

## MourneQuest – easy to forget rules

- Use at any time during the game: Hero Skills, Relic Cards and Talisman
- Attack by a Hero
  - losing any fight ends the actions for this turn for this Hero
  - defeating a Bogbean makes the Bogbean flee, removing its miniature and Encounter Tile, dropping the Item(s) shown on the Encounter Tile
  - losing against a Bogbean makes the Bogbean flee, stealing the Items from the Hero shown on the Encounter Tile. If the Hero is not carrying enough Charm(s), the Hero discards an Equipment Card or Relic Card. If the Hero has no Cards, it loses 1 Life Point
  - losing against a Nightmare, the Hero loses 1 Life Point
  - when a level 3 Bogbean, Nightmare or the Shimnavore is beaten on an Ability, it can no longer attack or defend using that Ability
- Blue Moon: enemies fight at their weakest level and all dice rolls are doubled
- Dice
  - next level dice (green-orange-red) are added when a Nightmare has been cast-out or defeated
  - Heroes can roll a maximum of 3 dice, unless a Relic Card allows for more
  - when rolling 1 die a fail result is an automatic loss
  - when rolling 2 or more dice 2 fail results is an automatic loss
- Encounter Tiles
  - are not drawn for a Nexus point occupied by a miniature
  - a Magical Pot Tile is discarded if the Crossroad location is occupied by a Hero, Bogbean or Nightmare
  - next level Tiles are added to the Encounter bag when the bag is exhausted or a Nightmare escapes or a Nightmare has been cast-out or defeated
- Equipment Cards values are added to the value for that Ability
- Free actions can be taken but don't need to be taken
- Hag Cards are discarded separately and do not return to the game
- Nexus point: a Hero is limited to collecting 1 Equipment Card per turn
- Nightmare escapes if a Nightmare disc is rotated to the final red pointer
  - on the next Enemy Phase the Nightmare moves onto their Key Stone
  - on the following Enemy Phase(s) the Nightmare will follow and attack the Heroes
- Trading post
  - exchange 2 identical Charms for 1 Charm of your choice
  - exchange 3 Charms of any type for 1 Relic Card
- Second Cycle of the Moon
  - roll 2 Compass Dice
  - Compass Dice results for cast-out Nightmares roll over clockwise onto the next Nightmare disc

- Space occupancy
  - a space may be occupied by a maximum of 2 miniatures
  - a Nightmare will chase away any Bogbean, which flee from the board
  - if a Hero begins their turn on a space with another Hero, its first action must be to move away and it cannot return to the same space on that turn
  - if a Hero shares a space with a Bogbean or Nightmare it has to attack it at least ones during its turn before being allowed to share a space or move away
- Talisman: 1 re-roll of any 1 die
- Final Battle
  - starts after the Second Cycle of the Moon after the last player's turn
  - place the Shimnavore's miniature onto the centre of the board
  - Nightmares not cast-out are placed onto their Key Stone
    - if a Hero is on the Key Stone, it is knocked back to their game Start Location
  - Heroes must defeat all Bogbeans and Nightmares in play before attacking the Shimnavore
  - Roll 1 Compass Die and apply Final Battle effect
    - blank – nothing happens
    - compass star – any Hero on a Key Stone is knocked back onto the Nightmare Disc behind them
      - it will cost 2 actions to move back
    - N, S, E, W – the Shimnavore faces that direction and attacks that Key Stone / part of the Mourne Wall
      - a Nightmare ends the attack, otherwise
      - a Hero must combat, resolve as Nightmare attack - losing also knocks back the Hero - and ends the attack, otherwise
      - a Bogbean flees the board
      - roll the grey die
        - blank or dandelion, nothing happens
        - the Wall is damaged. If the Wall was already damaged, the Heroes lose
  - Hero Phase
    - as always, with 1 Compass Die and applying Final Battle effect
    - repairing a damaged Wall section can be done by depositing 3 Granite Charms on the Key Stone
    - the Shimnavore can be attacked once per turn from a Key Stone
      - a fail does not cost a Life Point
  - Enemy Phase
    - as always, without drawing Encounter Tiles