

The Twins

GAME EXPANSION

Introduction

Brace for the **epic confrontation** with **The Twins**, **Schaden** and **Freude**, in a new gameplay scenario. From the first night, these formidable Goddesses transform the game, escalating through intense phases. Their arrival **shifts the battlefield's fate**, deepening the **strategic challenge**. Embark on a **legendary quest** where each move is a battle for survival!

The Twins' scenario cannot be played in a Campaign mode.

The Twins' scenario can be played along with any other expansion of *The Last Spell: The Board Game*.

Main Concepts

Damned Bomb

Damned Bombs are indestructible.



At the end of the Hero phase, they detonate, damaging all Heroes standing in their Area and Current Sector. They deal 2 damage and force Heroes to lose 2 Mana points.

Twins Monster Cards

During the game, the Twins appear in different stages: **Ethereal**, **Physical**, and **Final**, along with their **special Boss Weapons**. Each stage of the Goddesses is represented through different monster cards, describing their characteristics as follows:

1. Ethereal Schaden
2. Blissnacht
3. Schaden
4. Schaden, the Painful
5. Ethereal Freude
6. Tendertrost
7. Freude
8. Freude, the Joyful

1. Ethereal Schaden

Ethereal Schaden is a Boss in its Ethereal form, and it behaves like a special monster.



Hit Points: 5

Movement Points: 2, Water does not impact on the Boss movements

Defence:

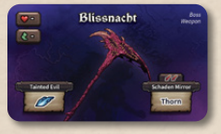
Special abilities:

- **Shadow Rift.** *Ethereal Schaden* inflicts 2 damage simultaneously on every Hero and Structure within 2 spots of where it stands.
- **Drop Blissnacht.** When *Ethereal Schaden* is defeated, drop an indestructible Blissnacht standee on its former spot.

> ***Note:** The Follow ability of a Weapon does not apply if the Hero finishes its attack on Blissnacht.*

2. Blissnacht

Blissnacht is a Boss Weapon, and it behaves like a special Monster.



Hit Points: 0, Blissnach is indestructible (it is considered to have 0 HP).

Movement Points: 0, Blissnacht does not move.

Special abilities:

- **Tainted Evil .** *Mana Drain*: At the end of the Monster Phase, all Heroes standing in *Blissnacht*'s Area and Current Sector lose 1 unspent Mana point.
- **Schaden Mirror.** *Thorn*: When Blissnacht is dealt damage in any way, it inflicts 2 damage simultaneously on every Hero standing in its Area and Current Sector.

3. Schaden

Schaden is a Boss in its Physical form, and it behaves like a special monster.



Hit Points: 4

Movement Points: 2, Water does not impact on the Boss movements

Defence:

Special abilities:

- **Volatile Singularity .** Deploy 2 Damned Bombs and place them beneath the Heroes with the most Hit points and the least Hit points. *In case of a tie, the Damned Bomb goes beneath the Hero with the least Movement points left. Otherwise, choose randomly.*
- **Shadow Rift.** *Schaden* inflicts 2 damage simultaneously on every Hero and Structure within two spots of where it stands.

4. Schaden, the Painful

Schaden, the Painful is a Boss in its Final form, and it behaves like a special monster.



Hit Points: 6

Movement Points: 2, Water does not impact on the Boss movements

Defence:

Special abilities:

- **Volatile Singularity .** Deploy 2 Damned Bombs and place them beneath the Heroes with the most hit points and the least hit points. *In case of a tie, the Damned Bomb goes beneath the Hero with the least movement points left. Otherwise, choose randomly.*
- **Schaden Mirror.** *Thorn*: When *Schaden, the Painful*, is dealt damage in any way, it inflicts 2 damage simultaneously on every Hero standing in its Area and Current Sector.
- **Shadow Rift.** *Schaden, the Painful*, inflicts 2 damage simultaneously on every Hero and Structure within two spots of where it stands.
- **Tainted Evil .** *Mana Drain*: At the end of the Monster Phase, all Heroes standing in *Schaden, the Painful*'s, Area and Current Sector lose 1 unspent Mana point.
- **Re-materialize .** At the beginning of the Monster Phase, remove 1 Wound token from the *Schaden, the Painful*, Monster card.

5. Ethereal Freude

Ethereal Freude is a Boss in its Ethereal form, and it behaves like a special monster.



Hit Points: 5

Movement Points: 2, Water does not impact on the Boss movements

Defence:

Special abilities:

- **Sword of Radiance.** *Ethereal Freude* inflicts 2 Damage simultaneously on every Hero and Structure within two spots of where it stands.
- **Drop Tendertrost.** When *Ethereal Freude* is defeated, drop an indestructible Tendertrost standee on its former spot.

> ***Note:** The Follow ability of a Weapon does not apply if the Hero finishes its attack on Tendertrost.*

6. Tendertrost

Tendertrost is a Boss Weapon, and it behaves like a special monster.



Hit Points: 0, Tendertrost is indestructible (it is considered to have 0 HP).

Movement Points: 0, Tendertrost does not move.

Special abilities:

- **Light of the Radiance.** *Dazzle*: At the end of Monster phase, all Heroes standing in *Tendertrost*'s Area and Current Sector, flip an unspent Movement tile.
- **Mother's Love.** *Fury*: At the beginning of the Monster Movement Phase, all monsters in *Tendertrost*'s Current Sector gain +1 Movement points.

7. Freude

Freude is a Boss in its Physical form, and it behaves like a special monster.



Hit Points: 4

Movement Points: 2, Water does not impact on the Boss movements.

Defence:

Special abilities:

- **Birth of the Twin Elites.** Once *Freude* is spawned, during each Hero Phase, players place the first 2 killed monster miniatures on top of Tendertrost Monster Card.

  During the Monster Spawn Phase, if Freude's figure is not in the Mist, players randomly select 2 monsters from Freude Monster Card (if any), and place them respectively, in the spots in front of and behind Freude's figure, if unoccupied.
- **Sword of Radiance.** *Freude, the Joyful* inflicts 2 Damage simultaneously on every Hero and Structure within two spots of where it stands.
- **Mother's Love.** *Fury*: At the beginning of the Monster Movement Phase, all monsters in *Freude, the Joyful*'s Current Sector gain +1 Movement points.
- **Light of the Radiance.** *Dazzle*: At the end of Monster phase, all Heroes standing in *Tendertrost*'s Area and Current Sector, flip an unspent Movement tile.
- **Re-materialize .** At the beginning of the Monster Phase, remove 1 Wound token from the *Freude, the Joyful*, Monster card.

8. Freude, the Joyful

Freude, the Joyful is a Boss in its Final form, and it behaves like a special monster.



Hit Points: 6

Movement Points: 2, Water does not impact on the Boss movements

Defence:

Special abilities:

- **Birth of the Twin Elites.** Once *Freude, the Joyful*, is spawned, during each Hero Phase, players place the first 2 killed monster miniatures on top of Tendertrost Monster Card.

  During the Monster Spawn Phase, if Freude's figure is not in the Mist, players randomly select 2 monsters from Freude Monster Card (if any), and place them, respectively, in the spots in front of and behind Freude's figure, if unoccupied.
- **Sword of Radiance.** *Freude, the Joyful* inflicts 2 Damage simultaneously on every Hero and Structure within two spots of where it stands.
- **Mother's Love.** *Fury*: At the beginning of the Monster Movement Phase, all monsters in *Freude, the Joyful*'s Current Sector gain +1 Movement points.
- **Light of the Radiance.** *Dazzle*: At the end of Monster phase, all Heroes standing in *Tendertrost*'s Area and Current Sector, flip an unspent Movement tile.
- **Re-materialize .** At the beginning of the Monster Phase, remove 1 Wound token from the *Freude, the Joyful*, Monster card.

The Twins - Day

Follow the general rules with the following exceptions:

Set up The Twins

Follow the standard setup of Gildenberg, with the following notes:

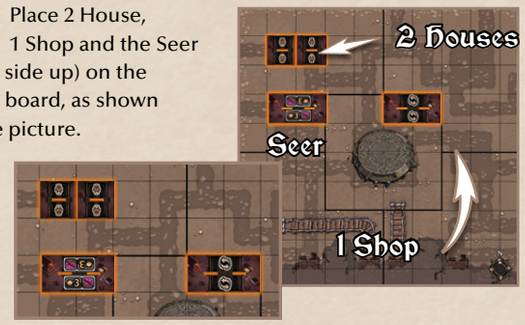
2. Take the upper Terrain board and place it, with the B side facing up, at the top of the Town.

Take both the Left and Right Terrain boards and place them, with the B side facing up, on the sides of the Town. Then, secure the map by assembling the 8 mist frame around it.

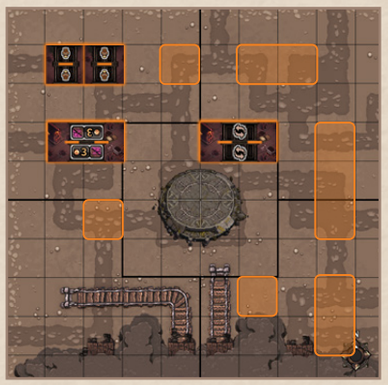


3. Place Low Obstacles on the map as illustrated on the Terrain boards.

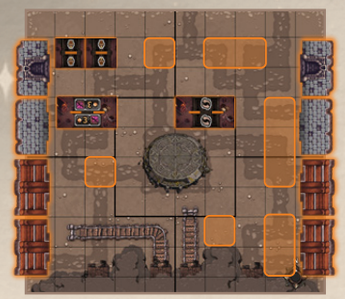
9. Place 2 House, 1 Shop and the Seer (base side up) on the Town board, as shown in the picture.



10. Randomly select 3 one-spot-ruins bases, 2 two-spots-ruins bases, and 1 three-spots-ruins base. Assemble the appropriate standees with the chosen Ruin bases, then position them on the Town board according to the configuration shown in the image.



11. Place 4 Wooden Walls, 2 Stone Walls, and 2 Stone Gates on the appropriate cutouts of the Town board, as depicted in the image.



12. **If starting a new game with The Twins**, place 6 Gold and 6 Materials in the Common Stash.

16. Place the two Urban Quest cards of this expansion in the appropriate slots of the game board.



Player Area Setup

If starting a new game with **The Twins**, players gain 5 Perks, Starting Trait's Perk included. *For a quick set up, take 2x Level 1, 2x Level 2 and 1x Level 3 Perks, otherwise follow the "Gain a Perk"* rules, page 13 of **The Day** rulebook.

Players then gain Equipment items according to their Trait cards as usual. Flip the Hero card to the Level II side, and take the indicated Mana crystals and Movement tiles.

> ***Note:** After the following day's Upkeep Phase, your Hero will gain an additional Perk.*

Scout the Spawn

Shuffle the 8 Spawn Direction cards of this expansion to form a deck, and place it face up on the game board as usual.

The base game Spawn Direction cards won't be needed to play this expansion; you can put them back into the box.

Follow the standard rules to form the Spawn Pattern Deck (see *Scout The Spawn*, page 12 of The Day rulebook).

Just like in a standard game, place **two Spawn Pattern cards** on each Mist tile slot following the indications on the revealed Spawn Direction card, except where the icons of *Blissnacht* and *Tendertrost* icons are depicted: place **only one Spawn Pattern card** there.



Blissnacht

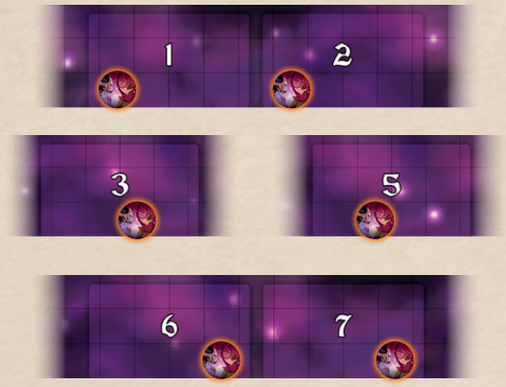


Tendertrost

Scout the Boss

The Twins will appear in the game from the first Night. They will spawn depending on the Spawn Direction Cards, and they do so in specific spots of the Mist Slots. The icons of the Twins' Weapons depicted in the Spawn Direction cards indicate which Twin will spawn and the number of the Mist tile where they will do so.

The specific spot of each Mist tile slot where the Goddesses spawn is indicated below:



> ***Important:** Keep in mind that the Twins are bosses that evolve in several stages (Ethereal, Physical, Final). They do so depending on both Day/Night cycles, and players' actions.*

Scenario Limitations

Playing the Twins expansions, players can build all Structures and upgrade both Production Building and Walls.

Walls cannot be built in the northernmost line of the Town.

Night Phase

Follow the standard rules of the Night Phase with the exceptions below.

Monster Phase

Boss Spawn: The Twins

The Twins have several stages: *Ethereal*, *Physical*, and *Final*, depending on the current Night and the Heroes' actions.

THE FIRST NIGHT

The Twins spawn in the *Ethereal* form.

Refer to the characteristics of Schaden and Freude in their Ethereal form through the Monster cards. For further details, see *Main Concepts* section. When *Ethereal Schaden* is defeated, remove its monster card and replace its miniature with *Blissnacht* standee.

Similarly, when *Ethereal Freude* is defeated, remove its monster card and replace its miniature with *Tendertrost* standee. From now on, Blissnacht standee and Tendertrost standee have their own Monster cards. *Blissnacht* and *Tendertrost* are indestructible and **won't be removed at the end of the Night**.

THE SECOND NIGHT

Schaden and *Freude* never spawn during the Second Night, even if *Blissnacht* and *Tendertrost* are already in game.

Follow the standard rules of the Night. *Blissnacht* and *Tendertrost* **won't be removed at the end of the Night**.

THE THIRD NIGHT

Spawn respectively the Physical form of *Schaden* and *Freude* as indicated by the Spawn direction cards. When one of the two Twins dies, remove both of their monster cards and the miniature of the defeated Goddess. Then place next to the game board the monster card of the Twin that's still alive, in its final form.

Examples

If Freude is defeated, remove both Schaden and Freude monster cards, and place the Schaden, the Painful card next to the game board. Place the Goddess monster miniature on its final form card. At the beginning of the next monster phase, replace the corresponding Goddess' weapon in play with its miniature. The new Goddess monster card starts with no wounds.

***Example** A*

In this example, Freude has been defeated. Players replace the Blissnacht standee with the Schaden figure, representing Schaden, the Painful.

***Example** B*

In this example, Freude has 3 wounds, and Schaden has 2 wounds, respectively, on their cards. After a Hero attack, Freude receives an additional wound. Freude is defeated and the monster is removed from the game. The wounds on Schaden's card are removed and that card is replaced with Schaden, the Painful card. From the next Monster Phase on, Schaden miniature acts according to the new card.

Monster Spawn

Just like a standard game, at the beginning of the first two Monster Phases, reveal the top Spawn Pattern card from each of the Mist tiles slot (these cards were placed there during the previous Day Phase), and follow the standard Monster Spawn rules.

At the beginning of the third Monster Phase of the first Night, the Twins spawn. For further details, see *Scout the boss* section.

End of the Night Phase

With Blissnacht and Tendertrost being indestructible, the presence of their standees in play doesn't trigger the *End of the Night* condition.

If, at any given time during the third Night, and after all Spawn Pattern cards have been revealed, the final form of Freude or Schaden are defeated, the scenario is complete.

You have won the final battle of the *Last Spell: The Board Game*!