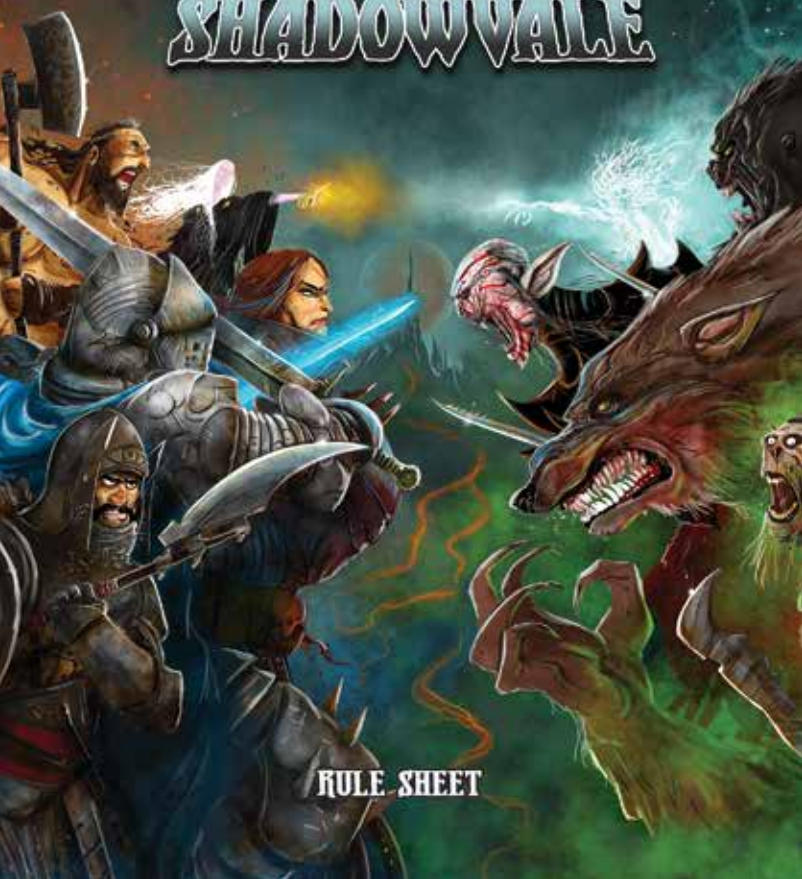# VALERIA™

CARD KINGDOMS

SHADOWVALE

RULE SHEET

The Story of Shadowvale

Darkness looms upon the Kingdom of Valeria. Werewolves, Vampires, and other shadowy creatures reach out in the night to tear apart your people. But never fear, new Citizens have joined the fray—some specializing in taking out these dark creatures! It's up to you and your fellow Dukes and Duchesses to push back the hordes of fiery and frozen monsters and save the Kingdom of Valeria! But only one of you can become ruler...

Game Setup

Note: The following rules explain how to integrate the new Event cards. All other cards follow the same setup instructions found in the base game rulebook.

These instructions replace the *Exhausted Cards* paragraph in the Valeria: Card Kingdoms Game Setup section, and append to the Action Phase. All other standard rules apply.

Exhausted and Event Cards Setup

Take 1 Exhausted card per player and 1 face-down Event card per player and shuffle them together. Place the shuffled cards in a stack above the Monster row. Return the rest to the box.

Note: If there is a specific Event card that you would like to play with, you may pre-select it as one of the Event cards to shuffle into the Exhausted card stack.

Action Phase

After revealing an Event card, follow the text or rules on the Event card before moving on to the next Action or Phase. Any actions taken as a result of the Event card do not count as an Action for your turn. If multiple players are affected, the actions are taken in turn order, starting with the active player.

New Icons

Wild: Represents all of the three different Resources in the game (Strength, Gold, and Magic). This icon is present across all card types. When there is a number on top of the icon, it means that it represents that many of one Resource of your choice. If the icon is by itself as a reward or power, it means you take that many tokens of one Resource of your choice (do not mix and match) from the bank.

The following is a new "operator icon" added to the game.

Banish Card: A card of your choice is removed from the game. You may not remove Starter cards. You can read this as "banish 1 card".

There are five new Monster Areas in the game.

Sewer   **Necropolis**   **Woods**   **Den**   **Crypt**

Warden: The Warden is a new Monster Type. Wardens belong to the Monster Area shown on their respective card. During Setup, the Warden is placed above the Boss Monster (below all other Monsters) in its Monster Area stack, regardless of its Strength value.

Card Clarifications

Blood Moon Palace: After paying 2 Magic, you must reroll both dice, not just 1. You may use this ability before or after using other Domains that manipulate the dice.

Opera House: If you gain any amount of Magic during the Harvest Phase, you gain 1 Magic. You do not gain 1 Magic for each card that is activated and gives you Magic.

Laborium: Once a card is flipped, it does not activate for the rest of the game. The card is flipped back over during scoring and still counts for any Duke Victory Points.

Ancient Tomb: The Strength tokens added to the Monster increase its Monster Strength value when any player slays that Monster.

Cursed Cavern: All players, including the player who built this Domain, must flip a Citizen. Once a card is flipped, it does not activate for the rest of the game. The card is flipped back over during scoring and still counts for any Duke Victory Points.

Raven's Outpost: This Domain is only activated when one of your opponents slays a Monster, not when you slay a Monster.

Dark Lord Rising: When this Event is in play, all Monster Magic values are increased by 1 regardless of whether the Monster does or does not already have a Magic value.

Alms for the Poor: If you do not have 2 matching Resources, then you do not have to give another player Resources.

Dragoon: The Dragoon gives the owner a bonus Slay a Monster action during the Harvest Phase. This is not considered one of the two actions you take during your Action Phase. Any Domain or Event cards that specify a trigger during the Action Phase do not activate when you take this bonus Slay a Monster action. For example, **Raven's Outpost** would not activate since it only triggers during an Action Phase.