SHADOWRIFT Archiends

The Shadowrifts have reopened and the Archfiends have come to ensure that victory will be theirs. It is up to you, the Heroes, to hold back the onslaught of Monsters and Archfiend attacks long enough to close the Shadowrifts before Haven Town is decimated, but this time you'll also need to defeat the Archfiends themselves!

COMPONENTS

186 Cards (6 Monster Cards, and 6 Monster Decks of 30 cards)

SETUP

In addition to the usual setup, take the deck of Archfiends cards and Archfiend Boss card associated with the Monster faction you've chosen. Shuffle and set the Archfiend deck face-down near the Monster deck, leaving room for a discard pile. On the opposite end of the Monster Attack area, set the Archfiend Boss card.

GAME PLAY

The Archfiend acts at the beginning of the Heroes Act step. Each round a new player, going clockwise, will draw the top card of the Archfiend deck and decide between three horrible options (see next page).

- 1. Play it. The card goes into play next to the Archfiend Boss and its effects are fulfilled.
- 2. Avoid it. The card is placed face-down under the Archfiend Boss. The Heroes do not suffer its effects but the card will be used by the Archfiend Boss in the final battle. The player must then draw another card which must be played.
- Block it. The card, and the top card of the Archfiend deck, go face-down under the Rules card.

KEY TERMS

PERSISTENT: This card remains in play from round to round. Some cards are Persistent until a certain condition is met.



FEND OFF: Some card effects can be actively negated by the Heroes. These cards will have the Fend Off keyword. If the heroes meet the described condition, the Archfiend card is defeated and put into the Archfiend discard pile. Any Fend Off requirements may be paid communally, but must be paid in one round unless otherwise specified. Fend Off requirements that call for hits require extra hits. Deal them to the Effect or Onslaught card in question, not a monster in play.

CARD TYPES

ONSLAUGHT: This type of card happens once at the end of the round and is then immediately discarded unless it has the Persistent keyword. You can often Fend Off Onslaught effects before they happen.

EFFECT This type of card alters the Heroes' turn and takes effect until the end of the current round. The card is then discarded unless it has the keyword Persistent.

BOSS BATTLE

Unlike regular Shadowrift, you cannot win Archfiends by building Walls (it won't hurt your odds, though!). In order to win Archfiends, you must find and seal the Shadowrifts, and then defeat the Archfiend in combat.



ARCHFIEND STEPS

When you seal the final Shadowrift, there is an extra setup for the final battle:

- Flip the monster deck face-down and/or set it aside. The rifts are sealed; only the monsters on this side remain. From here on, the Monsters Gain Power and Add New Monsters steps will no longer happen.
- Because there are no Shadowrifts to return to, monsters will not leave town. All
 monsters gain Rampage as part of their Step 3 action. Any monsters currently on Step
 3 immediately move back to the Start space.
- 3. Reveal the cards you have placed under the Archfiend card. Each Archfiend has a set of honuses it gains based on the symbols you have given it by avoiding or blocking cards during the game.

All Archfiends have a health value equal to twice the number of Heroes, plus one for each card beneath the Archfiend Boss card.

The Archfiend now sits above the Start space and acts last during the Monsters Act step. Any Monsters still in play continue as normal.

The regular Archfiend step still occurs during the Boss Battle! If you Avoid or Block cards, they are immediately placed face-up on the Archfiend. This means that the Archfiend can actually grow stronger while you are still fighting it!

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