REACTIONS equal to their REACTION point stat each ENCOUNTER.

**RETREATX:** When an Enemy NPC's AI command reads RETREATX, it moves X number of squares as far away from as many heroes as possible, following normal rules for movement.

**SPAWN:** A Monster or Enemy NPC enters play with full health. Unless specified otherwise, the monster will SPAWN on a location respective to their number. E.G. Skeleton 1 enters play on the square labelled SPAWN 1. If that square is occupied by another model, Skeleton 1 is placed in the closest available square to the square labelled SPAWN 1.

**SPELL:** Any action/ability/etc that consumes MP to be used is considered to be a SPELL. Unless specified otherwise, spells do not require the Hero to have LOS to the target to be used.

**TERRAIN:**

[Difficult] terrain costs 2 movement points to enter instead of 1.

[Short Obstacle] terrain cannot be entered unless the model has FLY. However, LOS can be drawn through this type of terrain.

[Stairs] If a Hero is on a **STAIR** square, they are adjacent to any connecting **STAIR** square on the next floor and can move freely to a **STAIR** square on the next floor. If a monster moves into a **STAIR** square, immediately place that monster on the next floor, on or as close as possible to any one of that floor's **STAIR** squares. Then continue that monster's activation.

[Tall Obstacle] terrain cannot be entered unless the model has FLY. LOS cannot be drawn through this type of terrain.

[Wall] terrain cannot be entered even if the model has FLY. LOS cannot be drawn through this type of terrain.

## **Terrain Glossary**

In most cases it will be evident what terrain type each square is on the encounter maps. However, in order to eliminate any guesswork, the different types of terrain are listed below, along with their terrain type.

### **Common Terrain**

Barrell [Short Obstacle]

Bed [Short Obstacle]

Bookshelf [Tall Obstacle]

Castle Wall [Wall]

Desk [Short Obstacle]

Firepit/Fire Brazier/Campfire [Short Obstacle]

Gravestone (1 square tall) [Short Obstacle]

Gravestone (2 or more squares tall) [Tall Obstacle]

House [Tall Obstacle]

Rocky Cliff [Wall]

Statue [Tall Obstacle]

Tree [Tall Obstacle]

Tree Stump [Short Obstacle]

Water [Difficult]

Well [Short Obstacle]

### **Situational Terrain**

#### **Chapter 1:**

Encounter 2: Rocky Landslide [Wall]

Encounter 3: Chapel (Chapter 1) [Wall]

Encounter 4A: Altar, Chapel Seating [Short Obstacle], Candelabra [Tall Obstacle]

Encounter 4B: Hermitage [Wall]

Encounter 5A: Sarcophagus [Short Obstacle]

#### **Chapter 2:**

Encounter 6 & 7: Rocky Debris [Tall Obstacle]

Encounter 8: Guardhouse, Walls of Broken Guardhouse [Tall Obstacle]. Wooden Barricade [Short Obstacle]

Encounter 9B: Wooden Barricade [Short Obstacle]. Wreckage of Armored Construct [Tall Obstacle]

Encounter 10 & 11: Display Armor [Tall Obstacle] Fallen Display Armor [Difficult]

#### **Chapter 3:**

Encounter 14: Broken Pillar, Stone Basin [Short Obstacle] (Chapter 3, , 15, 18)

Encounter 15: Broken Pillar [Short Obstacle]

Encounter 16: Stone Basin [Short Obstacle]. Elevation Changes\*

Encounter 17: Temple [Tall Obstacle]

Encounter 16: Broken Pillar [Short Obstacle]. Elevation Changes\*

\*Elevation changes (Chapter 3, Encounter 16, 18) Designers note:

**Encounter 16** is an open room in the ruins with three platforms, each at a different elevation. **Encounter 18** has a large sinkhole in the middle of the village that is at a lower elevation than the rest of the map.

The squares with steps in these encounters allow models to move between elevation levels normally. Models with FLY can move freely through squares of different elevation provided they have enough movement to do so.

## Required Items

- At least two of each dice type: D4, D6, D8, D10
- A pencil and eraser

## Recommended Items

- Card sleeves in Tarot, Poker and US mini sizes
- Dry Erase Markers

## Game Setup

To start a Shining Heroes campaign, first create a party of four Heroes. To create a Hero, you will do the following.

- A- Retrieve their double sided, Tarot sized stat card.
- B- Retrieve their starting Weapon and Traits Poker sized cards in accordance with the Hero Creation Manual.
- C- Retrieve any applicable starting Mini sized cards in accordance with the Hero Creation Manual.

These six cards make up a starting Hero and contain the instructions for using any ACTION, ABILITY, REACTION, FREE-ACTION or any other attribute of your Hero.




**SQUIRE** Your father was the Heroic Knight "Lamonde" who gave his life in the fight that sealed the "King of the Devils". Lamonde's body was never recovered from the fight as it was reported that he flung himself into the pit, taking the Legendary Devil King with him. You grew up in your father's footsteps on a path to knighthood. Today you are a squire and your knighting ceremony drawing near.

This character starts an adventure with the following: Training Sword [MELEE WEAPON], Squire Traits[LV1], Iron Plate Set [Armor], Knight in Training [LV1], Iron Dagger [ACCESSORY]. Default Name is "Galahad" (though you can name this Hero whatever you want). Starting Class is "Squire"

**A**

**B**

**C**

STR 4	DEX 3		CLASS
VIT 5	MAG 1		MOVE 4
LUCK 2			ACTION 2
		NAME	REACTION 2
HP 3			
MP 1			
INVENTORY			
Pouch1:			
Pouch2:			

Knight in Training (LV1)  
Soldier Traits (LV1)


**Training Sword**  
[MELEE WEAPON]

Range: 1      Attack Roll: 2D4 + STR  
Range: 2      Attack Roll: 1D4 + STR

**Results Chart (Total roll including modifier)**

Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

**Double Strike: CHAIN** If two or more dice roll 4s =  
Make an additional attack action (does not consume Action Point)



**Squire Traits [LV1]**

**Dash ACTION:** This Hero gains (+2)MOVEMENT for this activation.

**Field Aid ACTION:** This Hero, or an adjacent Hero Heals D4 Wounds.

**Defender REACTION:** If a Friendly Model is attacked while it is within (2) squares of this Hero, this Hero can be placed in any square adjacent to the Defending Model as close as possible to, and in LOS of the Attacking Model following normal rules for model placement. This Hero suffers the attack instead of the Defending Model.

**Iron Plate Set [ARMOR]**

When attacked, add D6 to VIT

**IMAGE**

*Flavor Text*

**Knight in Training [LV1]**

**Counter-Attack REACTION:**  
After an Enemy NPC attacks this Hero, make a [MELEE WEAPON] ATK against that NPC (NPC must be in ATK range)

**Blessed Blade SPELL(1MP):**  
Make a [MELEE WEAPON] Attack with Advantage1. If Target is Undead, Unholy or Demon this attack also does (+1)DMG

**Iron Dagger [ACCESSORY]**  
Once Per encounter make the following Attack [FREE ACTION]  
**Rapid Stab [Melee]**  
Range: 1 Attack Roll: D6+STR

**Results Chart**  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 1DMG  
Double Target VIT = 2 DMG

For a balanced experience it is recommended (but not required) that you do not use duplicate Heroes. Shining Heroes supports one to four players; however, it will use four Heroes regardless of the player count. If there are less than four players, some players may have to play as more than one Hero.

These cards are all provided for free print and play download at [\[add link later\]](#)

## Prepare for the Adventure

Once you have a party of four Heroes prepared, follow the steps below:

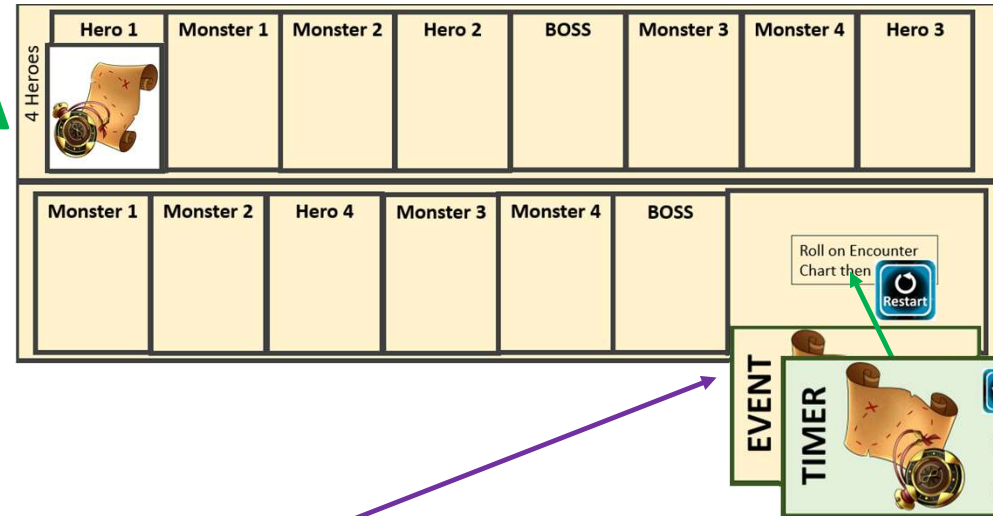
- A. Select a Level 1 Quest-book.
- B. Read the introduction to this quest. This is optional but will provide story context and immersion.
- C. Follow the preparation instructions. This may include a list and quantity of useful items for the Heroes to take on their quest.
- D. Depart on your adventure: turn to the appropriate encounter specified in the beginning of the Quest-book.



## Combat Encounter Setup

- Place the **initiative track** where all players can reach it. Place the **initiative token** at the start of the **initiative track**.
- Open the encounter book to the correct encounter map and Spawn any Boss or Enemy NPC models (monsters) in accordance with the Quest Encounter. *In this case the Heroes are instructed to Spawn Undead Minions 1,2 3 and 4. To do so they retrieve each mini from the Undead Minion set and place it on their respective square on the encounter board. IE, Skeleton 1 is placed on the square marked Spawn 1. Skeleton 2 is placed on the square marked Spawn 2, etc.*
- Follow any further setup instructions detailed in accordance with the Quest Encounter (e.g., Roll on the Encounter Chart)
- Determine the Hero activation order (1 – 4) and note that number on their card. Players freely determine the activation order of the Heroes at the start of the encounter; however, this activation order remains the same until the end of the encounter. *In this case, the player controlling Galahad the Squire has chosen to be Hero Two. He will activate once the initiative tracker reaches the Hero 2 square.*
- Shuffle all Relevant Event Decks and AI Decks and place them deck face down within reach of the players. *In this case since only the Skeletons are being Spawned, you will only need to shuffle and set up their AI deck. Also, since the ENCOUNTER CHART calls for Event Cards, shuffle and set up the Chapter 1 EVENT DECK.*

A



B

C

Encounter One: Gnarled Forest - Chapter 1: A Light in the Darkness  
*The light of late afternoon is slowly giving way to evening as you approach the outskirts of your destination. Lush green trees fade to brown and dead ones some distance ahead of you.*

*Suddenly you spot movement in the forest...*

Encounter Setup:

- Spawn Undead Minions 1,2,3 and 4.
- Roll on the Encounter Chart.
- Begin Combat.

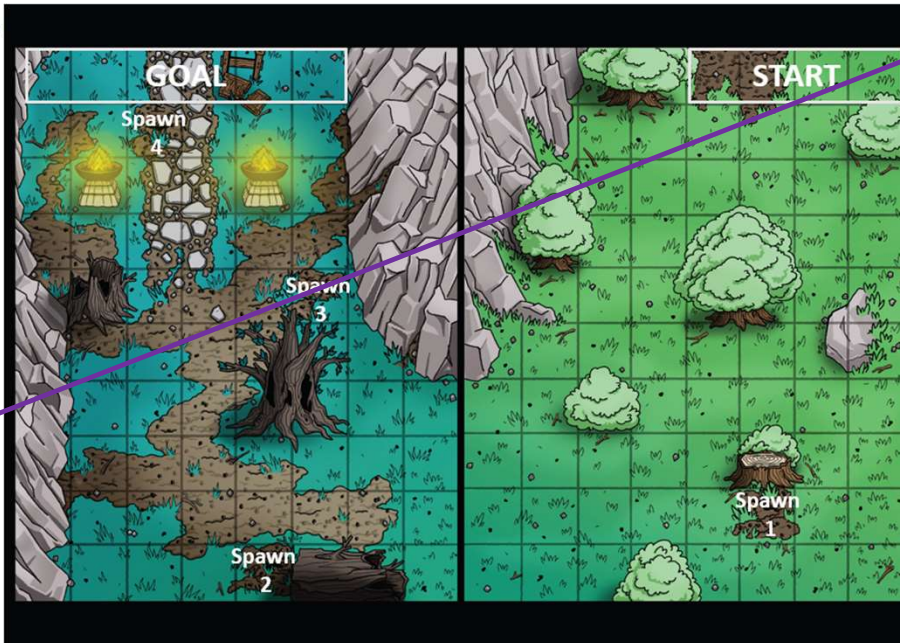
Victory: If all Heroes reach the goal.

- Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, or LCK)
- Each Hero may choose one of the following
  - Regain 1 MP
  - Regain HP
- Proceed to Encounter 2: Sleeping Village.

Defeat: If the initiative track reaches the Final Step and an Event Cards have been discarded. **The Heroes are returned to the Prepare for your quest Step on the previous page.**

Encounter Chart (D4)

- Place (1) event card on the FINAL STEP section of the initiative tracker
- Place (1) event card then (1) Timer Card face down on the FINAL STEP section of the initiative tracker
- Place (1) event card then (2) Timer Cards face down on the FINAL STEP section of the initiative tracker



E

STR 4	DEX 3	 NAME	CLASS
VIT 5	MAG 1		MOVE 4
LCK 2			ACTION 2
			REACTION 2
HP 3			
MP 1			
INVENTORY			
Pouch1:			
Pouch2:			

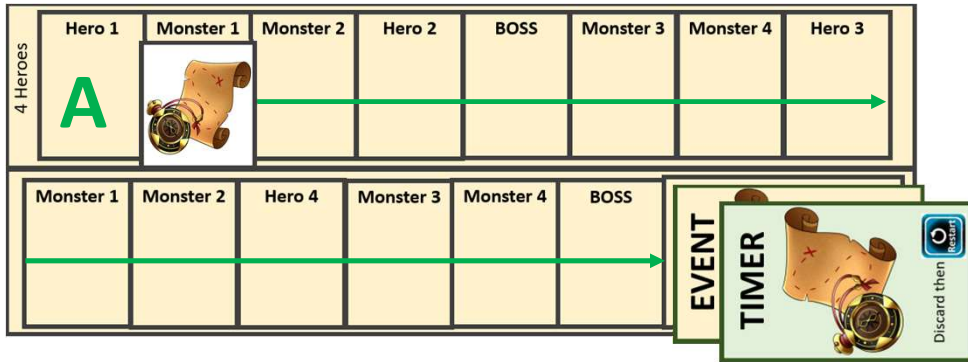
D

2

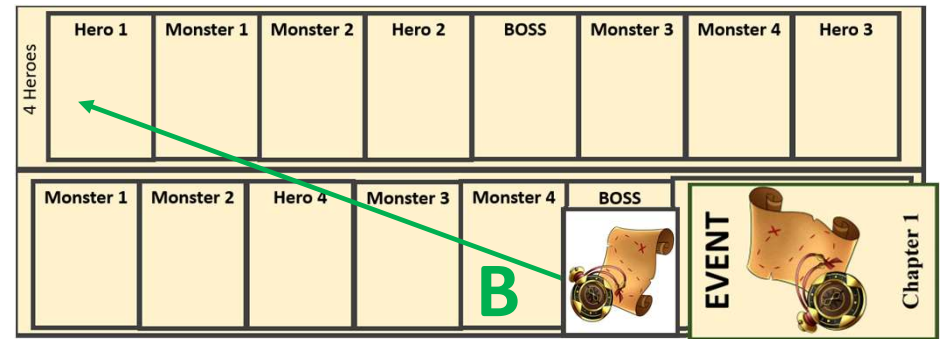


## Begin Combat

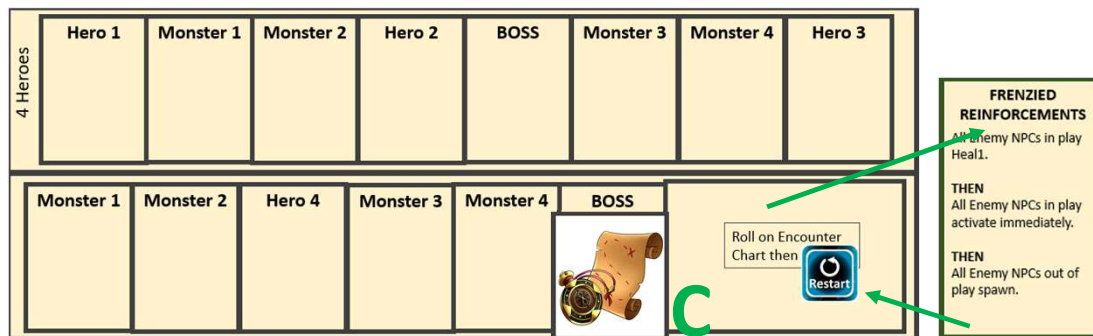
- Models in play activate in initiative order until the Final Step of the initiative track is reached.
- Once all models have activated, follow the instructions at the Final Step of the initiative track. This will typically be “Event” followed by “Roll on Encounter Chart then Restart” or “Discard [Timer Token] then Restart”.
- If there are no cards on the Final Step of the initiative track (typically due to an Event Card being resolved) roll on the Encounter Chart and resolve that roll.
- Once you resolve this step, begin step 1 again. This continues until combat concludes in accordance with the Victory/Defeat conditions of the encounter.



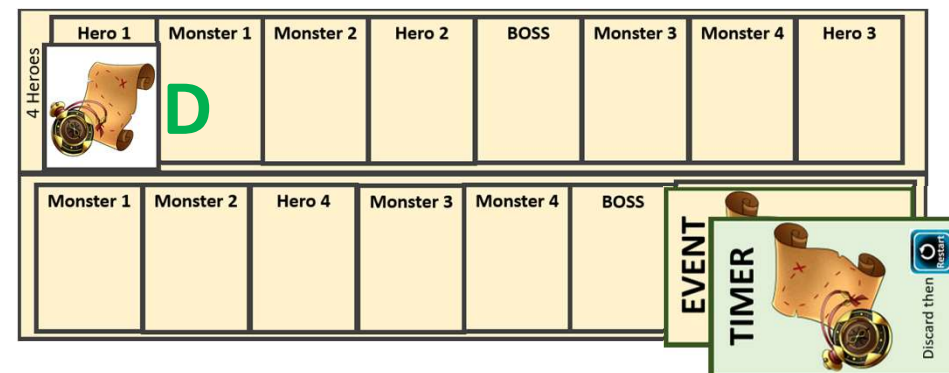
Combat has begun. At this point it is Hero 1's activation. Once the activation is complete, the tracker will advance to the right and Monster 1 will activate. And so on.



The end of the initiative tracker has been reached. The instructions on the TIMER card state 'Discard then Restart'. The timer card is removed, and the initiative token returns to the start of the initiative tracker and activations continue.



The end of the initiative tracker has been reached again. This time there is only an EVENT. The players reveal the EVENT CARD, resolve the EVENT conditions from top to bottom. Once the EVENT has been resolved, the event card is discarded, and the players roll on the Encounter Chart and follow the chart's instructions.



In this case the players rolled a 3. They consult the encounter chart, placing a new card from the EVENT DECK at the end of the INITIATIVE TRACKER, then placing a TIMER CARD on top of it. Players then return the Initiative Token to the start of the Initiative Tracker and combat continues.

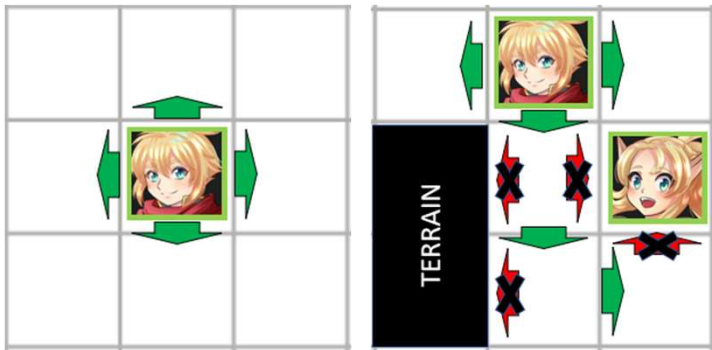
## Hero Activation

Spend movement points:

- A. A model may spend a movement point to move a single square. This movement must be orthogonal (diagonal movement is not permitted).
- B. Models may not move through any terrain or other models (friendly or hostile).
- C. A model may make any number of available actions before, after, or in between spending movement points.

Spend Action Points:

- A. A model may take as many **actions** as they have **action points**.
- B. All **actions** cost one **action point** unless otherwise specified.
- C. Any model equipped with a weapon has the **attack** action.
- D. All Heroes in possession of usable items have the **Use Item** action.
- E. Other actions and their details may be listed in their **abilities** or on **equipment cards**.



# Monster Activation

## Monster Behavior:

- A. When a monster activates, reveal its AI card from the top of the AI card deck and follow the instructions on the card. (If all AI cards for that deck have been revealed, reshuffle the deck using the revealed cards, then proceed to reveal the top card)
- B. The AI card will state the target of the Monster’s movement.
- C. Move the monster as specified [following the same movement rules as Heroes EXCEPT Monsters can pass through squares occupied by other Monsters] either until the monster reaches its target or until it has moved its full movement value.
- D. The monster may not move more squares than its movement value unless explicitly stated otherwise.
- E. Even if the monster cannot reach its target, it will move its full movement following the most direct available route to its target.

**Basic Attack**  
Model moves until its best possible attack is in range of the nearest Hero.

Model makes a single attack

**SKELETON 1**  
UNDEAD

Weapon: Broken Sword  
Armor: None

MOVE	STR	DEX	VIT	MAG
4	2	1	5	0

**Sword Slash [MELEE ATTACK]**  
Range: 1    Attack Roll: D10 + STR

It’s Skeleton 1’s activation. Basic Attack is drawn from the Skeleton A.I Deck. The nearest Hero is the Centaur Ranger since she will take the least number of squares of movement to reach. Skeleton 1 has a MOVE stat of Four and an ATK range of One. He moves Two Squares to get in ATK range of the nearest Hero then makes a single attack.

If the nearest Hero was too far away to get in ATK range with Skeleton 1’s MOVE stat, he would just move Four squares, then his activation would end.

# Resolving Attacks

Heroes and Enemy NPCs/Monsters resolve attacks in the same manner.

1. Check **line of sight** requirements. Unless stated otherwise the attacking model must have **LOS** to the target model.
2. Ensure the target model is in range of the attacking model by counting the number of squares in between the Attacking Model and the Defending Model. The Defending Model must occupy a square that is within **range** of the attacking model’s **weapon** in order to be attacked. Like movement, range is counted orthogonally (not diagonally).
3. Roll the number of dice specified by the **Attack Roll** of the weapon and add up the results, including any modifiers, then consult the weapon’s **Results Chart**.
4. Apply **DMG** to the target in accordance with the **Results Chart**.
5. Resolve any **CHAIN** results if applicable. Some **CHAIN** results may override the **Results Chart**.

**SKELETON 1**  
UNDEAD

Weapon: Broken Sword  
Armor: None

MOVE	STR	DEX	VIT	MAG
4	2	1	5	0

**Sword Slash [MELEE ATTACK]**  
Range: 1    Attack Roll: D10 + STR  
Less than target VIT = Attack Fails  
Equal to/Higher than target VIT = 10MG  
**Double Target VIT = 2 DMG**  
Critical Hit: **CHAIN** Natural 0 Rolled = 3 DMG regardless of Target Vit

STR 3    DEX 4  
VIT 4    MAG 1  
LUCK 3

CLASS **RANGER**  
MOVE 6  
ACTION 2  
REACTION 2

NAME **MAY**

HP 4

Skeleton 1’s ATK profile is D10 + STR. In this case the D10 roll is a 6. The rolled 6, plus the Skeleton’s natural strength of 2 adds up to 8 which meets the ‘**Double Target VIT**’ condition. As a result, the Target Hero suffers 2DMG, and marks off two hearts from her HP tracker.

**Note:** if Skeleton 1 had rolled a 0 on the D10 they would have triggered the **CHAIN** result. Since this result states “3DMG regardless of Target VIT” this ATK would override the **Results Chart** dealing 3DMG from the **CHAIN** result. In this case the STR+D10 vs VIT formula is ignored, and the Target suffers 3DMG.

## Death is not [always] the end?

When an **Enemy NPC/Monster** is reduced to zero HP it is removed from play (unless specified otherwise on their card).

When a **Hero** is reduced to zero HP, mark their character sheet with the “EX” status effect (Exhausted).

A Hero with the EX-status effect cannot move, cannot use action points (except as detailed below), cannot make REACTIONS and any ABILITY they have is not useable.

Enemy NPCs ignore Heroes with the EX-status effect when resolving their AI cards, however Heroes with the EX-status effect may still be damaged by ATKs with an AOE.

A Hero with the EX-status effect does not block movement for models that would move through their square, however a model may not end a movement in their square.

STR 3	DEX 4	 NAME <b>MAY</b>	CLASS <b>RANGER</b>
VIT 4	MAG 1		MOVE <b>6</b>
LUCK 3			ACTION <b>2</b>
HP 4			REACTION <b>2</b>

**Cheating Death:** When a Hero with the EX-status effect reaches their initiative step, instead of activating they roll a D4 for each point of LUCK they have.

- For each result of 3+ they regain 1HP, however they retain the “EX” status effect until they have regained 3HP.
- A Hero may activate as normal in the same initiative step that they regained their third HP.
- A Hero with the EX-status may also regain HP by being healed by another Hero as normal.
- A Hero with the EX-status may also use healing items they possess, but only on themselves.

Even if every Hero is suffering the EX-status effect, the game does not necessarily end. Each encounter will state a victory condition and a defeat condition. So long as the Heroes can still potentially avoid the defeat condition and achieve the victory condition, they may continue to make LUCK rolls to try and remove the EX-status effect and continue their quest.

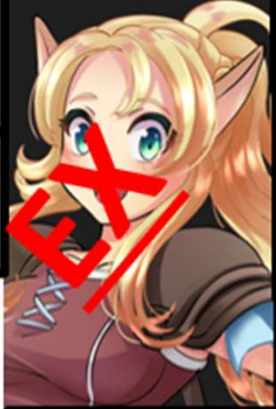
*In this example the Centaur Ranger has reached her initiative step while suffering the EX-status effect.*

*Her LUCK stat is three, so she rolls 3D4s. The roll result is 2,3 and 4.*

*Since two of the D4s are a three or higher, she heals 2 wounds. This is not enough to remove the EX-status.*

*If she has any healing items, she could use them to heal herself in order to regain the third HP to remove the EX-status. This would result in her being able to freely activate at this initiative step.*

*If she does not possess a healing item, or does not want to use a healing item, she can opt to remain in an EX-status. From here she can attempt to recover the third HP next time it is her initiative step or wait to be healed by another Hero.*

STR 3	DEX 4	 NAME <b>MAY</b>	CLASS <b>RANGER</b>
VIT 4	MAG 1		MOVE <b>6</b>
LUCK 3			ACTION <b>2</b>
HP 4			REACTION <b>2</b>

Roll results: 2, 3, 4

### The End of an Encounter

An encounter ends when either a **Victory** or **Defeat** condition is met. Each encounter will specify what actions to take in either case.

**Victory:** Emerging victorious from an encounter will typically result in a reward for the Heroes, some recovery of HP and/or MP, and progression to another encounter.

*In this case each Hero gains +1 to a stat of their choice from the stats listed below. The Ranger decided to increase her DEX from Four to Five since her Bow ATKs benefit from DEX.*

*Next, she has the option to regain 2HP or 1MP. Since she only has 1HP remaining, she opts to regain 2HP.*

*Once all Heroes have made their decisions on advancement and recovery, they proceed to the encounter listed at Step 3.*

**Victory:** If all Heroes reach the goal.

1. Each Hero gains +1 to a STAT of their choice (STR, DEX, VIT, MAG, CHA or LCK)
2. Each Hero may choose one of the following
  - Regain 1MP
  - Regain 2HP
3. Proceed to Encounter 2: Sleeping Village.

**Defeat:** Just like Victory Conditions, each encounter will have conditions and consequences for defeat.

*In this case, the defeat condition is time based. Once the Event Cards have all been discarded the encounter will end in defeat.*

**Defeat:** If the initiative track reaches the Final Step and all Event Cards have been discarded, the game ends in defeat for the Heroes.

Just like with Victory, the defeat section will instruct the players on how to proceed. This could range from the Quest ending in failure, to the Heroes advancing to a new encounter, but with a lesser reward, or even no reward.

STR 3	DEX 5		CLASS <b>RANGER</b>
VIT 4	MAG 1		MOVE 6
LUCK 3			ACTION 2
			REACTION 2
NAME <b>MAY</b>			
HP 4			

### The End of a Quest

Once the final encounter of a Quest ends the Heroes will get a Quest Epilogue preceded by one of the following:

- The next available Quest (or Quests) available for the Heroes to continue their campaign. This may include optional side quests. A normal campaign is typically five main quests, though it can go for longer if there are side quests or a New Game Plus mode.
- If the Quest they completed is a “Final Quest” they will get a campaign epilogue. From here the Heroes may be retired, or kept for future “Legendary Side Quests” (coming one day... Maybe)
- If the campaign they completed has a “New Game Plus” mode, the Heroes may begin the New Game Plus mode (also coming one day, maybe)





Rule Book

