

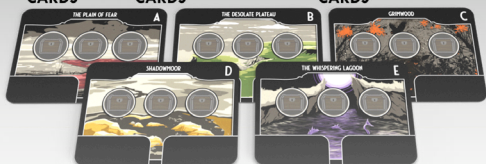
THE
LAST
STRONGHOLD

A REALM OF SHADOWS GAME



RULEBOOK

COMPONENTS



GAME OVERVIEW

The Last Stronghold is a cooperative game for 1–2 heroes who will attempt to push back the forces of evil threatening the last stronghold of the South, the city of Lux. Survive the waves of enemies ravaging the lands around the city and defeat the boss to save the day.

See page 19 for a 2 player game.

SETUP

1. Construct your Lux castle by joining together the two Lux Stronghold cards. Each card has two sides. Set up the cards to show **5 red-dotted token squares for a normal game; 4 for hard; or 3 for legendary.**
2. Place the 5 location cards around Lux in alphabetical order. And place one chest token on each card.
3. Place the catapult tokens face down so that you can't see the sides with the ability icons. Shuffle them around a bit.
4. Place all other tokens and the Merchant card within easy reach.
5. Choose a pawn, and place it on a Lux card. This represents your party of heroes on the board.

6. Place the four hero cards in front of you with full health sides facing up (complete heart icon in the top right).
7. Select a boss to face, and set its cards aside. Place the unused bosses back in the game box. (Bosses are explained in detail at the end of this rulebook.)
8. Find the two starter enemy cards (they have a yellow star icon on their fronts and backs), and place them on the indicated locations.
9. Shuffle the enemy cards, and place them within easy reach.
10. Place the number 1 boss card in the middle of the deck.
11. Draw six cards from the bottom of the deck, and place them in two stacks of three cards. Shuffle the number 2 boss card into one of the stacks, and then place it on top of the other stack. Then, place the rest of the enemy cards on top.
12. Shuffle the Shaman cards and place them within easy reach. Shuffle the Lesh cards and place them within easy reach.
13. Shuffle the Artifact cards and place them within easy reach.
14. The game is ready to begin.

GAME SETUP



HOW TO WIN

You win if you can keep Lux from being destroyed by the constant onslaught of enemies and defeat the boss.

HOW TO LOSE


You lose if all of the heroes are incapacitated or if all of the spaces on the Lux cards are covered by fire tokens. The city burns and the realm is completely covered in shadow.

ON A TURN

Every turn should follow these steps:

1. Draw an enemy card, and place it on one of the card spaces on the indicated location card. (Placement rules below.)
2. Resolve the enemy's ability if it has one.
3. You may now move your party to any location card.
4. You may attack any enemy that is at that location. (Combat explained below.)

PLACING ENEMIES

Normally, you'll place an enemy on the location card matching the same letter that is on the card. However, if both card spaces on that location are occupied, increase the corruption of that location by one (using the numbered corruption tokens with the  icon) and move clockwise to place the card on the next location card. If that card is full, repeat this process.

If all location card spaces are full, add a fire token to Lux, and discard the enemy from the game.

LOSING LOCATIONS

When a location receives its fifth corruption point, flip it over to the destroyed side, and discard any cards there from the game.

Whenever you need to place an enemy on a destroyed location, instead place one fire token on Lux and discard the enemy from the game.

COMBAT

To attack an enemy, you'll roll three dice.

You may attack any enemy that is at the location your party currently occupies. You do not have to identify the enemy at your location that you're attacking until after you roll the dice.

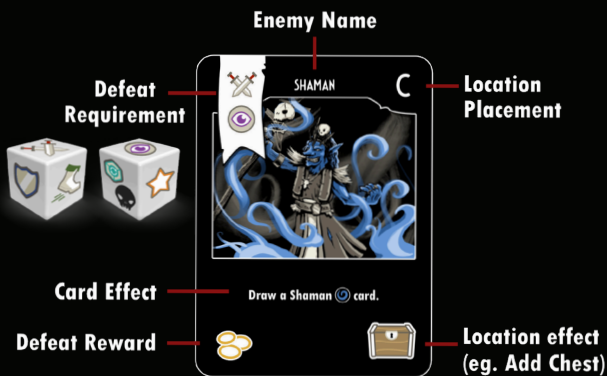
You may roll the dice up to two times. **After the first roll, you may roll up to two dice again.**

You can only attack enemies that you can defeat. There is no partial damage. You can see what icons you need to defeat an enemy in the top left of the enemy's card.

When you defeat an enemy, remove it from the location and place it in a discard pile.

If an enemy you defeat has a gold coin icon, take one gold coin token from the supply. You can spend gold to buy items from the merchant (explained below).

You may defeat as many enemies as you have icons that match their requirements. However, a die can only be used once per turn.



HERO CARDS

The four heroes in your party each have special abilities that will help you defend Lux. You may use a hero's ability at any time during your turn. You may only use the currently visible abilities.

If a hero is at full health, you may use the card's ability and flip the card over to the damaged side. If the hero is damaged, you may use the card's ability and turn the card horizontal. This hero is now considered incapacitated. If all four heroes are incapacitated, the game is over, and you lose.

Hero Name

Health (Full, or
Damaged on Reverse)








Card Effect






DICE FACES




Representing fight , search , agility , and defend , you'll need to roll these symbols to defeat enemy cards and find artifacts.

You'll need to roll a search icon  to gain a treasure chest token from a city board.

The star icon  acts as a wild and can be used in place of any other icon.

After finishing your dice rolls, if any corruption icons  are showing, you must increase the corruption level of that location by one for each visible icon. (Corruption tokens have the same icon and are used to keep track of how much corruption a location currently has). However, when this happens, you also gain a reroll  token.

The reroll  icon does not help you on the current turn. However, at the end of your turn, gain one reroll token for every face up reroll icon on the dice.

REROLL TOKENS

A reroll token may be discarded to reroll any unused die. You may discard the token at any time during the dice-rolling part of your turn, and you may discard as many as you have available. You do not have to spend them all at one time. (For example, you may roll a die, discard a reroll token, roll again, discard a reroll token, roll again, etc. OR you may discard multiple reroll tokens to reroll multiple dice at the same time.)

Once a reroll token is discarded, it goes back into the supply to be gained again in the future. You may have a **maximum of five** reroll tokens.

CHEST TOKENS



When you roll a search icon while at a location with a chest token, you may spend this die to draw an artifact card. Artifacts are powerful items that will help you defeat the armies of shadow. After you do this, discard the chest token back to the supply.

You may gain multiple chest tokens on a turn.

CATAPULT TOKENS





At the beginning of your turn, add a fire token to Lux for every catapult token on a location card. To remove a catapult token, spend a die with an icon that matches the icon on the token. When a token is removed, discard it from play.

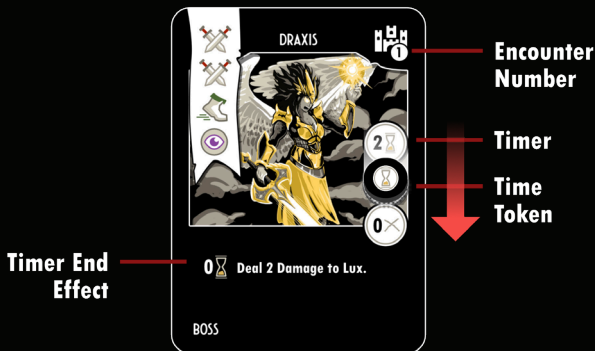
TIME TOKENS



Many enemy cards have a time track on them which counts down until something bad happens. When one of these cards shows up, place a time token on the top space of its time track.

Move the time token down one space on all visible time tracks at the end of your turn.

When a timer reaches , trigger its ability and then discard the card from the game. When a timer reaches , move the card to the next location, moving clockwise, and restart the timer.



THE MERCHANT



Throughout the game, you'll gain gold coins for defeating certain enemies. These coins can be traded in to buy items from the merchant. The merchant card indicates the price of each item on one side and describes what the item does on the other.

You may buy from the merchant anytime during your turn except when you're in combat.

ENEMY ABILITIES

Many enemies have special abilities that either trigger immediately once the card is placed on a location or when a timer hits zero.

Horde – Draw another enemy from the deck. If it's a Horde or Chieftain, place it behind this card but with its icons visible. If not, place it back into the deck. (Do NOT shuffle.) These enemies take up the same location space but must be defeated individually. They can be defeated in any order.

Summoner – +1 enemy. Draw another enemy and add it to a location card.

Vampire – Either flip a hero to its damaged side or incapacitate a damaged hero.

Basilisk – You may not move this turn. You can't change locations, but you can still carry out any other action.

Shaman/Lesh – Draw a card from the indicated deck, and add it to a location.



– Add a catapult token where this enemy is placed.



– For every corruption icon on an enemy card, add that many corruption points to the location where the enemy is placed.



– Add a chest token to the location card where this enemy is placed.



– Remove a chest token from the location where this enemy is placed.



– Some cards have countdown tracks.



When one of these cards is added to a location card, place a time token on the topmost number. At the end of your turn, move the token down one space. If it hits zero, carry out the card's ability.



THE BOSSES

There are several bosses to choose from, and each will provide a different experience.

When a boss card is drawn from the enemy deck for any reason, place it on its indicated location. (If it's revealed due to a Horde card, it does not get placed back in the deck).

The boss acts similarly to other enemy cards but with more dire consequences. To attack the boss, the party must be at the same location.

Once the boss is defeated, the game is over and you win. You do not have to clear all the locations of enemies. Once the boss is gone, they flee in fear.

Death's Bane (Level 1)

You must defeat Death's Bane twice throughout the game, and you cannot use wild icons when you fight him.

When he shows up the first time, he goes to location A. If you don't defeat him before he destroys this location, he moves to location B, and the time track starts over. He'll keep doing this until either you defeat him or all locations are destroyed.

Draxis (Level 2)

You must defeat Draxis twice throughout the game, and both times, she attacks Lux. (She can fly which makes it a bit easier to avoid the other locations). To stop her, you'll need to spend four icons each time.

Alrath (Level 3)

You must defeat Alrath three times throughout the game. You'll place his number one card in the middle of the enemy deck like normal. However, during the setup, when you remove the bottom six cards and make two stacks, put his number two card in one stack and his number three card in the other. Shuffle the decks individually before stacking them and putting them on the bottom of the deck.

Playing with 2 Players

To play the game with two players, split the party so that each player has two hero cards. Player two gets their own pawn as well.

The gameplay is exactly the same except turns alternate back and forth between the players. Gold and artifacts are shared between the players.



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