Champions of Shaleria

Rules

Summary

In Champions of Shaleria, 2-4 players go on Quests to gain glory and experience.

At the beginning of each of their turns players will clear what they have done before and then gain new cards, play cards to get to the goal of achieving enough experience and end the game.

Setup

Each player chooses one Hero 💀 card or if, all players agree, shuffle the Hero 💀 cards and deal each player a random Hero 💀.

Heroes cannot be targeted by cards that remove cards from play.

Shuffle the Outfit deck and deal each player ten (10) cards. If a player ever needs to draw a card and the deck is empty, shuffle the Discard 🗑 pile to make a new Deck.

Shuffle the Quest deck and deal out four (4) Quests 🟫 face-up in the center of the table.

The Turn

1. Cleanup Phase

All cards that you played in your previous turn are removed from play and discarded.

2. Outfit Phase

You can play any number of cards from your hand in a single turn.
The only exception is that you may only have one of each 📜, 🛡 and ❌ in play.

3. Quest Phase

After you have played all the cards you wish to play you may attempt to complete a Quest 🟫.

Quest Completion

If your Attack Power ✖ meets or exceeds the Difficulty Rating ✖ of the Quest 🟫, then gain any rewards and attach the Quest 🟫 to your Hero 💀 and gain its modifiers.

5. Rest Phase:

Check for Victory: If a player has achieved a total of 5 bonus Attack Power ✖ from attached Quests ⬜ plus an additional 5 for every player in the game (example: in a two-player game the points needed is 15, in a four-player game the points needed is 25) then each other player gets a final turn to attempt to achieve victory, as well.

After the last player has had a final turn, the game ends.

Draw 🎴 cards until you have ten (10) cards.

Pass turn to the next player.

"Heroes are a scourge and need to be cleansed from Shaleria whenever they take root." - Archlich Asterfell

"You will follow the law or you will answer to me!" - Lord Antus Gladius, Paladin of Kordalane

Card Descriptions

Every card has a type, stats (including Attack Power ✖, Strength 🌍, Dexterity 🗡, and Mind 👁) and an ability.

Hero 🧑 Cards

Each Hero card has the following addition on the right side of the card:
Hero Type: Warrior ✖, Expert 🧝 or Spellcaster 🔮

Action 🕯 Cards

Each Action 🕯 card may have the following addition on the right side of the card:
Stat Requirement: Actions may require a minimum stat to play the card.

Item ⬡ Cards

Each Item 🧑 card has the following addition on the right side of the card:
Item Type: Armor 🛡, Shield 🛡 or Weapon ✖

Spell ⬜ Cards

Each Spell ⬜ card has the following addition on the right side of the card:

Mind Requirement: All Spells ⬜ require a minimum Mind 🔵 to play the card.

Quest ⬜ Cards

Each Quest card has the following addition on the right side of the card:

Quest Type: Heroic 🛡, Paragon 🦅 or Epic 🐉

Quest Difficulty ⚔: All Quests have a minimum Attack Power to complete the Quest.

Glossary

Attached: Tuck a card under another card and modify its stats. This effect remains in play until the card leaves play.

Game Contents

6 Heroes 👤: 2 Warrior ⚔, 2 Expert 🏹, and 2 Spellcasters 🔵

66 Outfit Cards: 16 Actions 🔶, 22 Items ⬡, and 28 Spells ⬜

28 Quest Cards: 4 Epic 🐉, 8 Paragon 🦅, and 16 Heroic 🛡

Credits

Game Concept: Scott Ashcraft
Game Design: Scott Ashcraft & James R. Jeffery III

Special thanks to Heather Ashcraft, Janet Striedl, Jason Chritiansen and all our playtesters.

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