



ISHARNAI, WEDDING CRASHER

How to use this document:

- » Lay pages 2 and 3 out next to each other in front of all the players.
- » On page 2, you will find the encounter setup, the enemy statistics, and the retaliation rolls.
- » On page 3, you will find the Enemy Character Activation table.
- » On page 4, you will find the Corruption Rules instructions.

DON'T READ THEM YET.



ISHARNAI, WEDDING CRASHER

AGILITY: 6 | TOUGHNESS: 4



ADDITIONAL RULES

- » Players will choose 1 player to be Isharnai's Target and 1 player to be the Target's Protector.
- » Each player's character gains:
 - ENHANCE** [Your attack] Spend 1 momentum: Remove 2 Corruption counters from the Target's character.
- » When the Protector deals 10 or more damage to Isharnai, remove 1 Corruption counter from the Target's character.
- » At the end of each Combat Phase, add 2 Corruption counters to the Target's character.
- » If the Target has 15 or more Corruption counters on their character, or the Target's Protector has been reduced to 0 health, consult the Corruption Rules on page 4.

Retaliation

To "retaliate," roll a D6 to determine which attack Isharnai uses:



ENEMY CHARACTER ACTIVATION

Enemy characters activate after all players have either played a card or passed during the Combat Phase. When an enemy character activates, roll a D6, then refer to that character's activation table to determine what happens.



- » Isharnai retaliates against the player with the lowest health that is not the Target (if possible). If it deals damage, add 1 Corruption counter to the Target's character.



- » Add 1 Corruption counter to the Target's character. For the rest of the Combat Phase, Enemy attacks get +2 damage. If there are 6 or more counters on the Target's character, Enemy attacks get +4 damage instead.



- » Retaliate against the Protector. If that player is dealt damage, add 1 Corruption counter to the Target's character for every 5 damage dealt (minimum 1 counter).



- » Each player spends 1 momentum. If less than 3 momentum was spent this way, add X Corruption counters to the Target's character. X equals 3 minus the amount of momentum spent. If you've already rolled this ability this Combat Phase, reroll instead.



- » If there are 5 or more Corruption counters on the Target's character, each player loses 3 health and Isharnai gains 10 health. Otherwise, Isharnai retaliates against each player and gets +2 toughness for the rest of the Combat Phase.



- » Until the next activation, players make 2 checks for each card they play and must use the lowest value among cards checked this way. This effect persists between Combat Phases. Retaliate against the Protector and 1 other player.





CORRUPTION RULES

Prereading these instructions will diminish the enjoyment of this experience and subvert the difficulty. Read ahead at your own risk.

If the Target has 15 or more Corruption counters on their character, read this:

- » As Isharnai's Target, you have been corrupted and converted to Isharnai's side. You are now trying to eliminate all other players. You may not attack Isharnai anymore; instead, your new goal is to attack the other players. Isharnai will not attack you for any reason, its activations will not negatively affect you, and you may not spend momentum to remove Corruption counters. If all other players are defeated, you win!
- » If all of the Corruption counters are removed from the Target's character, they are no longer part of Isharnai's side and rejoin the other players. They can be converted back if they reach 12 Corruption counters again.

If the Protector's health is reduced to 0, read this:.

- » Add 5 Corruption counters to the Target's character.

