



INTRODUCTION

In the world of *Warcraft*, there are many heroes and many perils. As each foe falls a new enemy is revealed; as each hero falters a new champion stands forth. Now, four new heroes have risen to take their places in the Hall of Legends!





This **World of Warcraft: The Adventure Game** character pack contains a completely new character, as well as new quests, discoveries, and encounters to enhance the game! While each character pack can be individually integrated into **World of Warcraft: The Adventure Game**, many exciting new game elements can be discovered by adding all four.

COMPONENT LIST

Each **World of Warcraft: The Adventure Game** character pack contains:

- This Rules Sheet
- 1 Plastic Character Figure
- 4 Character Cards
- 23 Ability Cards
- 7 Grey Challenge Cards
- 7 Green Challenge Cards
- 7 Yellow Challenge Cards
- 7 Red Challenge Cards
- 2 Starting Quests
- 2 Advanced Quests
- 9 Character Tokens
- 4 Discovery Tokens
- 2 Totem Tokens (Zowka Shattertusk only)

The encounter and quest cards in this wave of character pack expansions are each marked with a symbol that corresponds to the individual character pack in which that card can be found. The symbols are as follows:

-  Artumnis Moondream, Night Elf Druid
-  Brandon Lightstone, Human Paladin
-  Dongon Swiftblade, Troll Rogue
-  Zowka Shattertusk, Orc Shaman

USING THIS EXPANSION

The individual components of this expansion are added to the general mix of components in the core **World of Warcraft: The Adventure Game** box, as detailed below.

Characters

The character in this pack is simply added to the mix of characters available for selection at the beginning of the game. If a player chooses to play as this character, he collects the associated figure, ability deck, character cards, and character tokens just as he would any other character at the start of the game. If no one chooses to use this character, the rest of the expansion may still be integrated as described below.

Quests, Discoveries, and Challenge Cards

Regardless of whether or not this character is chosen, the included quest and challenge cards are simply shuffled into the appropriate decks at the start of the game. Likewise, the discovery tokens are mixed into the pool of available discoveries.

NEW RULES

The following new rules describe new components in this wave of expansions.

Start of Turn Effects

Effects such as the Druid and Paladin character card abilities that refer to the “Start of your turn” must be resolved before the movement phase begins. Players must resolve start of turn effects before they roll the movement die. If there are multiple start of turn effects that must be resolved, the active character may resolve them in any order.

Shaman Totems



The Shaman character, Zowka Shattertusk, has two totem tokens – an earth totem (green) and a water totem (blue). When she plays an **Earth Totem** or a **Water Totem** ability card, she places the appropriate totem token in her space. While the card remains in play, the totem token has certain game effects as described on the ability card. If a

Totem ability card is discarded or otherwise removed from play, the associated totem token is removed from the game board. If Zowka is defeated, all of her **Totem** ability cards in play are discarded and all her totem tokens are removed from the game board.

Improved Abilities on Items

Some items have improved abilities, which function similarly to those found on ability cards. Such items may be equipped as normal (i.e., the character must be at least the same level as the item card). If the character has at least the required level indicated by the improved ability (e.g., “Improved Yellow” abilities are only available to yellow- or red-level characters), then the improved ability text may be used in addition to the rest of the card.

Attached Encounters

When an encounter card becomes attached to a character, it ceases to be an encounter card and is no longer susceptible to effects that target encounter cards or that target cards in a given space. These cards otherwise follow the normal rules for attached cards.

DISCOVERY TOKEN SUMMARY

These summaries refer to the active character as “you.”



Gold: When revealed, keep this token. You may discard it when in a city to gain one item of your level or lower.



Hearthstone: When revealed, keep this token. You may discard it instead of moving normally to move to the city of your choice.



Far Sight: When revealed, keep this token. You may discard it during your movement phase to look at any other discovery on the board. Either discard the discovery or place it back in its space.



Goblin Rocket Boots: When revealed, keep this token. You may discard it to reroll a movement or combat die you just rolled.



Traveling Merchant: When revealed, keep this token. You may discard it during your movement phase to take any item from under any other character's bag token. That character may then take a different item out of your bag.



Lucky Charm: When revealed, keep this token. You may discard it when any player reveals a discovery token to cancel and discard it without effect.



Robotic Homing Chicken: When revealed, keep this token. During your movement step, you may place it on one of your active quests, where it counts as either a character token or a damage token as appropriate. If this completes the quest, discard any character tokens associated with that quest and discard this discovery.



Dragonbait: When revealed, keep this token. You may discard it during your movement step to flip an encounter marker within one space to its other side (normal or red).



Gnomish Mind Control Cap: When revealed, keep this token. You may discard it after an opponent places a discovery to force him to place that discovery in a different space of your choice, instead.



Ambush: If you have a combat this turn, your opponent's attack receives +1 damage and is considered a ranged attack.



False Map: The opponent to your right may move your character up to two spaces in any direction. Then resolve any other discoveries in your previous space and proceed to your challenge step.



Power Drain: Discard two random ability cards from your hand.



Disease: Place this on your character card. Your maximum health value is decreased by 1. Discard this token the next time you are defeated, or if you activate a large healing potion resource.



Bomb: You are dealt 2 damage.



Dimensional Ripper: You are immediately moved to the city of your choice. Then, resolve any other discoveries in your previous space. Remember that you skip your encounter step while in a city.



Lockbox: You will not receive the reward for any encounters defeated this turn (discard it instead).



Bottomless Bag: Discard an item of your choice from your bag.



Hex: Flip your character card to its starting side. You may not flip your character card again this turn.

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