

DRAGONFIRE™

QUICK-START RULES

DUNGEONS & DRAGONS®

BEGIN YOUR ADVENTURE HERE!

NEW TO DECK-BUILDING GAMES?

A deck-building game starts each player with a small deck of cards. Then, during the game, players acquire new cards—usually from a large, common selection—that build their deck during play. This provides a dynamic, changing style that makes each game experience new.

OBJECTIVE OF THE GAME

In *Dragonfire*, players assume the roles of their favorite *DUNGEONS & DRAGONS*® Characters. During a game, the players face a number of encounter cards, representing monsters and villains. Each turn, they have the opportunity to play cards against encounters and purchase more cards to increase the strength of their decks.

While players must face encounters individually, cooperative play is the name of the game: players will need to work together to defeat all the enemies!

This quick-start rules guide is designed to allow a party to dive into the action as quickly as possible.

SETUP

The following walks you through the specific details on each card you need to know for playing, as well as the setup for your first game.

1. SELECT A CHARACTER SCREEN

Find the Character screens in the box. Ultimately players can use whatever combination of Character screens are available. However, for the most balanced first experience, we suggest the following Character screens—all **Humans**—based upon the number of players.

- **Two, Three, & Four Players:** Fighter, Cleric, Rogue, Wizard
- **Five Players:** Fighter, Fighter, Rogue, Cleric, Wizard
- **Six Players:** Fighter, Fighter, Rogue, Rogue, Cleric, Wizard

The following are the only details of a Character screen you need to worry about for these quick-start rules.

CHARACTER SCREEN



1. Equipment Pack: The unique build of Basic Market cards that form your starting draw deck.

2. Health Track: Numbers and icons along the top of a character card represent how many Hit Points (HP) your character has remaining.

3. Class Type (Character Screen Color): This indicates your Class Type and will often determine where monsters will attack. All Character screens fall into one of four Class Types:

: Arcane (blue)

: Deception (red)

: Devotion (green)

: Martial (black)

CHARACTER STARTING STATS

For the purpose of these quick-start rules, the starting hand, starting gold, and starting HP are identical for all players, as shown (i.e., ignore the stats shown on the Character screens):



2. BUILD YOUR EQUIPMENT PACK

Players then build their characters' Equipment Packs (their starting deck), which will consist of seven cards (provided players are using Humans, as suggested). Find the Market cards, then sepa-

rate out all the Basic cards. Each Character screen, next to the starting HP icon, includes a series of Class Type icons that details which Basic cards make up the character's Equipment Pack, as follows:

- 🔥: *Cantrip* (Basic Arcane)
- 👁️: *Stealth* (Basic Deception)
- 🌿: *Grace* (Basic Devotion)
- ⚔️: *Glory* (Basic Martial)

Each player thoroughly shuffles their Equipment Pack to form their draw deck and draws a starting hand of 4 cards (as indicated in the *Character Starting Stats* sidebar on p. 1).

Any extra Basic Cards not placed into Equipment Packs are placed back in the box.

TWO- AND THREE-PLAYER GAMES



In two-player games, both players must act as two different Class Types. In three-player games, one player must act as two Class Types.

Those players still select one Character screen as their primary Class Type, but for the purposes of encounters, Dragonfire effects, Skill Checks, and any "Requires X Class" rules on Market cards, they are also considered to be the second Class Type as well. (You can take the other Class

Type marker as a reminder of the additional Class Type.)

In both instances above, any player that has two Class Types exchanges one of their Equipment Pack cards for a *Bless* Market card (exchange a card of the color you have the most of).



CLASS TYPE MARKERS



3. FIND THE CLIPS AND GOLD TOKENS

Now find the clips and gold tokens and place them into a common pile. Then, as indicated in the *Character Starting Stats* sidebar (see p. 1), all players place a clip on the 6 spot of the Health Track on their Character screens and take four gold tokens.

The rest of the tokens are put into a common pile on the table.

4. CREATE THE MARKET

Take the Market cards—there should be no Basics as you've already built your Equipment Packs and placed any unused back in the box—and shuffle thoroughly. Then reveal six cards and lay them face up in the center of the table (two rows of three works

MARKET CARDS

Each Market card has the following stats:

1. **Name:** The name of the card.
2. **Damage:** How much damage the card deals, if any.
3. **Cost:** How much gold the card costs to buy from the Market.
4. **Class Type:** Each card has a Class Type—Devotion, Arcane, Deception, and Martial—with a corresponding color and text for clarity. Some effects, card abilities, and Adventure rules refer to Class Type.
5. **Card Ability:** The card's special abilities (which can include damage), as well as requirements to purchase and/or play, if any.
6. **Assist Ability:** This ability appears on some cards. You can use Assist abilities only during another player's turn to help them.



well). Those six cards represent the Market, and you'll be able to buy those cards during your turn to enhance your deck.

The above are the only details of a Market card you need to worry about for these quick-start rules.

4. CREATE THE ENCOUNTER DECK

Find the twenty cards that make up the Dungeon Difficulty 1 Deck. (On the front of each card, in the bottom, left-hand corner, they'll have a single Dungeon Environment symbol.) Remove the two Location cards (they are landscape-oriented) as they won't be used here. Shuffle the remaining eighteen cards, and place them facedown in the middle of the table to create the Encounter Deck.

Reveal Starting Encounters: Now reveal a number of encounter cards equal to the number of players. When the first encounter is revealed, place it facing the character whose Class Type color matches the encounter's color. (If there's more than one such character, randomly determine the card's placement between the matching characters.) Distribute and reveal the rest of the encounters, starting with the next player to the left of the first assigned encounter and moving to the left.

The Encounter Card example on the next page shows the only details of an encounter card you need to worry about for these quick-start rules.

Ignore any of the following elements that appear on any cards:

- All ⚡ symbols, as well as any text that accompany them.
- Any "Dispel Magic" keywords.

ADDITIONAL ENCOUNTER RULES

Some encounters include the following additional rules.

1. Number of tokens (3)
2. Token Damage Track (1)
3. Token Attack Strength (1)



Vicious, greedy, and dangerous in numbers

ENCOUNTER CARD

Each encounter card has the following stats:

- Name:** The name of the encounter.
- Damage Track:** This set of icons shows the path you must follow to defeat the encounter. You must **clear** each **damage level** on the track, in order, from top to bottom.
- Encounter Type:** Each encounter has a type (in this instance, Humanoid). Some effects, card abilities, and Adventure rules refer to this type.
- Encounter Color:** Each encounter has a color that corresponds to the Class Types: black, blue, green, and red. Some effects, card abilities, and Adventure rules refer to this color. This encounter is black.
- Card Ability:** Some encounters have abilities that affect the game, usually causing problems for the party. An encounter's ability might be always in effect, or it can trigger when the card is first turned face up (**SURPRISE** and **TOKENS**), when it is defeated (**VANQUISHED**), or at other times as described by the ability.
- Attack Strength:** The damage the encounter deals to the character it is facing when the encounter attacks.
- Gold:** The amount of gold the defeated encounter is worth to the party.



TOKENS: [X]

ENCOUNTER
TOKENS



When TOKENS X is present, X equals the number of encounter tokens that are immediately put into play. Following that number is the damage track and the Attack Strength of each token placed this way.

- Damage Track:** A colorless number means that dealing that amount of damage, of any color, eliminates that token. For example, **2** means that 2 points of damage of any color delivered in the same turn eliminates each token.
- Attack Strength:** Tokens can have an Attack Strength **1** of 0 and higher. During the Take Damage phase (see p. 6), all tokens (along with the card that spawned them) attack, each dealing the indicated damage.

The following additional rules govern the use of Encounter tokens. (See page 12, in the *Dragonfire Rulebook*, for added clarity, if needed.)

- Unless specifically stated otherwise, all tokens must be defeated before the card that spawned them can be dealt damage.
- Each token is considered an encounter and has the color and type of the card that spawned it. If an effect applies to that card's color and type, it also applies to the tokens.
- Because each token is its own encounter, you cannot split damage from a single card among them.

KEYWORDS

Some encounters (or other cards) contain the following keywords.

- Summon:** Reveal an encounter card from the corresponding Encounter Deck and place it facing that character. Reveal cards until you find a card that matches the indicated color/type, and bury the rest at the bottom of their deck. "Summon any" means revealing and placing the very next card in the deck.
For these quick-start rules, the *Red Slaad* simply summons the very next card from the Dungeon Difficulty 1 Deck (i.e., ignore its usual rules for the summon).
- Surprise:** An ability on encounter cards that triggers when the card is put into play, either by drawing it from the deck or due to an effect.
- Vanquished:** Immediately apply this effect when this encounter is defeated.

THE ADVENTURE

THE VILLAGE IS ATTACKED: A HERO IS BORN

In the dead of night, a deep bark wakes you as flames race up the thatching of your cottage. This night will test your mettle. Will you be swept away and forgotten, a nameless tragedy of evil raids? Or will you rise up and defeat the monsters?

Will the morning find only ash, or a hero forged from the flames?

The Village is Attacked: A Hero Is Born is a quick-start Adventure for *Dragonfire* that will have you casting spells and flashing blades in no time!

SEQUENCE OF PLAY

This quick-start *Dragonfire* Adventure is played across a number of rounds, with each round consisting of each player at the table taking one turn.

Shuffling Discard Piles: Unless specifically stated otherwise, never shuffle a discard pile of any type to create a new deck unless you must reveal a card from that deck and are unable to do so.

ROUND ORDER

Once all the setup above is complete, determine who will be the first player. (We recommend the Martial (Fighter) Class Type should be the first player.)

REVEALING ADDITIONAL ENCOUNTERS

For this quick-start Adventure, at the end of every round (i.e., after all players have taken a turn), draw a number of encounters equal to the round number, assigning the first encounter to the matching Class Type—as noted above—and then, starting with the player to the left, assign the rest (after round one), one per player.

For example, at the end of round one, draw one additional encounter; end of round two draw two additional encounters; and so on.

TURN ORDER

The player taking their turn is considered the active player. Each turn is divided into a number of **phases**, played in order. A player must completely finish the Play Cards phase before moving onto the Apply Damage phase, and so on.

Page Numbers: Page numbers for each phase are included in parentheses beside the headers in the following section. These quick-start rules include rules to cover most situations. However, if players find an unusual situation, check that section of the full *Dragonfire Rulebook* for a more robust depiction of the rule, along with examples.

PHASES OF A TURN

1. Play Cards
2. Deal Damage
3. Take Damage
4. Replenish
5. Market
6. End Turn

1. PLAY CARDS (P. 14)

During this phase you play cards from your hand one at a time. (You may choose to play no cards if you want.) If your cards have any effects other than damage, resolve those effects when you play the card, but don't discard it yet. Instead, place the card next to the encounter(s) where you plan to deal the card's damage. (You may change your mind on where to apply the damage later, but you may not change the text effect once applied.)

Text Effects: When playing cards, text effects are always applied except:

- If there is a cost associated with the text, such as a Skill Check, removing the card from play, and so on.
- If the text includes the term "may."

In both instances above, the player chooses if they will apply the effects (and pay the costs, as appropriate).

Healing: When an effect heals you, increase your HP by the amount healed. You can't go above your starting HP total (6 for quick-start characters). If an effect would heal you to beyond your starting HP, any extra is lost.

Discard: You can discard any number of cards from your hand during this phase; those cards have no effect. Discarding is not considered playing a card *and* they are immediately placed into your discard.

Placing in the Discard: Cards that are played in this phase are not placed in the discard until the last step of the Deal Damage phase.

ADDITIONAL RULES

Some card effects have special rules, as follows.

Requires X Play: You can't play this card unless you played another card of the specified type this turn.

Sword Icons (Martial Class only): Some Martial cards include one or two Sword icons on the left-hand side. If any Martial Class player plays a total of three Swords on their own cards during the same turn, that player may immediately draw a card. To draw a second card in this way, you must play enough cards to make a second full set of three Sword icons.

SKILL CHECKS

When you must make a Skill Check, reveal the top card of your draw deck. If it matches your Class Type color, the check is a success; if it does not, the result is a failure. The text on the card describes the effects. Always bury the revealed card (place it at the bottom of the draw deck) after each Skill Check.

Class Type Specific: Skill Checks might specify a Class Type, which may be different than your character's Class Type. For example, if a Devotion Check is called for, you must reveal a green (Devotion) card to pass the Skill Check regardless of your Character Class Type color.

Multiple Class Types: If playing with multiple Class Types (see p. 2), you are considered both Class Types for Skill Checks.

ASSISTS

Some cards have Assist abilities, which you can use *only* during another player's turn to help them.

An Assist ability has its own section at the bottom of the card, separated by a line. Only the text below the line is an Assist.

If you play an Assist, the rest of the card is always ignored (except any Class Type Requirements, which always apply).

Damage: Unless specifically stated otherwise, the damage icons in a card's upper left corner are never applied when using the Assist from that card. Either you're using the effect above the line—including damage, if any—or you're using the Assist.

2. DEAL DAMAGE (P. 15)

Once you finish playing cards and applying all text effects that are not damage, all played cards deal damage. Choose an encounter where you've placed cards and deal the damage generated to the encounters as explained below. Then put all those cards aside to indicate those have been resolved. Continue this process until you've resolved all of your damage effects.

You defeat encounters by dealing damage. The damage a card deals is indicated by the icon(s) in the upper left corner. Some cards deal special types of damage, as indicated by the text on the card. Such instructions take effect during the damage step, not when you first play the card. Cards with Assist abilities might deal damage as well. Any text or damage icons that appear in the Assist portion of the card text takes effect during this step, not when the Assist is played.

Damage is represented by icons indicating a specific amount and color (see below). Damage can be variable based on other conditions, or it might clear one or more levels on a damage track. There are two types of damage icons:

- **Colored**    : Each colored icon represents 1 point of damage of that color. Each color corresponds to the four Class Type colors (blue, red, green, and black).
- **Colorless** : The number inside the colorless damage icon indicates how many points of colorless damage it deals (in the example icon provided, 2).

DAMAGING ENCOUNTERS

Encounters have damage tracks consisting of colorless or colored damage icons. Each row of the track is a level, which is cleared by dealing that type and amount of damage.

A colored icon on an encounter's damage track requires damage of that color to clear, although any color of damage can affect a colorless icon (unless a card specifically states otherwise). Colorless damage can't affect colored damage icons on a damage track.

on your turn you need to deal a total of 3 damage, in any combination of colored or colorless damage.

Defeating an encounter might take several turns of playing cards (including Assists). When a level on a damage track is cleared, that level remains cleared for all players; use a clip to indicate which levels have been cleared.

Partial damage dealt to a level is removed at the end of each player's turn. In other words, if you do not defeat a level in one turn, any damage applied to that level in that turn is lost.

Order of Damage: You must clear the levels on a damage track from top to bottom. Unless a card effect states otherwise, you must deal damage to the topmost uncleared level.

CLEARING A LEVEL EXAMPLE

If a damage track level requires  damage to clear, and you deal only 3 damage to it, that level will reset at the end of your turn. The next player will still need to deal 4 damage to clear it during their turn.

DEFEATING AN ENCOUNTER

When you clear the last (bottom) level of an encounter's damage track, you defeat the encounter. If the encounter has a Vanquished ability, immediately apply that effect.



DAMAGE EXAMPLES

- **Twist the Knife:** This Deception card deals 2 red (Deception) damage (or 1 level of damage as an Assist).
- **Lightning Bolt:** This card does not deal normal damage. Instead, its effect deals 2 consecutive levels of damage to an encounter, no matter what color or amount the damage track shows.
- **Magic Missile:** This Arcane card deals 1 blue (Arcane) damage, which must be assigned to different encounters; up to a maximum of three (as an Assist, it instead deals colorless damage).

DEFEATING AN ENCOUNTER EXAMPLE

The *Orc Warchief's* damage track is  . The previous player dealt enough damage to clear the , so on your turn, if you can clear the last two levels by dealing  and  damage, you defeat the encounter.

To show how this works, let's say Jeremy, in a previous turn, dealt  damage to the *Orc Warchief*. He placed the clip on the card covering that icon, showing he cleared it.

Chloe takes her turn next and deals another  damage, along with  damage, for a total of 4 damage. She moves the clip down to show the next level has been cleared. Finally, she deals a  damage to clear the last level on the damage track, defeating the encounter.



DAMAGE TRACK EXAMPLE

If a damage track level requires  damage, you'll need to deal a black damage to clear that level.



A gray icon with a number means that you must deal that much damage of any color (or colorless damage) to that level to clear it. For example, if a level requires  damage to clear, then

ADDITIONAL RULES

The following additional rules apply to dealing damage.

Splitting Damage: Unless an effect specifically states otherwise, you can split the damage from a single card between different levels of a damage track, provided you are clearing each level in order. However, unless specifically stated otherwise (such as with *Magic Missile*), you can *never* split damage from a single card between multiple encounters (which includes tokens).

Anywhere on the Damage Track: Some cards allow you to deal damage to a level “anywhere on the damage track.” You still must meet the color and number requirements for that level, but it can be any level. (For more clarity on this rule, if needed, see the *Dealing Damage Anywhere* sidebar, p. 17, *Dragonfire Rulebook*.)

SAVES

When an encounter must make a **Save**, a player reveals the top card of the corresponding Encounter Deck. If the revealed card’s color matches the encounter’s color, the Save is a success; if it does not, it is a failure. The text on the card describes the effects. If an encounter includes a “Save +X,” whenever they are forced to Save, they reveal one card, as normal, and then additional cards equal to X, with any success generating a Save.

Bury the revealed card after each Save attempt.

COLLECTING AND DISTRIBUTING GOLD

The party earns gold for each encounter defeated. The gold value of each encounter is shown in the upper left corner of its card. On the turn the encounter is defeated, the active player takes 1 gold from the total value of the encounter. Then the player to the left takes 1 gold from the remaining gold, and so on until all the encounter’s gold value is distributed. For example, if you defeated a *Troll* on your turn (which has a value of 11 gold), and there are 5 players, you would get 3 gold and all other player would get 2 gold.

There is no limit to how much gold you can have, but it’s best to spend it on improving your deck if you can.

PLACING CARDS IN THE DISCARD

At the very end of the Deal Damage phase, all played cards—as well as defeated encounters—are placed into their respective discards.

3. TAKE DAMAGE (P. 21)

When you are done playing cards, if there are any encounters still facing you, including tokens, each one attacks you and deals damage equal to its Attack Strength. No matter how many encounters deal damage to you, that damage is combined and applied as a single amount.

Some encounters also have abilities that trigger when they attack. If those abilities deal damage, that damage is added to the total damage from encounters attacking you.

When you take damage, reduce your HP by the amount of damage you take. If you take damage that would reduce you to below 1 HP, you become **Stunned** (no matter how much additional damage you take at the same time).

BECOMING STUNNED

If a character’s HP is reduced to 0, they become **Stunned** (any excess damage is ignored). If they are in the middle of their turn, they cannot play any further cards and immediately follow the rules below.

The following rules govern becoming Stunned.

- The character also becomes **Exhausted** and immediately takes an Exhausted token.
- The player shuffles all of their cards (draw deck, hand, and discard pile) into a new draw deck.
- A player with an Exhausted token draws only one card during their Replenish phase (including the turn they become Stunned).
- A Stunned character does not have a Market phase on their turn (including the turn they become Stunned), but they still receive gold.
- Encounters facing the Stunned character remain in place.

HEALING

- If a Stunned character is healed any amount, the player immediately draws two cards and is no longer Stunned.
- Unless specifically stated otherwise, Healing never removes an Exhausted token.

EXHAUSTED TOKEN

- A player can never have more than one Exhausted token; once they have the token, for the purposes of these quick-start rules, it cannot be removed.

UNCONSCIOUS

- If a character’s HP is reduced to 0 while they have an Exhausted token, they immediately become Unconscious and are out of the quick-start Adventure.
- If damage is dealt to a Stunned character, they immediately become Unconscious.
- All encounters facing the Unconscious character are immediately rotated to the next player to the left.

4. REPLENISH (P. 22)

During the Replenish phase, if you have three or fewer cards in hand, draw two cards. If you have four or more, you do not draw cards. There is no maximum hand size.

5. MARKET (P. 22)

You can purchase any number of cards from the Market, depending on what you want and how much gold you have. Each Market card specifies a cost in gold. After purchasing a card, place any spent gold back into the common supply, and refill the empty Market slot with a new card from the Market Deck.

Place purchased cards immediately in your hand, not in the discard!

Some cards have additional requirements for purchase, such as the following:



- **Requires X Class:** You cannot purchase or use this card unless your character is of the specified Class Type.
- **Requires X Purchase:** You cannot purchase this card unless you played a card matching the specified Class Type this turn.
- **X Class:** If this appears on a Market card, then that portion of the rules text applies only when played by a character of that Class Type.

Cycling the Market: If you do not purchase a card from the Market, reveal a new Market card from the deck. You *must* re-

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COMPLETING THE ADVENTURE

To fully complete the quick-start Adventure: the Encounter Deck must be empty (i.e., no more encounters can be revealed), and at least one character must reach the end of the round when the last encounter is revealed, without that character being Stunned. If all of the characters are Stunned (and/or Unconscious) before that occurs, the Adventure was not completed successfully.

MOVING TO A FULL GAME

Whether you fully completed *The Village is Attacked: A Hero is Born* quick-start Adventure or not, with even one game under your belt, you can move onto the full rules (see below).

You are of course free to give the quick-start Adventure any number of tries before moving on.

SELECTING A CHARACTER SCREEN

Once players have read the full rules—combined with the actual gameplay experience from this quick-start Adventure—they’ll have a solid understanding of all of the details shown on a Character screen, specifically the differences between the races within a given Character Type.

For example, if you compare the Human, Moon Elf, and Half-Orc Fighter Character screens, you’ll note several differences. Not only are their Equipment Packs subtly different, but the starting cards, starting gold, and starting HP are all different as well. (This applies to all of the Character screens for all Class Types.) Each

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GLOSSARY

Save: When an encounter must Save, a player reveals the top card of its Encounter Deck. If the card matches the encounter’s color, the Save is a success; if it does not, it is a failure. The revealed card is then buried (placed at the bottom of its deck). If an encounter includes a “Save +X,” whenever they are forced to Save, they reveal one card, as normal, and then additional cards equal to X, with any success generating a Save.

Skill Check: When an effect calls for a Skill Check, the player reveals the top card of their draw deck. If it matches their Class Type color, the check is a success; if it does not, it is a failure. The revealed card is then buried (placed at the bottom of its deck). Skill Checks can also be Class Type-specific; for example, if a Devotion Check is called for, then you

place one of the existing Market cards with it and discard the replaced card.

If any effect (such as becoming Stunned) prevents you from purchasing cards, you do *not* cycle the Market.

7. END TURN

At the end of your turn, check to determine whether all encounters are defeated. If so, the round immediately ends. Reveal the next set of encounters, as shown under Revealing Encounters (see p. 3) and the round now starts with the next player to the left.

variation brings different strengths and weaknesses to the table. Based on your first game, you likely already have a feeling for the style of play you’ll like, giving you an excellent sense of which Character screen to make your own.

While players are free to play the game as they see fit, *Dragonfire* is designed for campaign play: playing many games with the same Character screen and improving that character to explore new Adventures and face more difficult challenges. The cumulative experience of those games will unlock various Advancements in stickers (and other cards) that will enhance and permanently alter your Character screen, making that character unique to your games and decision. (For more details, see *Campaign Play*, p. 23, *Dragonfire Rulebook*.)

BACKGROUND FEATURE

The first step on that path is choosing your Background Feature. These stickers provide a hint of all the great abilities that future games will unlock.

Now that you have a game under your belt—as well as reading the full rules—you can review the Background Features on the sticker sheets (each one says “Background”) to determine which one you wish to select.

You can base your choice simply on the name, the game rule it conveys—which may enhance the play style you’re already drawn to—or a combination of both.

Once you’ve made a decision, peel off the sticker, and apply it to Feature Slot 1 on your selected Character screen.

You’re now ready for your first full game!

must reveal a green card to pass the Skill Check, regardless of your Class Type color.

Summon: Reveal an encounter card from the corresponding Encounter Deck and place it facing that character. Reveal cards until you find a card that matches the indicated color/type, and bury the rest at the bottom of their deck. “Summon any” means revealing and placing the very next card in the deck.

For these quick-start rules, the *Red Slaad* simply summons the very next card from the Dungeon Difficulty 1 Deck (i.e., ignore its usual rules for the summon).

Surprise: An ability on encounter cards that triggers when the card is put into play, either by drawing it from the deck or due to an effect.

Vanquished: Immediately apply this effect when this encounter is defeated.

CLASS TYPE (COLOR) There are four color-coded categories of Character Classes. A given Character Class belongs to one Class Type.



**ARCANE
BLUE**



**MARTIAL
BLACK**



**DECEPTION
RED**



**DEVOTION
GREEN**

SWORD ICONS



Sword Icons (Martial Class only): Some Martial cards include one or two Sword icons on the left-hand side. If any Martial Class player plays a total of three Swords on their own cards during the same turn, that player may immediately draw a card. To draw a second card in this way, you must play enough cards to make a second full set of three Sword icons. For example, if the active player plays cards with a total of three Sword icons, and another player plays enough Assist cards to create their own set of three Sword icons, then both players have earned the right to draw a card.

PHASES OF A TURN

1. **Play Cards**
 - Apply all non-damage card abilities.
2. **Deal Damage**
 - Apply all damage from played cards.
 - At the end of this phase, played cards are discarded.
3. **Take Damage**
 - The active player receives damage from encounters facing them (if any).
 - If a character's HP is reduced to 0, they become Stunned.
4. **Replenish**
 - If you have three or fewer cards in your hands, draw two.
5. **Market**
 - If you do not purchase a card, you must cycle one card into the Market.
6. **End Turn**

THE SWORD COAST

