

SHADOW RIFT EXPANSION RULES

Stances

The top portion of a Stance happens once, when you first play it.

The **Trigger:** portion of a Stance happens once, the first time the described trigger occurs.

It is not optional. Immediately discard the Stance from play once the trigger occurs.

Multiple heroes' stances can trigger at the same time from the same event.

If you play a Stance you already have in play, discard your existing Stance with the same name.

During Cleanup, you *may* discard your Stance from play, but are not required to.

Villagers

With extra Villagers and Travelers, setup includes an extra step: **Randomizing your Village.**

1. Shuffle all basic (non-Traveler) Villagers and deal 10 face-down cards to form your starting Town.

2. Set aside all Infiltrators and shuffle the remaining Travelers together, then deal 10 face-down as your Traveler Deck.

3. Shuffle 4 Infiltrators into the Traveler deck.

If you wish to make the game easier to strategize, you may look at the discarded Villagers and Travelers so you know what you won't have available.

Expansion Scenarios



SIEGE OF BEASTS

*Can you fortify the city in time?
The moon waxes already...*

Lycanthrope Faction

Bamboozle
Blossoming Staff
Form of Wind
Wild Charge
Thieving Strike
Stance of Stone
Staff of Icy Blows
Heal

DEFORESTATION

*There is no choice when the wood
itself is foul: burn it all to cinders.*

Harrowood Faction

Fireball
Frenzy
Raging Inferno
Screaming Shard
Lightning Daggers
Prophecy
Leading Strike
Frozen Ground



THIS ARISEN ARMY

*The dead on both sides refuse to
stay down... can your risen allies
overcome the dark spirits?*

Restless Dead Faction

Risen
Resurrect
Rousing Speech
Night's Blessing
Tanglewood Trap
Leading Strike
Wall of Snow
Tracking

WILDSTRIKE

*The enemy is canny and calculating.
You must respond with even greater
cleverness or an unpredictable fury.*

Venom Brood Faction

Poisoned Shot
Blackleaf Bow
Blood Reaping
Revenant Blade
Brawler
Shining Blade
Flanking
Fist Flurry

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Expansion Scenarios

Eye of the SICKLEMOON

SIEGE OF BEASTS

*Can you fortify the city in time?
The moon waxes already...*

DEFORESTATION

*There is no choice when the wood
itself is foul: burn it all to cinders.*

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Bamboozle
Blossoming Staff
Form of Wind
Wild Charge
Thieving Strike
Stance of Stone
Staff of Icy Blows
Heal

Harrowood Faction

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Frenzy
Raging Inferno
Screaming Shard
Lightning Daggers
Prophecy
Leading Strike
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SKITTERING DARKNESS

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Poisoned Shot
Blackleaf Bow
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Revenant Blade
Brawler
Shining Blade
Flanking
Fist Flurry

<p>Blood Reaping <i>Spell</i></p>  <p>Play when a hero attacks. You or that hero may reveal a Wound in hand to make the attack deal ranged damage.</p> <p>①: +1 damage. Return the revealed Wound to the Wound pile.</p> <p>ACTION</p> <p>3</p>	<p>Blood Reaping <i>Spell</i></p>  <p>Play when a hero attacks. You or that hero may reveal a Wound in hand to make the attack deal ranged damage.</p> <p>①: +1 damage. Return the revealed Wound to the Wound pile.</p> <p>ACTION</p> <p>3</p>	<p>Blood Reaping <i>Spell</i></p>  <p>Play when a hero attacks. You or that hero may reveal a Wound in hand to make the attack deal ranged damage.</p> <p>①: +1 damage. Return the revealed Wound to the Wound pile.</p> <p>ACTION</p> <p>3</p>
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Clouded Thoughts
Curse



Art: Jose Muñoz

You cannot buy cards if you have played ACTIONS or ATTACKS this round. You cannot play ACTIONS or ATTACKS if you have bought cards this round. (Buying includes building and hiring.)

②: Return Clouded Thoughts to the Curse stack.

Curses are discarded into the discard pile of the hero to your left.

Clouded Thoughts
Curse



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