Seiji Kanai's

Eight Epics

Rulebook

Eight Epics

A Cooperative Game by Seiji Kanai

For 1–8 players, ages 14 and up

Story

Every 40 generations, the gods of Elzarr test the strength, courage, and righteousness of their people by unleashing terrible calamities upon the world. These calamities take on the form of titanic beasts and are known as the Avatars of Woe. Any one of these avatars has the power to wipe out the people of Elzarr. Together, their ravages would destroy the world.

But the gods are as honorable as they are cruel. For each Avatar of Woe, they send into the world an Avatar of Hope destined to face that threat. These champions are mortal, but blessed with gifts from the gods. They are reincarnated every 40 generations, and their rebirths usher in the Time of Testing.

Now the prophets have spoken: the last Avatar of Hope has come of age, and the Time of Testing is upon Elzarr once more! The champions have never failed to defeat the Avatars of Woe, but if even one threat survives, it will mean the end of the world.

Already the earth trembles with the approach of the first threat. The avatars turn to face their destinies, and the hopes and prayers of all Elzarr go with them.

Game Overview

Players take on the roles of god-like heroes and attempt to save the world from various threats. In order to overcome a threat, the players must roll as many dice as indicated and fulfill each challenge on a threat, in order, to successfully defeat it.

Defeating a threat is very difficult, and cannot possibly be achieved by simply rolling the dice. In order to successfully resolve its challenges, the avatars will have to modify the dice results using powers and rerolls. These avatar powers are awesome to behold, but they also come with a price: the lives of the avatars themselves. Only you can save the world from its imminent destruction!

Goal

Defeat all of the threats before all of the avatars run out of life points.

Components

Your game of *Eight Epics* should include the following. If it does not, contact **customerservice@alderac.com** for assistance.

- 8 Avatar cards
- 9 Threat cards
- 12 Event cards
- 1 Active avatar card
- 8 Red dice
- 12 Black dice
- Rulebook (this book)

Event cards (Only used with optional variants on page 35)

Active avatar card

Avatar cards

Threat cards

Setup

1. Each player takes one avatar card and places it faceup in front of themselves as their personal avatar. Players may either decide to choose their avatar or deal one to each player randomly.

2. Any avatars that were not taken are lined up in the middle of the table faceup. These are referred to as the **common avatars**.

3. Place one red die on each of the eight avatars, set to the same number as that avatar's life points. Red dice are used to indicate the current number of life points for that avatar.

4. Shuffle all eight threat cards to form a facedown **threat deck** (but first remove the Witch Trials card since it is only used with the Scenario variant). Draw **two** cards from the threat deck **without looking at them** and return them to the box. Then draw one card from the threat deck and place it faceup as the **active threat**.

5. Take the number of dice indicated by the first challenge on the threat card and roll them to form the **dice pool**.

6. The player who most recently won a game takes the first turn.

Example 6–Player Setup

Threat Deck
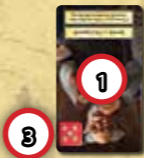
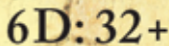Active Threat

Dice Pool

Common Avatars

Threats & Challenges

Each threat card lists several challenges that must be successfully resolved before the threat is defeated. Challenges must be resolved in order, starting from the top and proceeding down the list.

Dice Pool

Each challenge is preceded by a number which lists the amount of dice that are rolled to form the **dice pool**, followed by the requirements needed to successfully resolve that challenge.

For example, the first challenge for Hronthar reads "**6D:**" which means you roll six dice to form the dice pool.

6D: 32+

Challenge Requirements

In order to successfully resolve a challenge, the avatars must use the dice pool to fulfill the requirements.

Target Total

Challenge requirements that lists a numerical value are followed by a plus or minus symbol.

A **plus** symbol means the value of all dice in your dice pool must total that number or greater.

32+

A **minus** symbol means the value of all dice in your dice pool must total that number or lower.

10 −

Target Number

Challenge requirements that list a sequence of numbers mean that you must have dice in your dice pool with a result that matches each of the numbers in the sequence.

1 2 3 4 5 6

Same Number

Challenge requirements that state "Same number" mean that all dice in your dice pool must have the same result showing.

Same number

For example, the first challenge for Pirn reads "**6D: Same number**" which means you roll six dice to form the dice pool and in order to successfully resolve the challenge, must change them into the same number like 1-1-1-1-1-1 or 4-4-4-4-4-4.

Serrin

The Serrin threat has special requirements to complete its challenges that are described in the clarification section on page 32.
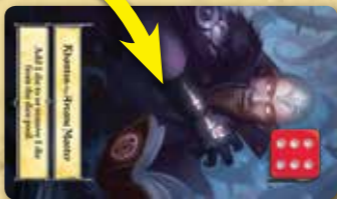
Ready and Exhausted Avatars

When an avatar has been selected to resolve challenges, it is rotated sideways and becomes **exhausted**. An exhausted avatar cannot be selected again to resolve this challenge. Exhausted avatars are readied again after the current threat has been defeated.

Ready avatar

Exhausted avatar

How to Play

This game is played over **five** rounds, with each round representing the avatars attempting to defeat a threat.

The starting player takes the first turn of the game. When a player finishes their turn, the next player clockwise around the table takes a turn.

## Taking a Turn

When a player is taking a turn, they are considered the active player. During your turn, you must take the following steps in order:

1. **Select Avatar**
2. **Rerolls**
3. **Spend Life Points**
4. **Resolve Challenge**
5. **End Turn**

1. Select Avatar

The active player selects a **ready avatar** (you cannot select an exhausted avatar). You may either select your personal avatar (the avatar placed in front of you) or one of the common avatars. You cannot select an avatar placed in front of another player.

When you select the avatar that you want to use this turn, rotate its card to indicate that the avatar is **exhausted**. Then place the **active avatar card** next to him or her as a reminder of which avatar you selected.
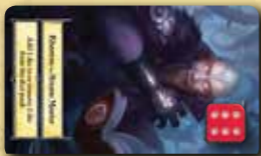
After you have selected an avatar, you then attempt to resolve the threat's challenges and proceed to *Step 2: Rerolls*.

2. Rerolls

Rerolls are always optional; you never have to reroll if you don't want to.

You may choose up to **three dice** from the dice pool to form the **reroll pool**.

Rerolls are **recursive** and use the following steps in order:
1. Roll the dice currently in the reroll pool.
2. Choose one or more dice from the reroll pool to place back into the dice pool. When you do, go back to step 1 and roll the remaining dice in the reroll pool.
3. Once all dice from the reroll pool have been placed back into the dice pool, the rerolls end and you proceed to *Step 3: Spend Life Points*.

3. Spend Life Points

You may spend the life points of the active avatar one by one, to either use the avatar's power or to reroll up to three dice as described in *Step 2: Rerolls*. When you spend a life point, you must decrease the number showing on the avatar's red die by one. If you spend the avatar's last life point, simply remove the red die and return the card to the box.

To use an avatar's power, simply follow the instructions on the card. Clarifications for avatar powers are provided on pages 27–31.

You may continue to decrease the life points of the active avatar to reroll and use their power for as long as the avatar has life points remaining. You may even reduce an avatar's life points to zero, but not below zero. An avatar with zero life points at the end of your turn must be removed from the game and returned to the box.

Spending life points is always optional. Once you choose to stop spending life points, check to see if the dice pool fulfills the challenge's requirements. If it **does fulfill** the challenge's requirements, proceed to *Step 4: Resolve Challenge*. If the dice pool **does not fulfill** the challenge's requirements, skip to *Step 5: End Turn*.

4. Resolve Challenge

Each challenge lists requirements needed to successfully resolve that challenge (see "Threats & Challenges" on page 8). When a challenge is successfully resolved, you must proceed to the next challenge on the threat card. Take the number of dice indicated by the new challenge and roll them to form the new dice pool.

After the new dice pool is rolled, the active player may then go back to *Step 2: Rerolls* if they want to attempt the new challenge with the active avatar (going back to *Step 1* to select a new avatar is not allowed).

If the active player does not want to continue by attempting the challenge, proceed to *Step 5: End Turn*.

Remember that challenges must be resolved in order, starting from the top and proceeding down the list.

Tip: Players can place one of the extra black dice on the threat card to indicate which challenge they are on, starting with the "1" result. When a challenge is successfully resolved, increase the die to the next number. When the first challenge is successfully resolved for example, the die is increased to the "2" result.

Defeating the Threat

When **all** of the challenges on a threat card have been successfully resolved, the round ends (see "End of a Round" on page 19).

5. End Turn

When you end your turn, pass the active avatar card to the next player clockwise, who then begins their turn starting with *Step 1: Select Avatar*. Note that the dice pool stays the same when the new active player begins their turn.

If there are no ready avatars remaining for next player to select, that player's turn is skipped and play proceeds to the next player.

If you end your turn and **all** avatars are exhausted, the world ends and the players have lost the game!

Any avatar with zero life points at the end of your turn must be removed from the game and returned to the box. If **all** eight avatars are removed, the world ends and the players have lost the game!

Defeated Avatars

If your personal avatar is reduced to zero life points and removed from the game, you still remain in the game as a player. The only difference is that during your turn you must select a common avatar as the active avatar since your personal avatar was defeated.

End of a Round

When **all** of the challenges on a threat card have been successfully resolved, the round ends.

Place the defeated threat card off to the side so players can keep track of which round it is. All exhausted avatars are returned to their ready state again. Draw one card from the threat deck and place it faceup as the new active threat. Take the number of dice indicated by the first challenge on the threat card and roll them to form the dice pool.

The active player must now skip to *Step 5: End Turn*.

The Last (Fifth) Round

When players begin the fifth and final round, you must reveal two threat cards instead of only one. Both of these threats must be defeated before all avatars are exhausted or defeated. In other words, the round does not end after the first threat has been defeated.

The active player beginning the fifth round chooses which threat to attempt first. Once players start on the first threat, you **cannot change to the other threat** before the first one is defeated.

End of the Game

Since *Eight Epics* is a cooperative game, all avatars share the same fate so players will either win or lose the game together.

The game ends when either all of the threats or all of the avatars have been defeated (all avatars are exhausted or removed from the game before a threat is defeated).

If the players manage to defeat both threats in the fifth round, the world has been saved and all of the players are victorious (even the players with defeated avatars).

If the players fail to defeat any of the threats, the world will perish and be consumed by the threat's destructive power.

Other Rules
Table Talk

Eight Epics is a cooperative game, and all information is open. Depending on the group of players, there might be someone who quickly sees the best possible option in the current situation. However, one player dictating everything will quite heavily impact the enjoyment of the game for the other players. Also, sometimes a less-than-optimal choice will prove to be more exciting.

If players agree, the following optional rule can be applied:
Up to and including round 2, everyone can always suggest actions for the other players. However, during round 3 and onwards, the avatars are so focused on the threats that all kinds of suggestions and instructions are forbidden.

The difficulty level can also be adjusted according to how much table talk players allow during the game (see "Adjusting Difficulty" on pages 24–26).

Solitaire Games

When playing solitaire, you must line up the avatars in a specific order of your choice during setup. During each round, ready avatars must be selected in that order from left to right. If an avatar is returned to its ready state due to Leafwind's power, that avatar may be selected again before returning to the proper order. All of the avatars are considered to be common avatars.

Example solitaire avatar setup

Adjusting Difficulty

To create more challenge and variety in your games, there are a number of optional rules you can use. Players should agree upon which optional rules to use at the start of the game.

Table Talk

- **Difficult:** No players can give suggestions.
- **Medium:** Suggestions are allowed up to and including round 2. During round 3 and onwards, suggestions are forbidden.
- **Easy:** Suggestions are always allowed.

Time Limit

- **Difficult:** 20 minutes
- **Medium:** 45 minutes
- **Easy:** None

Avatar Selection

- **Difficult:** Randomly draw avatars and line them up in a row during setup. During each round, ready avatars must be selected in that order from left to right. No player controls a personal avatar; all of the avatars are considered to be common avatars.
If an avatar is returned to its ready state due to Leafwind's power, that avatar may be selected again before returning to the proper order.

- **Medium:** Avatar selection rules remain the same.

- **Easy:** Place all of the avatars in the center of the table during setup. No player controls a personal avatar; all of the avatars are considered to be common avatars and can be selected by any player, in any order.

Threat Level

- **Difficult:** Use all eight threat cards. During setup, shuffle all of the threat cards and do not remove any from the game. The game is played over seven rounds and players must face two threats during the final seventh round.

- **Medium:** Setup for threat cards remain the same.

- **Easy:** Remove three threat cards from the game during setup instead of only two. The game is played over four rounds and players must face two threats during the final fourth round.

Avatar Clarifications

Auriel

Her power cannot restore avatars above their initial life points value.

Her rerolling power is recursive as described in *Step 2: Rerolls* (see page 14).

Auriel cannot restore her own life points.

Jarroth

His power can flip dice so that the die result on the bottom then becomes the new result. The list shown on the right indicates the result when a die is flipped to show its facedown side faceup.

1 = 6
2 = 5
3 = 4
4 = 3
5 = 2
6 = 1

You do not have to choose the same result for both dice. For example, you could flip a 1 result into a 6 and then flip a 5 result into a 2.

Leafwind

Leafwind can use his power to return himself to his ready state.

His rerolling power is recursive as described in *Step 2: Rerolls* (see page 14).

Sylliph

When changing dice with her power, you must change **all** dice in the dice pool that show the result of the number you have chosen, and you must change them in the same way (increase or decrease).

For example, you can change 2-2-2 into 1-1-1 or 3-3-3, but you cannot change 2-2-2 into 1-3-3.

You can change dice with a result of 1 into a result of 6.

You can change dice with a result of 6 into a result of 1.

You cannot change dice to make a result of 7 or 0.

Khantos

When adding a die, it is immediately rolled and added to the dice pool. You do not receive any rerolls when adding this die to the dice pool.

When removing a die, any die from the dice pool can be removed. If no dice are left in the dice pool, the total result counts as zero.

After dice are added or removed, the number of dice in the dice pool remains until the current challenge has been resolved. Any added dice do not carry over to the next challenge, for example.

For challenges that require specific die results, such as six dice showing 1-2-3-4-5-6, any surplus dice are not considered and can have any result.

Ophinia

Ophinia allows you to use the power of another avatar. She must spend one of her life points to use her power: when another avatar's power is used you do not spend any of that avatar's life points.

She can use the power of an exhausted avatar, but not an avatar who has been defeated and removed from the game. If she uses the power of a ready avatar, that avatar stays ready and is not exhausted.

When using Ophinia's power, she can target several other avatar powers in a row during the turn, though she must still spend one of her life points per use. For example, she can first use Khantos to add a die and then use Jarroth to flip the newly rolled die at the total cost of 2 life points.

When Ophinia uses a power that has two abilities, such as Leafwind's ability to ready an exhausted avatar and then reroll up to two dice, she may implement both abilities by spending a single life point.

If a power has two abilities, such as Leafwind's ability to ready an exhausted avatar and then reroll up to two dice, you may use only one of the abilities if you wish. For example, if there are no exhausted avatars to ready with Leafwind's ability you may still use his ability to reroll up to two dice. If you use both abilities, they must be resolved in order. Leafwind's ability to ready an exhausted avatar must be resolved before you reroll up to two dice, for example.

If Ophinia uses Auriel's power to restore a life point to another avatar, she cannot restore her own life points or Auriel's life points.

Threat Clarifications
Serrin

This threat uses special rules to set up the dice pool.

For the first challenge, instead of rolling dice to form the dice pool, you place eight dice showing a 6 result. To successfully resolve this challenge, you must change the dice to show eight 1 results. For example, you begin the challenge with 6-6-6-6-6-6-6-6 as the dice pool and must change the results into 1-1-1-1-1-1-1-1 to successfully resolve the challenge.
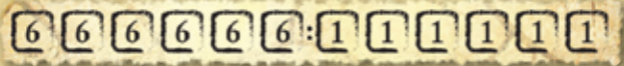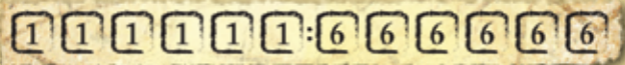

Serrin's first challenge

Successful resolution of first challenge

The second challenge uses a similar setup as the first but you start with eight dice showing a 1 result and must change the dice pool to show all 6 results to successfully resolve the challenge.

Serrin's second challenge

Successful resolution of second challenge

If dice are removed from the dice pool using the power of Khantos, only the remaining dice need to show the required result. If you remove two dice during the first challenge, for example, you only need to have six dice show 1 results to successfully resolve the challenge.

Narssis

Each challenge on this threat has a dice pool of six dice and requires all six dice in the dice pool to show a different result (1-2-3-4-5-6 with six dice)

If dice are removed from the dice pool using the power of Khantos, only the remaining dice need to show the required result. For example, if the dice pool is 1-2-4-4-5-6 and you remove one of the 4 results, the dice pool 1-2-4-5-6 would successfully resolve the challenge since the remaining dice show a different result.

If dice are added to the dice pool using the power of Khantos, any surplus dice over six can have any result. For example, if you added a die and the dice pool is 1-2-2-3-4-5-6, you successfully resolve the challenge since you fulfilled all of the required results.

Optional Rules

The following optional rules are presented here for players who want to add a deeper level of strategy. Since these variants increase the level of difficulty, we suggest that you use them only after you are able to comfortably beat the base game.

Events Variant

Events have effects that will limit the possibilities for avatars each round. However, when events are overcome, they also provide the avatars with new powerful abilities that can be used during the game.

Effect text

Reward text

Setup Events

During setup at the start of the game, remove the two Lost Witch events, unless you are using the Scenario variant. Then shuffle all the remaining cards to form a facedown event deck.

At the start of each round (including the first round of the game), draw one card from the event deck and place it faceup next to the current threat.

During the fifth round (the final round when you reveal two threats), draw and place an event card with each threat card before choosing which threat to attempt first. Both event effects are applied during the round. When a threat is defeated, you claim that event's reward as normal.

Event Effects

The top portion event cards list an effect that applies to all players. Some effects occur immediately after they are revealed and other effects last the entire round.

Event Rewards

When the current threat is defeated, players claim the event and place it next to the common avatars. Once an event is claimed, any player may use the reward ability of the card once. After the reward has been resolved, the event card is removed from the game.

Rewards can be used at any time, in any order, even in response to another event effect. For example, the Rotting Despair effect forces you to lose a life point at the start of your turn and your personal avatar only has one life point remaining. When you start your turn, you may use the reward from A Moment of Peace to restore a life point to all avatars, in order to prevent your avatar from being defeated when the Rotting Despair effect is resolved.

Discarding Events

If a threat and its event in combination are too difficult to defeat, players may agree to discard the event so there is no effect in play during that threat. If discarded, the event is returned to the bottom of the event deck facedown and its effect is no longer applied. An event can be discarded at any of the following times:

- At the start of a round, before any event effects have been resolved.
- At the start of a player's turn.

Event Difficulty

Players should agree upon which difficulty level to use at the start of the game.

- **Very Difficult:** No events can be discarded and no rewards can be used.

- **Difficult:** No events can be discarded.

- **Medium:** Only one event can be discarded during the game.

- **Easy:** No limit on event discards.

Event Clarifications

Change of Fate

Effect:

When you draw the additional threat, do not draw another event to add to that threat. The new threat is only used to provide one additional challenge that you must defeat before you can proceed with the current threat. When you discard the added threat, you do not claim its reward. The discarded threat is returned to the bottom of the threat deck, facedown.

Reward:

When you discard the current threat and draw a new one to replace it, do not replace the event. The event remains in play for the new threat. The discarded threat is returned to the bottom of the threat deck, facedown.

After the new threat is drawn, a new dice pool is rolled. You then go to *Step 2: Rerolls* and continue your turn as normal.

Desperate Gathering

Effect:
If there are no ready avatars after the effect has been resolved, the game ends and players automatically lose.

Final Battle

Effect:
If an avatar only has one life point remaining, you may still spend their last life point to use their power.

Reward:
You may use an avatar's power twice without spending their life points. You must use the same avatar; you cannot use the power of an avatar and then use the power of a different avatar, for example. The power must be resolved consecutively, before taking any other action. For example, you cannot resolve the power, then take a reroll, and then continue to resolve the power a second time.

If you successfully resolve a challenge the first time you use the power, you may use the power for its second time on the next challenge.

You cannot use the power of an avatar who has been defeated and removed from the game. You may choose to use an avatar's power only once if you wish (or are only able to).

Limited Time

Reward:
You may resolve up to two rerolls without spending any life points. Each reroll is recursive and follows the normal reroll rules as described on page 14.

Both reroll must be resolved consecutively, before taking any other action. For example, you cannot resolve one reroll, then use an avatar's power, then continue to resolve the second reroll. If you successfully resolve a challenge with the first reroll, you may use the second reroll on the next challenge.

Rotting Despair

Effect:
If your personal avatar has already been defeated, then there is no effect at the start of your turn.

Reward:
If the active avatar is defeated during your turn, you may use the reward to immediately return it to the common avatars. However, you must end your turn immediately.

A defeated avatar is always returned as a common avatar, even if they started the game as a personal avatar.

Seeds of Distrust

Effect:
While you may only use an avatar's power once during your turn, you may still spend as many life points as you wish to reroll.

Reward:
You cannot use the power of an avatar who has been defeated and removed from the game.

Unforeseeable Fate

Effect:
Whenever you reroll by spending life points or using a power, you must reroll at least two dice in the reroll pool dice if able. In other words, you cannot choose to only reroll one single die unless it is the last die remaining in the reroll pool.

Reward:
You may change up to two dice into any result. You may choose two different results if you wish. For example, you may change one die into a "3" result and another die into a "6" result.

Scenario Variant

The Witch Trials threat and The Lost Witch events feature a banner that indicates that the cards are only used when playing with "The Lost Witch" scenario.

Scenario:
The Lost Witch
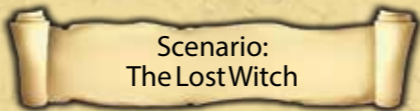
Scenario banner

Setup Scenario

You must also use the Events variant when playing a scenario. The following steps are modified during setup at the start of the game:

- Remove Ophinia from the available avatars and place her off to the side. Players only have seven avatars available until Ophinia is returned to the game.

- Shuffle the two Lost Witch cards with the other ten events to form the facedown event deck.

- Place the Witch Trials threat off to the side.

Lost Witch Returns

When The Lost Witch event is drawn, return the active threat to the top of the threat deck and replace it with the Witch Trials threat.

Ophinia is added as a common avatar, with full life points, either after the Witch Trials threat with The Lost Witch event attached to it has been defeated, or at the end of the fourth round (whichever occurs sooner).

Event effects and rewards do not apply to Ophinia while she is placed off to the side. Once Ophinia returns as a common avatar, events affect her normally.

If you draw The Lost Witch event after Ophinia has returned as a common avatar or has been defeated, simply discard the event and draw a new one.

If Ophinia has been returned as a common avatar and is defeated, she is removed from the game as normal.

Epic Lore

This section explores the stories for each Avatar of Hope and Avatar of Woe.

Avatars of Hope

Auriel, the Harbinger of Healing

The first avatar to be reborn in each cycle is Auriel. When her infant wings unfurl, the prophets declare that the Time of Testing is at hand. Some say that if the gods have no mercy, it is because they have placed it all in Auriel, the ageless angel whose heart breaks for the suffering of Elzarr.

Caroosh, the Stone Fist

A steadfast hero of the common people, the Stone Fist never backs down from a fight against evil. He is known for his honor, honesty, and willingness to confront corruption wherever it might be found—which makes him a less than popular guest at rich nobles' formal banquets.

Gron, the Furnace of Justice

As famous for his revels as he is for his strength, Gron believes in living each moment to its utmost. Whether fighting against his foes or drinking with his friends, the Furnace of Justice burns with a passion for life that drives him to constantly seek out new challenges, new adventures, and new drinking companions.

Jarroth, the Cogsmith

If he were not an avatar, Jarroth would be content to spend his life surrounded by the family and machinery that he loves. But as an avatar, he must instead use his mechanical genius to invent fantastic weapons and fight the clockwork constructs that threaten the land. Only after the Avatars of Woe have been vanquished can he realize his dream of a simple life.

Khantos, the Arcane Master

Khantos grew up devoted to the mastery of the magical arts. Isolated in the Forest of Shadows, he had virtually no human contact aside from the Prophets and tutors. But now he is ready. His power surpasses that of his greatest teachers, and the Time of Testing is at hand. It is time to leave the forest and face his destiny.

Leafwind, the Wildling

Leafwind is never more at home than while in the wilderness, and never more alive than while surrounded by nature. He speaks the language of the animals and trees. He understands that all life is connected. With this understanding, he can mystically channel the essence of other creatures into himself, infusing his body and soul with supernatural power. He just hopes it's enough power to face the Avatars of Woe.

Ophinia, the Envoy of the Dead

Ophinia is sometimes called "the hidden avatar," for her rebirth each cycle is shrouded from the Prophets. By tradition, the people of Elzarr watch their daughters for signs of knowing things they should not, and speaking to those who have passed from the mortal plane. This cycle's Ophinia is wise beyond her years and accompanied by a flock of ravens she calls her brothers.

Sylliph, the Moon Diver

As mysterious as the depths from which she comes, Sylliph is the final avatar to be born each cycle. When she surfaces, the Prophets call for a season of piety, repentance, and forgiveness across Elzarr. For according to prophecy, it is the appearance of the Moon Diver that ushers in the final days, and the Time of Testing.

Avatars of Woe

Broxix, the Pestilent Breath
The corrupted essence of air, Broxix brings suffering and death where ever it blows. Beneath this avatar's breath, plants wither, animals suffocate, and minerals corrode to dust.

Durge, the World Breaker
Even the Prophets are unsure whether Durge is the name of an unseen avatar that hurls titanic stones down on Elzarr, or the name of the stones themselves. None have seen the stones' source but avatars, and even if they remember their past lives, they aren't talking.

Hronthar, the Winged Flame
This ancient dragon is said to be reborn each cycle from the volcanoes and lava pools of the southern reaches. It is a cunning foe that appears, sets an entire region aflame, and then vanishes above the clouds.

Makano, the Drill Strider
The colossal mechanical beast uses its on-board weaponry to destroy everything and everyone in its path, then uses the rubble it creates to repair and improve itself.

Narssis, the Unholy One

One of the original gods, Narssis was exiled from the heavens ages ago for his cruelty. Today, he is worshiped only by deranged madmen who lust for blood and power. When unleashed as an Avatar of Woe, Narssis takes revenge on the other gods by obliterating their followers.

Pirn, the Rampaging Overgrowth

When the Overgrowth arrives, its tendrils stretch and sprout across the land, uprooting homes and burying the people. With each step the avatar takes, it plants new seedlings that thirst for blood and hunger for the flesh of the living.

Serrin, the Shadow Reaper

There is nothing subtle about Serrin. Where its shadow falls, living creatures simply die. The Reaper is fueled by the souls of the fallen; the more he collects, the more powerful he becomes.

Uluwash, the Devouring Tide

Under the guidance of Uluwash, the sea knows no bounds. It leaps ashore and scours the land, dragging into the depths large chunks of countryside—along with whatever creatures were living upon it.

Credits

Design: Seiji Kanai
Development: John Goodenough
Art: Zezhou Chen, Alton Li, Alberto Tavira
Graphic Design: Scott Nicely
Story Text: Darrell Hardy
English Translation: Simon Lundström
Proofing: Nicolas Bongiu, Richard A. Edwards, Dave Laderoute
Production: David Lepore

Copyright & Contact

For more of AEG's Big in Japan game line visit:
www.alderac.com/biginjapan

Taking a Turn

1. **Select Avatar:** Select a ready avatar, your personal or common, rotate the card to exhaust it, then place the active avatar card next to it.

2. **Rerolls:** Choose up to three dice from the dice pool to form the reroll pool.

   I: Roll the dice currently in the reroll pool.

   II: Choose one or more dice from the reroll pool to place back into the dice pool. When you do, go back to step I and roll the remaining dice in the reroll pool.

   III: Once all dice from the reroll pool have been placed back into the dice pool, the rerolls end.

3. **Spend Life Points:** Use the active avatar's power or to reroll up to three dice.

4. **Resolve Challenge:** If successfully resolved, proceed to the next challenge and return to *Step 2 Rerolls*. When all of the challenges on a threat card have been successfully resolved, the round ends.

5. **End Turn:** Pass the active avatar card to the next player clockwise, who then begins their turn.