# Plagueborn



# Public Gameplay Overview

## A gothic fantasy board game of survival and conquest

**Plagueborn is a dark fantasy strategy board game for 1-5 players. Players lead one of five corrupted factions across a modular world built from magnetic Hex Tiles. During the game, you will explore dangerous locations, complete quests, gather treasure, discover artifacts, fight monsters, clash with rival factions and prepare for the awakening of a terrifying Final Boss.**

**Plagueborn can be played in competitive PvP, cooperative or solo mode.**

# 1. The Goal of the Game

In the main game mode, players compete to gain Influence.
Influence represents your faction's power, reputation and control over the plague-ravaged world.

You gain Influence by:
- completing Quests,
- defeating Neutral Monsters,
- defeating enemy units and heroes,
- controlling important Hexes,
- discovering powerful Artifacts,
- damaging the Final Boss,
- defeating the Final Boss.

The player with the most Influence at the end of the game wins.

Plagueborn is not only about destroying your enemies.
It is about choosing when to explore, when to fight,
when to gather power and when to confront the final threat.

QUESTS + MONSTERS + HEX CONTROL + BOSS DAMAGE

=

INFLUENCE

# 2. Choose Your Faction

**Each player controls one of five factions:**

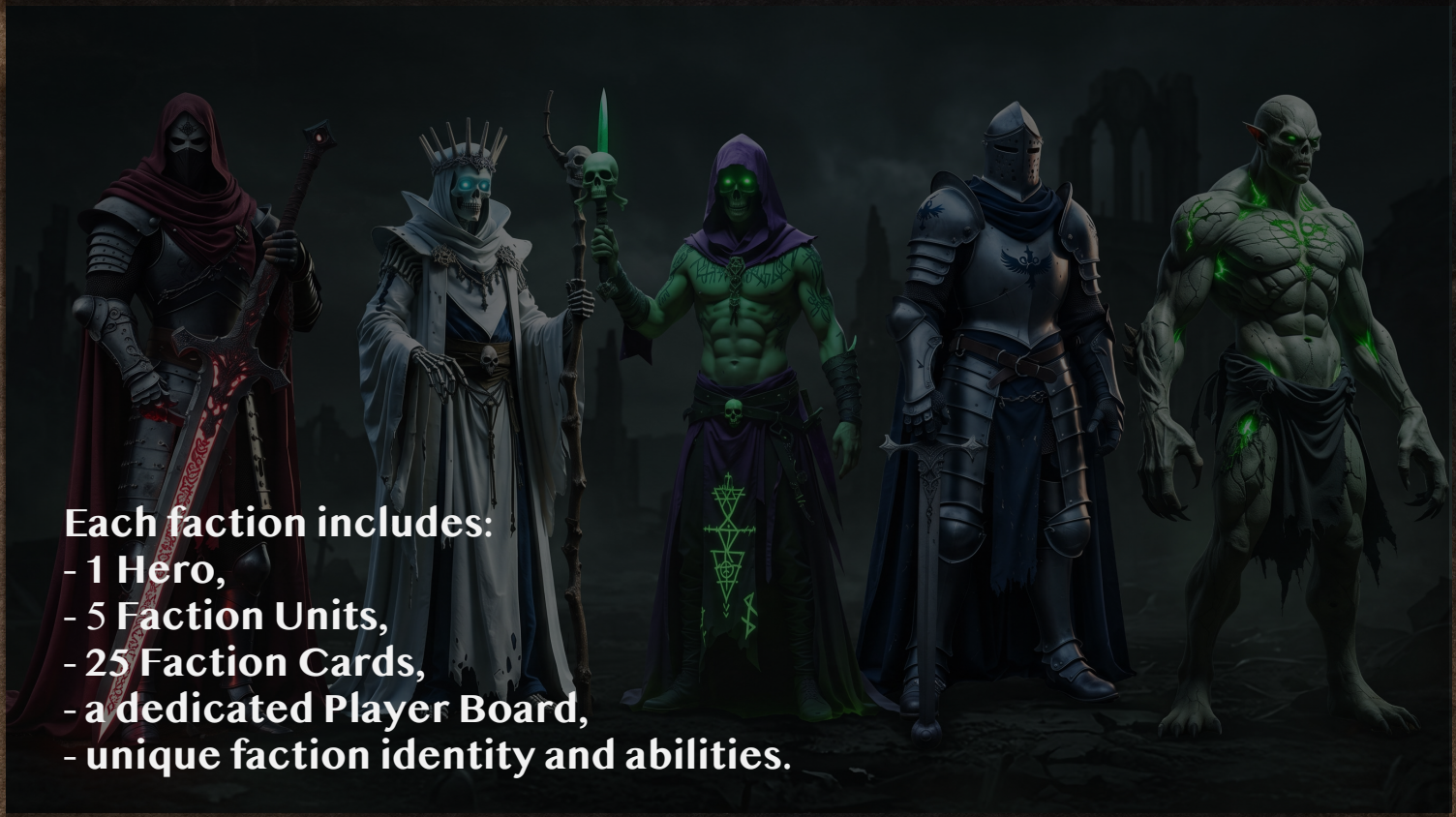
**The Exiles**
**Survivors, warriors and outcasts built for direct combat and tactical flexibility.**

**The Undead**
**Necromantic forces that return from death and grow stronger through attrition.**

**The Cult**
**Ritualists and corruption users who manipulate plague, sacrifice and forbidden power.**

**The Fallen**
**Elite corrupted knights focused on discipline, precision and battlefield control.**

**The Plagueborn**
**Mutated horrors driven by infection, swarm pressure and overwhelming force.**



**Each faction includes:**
**- 1 Hero,**
**- 5 Faction Units,**
**- 25 Faction Cards,**
**- a dedicated Player Board,**
**- unique faction identity and abilities.**

# 3. Game Setup

To begin the game:

1. Each player chooses a faction.
2. Place the 13 Core Hex Tiles in the recommended starting layout.
3. Each player places their Hero and 2 Faction Units on their faction starting Hex.
4. Each player places their remaining 3 Faction Units in reserve.
5. Each player receives:
   - 5 Life,
   - 1 Gold,
   - 1 Plague,
   - 3 Faction Cards,
   - 1 starting Quest.
6. Shuffle the Event, Quest, Treasure, Artifact and Final Boss decks.
7. Select or randomly draw one Final Boss for the game.

The Final Boss remains hidden until it awakens.



# 4. Round Structure

Each round follows the same structure:

1. Start of Round Phase
Reveal and resolve 1 Event Card.

2. Player Turns
Each player takes one full turn.

3. Monster / Boss Phase
Neutral Monsters and, later in the game, the Final Boss act.

4. End of Round Phase
Resolve end-of-round effects and advance the game.



# 5. Player Turn

On your turn, you follow four phases:

1. Draw Phase
Draw 1 Faction Card.
If you do not have an active Quest, you may draw 1 Quest Card.
You may hold up to 5 cards in hand.

2. Movement Phase
Move your Hero up to 1 adjacent Hex.
You may also move up to 2 Faction Units from the same Hex with your Hero.

3. Action Phase
Choose 1 main action.
Available actions include:
- Explore Hex,
- Fight Monster,
- Fight Enemy Hero,
- Fight Enemy Unit,
- Complete Quest,
- Use Artifact,
- Play Faction Card,
- Summon Faction Unit,
- Rest,
- Control Hex,
- Pass.

4. End Phase
Resolve status effects, card limits and end-of-turn effects.

# 6. Exploring the World

The map is built from magnetic Hex Tiles.
Each Hex represents a dangerous location in the world of Plagueborn: ruined cities, cursed forests, crypts, rivers, plague swamps and ancient strongholds.

When you Explore a Hex, you may:
- gain Gold,
- gain Plague,
- draw a Treasure Card,
- draw an Artifact Card,
- trigger a D12 effect,
- activate a location ability,
- uncover danger.




Some Hexes are safer.
Others offer greater rewards but carry higher risk.
You cannot Explore a Hex while an enemy Hero, Neutral Monster or Final Boss occupies it.



# 7. Quests

Quest Cards give players clear objectives and rewards.

A Quest may ask you to:
- reach a specific Hex,
- defeat a monster,
- collect resources,
- sacrifice Gold or Plague,
- control a location,
- survive a dangerous effect.

Completing Quests gives Influence and sometimes additional rewards such as Treasure, Artifacts, Gold or special effects.

You may have only 1 active Quest at a time.

Recommended Influence rewards:
- Easy Quest: 2 Influence,
- Medium Quest: 3 Influence,
- Difficult Quest: 4 Influence.












# 8. Cards and Rewards

Plagueborn uses several card types.

## Faction Cards

Your faction deck contains 25 cards. These define your faction's playstyle and special tactics.

## Event Cards

Events change the world each round. They may spread plague, summon monsters, create danger or offer unexpected opportunities.

## Treasure Cards

Treasures provide quick rewards, temporary bonuses and useful resources.

## Artifact Cards

Artifacts are powerful items that can change the course of the game. A player may have up to 3 active Artifacts.

## Quest Cards

Quest Cards give players objectives and rewards. They guide exploration, combat and faction progression during the game.

## Final Boss Cards

Each Final Boss has a dedicated card describing its HP, behavior and special powers.



# 9. Combat

Combat uses the custom Symbol D6.
The die contains:



Sword — 1 damage,



Skull — 2 damage,



Cross — special effect.



Combat can happen against:
- Neutral Monsters,
- enemy Faction Units,
- enemy Heroes,
- Final Bosses.

In PvP combat, if the defender survives,
they may counterattack once.

In PvE combat, a Monster retaliates if it survives.

The Final Boss is more dangerous and may retaliate after
every attack, depending on its Boss Card.

# 10. Faction Units

Each faction has 5 Faction Units.

Units are used to:
- support your Hero,
- control Hexes,
- block enemy movement,
- complete some Quest objectives,
- protect your Hero,
- strengthen attacks.

At the start of the game, each player begins
with 2 Faction Units on the board and 3 in reserve.

During the game, you may summon units from your reserve
by spending Gold.

Units are fragile but tactically important.



# 11. Status Effects

Plagueborn includes four main status effects:



**Poisoned**
Lose 1 Life at the end of your turn
until removed.



**Blessed**
Spend to gain +1 damage
or recover 1 Life.



**Shielded**
Spend to ignore the first damage
you receive.



**Stunned**
Skip your next Action Phase,
but you may still move.

Status tokens create tactical tension and can completely change the outcome of a fight.

# 12. Final Boss Awakening

The Final Boss begins hidden.

As the game progresses, the world becomes more dangerous.
Eventually, the Final Boss awakens.

Recommended awakening timing:
- Quick Game: after Round 5,
- Standard Game: after Round 6,
- Epic Game: after Round 8.

When the Final Boss awakens:

1. Reveal the Final Boss Card.
2. Place the Final Boss miniature on the map.
3. Start the Doom Track at 1.
4. Resolve the Boss entry effect.

From that moment, each round includes a Boss Phase.





# 13. Boss Phase and Doom Track

After the Final Boss awakens, it acts during the Boss Phase.

During the Boss Phase:

1. Increase the Doom Track by 1.
2. The Boss moves toward the nearest Hero.
3. If the Boss reaches a Hero, it attacks.
4. Roll D12 for its special behavior.
5. Resolve all Boss Card effects.

If the Doom Track reaches 12:

- in Solo and Co-op, the players lose,
- in Competitive Mode, the game ends
and players count Influence.

If the Boss is still alive when Doom reaches 12,
each player loses 3 Influence before final scoring.




The Doom Track measures the growing threat of the Final Boss.
When Doom reaches 12, the world falls into darkness.

# 14. Defeating a Hero

When a Hero reaches 0 Life, that Hero is defeated but the player is not eliminated.

A defeated Hero:

- is removed from the board,
- loses 2 Influence,
- loses 1 Gold if possible,
- removes negative statuses,
- returns to their starting Hex at the beginning of their next turn with 3 Life.

The player who defeated the Hero gains 3 Influence.

This keeps all players involved until the end of the game.



# 15. Game Modes



## Solo Mode

One player controls a faction and tries to defeat the Final Boss before Doom reaches 12.



## Co-op Mode

Players work together against the world and the Final Boss. Players win together or lose together.



## Competitive Adventure Mode

The main mode. Players compete for Influence while exploring, fighting and reacting to the Final Boss.

## Hardcore PvP Variant

A more brutal optional mode where repeated Hero defeat can eliminate a faction.

# 16. Example Turn

Kael from The Exiles begins his turn.

Draw Phase
Kael draws 1 Faction Card.

Movement Phase
He moves from Ashen Plains to a nearby ruined Hex.

Action Phase
He explores the Hex and draws a Treasure Card.

The Treasure gives him 2 Gold.

End Phase
Kael has no negative status effects, so his turn ends.

This simple turn gave the player resources
and moved them closer to completing a Quest.



# 17. Example Combat

Velrith from The Undead attacks a Neutral Monster.

Velrith rolls the Symbol D6 and gets a Skull.

Skull deals 2 damage.

The monster has 2 Life, so it is defeated.

Velrith gains:

- 2 Influence,
- 1 Treasure Card or 1 Gold.

If the monster had survived, it would have retaliated.







# 18. Example Boss Battle

The Final Boss awakens and appears at Forsaken Ruins.

A player attacks the Boss and rolls Sword, dealing 1 damage.

The player gains 1 Influence for damaging the Boss.

Then the Boss retaliates.

The player rolls D12 for the Boss behavior and resolves its special effect.

If a player deals the final damage and defeats the Final Boss, that player gains 5 Influence.

Defeating the Final Boss may end the game.



# 19. Why Plagueborn Works

Each game creates a different story.

The modular Hex map changes the battlefield.

Quest Cards create shifting objectives.

Event Cards make the world unpredictable.

Faction Cards give every faction a different playstyle.

Artifacts and Treasures create powerful combinations.

The Final Boss forces all players to react before
the Doom Track consumes the world.

Plagueborn is built around tactical choices,
dramatic escalation and replayability.



# 20. Development Status

Plagueborn is not just an idea.

The game has already gone through design, prototyping and physical component production.

Existing prototype components include:

- miniatures,
- magnetic Hex Tiles,
- cards,
- player boards,
- tokens,
- custom dice,
- rulebook,
- box

Final balancing, editing and production refinements will continue through the campaign and manufacturing process.



# End Note

This document is a gameplay overview, not the final rulebook.

The final rulebook may include updated wording, examples, diagrams and balance refinements before production.

The core gameplay structure, modes and component systems shown here represent the intended gameplay experience of Plagueborn.







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