
MAGIC THE GATHERING™
HEROES OF DOMINARIA™
BOARD GAME
BRYAN HAWLEY • PETER LEE • RODNEY THOMPSON
WIZKIDS™


MAGIC THE GATHERING
HEROES OF DOMINARIA™
BOARD GAME
RULEBOOK
Art by: Tyler Jacobson

Overview

Greetings, Planeswalker. You have ended up on Dominaria, a world on the mend. Mana has begun to flood back into the plane, but the sinister Cabal seeks to control everything. Travel the ancient lands of Dominaria, collecting mana, building Manaliths, rediscovering lost Artifacts, and confronting the Cabal. By building leylines, you will be able to extend your reach in gathering the mana you need to bring you closer to your goal: becoming a Hero of Dominaria.

Winning the Game

At the end of the game, the player with the most victory points (VPs) wins. Complete quests, discover artifacts, develop your resources on Dominaria, and confront the deadly Cabal to earn VPs.

Components

1 Map Board
4 Hero Boards
120 Mana Tokens
20 Manalith Mana Tokens
(1 set per player)
20 Cabal Tokens
15 Artifact Tokens
3 Quest Trackers
4 Score Markers
10 Public Quest Tiles
1 Round Marker
50 Dominaria Cards
45 Quest Cards
20 Artifact Cards
16 Heroes
20 Manaliths
32 Leylines



When you lap the VP track, flip this token over to the 50 point side and continue.



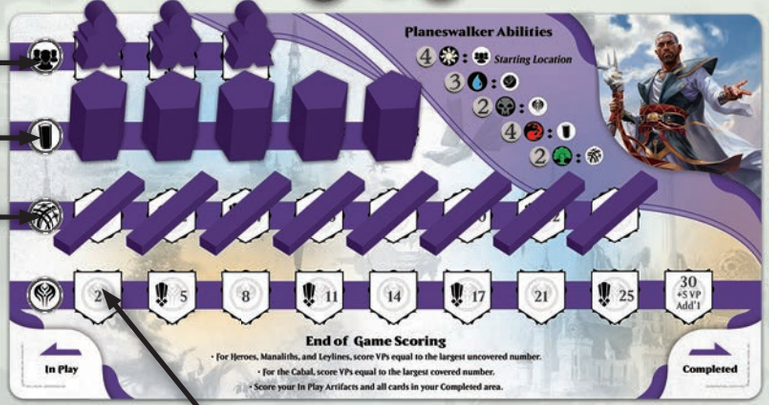
After you recruit a Hero, build a Manalith, or form a Leyline, take the appropriate piece from the left of the track to put on the map.

Starting locations are: Caligo Morass, Orvada, Esturin, Verdura, Bogardan



Place mana tokens you collect above your Hero board—this is your mana pool.







To the left of your Hero board is the In-Play area. Your artifacts and active quests go here.

After you confront the Cabal, put the defeated Cabal tokens on this track.

To the right of your Hero board is your Completed area.

Game Components

Mana

There are five colors of mana tokens, matching the colors of the locations. During the game, you'll collect mana from the map. You'll also get mana from some quests, artifacts, and other rewards. Keep the mana tokens you collect in your mana pool above your hero board.

The five Planeswalker abilities (see "Action phase" on page 6) each require you to spend mana to use them. Each ability requires at least one specific color of mana to be spent. For example, building a Manalith has a cost of 4 + 1 red. This means you must return one red mana token and four other mana tokens of any color (even red) to the supply.

Quests

One way to score points during the game is to complete quests. Each quest has text that tells you when you may **complete** it. At any time during your turn, if you meet the listed conditions, place the quest face up into your Completed area. You will score these at the end of the game but you immediately gain any rewards from the completed quest.



Quest Cards

A few quests have text that tells you when you can **start** that quest. To start a quest, place it face up in your In-Play area. These quests will tell you how and when you can complete the quest.

Keep quest cards that you haven't begun or completed in your hand where other players can't see them.

Getting new quests

Some quest rewards will tell you to get a new quest. In addition, there is a symbol in some spaces on your Hero, Manalith, and Leyline tracks that, when uncovered, will allow you to get a new quest immediately. In the case of the Cabal track, when you cover a space containing a symbol, you'll get a new quest immediately.

Whenever you get a new quest, look at the top two cards of the quest deck. Choose one to keep and put the other on the bottom of the quest deck. If you meet the requirements for the new quest, you may immediately complete it and get its reward.

Public quests

There are five different public quests available to all players. Up to two players can claim each public quest if they meet the necessary conditions. The first player to do so takes the higher VP tile. The second player takes the remaining tile. You can't collect both tiles for a single public quest. You can, however, complete multiple public quests during the game.

Place these quests into your Completed area.



Public Quest Tiles

Artifacts

Legends speak of a time of unrivaled artifice on Dominaria, and the inventions of that time lie buried throughout the plane.



Artifact Cards

Artifact tokens are put onto the map by some Dominaria cards. Artifacts have special abilities that will help you in your adventures across Dominaria. They are placed in your In-Play area. In addition, each artifact is worth VPs at the end of the game.

When gaining a new artifact, look at the top two cards of the artifact deck. Choose one to keep in your In-Play area and put the other on the bottom of the artifact deck.

Scoring an artifact

A few artifacts have abilities that can be used only once. If an ability instructs you to **score** the artifact, put it into your Completed pile (to the right of your Hero board) to activate its ability. You'll still earn VPs for it at the end of the game, but its abilities no longer affect the game.

Heroes

Hero figures represent your forces as they travel around Dominaria.



Hero Figures

Your Heroes determine where you can collect mana from and how you perform most game actions. You can recruit additional Heroes during the game, to a maximum of four. **You begin the game with one recruited hero on the board and one Move action.** Each space on the Hero track on your Hero board has the symbol. Each symbol that you've uncovered (by recruiting that Hero) gives you an additional move action. See "Move your Hero," on page 6.

Recruiting a new Hero during a turn will give you an additional move on that same turn. In addition, you'll get a new quest for recruiting your third Hero.

Manaliths

Manaliths represent permanent mana bonds you form with a location.



Manalith Towers

You can build a maximum of five Manaliths during the game, one on each color. Players may build Manaliths on the same locations as other players.



Manalith Mana Tokens

At the **end** of your turn, you get a Manalith mana token matching the color of each location on which you've built a Manalith. These mana tokens can be spent just like any other mana token. The only difference is that as long as that Manalith mana token is still in your mana pool, you won't get another one for that Manalith.

Example: Gavin builds two Manaliths during his turn, one on a red location and one on a blue location. At the end of that turn, he gets a red Manalith mana token and a blue Manalith mana token. During

his next turn, he spends the blue Manalith mana token. At the end of that turn, he'll get a blue Manalith mana token, but not another red Manalith mana token, as he still has the red Manalith mana token in his mana pool. On a future turn, if he spends the red Manalith mana token, he'll get it back at the end of that turn.

You'll get a new quest after building your second and fourth Manaliths.

Leylines



Leyline Pieces

Leylines are magical bonds that improve your ability to collect mana from the map.

You form **Leyline networks** by connecting locations through a continuous series of one or more Leylines. Each group of dashes between two locations is one Leyline space. You can build up to eight Leylines during the game. Each time you form a Leyline, you can extend an existing Leyline network or start a new one.

After forming your second, fourth, and sixth Leyline, you'll take two green mana from the supply. You'll get a new quest after building your third and seventh Leyline.

Collecting mana through a Leyline

When collecting mana (see "Action phase" on page 6), you can collect mana from any location connected to one of your Heroes through one of your Leyline networks. This doesn't cause the Hero to move.



Example: Amy has a Hero on Sursi. She can collect mana from Estark or Shanodin because her Leyline network reaches from her Hero to those two locations.

The Cabal



Cabal Tokens

The Cabal is interested in all the activity on Dominaria, and it's moving to secure resources before you can.

Cabal Crackdown

Cabal tokens are put onto the map by some Dominaria cards. If there's a Cabal token on a location, mana can't be collected from that location, even through a Leyline. Mana can still be added to that location, and all other player actions (building Manaliths, forming Leylines, discovering artifacts, and so on) are unaffected.

You'll get a new quest after confronting your second, fourth, sixth, and eighth Cabal.

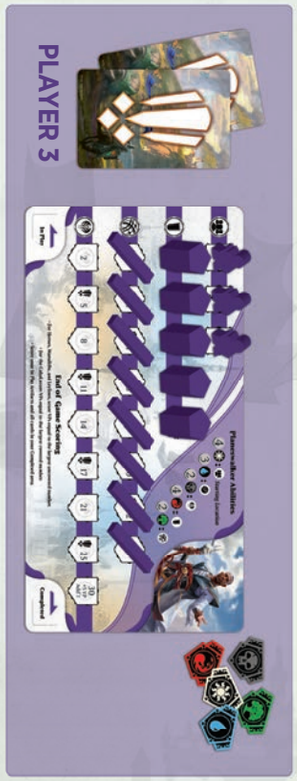


Dominaria Deck

Game Setup

1. Place the map in the center of the table.
2. Find the ten public quest tiles and set them near the board, in five piles according to their type, with the 10 VP tile on top of each pile.
3. Shuffle the Dominaria deck, the artifact deck, and the quest deck separately and place them near the map where players can access them. Leave room for discard piles for each deck.
4. Put the mana tokens near the map. This is the supply.
5. For each location on the map, put a mana token on it that matches its color.
6. Place the round marker on Round 1 on the map.
7. Each player chooses a player color and takes all their matching colored pieces. Each player sets up their Hero board as follows:
   - Place three Heroes, five Manaliths, and eight Leylines on their designated tracks. The fourth Hero is your starting Hero and will be placed on the map (see point 9 below).
   - The Cabal track (the bottom track) starts empty but will fill up as you confront the Cabal.
   - Each player receives a set of Manalith mana tokens (one of each color). Keep these near your Hero board. You'll collect them once you build Manaliths.
8. Each player is dealt four quest cards and chooses two to keep. The other two are shuffled into the quest deck.
9. The player who most recently traveled through time is the first player. If there are no time travelers among you, randomly determine the first player. Starting with this first player, and proceeding clockwise, each player places their starting Hero in one of the five starting locations. Multiple players can start in the same location.

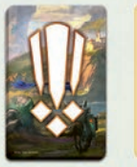
In a 2-player game, each player will place two of their Heroes on starting locations. The first player will place one Hero on a starting location, then the second player will place two Heroes in the same or different starting location, and finally, the first player will place their second Hero. (Note: this means both players will have an extra Move action from the beginning of the game.)







Public Quest Tiles



Quest Deck

Discard Pile



Artifact Deck

Discard Pile



Dominaria Deck

Discard Pile



Cabal Tokens

Score Marker





Mana Token Supply

Round Marker



Starting Quest Cards

Hero Board







Manalith Mana Tokens

PLAYER 1

Cards in Player's Hand

Playing the Game

Taking a turn

Your turn consists of two phases: the Mana phase and the Action phase.

Mana phase

At the beginning of your turn, reveal the top card of the Dominaria deck. Put a mana token on **every** location that matches the mana symbol on the lower left of the card. If there's an artifact or Cabal symbol on the top right of the card, put a token of the appropriate type on the listed location.

Action phase

On your turn, you can take any of the following actions in any order:

1. **Move your Hero:** You have a number of Move actions equal to the number of Move icons revealed plus one (you start the game with one Move action). For every Move action, move one of your Heroes to any adjacent location.
2. **Collect mana:** You may take this action only once each turn, regardless of the number of Heroes you control. Take all the mana tokens from **one** location that contains at least one of your Heroes and put them into your mana pool. Leylines may allow you to collect mana from distant locations. You can't collect mana from a location containing a Cabal token (see "The Cabal" on page 4). You keep mana in your mana pool until you spend it, even from one turn to the next.



3. **Use a Planeswalker ability.** There are five Planeswalker abilities, listed below. Each one costs a certain amount of mana. You can use as many of these abilities during your turn as you want, as long as you have the necessary mana to pay for them. And you can use the same ability multiple times.
   - **Recruit a Hero, cost:** 4 — Take the leftmost Hero from your Hero track and put it on the map in any starting location. New Heroes can move immediately if you have Move actions available.
   - **Discover an artifact, cost:** 3 — You can take this action if there's an artifact token in the same location as one of your Heroes. Remove the artifact token from play and look at the top two cards of the artifact deck. Choose one to put into your In-Play area and place the other on the bottom of the artifact deck. Any abilities of the chosen artifact are immediately active.
   - **Confront the Cabal, cost:** 2 — You can take this action if there's a Cabal token in the same location as one of your Heroes. Remove the Cabal token from the map and put it into the leftmost uncovered space of the Cabal Defeated track on your hero board.
   - **Build a Manalith, cost:** 4 — Take the leftmost Manalith from your Manalith track and place it in a location with one of your Heroes. Each of your Manaliths must be on a different color location. You can build Manaliths on the same location as another player.
   - **Form a Leyline, cost:** 2 — Take the leftmost Leyline from your Leyline track and place it in the Leyline space between a location with one of your Heroes and an adjacent location. You can't form more than one Leyline in any one Leyline space, but multiple players can form a Leyline in the same Leyline space.
4. **Use an artifact ability.**
5. **Complete a quest.** If you've met the conditions of a quest card in your hand or in your In-Play area, put it face up in your Completed area. Collect any rewards immediately.

When you are done with all your actions, play passes to your left.

A sample turn

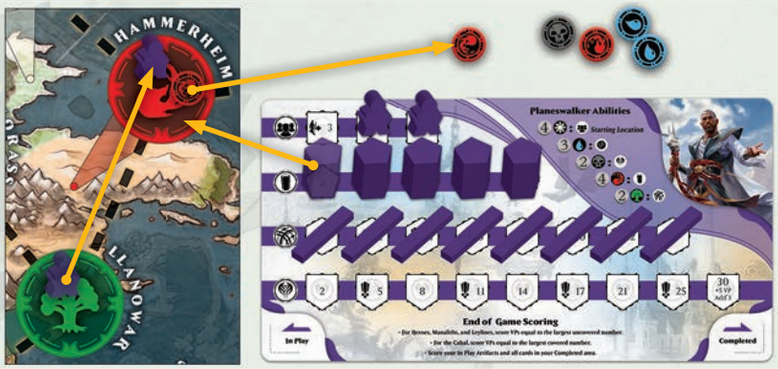
Bryan starts his turn with Heroes on Llanowar and Urborg. He has three Move actions to use on his turn. Bryan reveals the top card of the Dominaria deck, which adds one red mana to each red location.



For his first move, Bryan moves a hero from Llanowar to Hammerheim.

He then collects one red mana from Hammerheim.

Then he builds his first Manalith on Hammerheim, paying five mana, including the red mana he just collected.



Then he moves his Hero from Urborg to Orvada.

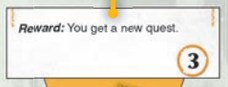
He then forms his first two Leylines: one between Orvada and Urborg and a second one between Orvada and Shanodin. This gives him an immediate reward of two green mana and allows him to complete the quest "Gaea's Blessing." He places that card face up in his Completed area. As a reward for completing that quest, Bryan looks at the top two cards of the quest deck, keeps one of them, and puts the other on the bottom of the quest deck.

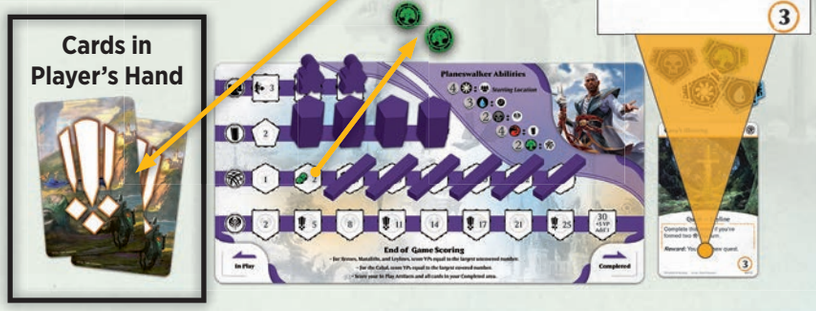




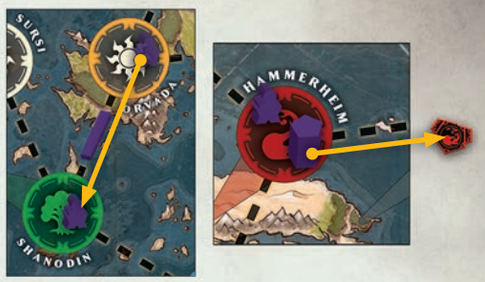
Keep one of the two drawn quest cards in your hand and place the other on the bottom of the quest deck.







Then he takes his last Move action, moving his Hero from Orvada to Shanodin. At the end of his turn, he puts his red Manalith mana token into his mana pool (because he has a Manalith on Hammerheim AND he doesn't have his red Manalith mana token).



Ending the round

When all players have taken a turn, the round is over. Move the round marker one space.

Ending the game

The game ends after a certain number of rounds:

- 2 players = 11 rounds
- 3 players = 10 rounds
- 4 players = 9 rounds

Scoring

You earn VPs for the following:

- The highest **uncovered** VP number on your Hero, Manalith, and Leyline tracks
- The highest **covered** number on your Cabal Defeated track
- Each artifact in your In-Play area
- Each card (artifact or quest) in your Completed area

The player with the most VPs wins the game! In case of a tie, the player with the most VPs who completed the most quests wins. If that doesn't break the tie, all tied players win the game.



At the end of the game, Bryan's Hero board looks like this. He will score 9 for the Heroes, 10 for the Manaliths, 8 for the Leylines, and 8 for the defeated Cabal. Then he counts up the VPs from the artifacts in the In-Play area and the cards and public quest tile in the Completed area. Bryan's total score is 62.

Tips and Tricks

- Try to choose starting quests that complement each other, if possible.
- You can start on the same location as another player, but that often leads to fighting over mana, so you may want to spread out... at least at the beginning.
- Collecting the most mana possible each turn is often a good idea, but sometimes you must sacrifice quantity to get access to the color of mana you need.
- Keep an eye on the public quests, and remember that two players can score VPs for each of them. Being in second place is better than missing out!

Variant

Once all players are familiar with the game, you can try starting the game with two mana tokens on each location instead of one. With more building in the early rounds, the game may be a little longer.

Symbols

	White mana		**Quest**
	Blue mana		**Artifact**
	Black mana		**Hero**
	Red mana		**Manalith**
	Green mana		**Leyline**
3	**Any 3 mana, regardless of color**		**Cabal**

Credits

Research & Design

Original Concept: Peter Lee and Rodney Thompson

Lead Design: Bryan Hawley and Peter Lee

Additional Design: James Arnold, Kelly Digges, Chris Dupuis, Ben Hayes, Peter Ingram, Mel Li, Shawn Main, Bill McQuillan, Drew Nolosco, Ben Petrisor, Matt Tabak, Gavin Verhey, and Mark Winters

Editing: Matt Tabak

Production Support: Kip Nordby and Matt Stevens

Playtesting: Christopher Bellach, Ben Cammarano, Jordan Comar, Melissa DeTora, Ethan Fleischer, Mark Globus, Glenn Jones, Tom LaPille, Dan McAuliffe, Dave McDarby, Noah Millrod, Ken Nagle, Adam Prosak, Aaron Reed, Jules Robins, Bill Rose, Robert Schuster, Eli Shiffrin, Ken Troop, Andrew Veen, and Christopher Youngs

Product Architect: Mark Globus and Mike Turian

R&D Administration

VP of R&D: Bill Rose
Senior Director of R&D: Aaron Forsythe
Director of Product Design: Mark Globus
Director of Operations: Ken Troop
Design Manager: Mark Gottlieb
Worldbuilding Manager: Jenna Helland
Art Manager: Jessica Lanzillo
Play Design Manager: Dan Burdick
Delta Manager: Marisa Fulmer

Brand & Marketing: Adam Colby, Matt Danner, and April Glass

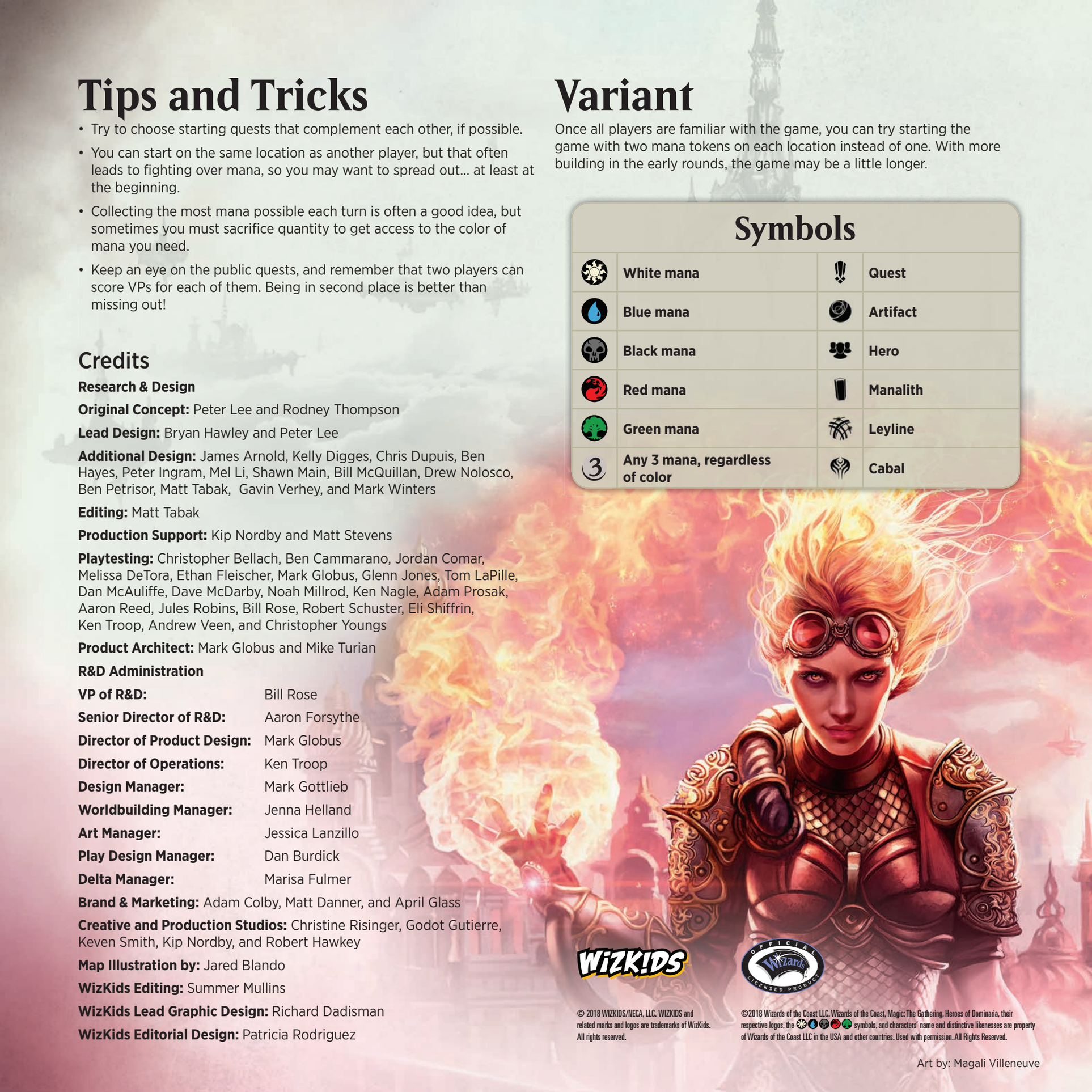
Creative and Production Studios: Christine Risinger, Godot Gutierre, Keven Smith, Kip Nordby, and Robert Hawkey

Map Illustration by: Jared Blando

WizKids Editing: Summer Mullins

WizKids Lead Graphic Design: Richard Dadisman

WizKids Editorial Design: Patricia Rodriguez



© 2018 WIZKIDS/NECA, LLC. WIZKIDS and related marks and logos are trademarks of WizKids. All rights reserved.

©2018 Wizards of the Coast LLC. Wizards of the Coast, Magic: The Gathering, Heroes of Dominaria, their respective logos, the symbols, and characters' name and distinctive likenesses are property of Wizards of the Coast LLC in the USA and other countries. Used with permission. All Rights Reserved.

Art by: Magali Villeneuve

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

KELD

PARMA

HOWLING SEA

STAHAAN

HAMMERHEIM

CORALEON

CALIGO MORASS

TOLARIA WEST

BENALIA

LLANOWAR

KIEVE

URBORG

SURSI

ORVADA

ESTURIN

ESTARK

SHANODIN

BOGARDAN

VERDURA

VODA SEA

ROUND TRACK

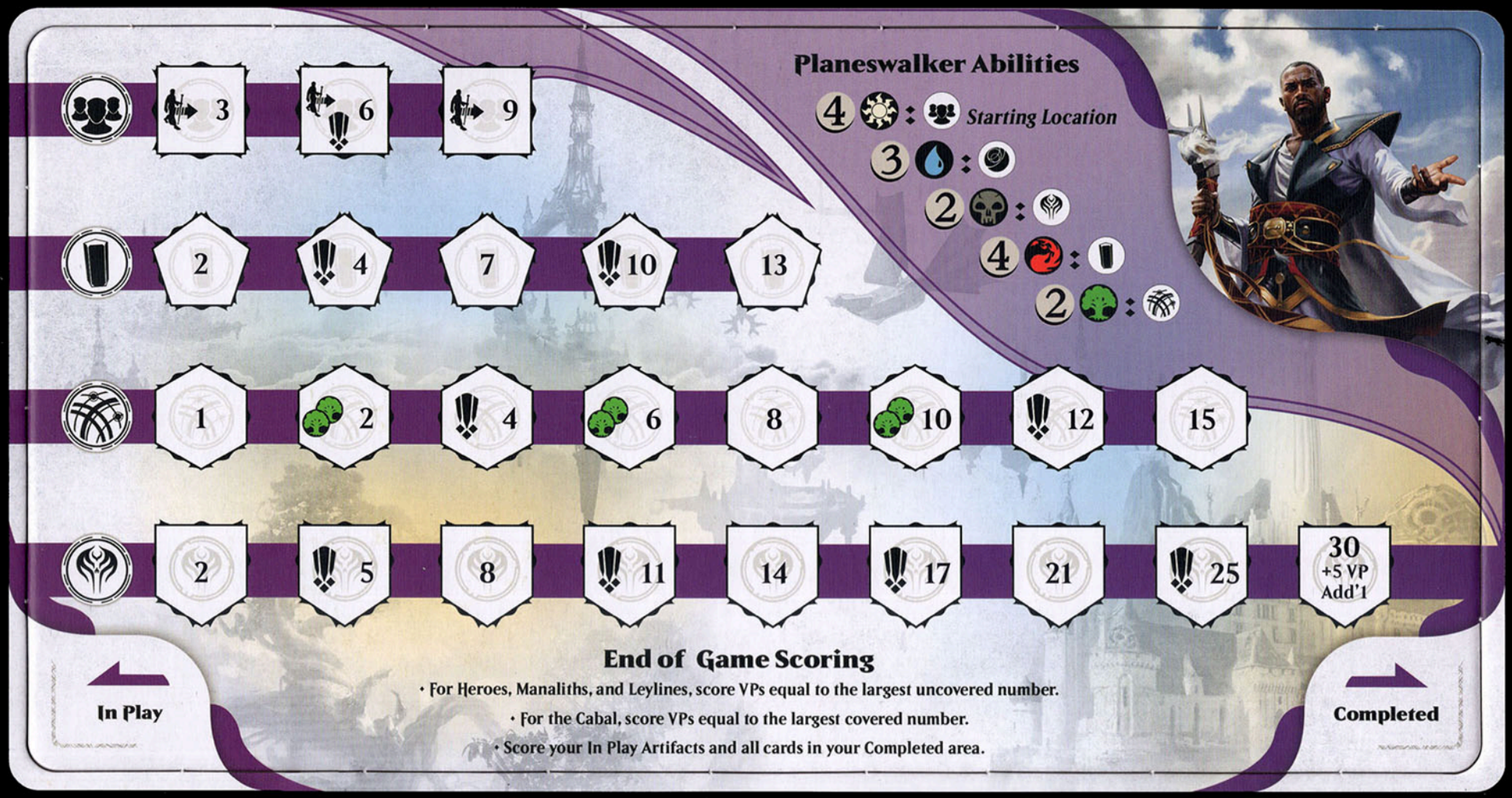
1 2 3 4 5 6 7 8 9 10 11

LAST ROUND 4 Players

LAST ROUND 3 Players

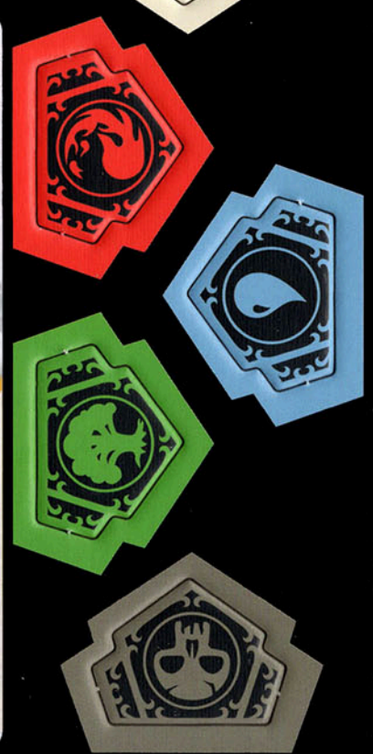
LAST ROUND 2 Players

TM & ©2018 Wizards.











TM & ©2018 Wizards.

Teferi, Hero of Dominaria

Human Planeswalker

Born in Zhalfir and trained at the first Tolarian Academy by the Planeswalker Urza, Teferi was a magical prodigy and later a Planeswalker in his own right. He sacrificed his Planeswalker spark to help save Dominaria from a temporal crisis, but he could not save his beloved Zhalfir, which was lost in time. Now restored as a Planeswalker in a Multiverse that has passed him by, Teferi stands at a crossroads.

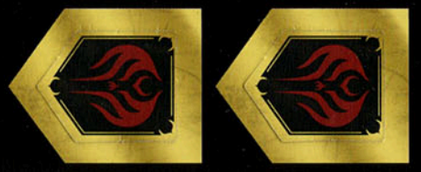
TM & ©2018 Wizards. Art by: Chris Rallis



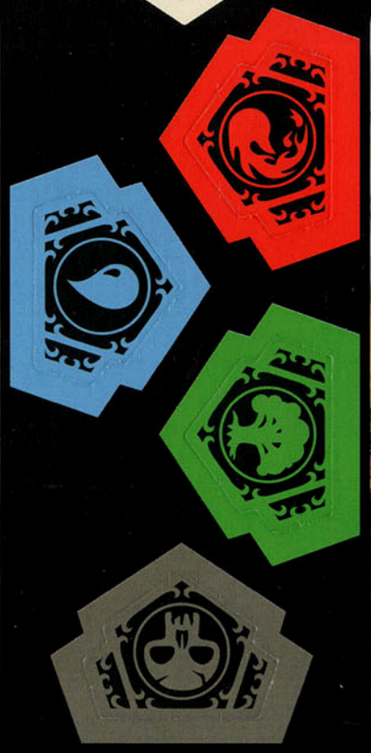














TM & ©2018 Wizards.



Planeswalker Abilities

4 : *Starting Location*

3 :

2 :

4 :

2 :

	3	6	9						
	2	4	7	10	13				
	1	2	4	6	8	10	12	15	
	2	5	8	11	14	17	21	25	30 +5 VP Add'1

End of Game Scoring

- For Heroes, Manaliths, and Leylines, score VPs equal to the largest uncovered number.
- For the Cabal, score VPs equal to the largest covered number.
- Score your In Play Artifacts and all cards in your Completed area.

In Play

Completed



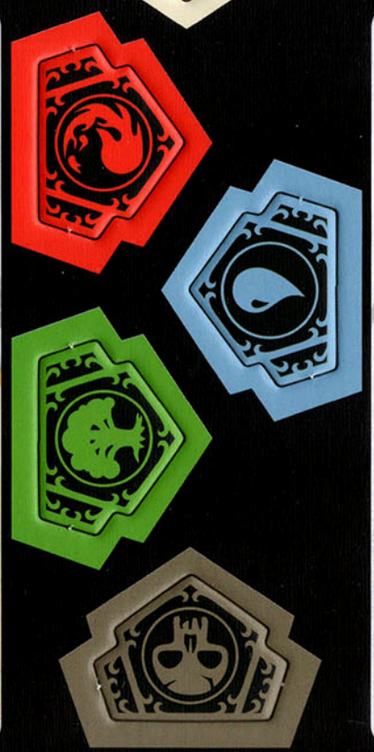
Prismatic Domain



Public Quest — Manalith

Complete this quest if you've built all your ▮

10



Prismatic Domain



Public Quest — Manalith

Complete this quest if you've built all your ▮

7

TM & ©2018 Wizards.

Chandra, Bold Pyromancer

Human Planeswalker

There is no virtue in subtlety—at least not as far as Chandra Nalaar is concerned. She's a confident, ardent, defiant Planeswalker whose specialty is pyromancy: spells of fire, fire, and more fire.

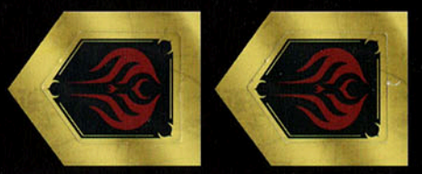
TM & ©2018 Wizards. Art by: Zack Stella









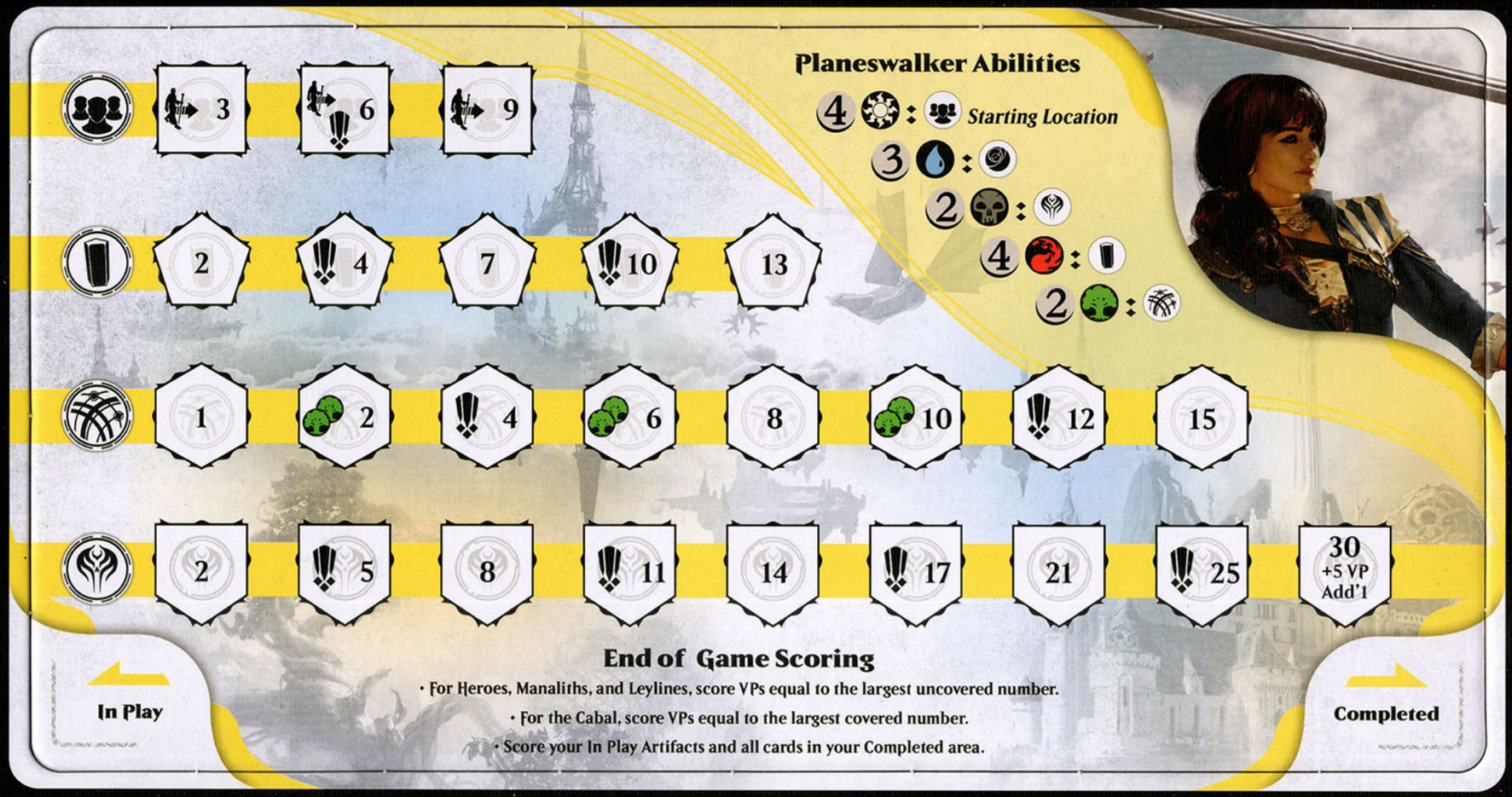






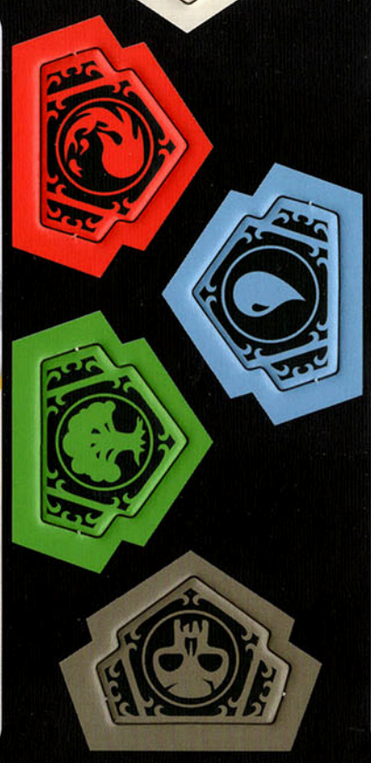


TM & ©2018 Wizards.











TM & ©2018 Wizards.

Jhoira, Weatherlight Captain

Human Artificer

As a student at Urza's original Tolarian Academy, Jhoira befriended the future Planeswalkers Karn and Teferi, became immortal by accident, helped create the Weatherlight, and commanded the skyship on its first voyage. Now twelve hundred years old, she has raised and restored the legendary ship in the hopes that it will help foster this new era of peace and growth.

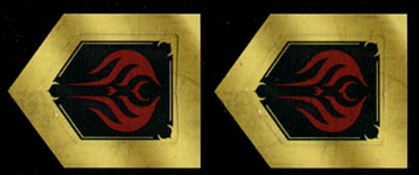
TM & ©2018 Wizards. Art by: Brad Rigney









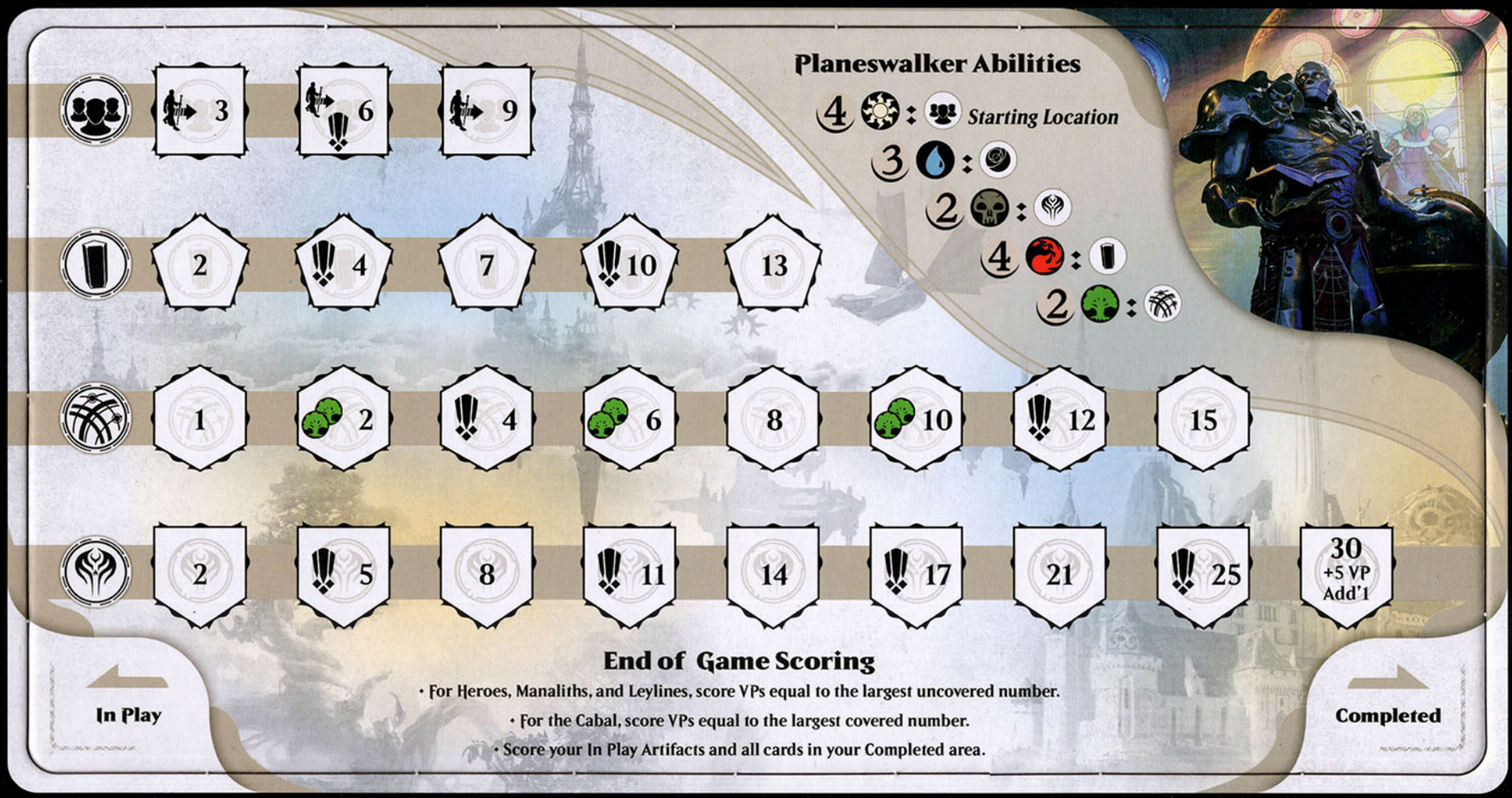








TM & ©2018 Wizards.







TM & ©2018 Wizards.

Karn, Scion of Urza

Golem Planeswalker

Karn was created by the Planeswalker Urza to fight the machine-monstrosities of Phyrexia. Centuries later, Karn helped end the Phyrexian invasion. At that moment, Karn became the only known artificial Planeswalker, inheriting the spark from his creator. Now Phyrexia has taken on new life on a distant plane, and Karn is preparing to fulfill his destiny once more.



TM & ©2018 Wizards. Art by: Chase Stone







TM & ©2018 Wizards.





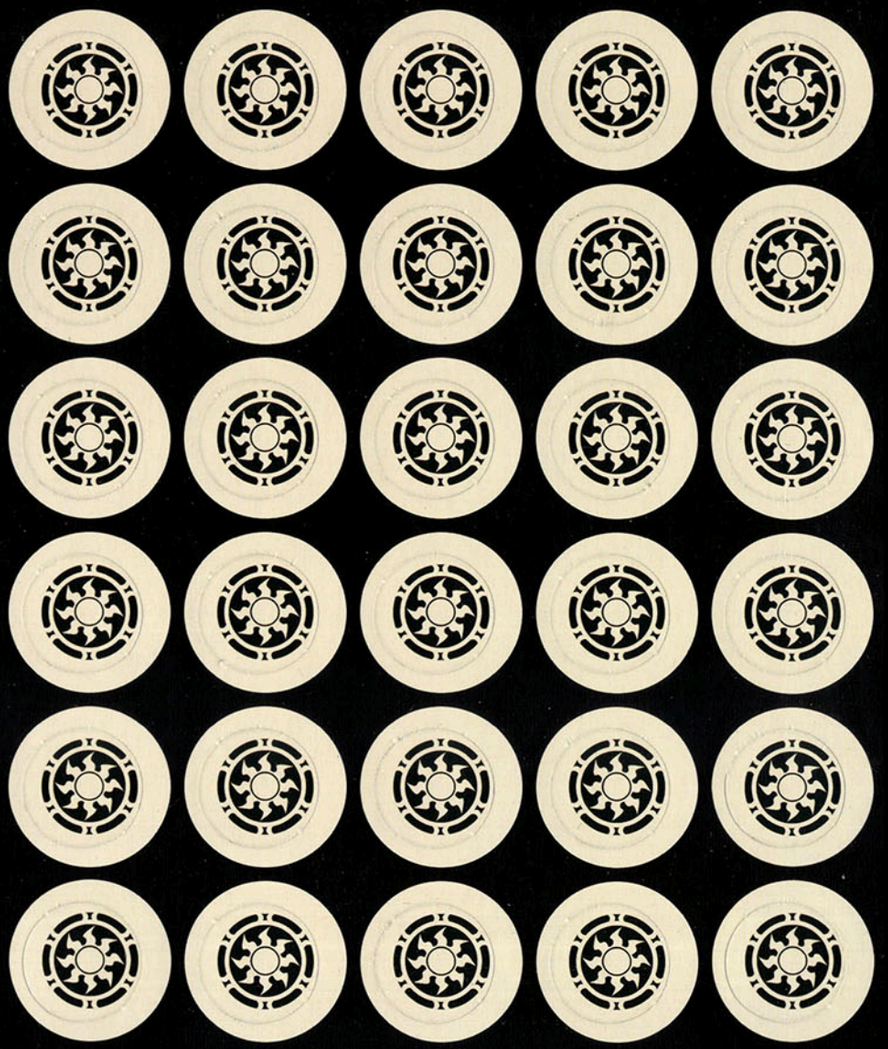




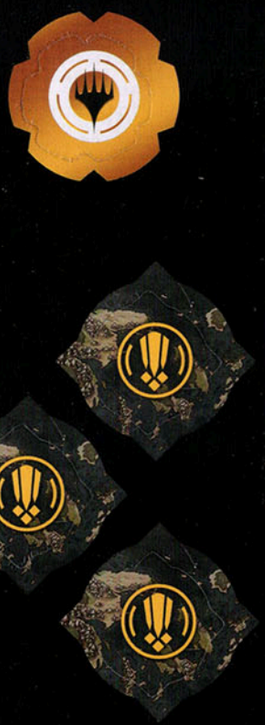


TM & ©2018 Wizards.



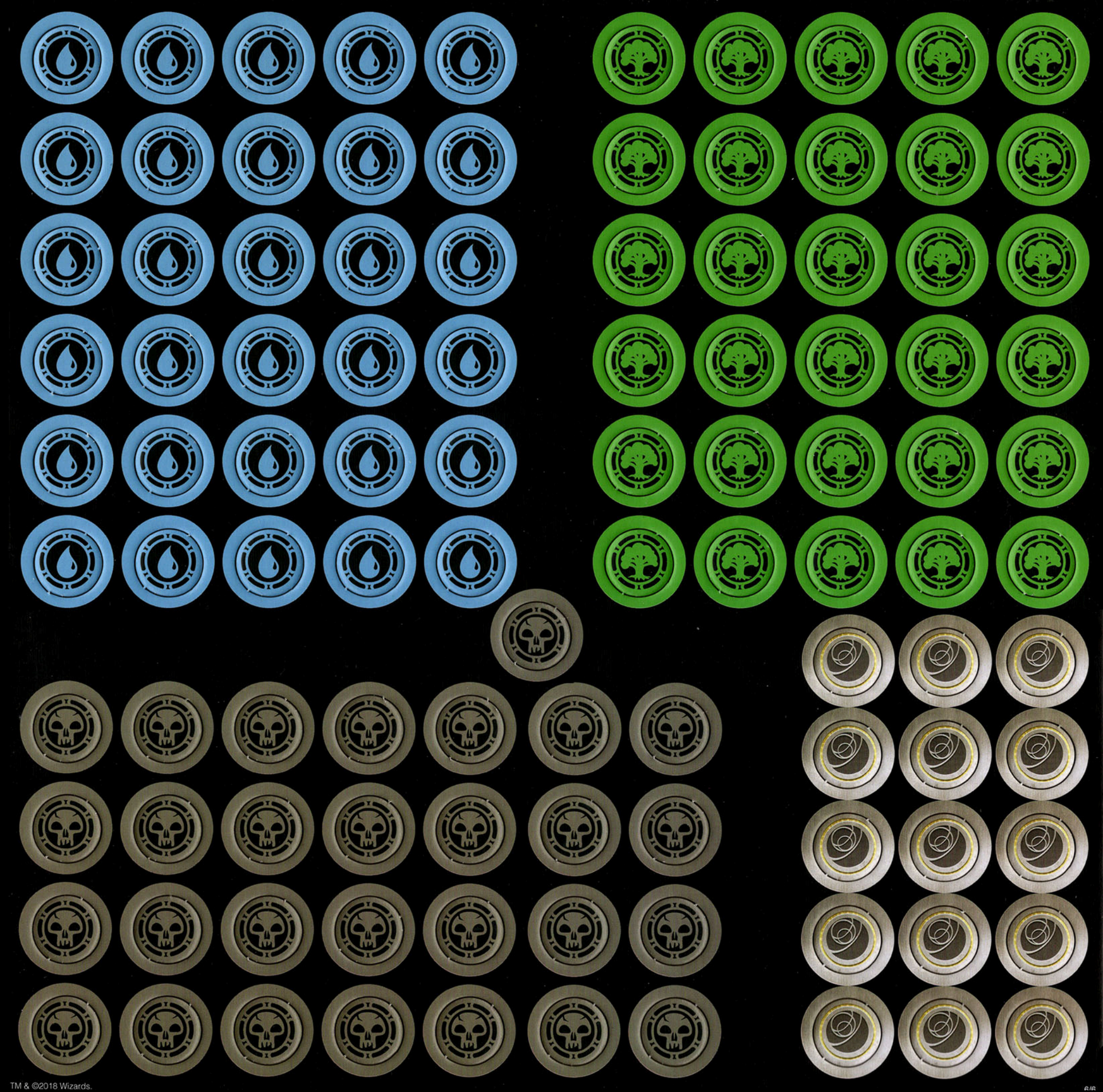




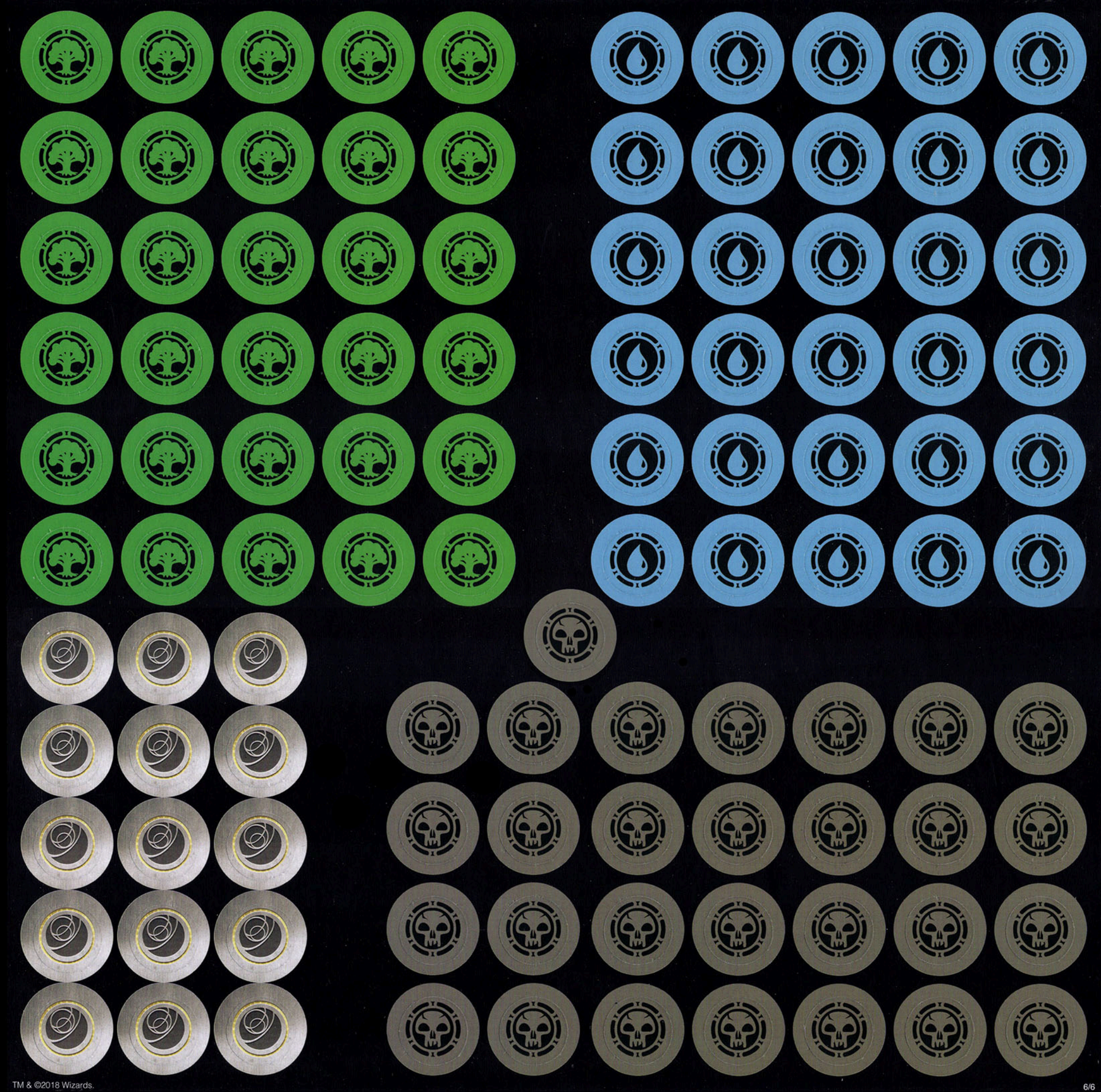




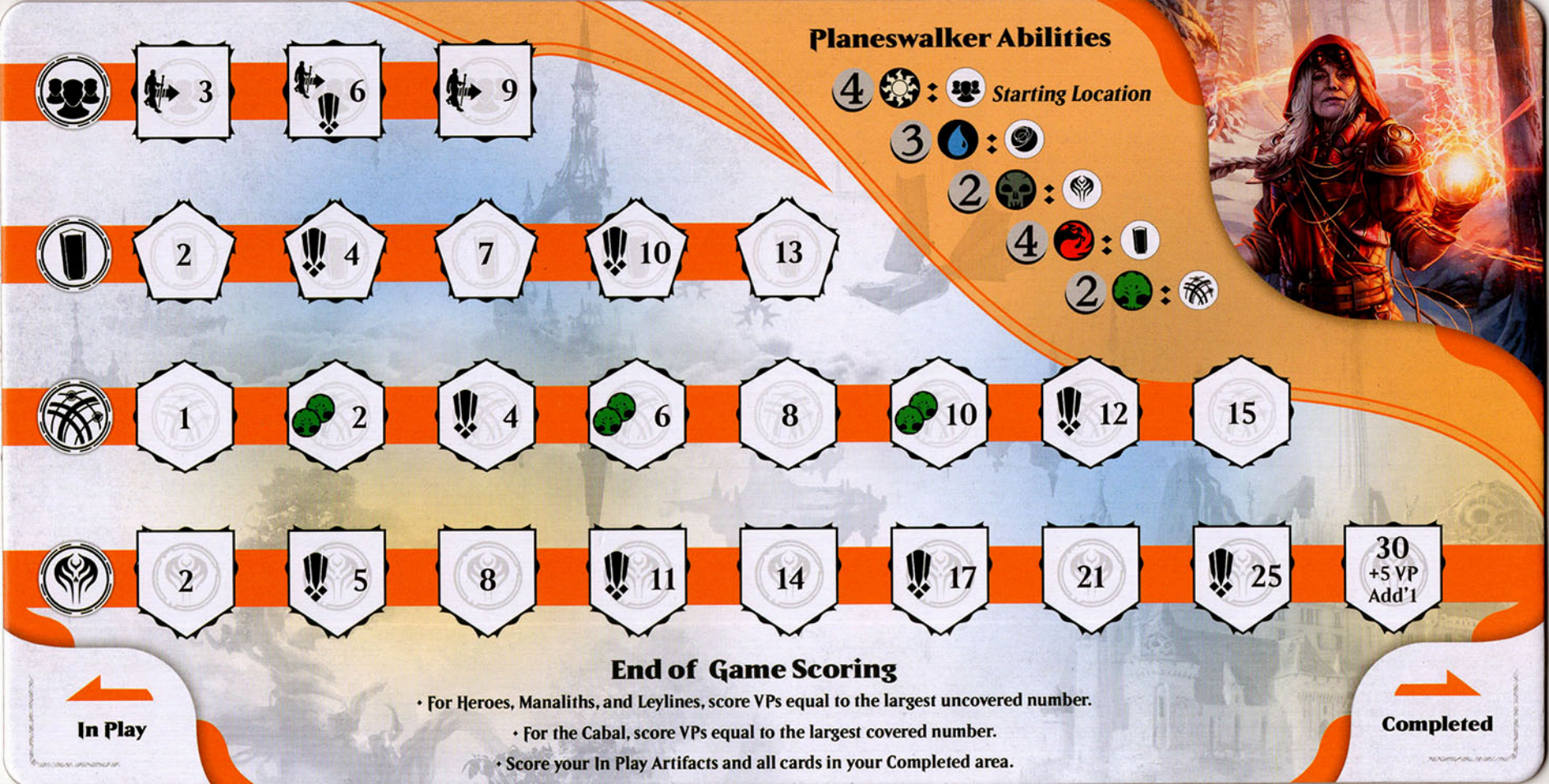
TM & ©2018 Wizards.



TM & ©2018 Wizards.



TM & ©2018 Wizards.



Planeswalker Abilities

4 : *Starting Location*

3 :

2 :

4 :

2 :

End of Game Scoring

- For Heroes, Manaliths, and Leylines, score VPs equal to the largest uncovered number.
- For the Cabal, score VPs equal to the largest covered number.
- Score your In Play Artifacts and all cards in your Completed area.

In Play

Completed

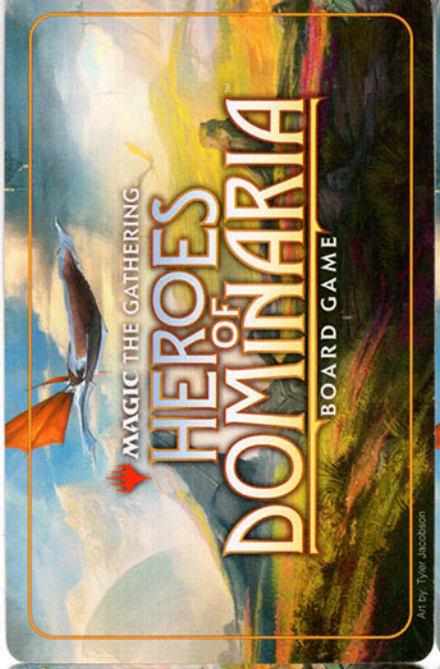
Jaya Ballard

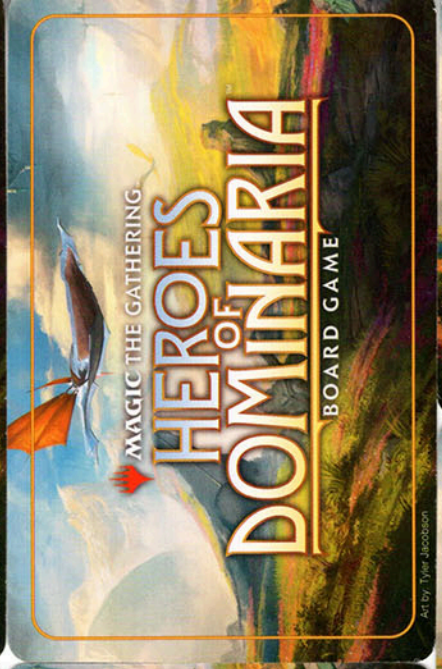
Human Planeswalker

Jaya Ballard is a native of Dominaria, a pyromancer and Planeswalker whose mastery of fire magic inspired the practice of monks and mercenaries on many planes. Though non-Planeswalkers interpreted her long absences from Dominaria as evidence of her demise, Jaya is very much alive.



TM & ©2018 Wizards. Art by: Magali Villeneuve


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson

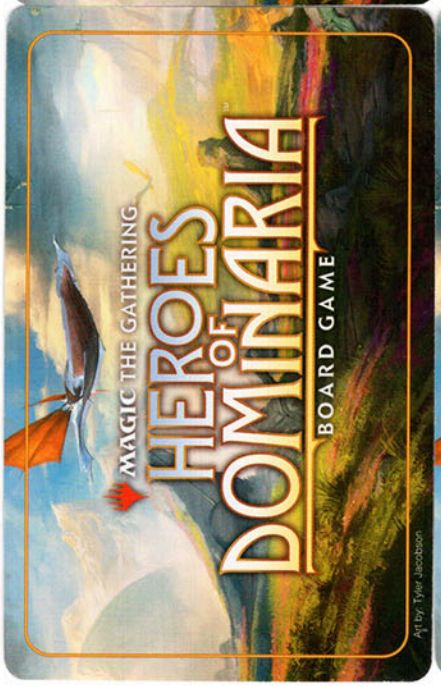

MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson

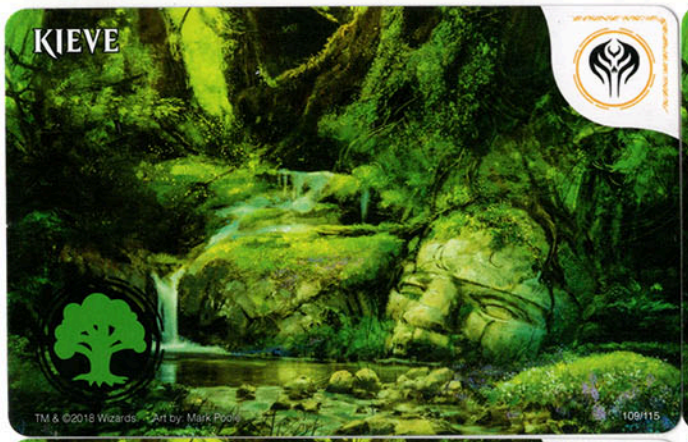

MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson

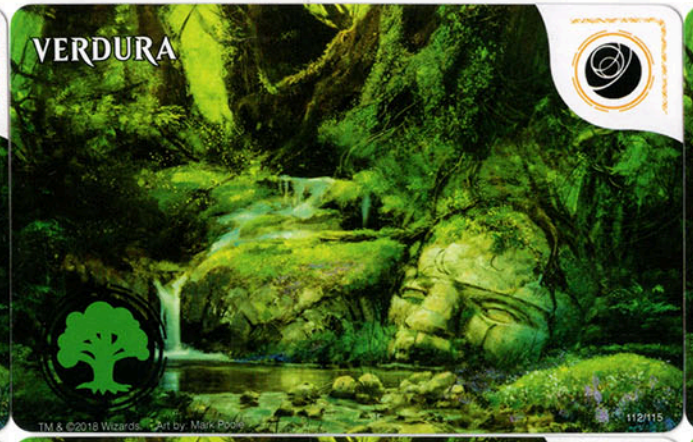

MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson

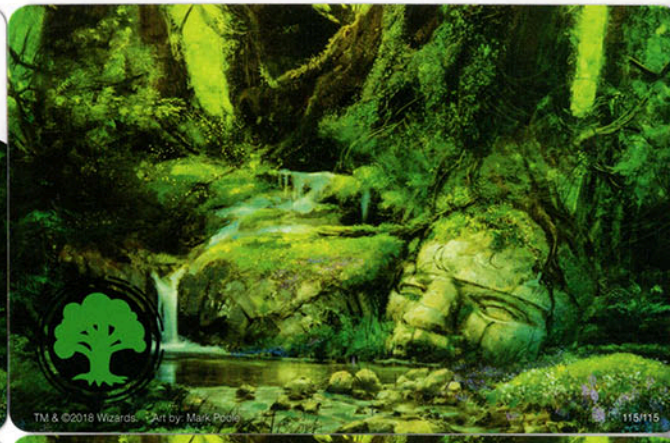

MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson


MAGIC THE GATHERING
HEROES OF DOMINARIA
BOARD GAME
Art by: Tyler Jacobson

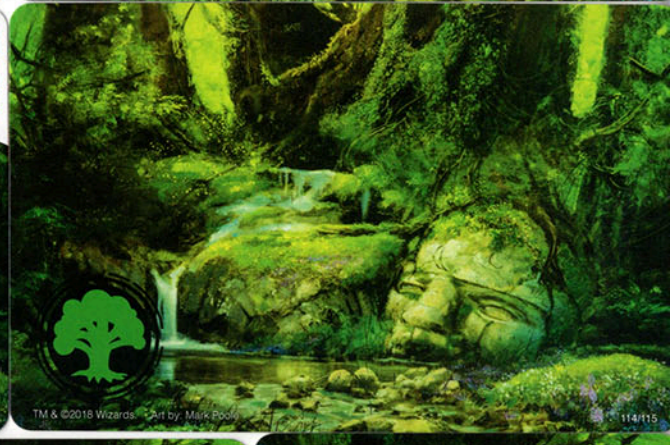

KIEVE
TM & ©2018 Wizards. Art by: Mark Poole
109/115

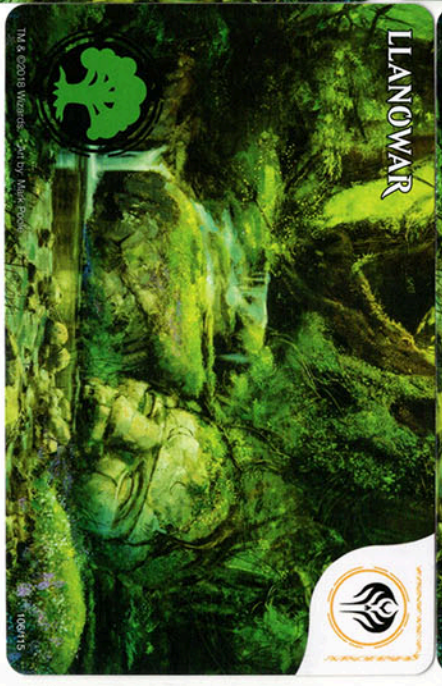

VERDURA
TM & ©2018 Wizards. Art by: Mark Poole
112/115

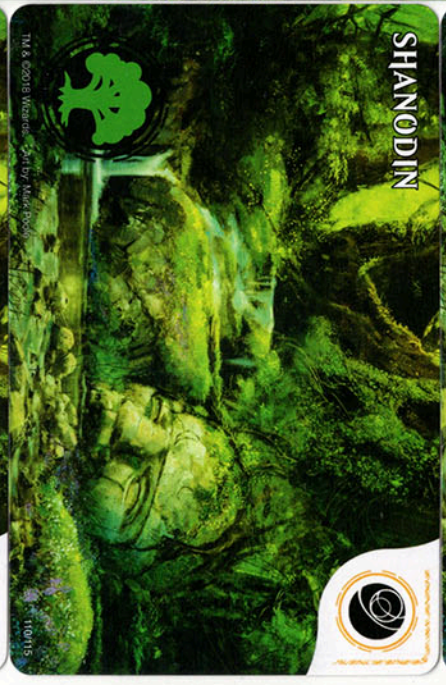

TM & ©2018 Wizards. Art by: Mark Poole
115/115

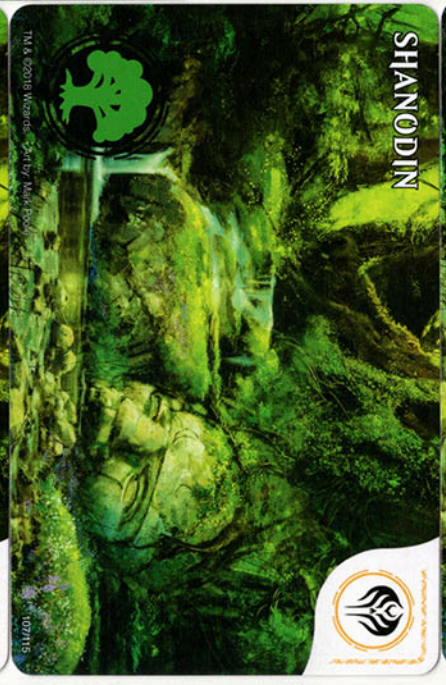

VERDURA
TM & ©2018 Wizards. Art by: Mark Poole
108/115


LLANOWAR
TM & ©2018 Wizards. Art by: Mark Poole
111/115


TM & ©2018 Wizards. Art by: Mark Poole
114/115


LLANOWAR
TM & ©2018 Wizards. Art by: Mark Poole
106/115


SHANODIN
TM & ©2018 Wizards. Art by: Mark Poole
110/115


SHANODIN
TM & ©2018 Wizards. Art by: Mark Poole
107/115


KIEVE
TM & ©2018 Wizards. Art by: Mark Poole
113/115


BOGARDAN
TM & ©2018 Wizards Art by: Jonas De Ro
98/115


HAMMERHEIM
TM & ©2018 Wizards Art by: Jonas De Ro
97/115


STAHAAN
TM & ©2018 Wizards Art by: Jonas De Ro
96/115


HAMMERHEIM
TM & ©2018 Wizards Art by: Jonas De Ro
101/115


STAHAAN
TM & ©2018 Wizards Art by: Jonas De Ro
100/115


KELD
TM & ©2018 Wizards Art by: Jonas De Ro
99/115


TM & ©2018 Wizards Art by: Jonas De Ro
105/115


TM & ©2018 Wizards Art by: Jonas De Ro
104/115


KELD
TM & ©2018 Wizards Art by: Jonas De Ro
103/115


BOGARDAN
TM & ©2018 Wizards Art by: Jonas De Ro
102/115


CALIGO MORASS
TM & ©2018 Wizards. Art by: Titus Lunter
88/115

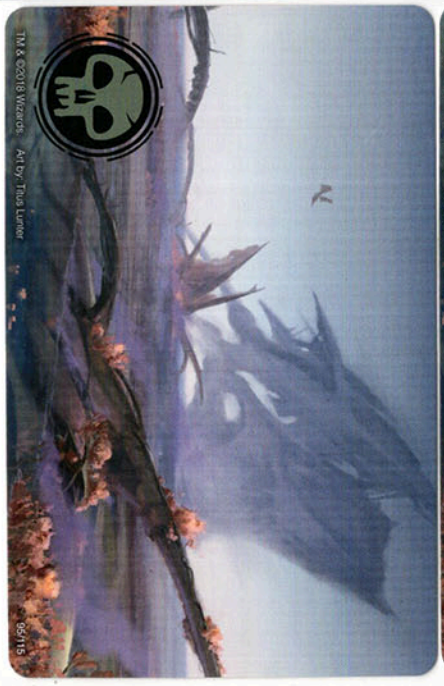

CORALEON
TM & ©2018 Wizards. Art by: Titus Lunter
87/115


URBORG
TM & ©2018 Wizards. Art by: Titus Lunter
86/115


CORALEON
TM & ©2018 Wizards. Art by: Titus Lunter
91/115

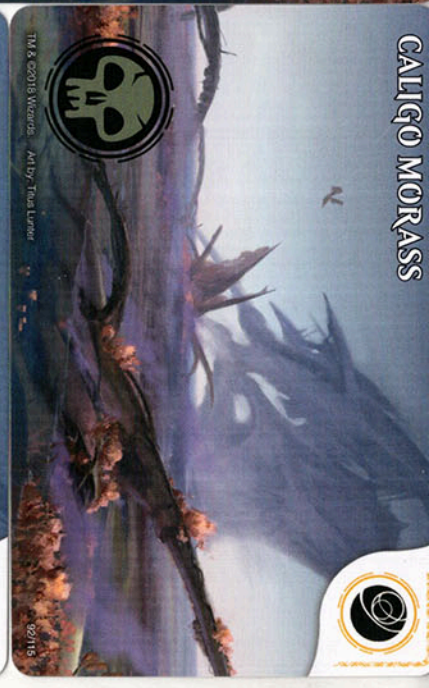

URBORG
TM & ©2018 Wizards. Art by: Titus Lunter
90/115


ESTARK
TM & ©2018 Wizards. Art by: Titus Lunter
89/115


TM & ©2018 Wizards. Art by: Titus Lunter
95/115


TM & ©2018 Wizards. Art by: Titus Lunter
94/115


ESTARK
TM & ©2018 Wizards. Art by: Titus Lunter
93/115


CALIGO MORASS
TM & ©2018 Wizards. Art by: Titus Lunter
92/115


HOWLING SEA
TM & ©2018 Wizards. Art by: Titus Lunter
80/115


TOLARIA WEST
TM & ©2018 Wizards. Art by: Titus Lunter
77/115


HOWLING SEA
TM & ©2018 Wizards. Art by: Titus Lunter
76/115


TOLARIA WEST
TM & ©2018 Wizards. Art by: Titus Lunter
81/115


VODA SEA
TM & ©2018 Wizards. Art by: Titus Lunter
79/115

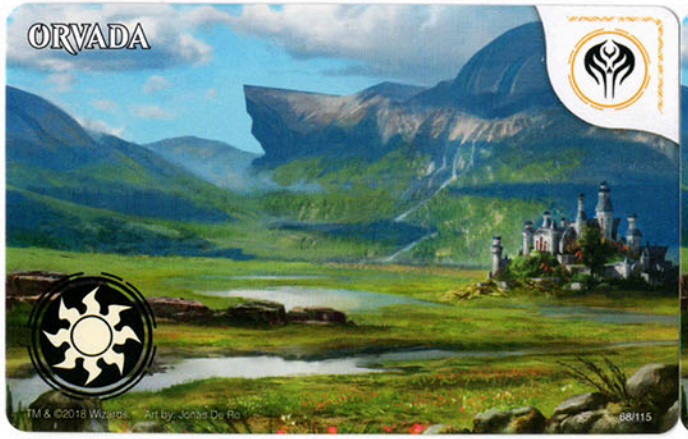

ESTURIN
TM & ©2018 Wizards. Art by: Titus Lunter
78/115


TM & ©2018 Wizards. Art by: Titus Lunter
85/115


TM & ©2018 Wizards. Art by: Titus Lunter
84/115


VODA SEA
TM & ©2018 Wizards. Art by: Titus Lunter
83/115

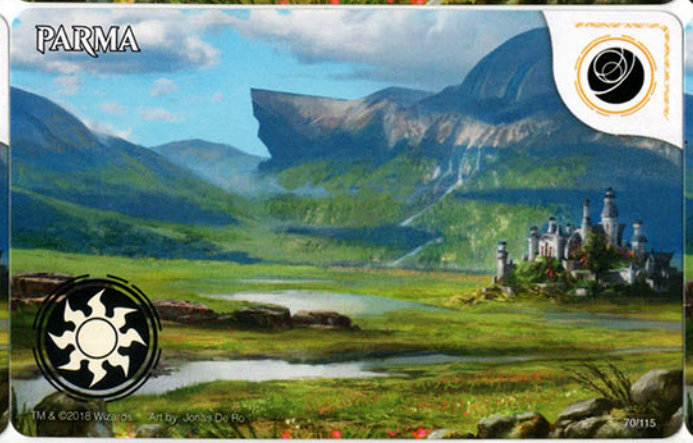

ESTURIN
TM & ©2018 Wizards. Art by: Titus Lunter
82/115


ORVADA
TM & ©2018 Wizards Art by: Jonas De Ro
68/115


BENALIA
TM & ©2018 Wizards Art by: Jonas De Ro
67/115


PARMA
TM & ©2018 Wizards Art by: Jonas De Ro
66/115


BENALIA
TM & ©2018 Wizards Art by: Jonas De Ro
71/115

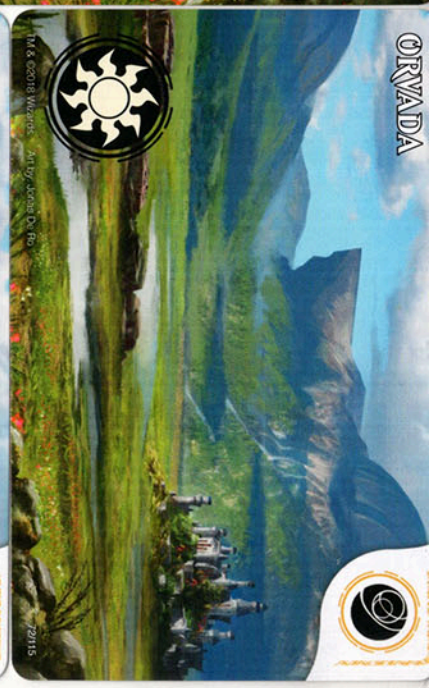

PARMA
TM & ©2018 Wizards Art by: Jonas De Ro
70/115


SURSI
TM & ©2018 Wizards Art by: Jonas De Ro
69/115


TM & ©2018 Wizards Art by: Jonas De Ro
75/115


TM & ©2018 Wizards Art by: Jonas De Ro
74/115


SURSI
TM & ©2018 Wizards Art by: Jonas De Ro
73/115


ORVADA
TM & ©2018 Wizards Art by: Jonas De Ro
72/115



Blackblade Reforged



Artifact

You pay 1 to confront the .

4

TM & ©2018 Wizards. Art by: Chris Rahn 1/115

Karn's Excavator



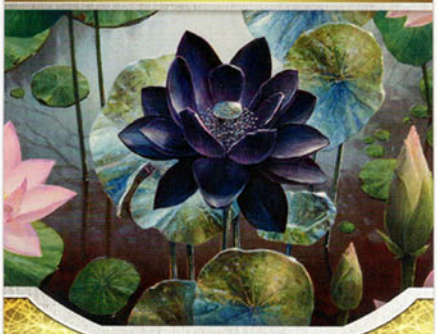
Artifact

You pay 3 to build a .

4

TM & ©2018 Wizards. Art by: Victor Adame Minguez 4/115

Black Lotus



Artifact

You may score Black Lotus to add three mana of any one color to your mana pool.

5

TM & ©2018 Wizards. Art by: Steven Belledin 2/115

Lightning Greaves



Artifact

You may an additional time each turn.

3

TM & ©2018 Wizards. Art by: Michael Komarck 5/115

Druidic Satchel



Artifact

You pay 1 to form a .

4

TM & ©2018 Wizards. Art by: Matt Stewart 3/115

Mirari



Artifact

You may use two actions and one collect action to collect all mana from a location with one of your and all locations adjacent to that .

3

TM & ©2018 Wizards. Art by: Donato Giancola 6/115

Mox Amber



Artifact

Once on each of your turns, when you collect mana, collect an additional mana of that color from the supply.

3

TM & ©2018 Wizards. Art by: Steven Belledin 7/115

Mox Emerald



Artifact

At the beginning of your turn, add to your mana pool.

3

TM & ©2018 Wizards. Art by: Volkan Baga 8/115

Mox Jet



Artifact

At the beginning of your turn, add to your mana pool.

3

TM & ©2018 Wizards. Art by: Volkan Baga 9/115

Mox Pearl



Artifact

At the beginning of your turn, add to your mana pool.

3

TM & ©2018 Wizards. Art by: Volkan Baga 10/115

Mox Ruby



Artifact

At the beginning of your turn, add {R} to your mana pool.

3

TM & ©2018 Wizards | Art by: Volkan Baga | 11/115

Profane Memento



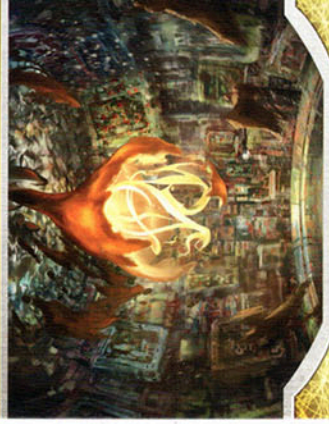
Artifact

Once on each of your turns, you may move a {B} token to an adjacent location.

3

TM & ©2018 Wizards | Art by: Franz Vohwinkel | 14/115

Time Vault



Artifact

You may score Time Vault to get two extra {T} and one extra collect action this turn.

4

TM & ©2018 Wizards | Art by: Yoong-Hao Han | 17/115

Mox Sapphire



Artifact

At the beginning of your turn, add {U} to your mana pool.

3

TM & ©2018 Wizards | Art by: Volkan Baga | 12/115

Sorcerer's Wand



Artifact

You pay {2}{U} to discover an {B}.

3

TM & ©2018 Wizards | Art by: Matt Stewart | 15/115

Urza's Tome



Artifact

Once on each of your turns, you may draw one quest card, then discard any quest card from your hand.

4

TM & ©2018 Wizards | Art by: Aaron Miller | 18/115

Wanderer's Twig



Artifact

You may form {G} on any route connected to one of your {G} networks, even if you don't have a {G} there.

4

TM & ©2018 Wizards | Art by: Dave Dorman | 19/115

Powerstone Shard



Artifact

You may spend mana as though it were mana of any color.

3

TM & ©2018 Wizards | Art by: Lindsey Look | 13/115

Throne of Empires



Artifact

You pay {3}{C} to recruit a {G}.

3

TM & ©2018 Wizards | Art by: John Avon | 16/115

Weatherlight

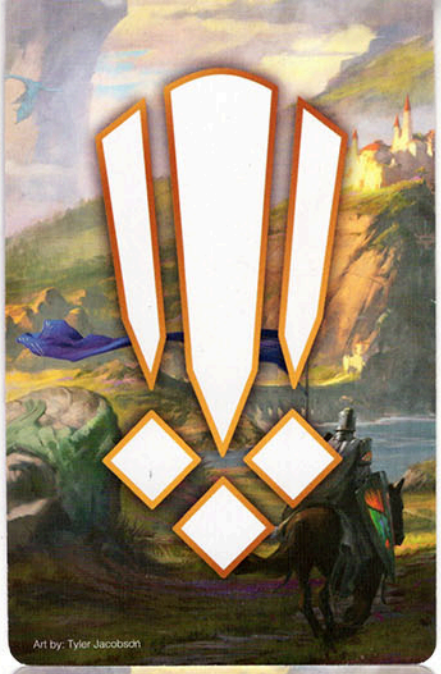


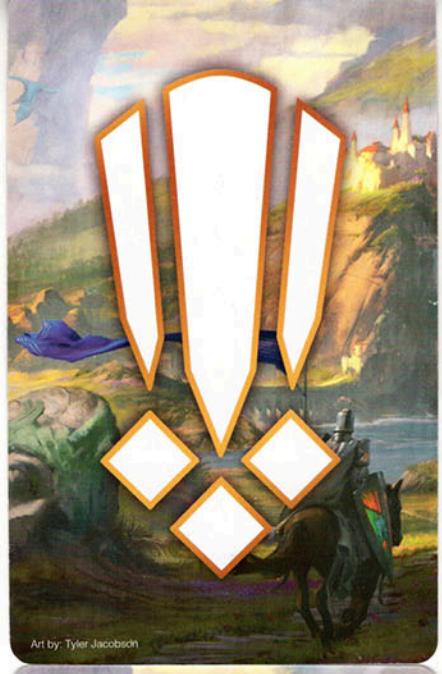
Artifact

You may use two {T} actions to move one of your {G} to any location.

3

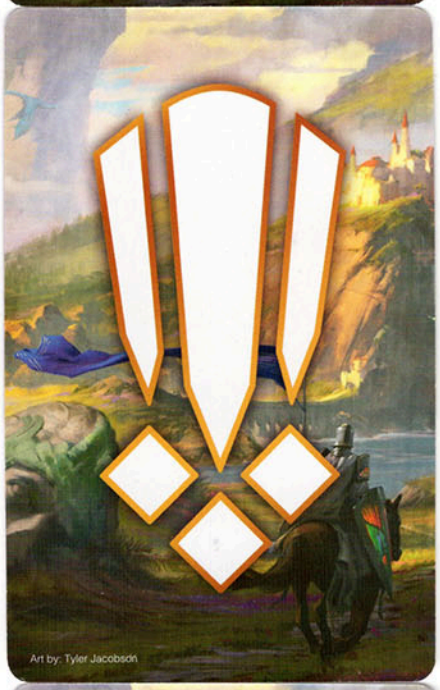
TM & ©2018 Wizards | Art by: Jaime Jones | 20/115


Art by: Tyler Jacobson


Art by: Tyler Jacobson


Art by: Tyler Jacobson

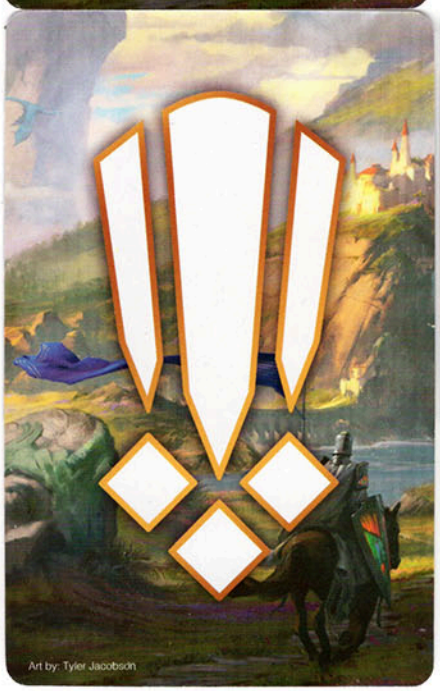

Art by: Tyler Jacobson


Art by: Tyler Jacobson


Art by: Tyler Jacobson

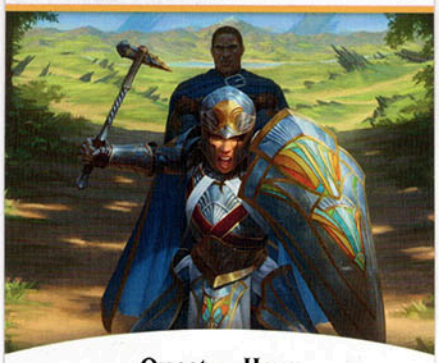

Art by: Tyler Jacobson


Art by: Tyler Jacobson


Art by: Tyler Jacobson


Art by: Tyler Jacobson

Dauntless Bodyguard



Quest — Hero

Complete this quest any time you have two or more in the same location as an opponent's .

Reward: That player gives you one mana of their choice from their mana pool.

3

TM & ©2018 Wizards. Art by: Manuel Castañón 21/115

Heroes' Summit



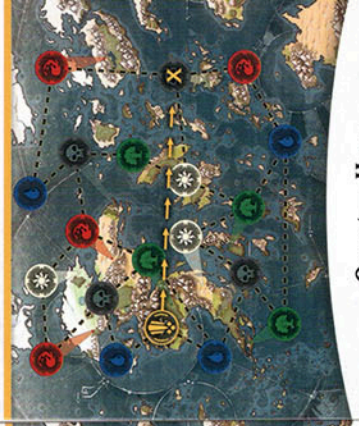
Quest — Hero

Complete this quest if you have three or more in the same location.

7

TM & ©2018 Wizards. Art by: Tyler Jacobson 24/115

Knight of Grace



Quest — Hero

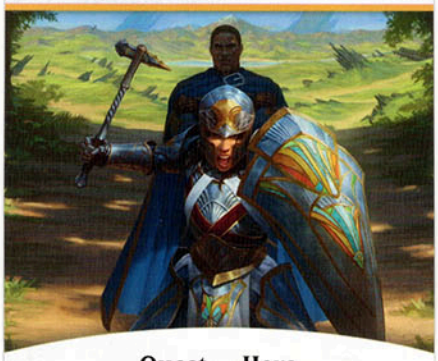
Start this quest if you have a in Benalia. Place a quest token underneath that . That token moves with the until this quest is completed.

Complete this quest if that is in Urborg.

6

TM & ©2018 Wizards. 27/115

Dauntless Bodyguard



Quest — Hero

Complete this quest any time you have two or more in the same location as an opponent's .

Reward: That player gives you one mana of their choice from their mana pool.

3

TM & ©2018 Wizards. Art by: Manuel Castañón 22/115

Invoke the Divine



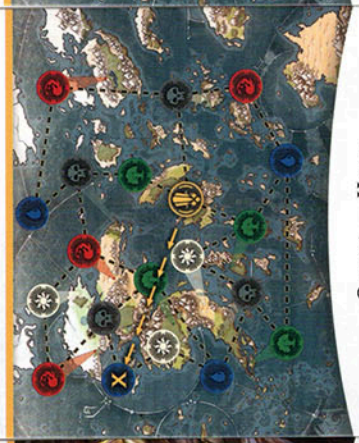
Quest — Hero

Complete this quest as you collect five or more mana from one location.

3

TM & ©2018 Wizards. Art by: Magali Villeneuve 25/115

Merchant Caravan



Quest — Hero

Start this quest if you have a in Orvada. Place a quest token underneath that . That token moves with the until this quest is completed.

Complete this quest if that is in Tolaria West.

6

TM & ©2018 Wizards. 28/115

Druidic Council



Quest — Hero

Start this quest if you have a in Verdura. Place a quest token underneath that . That token moves with the until this quest is completed.

Complete this quest if that is in Kieve.

4

TM & ©2018 Wizards. 23/115

Invoke the Divine



Quest — Hero

Complete this quest as you collect five or more mana from one location.

3

TM & ©2018 Wizards. Art by: Magali Villeneuve 26/115

Mourn the Fallen



Quest — Hero

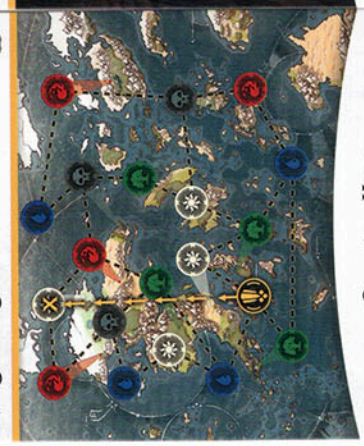
Complete this quest any time on your turn when you have two or more . Replace one of your with a token. Do not return that to your board.

Reward: Add to your mana pool.

5

TM & ©2018 Wizards. Art by: Magali Villeneuve 29/115

Pilgrimage for Serra



Quest — Hero

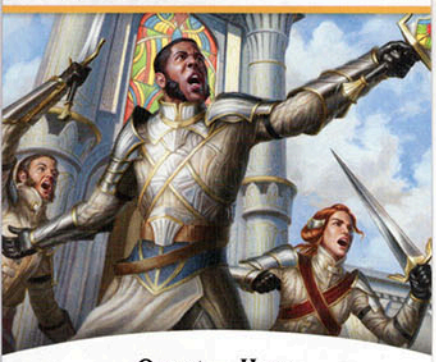
Start this quest if you have a in Estark. Place a quest token underneath that . That token moves with the until this quest is completed.

Complete this quest if that is in Parma.

4

TM & ©2018 Wizards. 30/115

Sergeant-at-Arms



Quest — Hero

Complete this quest as you recruit your last .

Reward: You may move that any number of times this turn.

5

TM & ©2018 Wizards. Art by: Scott Murphy

Relic Runner



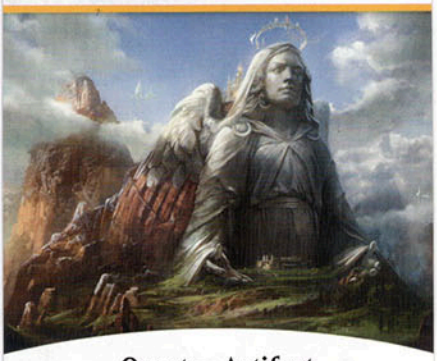
Quest — Artifact

Complete this quest if you have three or more .

4

TM & ©2018 Wizards. Art by: Josu Hernaiz

Clifftop Retreat



Quest — Artifact

Complete this quest as you discover an in a red or white location.

3

TM & ©2018 Wizards. Art by: Christine Choi

Sage of Lat-Nam



Quest — Artifact

Complete this quest if you've discovered two this turn.

5

TM & ©2018 Wizards. Art by: Matt Stewart

Clifftop Retreat



Quest — Artifact

Complete this quest as you discover an in a red or white location.

3

TM & ©2018 Wizards. Art by: Christine Choi

Sage of Lat-Nam



Quest — Artifact

Complete this quest if you've discovered two this turn.

5

TM & ©2018 Wizards. Art by: Matt Stewart

Tragic Poet



Quest — Artifact

Complete this quest as you discover an using .

3

TM & ©2018 Wizards. Art by: Anthony Palumbo

Weight of Memory



Quest — Artifact

Complete this quest as you discover an in a location with two of your .

3

TM & ©2018 Wizards. Art by: Eric Deschamps

Woodland Cemetery



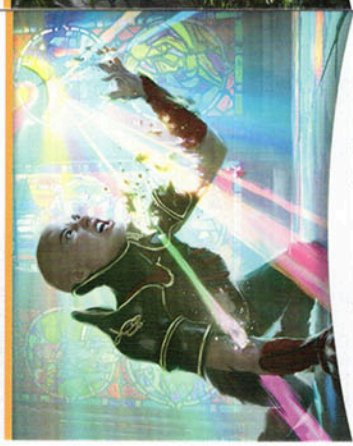
Quest — Artifact

Complete this quest as you discover an using and .

5

TM & ©2018 Wizards. Art by: Christine Choi

Blessed Light



Quest — Cabal

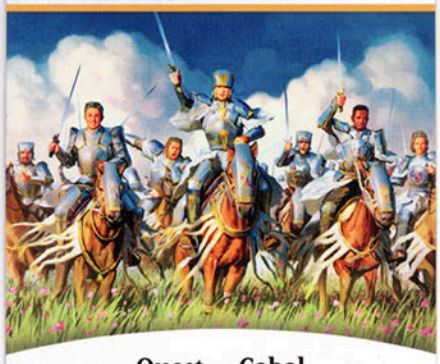
Complete this quest if you have four or more tokens.

Reward: Add to your mana pool.

4

TM & ©2018 Wizards. Art by: Anthony Palumbo

Charge



Quest — Cabal

Complete this quest if you've confronted the ◈ twice this turn.

5

TM & ©2018 Wizards. Art by: Zezhou Chen 41/115

Radiating Lightning



Quest — Cabal

Complete this quest if you have three or more ◈ tokens. This quest is worth 1 VP for each ◈ token you have at the end of the game.

✻

TM & ©2018 Wizards. Art by: Suzanne Helmigh 44/115

Vicious Offering



Quest — Cabal

Complete this quest as you confront the ◈ in a black or red location.

Reward: You may place a ◈ token from the supply on a location of your choice.

3

TM & ©2018 Wizards. Art by: Anthony Palumbo 47/115

Charge



Quest — Cabal

Complete this quest if you've confronted the ◈ twice this turn.

5

TM & ©2018 Wizards. Art by: Zezhou Chen 42/115

Soul Salvage



Quest — Cabal

Complete this quest if you've completed two or more other ◈ quests.

This quest is worth 2 VP for each ◈ quest you've completed at the end of the game *(including this one)*.

✻

TM & ©2018 Wizards. Art by: Daarken 45/115

Vicious Offering



Quest — Cabal

Complete this quest as you confront the ◈ in a black or red location.

Reward: You may place a ◈ token from the supply on a location of your choice.

3

TM & ©2018 Wizards. Art by: Anthony Palumbo 48/115

Cabal Stronghold



Quest — Manalith

Complete this quest as you build a ▮ on a location with a ◈ token.

Reward: Add ⚫🔴 to your mana pool.

3

TM & ©2018 Wizards. Art by: Dmitar Marinski 49/115

Gideon's Reproach



Quest — Cabal

Complete this quest as you confront the ◈ in a location with one of your ▮.

4

TM & ©2018 Wizards. Art by: Izzy 43/115

Sprite's Trickery



Quest — Cabal

Complete this quest if you confront the ◈ in a green location.

Reward: Add 🟢🟢 to your mana pool.

2

TM & ©2018 Wizards. Art by: Jesper Ejsing 46/115

Cabal Stronghold



Quest — Manalith

Complete this quest as you build a ▮ on a location with a ◈ token.

Reward: Add ⚫🔴 to your mana pool.

3

TM & ©2018 Wizards. Art by: Dmitar Marinski 50/115

Gift of Allegiance



Quest — Manalith

Complete this quest when you have ▮ on three adjacent locations.

Reward: You get a new artifact.

4

TM & ©2018 Wizards. 51/115

Grand Construction



Quest — Manalith

Complete this quest if one of your 🌲 networks connects three locations with your ▮.

Reward: You get a new quest.

7

TM & ©2018 Wizards. 54/115

Glorious Empire



Quest — Manalith

Complete this quest when you have ▮ on three different starting locations.

Reward: Recruit a 🐾 in one of those locations.

3

TM & ©2018 Wizards. Art by: Titus Lunter 52/115

Tranquil Domain



Quest — Manalith

Complete this quest when you have ▮ on white and blue locations with 🌲 connecting them.

Reward: Add ⚪ 💧 to your mana pool

3

TM & ©2018 Wizards. 55/115

Glorious Empire



Quest — Manalith

Complete this quest when you have ▮ on three different starting locations.

Reward: Recruit a 🐾 in one of those locations.

3

TM & ©2018 Wizards. Art by: Titus Lunter 53/115

Unlikely Alliance



Quest — Manalith

Complete this quest if you have ▮ on Llanowar and Stahaan.

Reward: Add 🔴 🌳 to your mana pool.

3

TM & ©2018 Wizards. 56/115

Blessed Ties



Quest — Leyline

Complete this quest if one or more of your 🌲 networks connects three or more locations of the same color.

Reward: You get a new quest.

7

TM & ©2018 Wizards. 57/115

Elfhame Druid



Quest — Leyline

Start this quest at any time. Whenever you collect mana through a 🌲, put a mana of that color from the supply on this quest.

Complete this quest when there are four mana tokens on it. Add that mana to your mana pool.

3

TM & ©2018 Wizards. Art by: Yongjae Choi 58/115

Elfhame Druid



Quest — Leyline

Start this quest at any time. Whenever you collect mana through a 🌲, put a mana of that color from the supply on this quest.

Complete this quest when there are four mana tokens on it. Add that mana to your mana pool.

3

TM & ©2018 Wizards. Art by: Yongjae Choi 59/115

Gaea's Blessing



Quest — Leyline

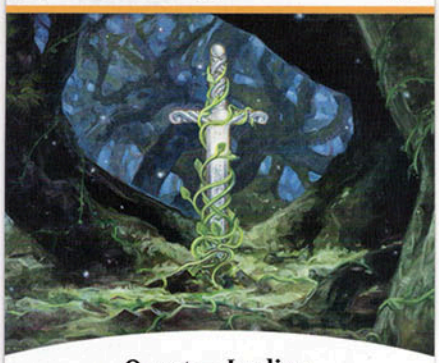
Complete this quest if you've formed two 🌲 this turn.

Reward: You get a new quest.

3

TM & ©2018 Wizards. Art by: David Palumbo 60/115

Gaea's Blessing



Quest — Leyline

Complete this quest if you've formed two 🌳 this turn.

Reward: You get a new quest.

3

TM & ©2018 Wizards. Art by: David Palumbo

Nature's Spiral



Quest — Leyline

Complete this quest if your 🌳 form a complete loop.

7

TM & ©2018 Wizards. Art by: Florian de Gesincourt

Leyline Nexus



Quest — Leyline

Complete this quest if you have three or more 🌳 connected to the same location.

Reward: Add two mana of that location's color to your mana pool.

3

TM & ©2018 Wizards. Art by: Bastien L. Deharme

Unhallowed Ways



Quest — Leyline

Complete this quest if you have a 🌳 network that includes Urborg and Estark.

Reward: Add ⚫⚫⚫ to your mana pool.

5

TM & ©2018 Wizards.

Memorial to Unity



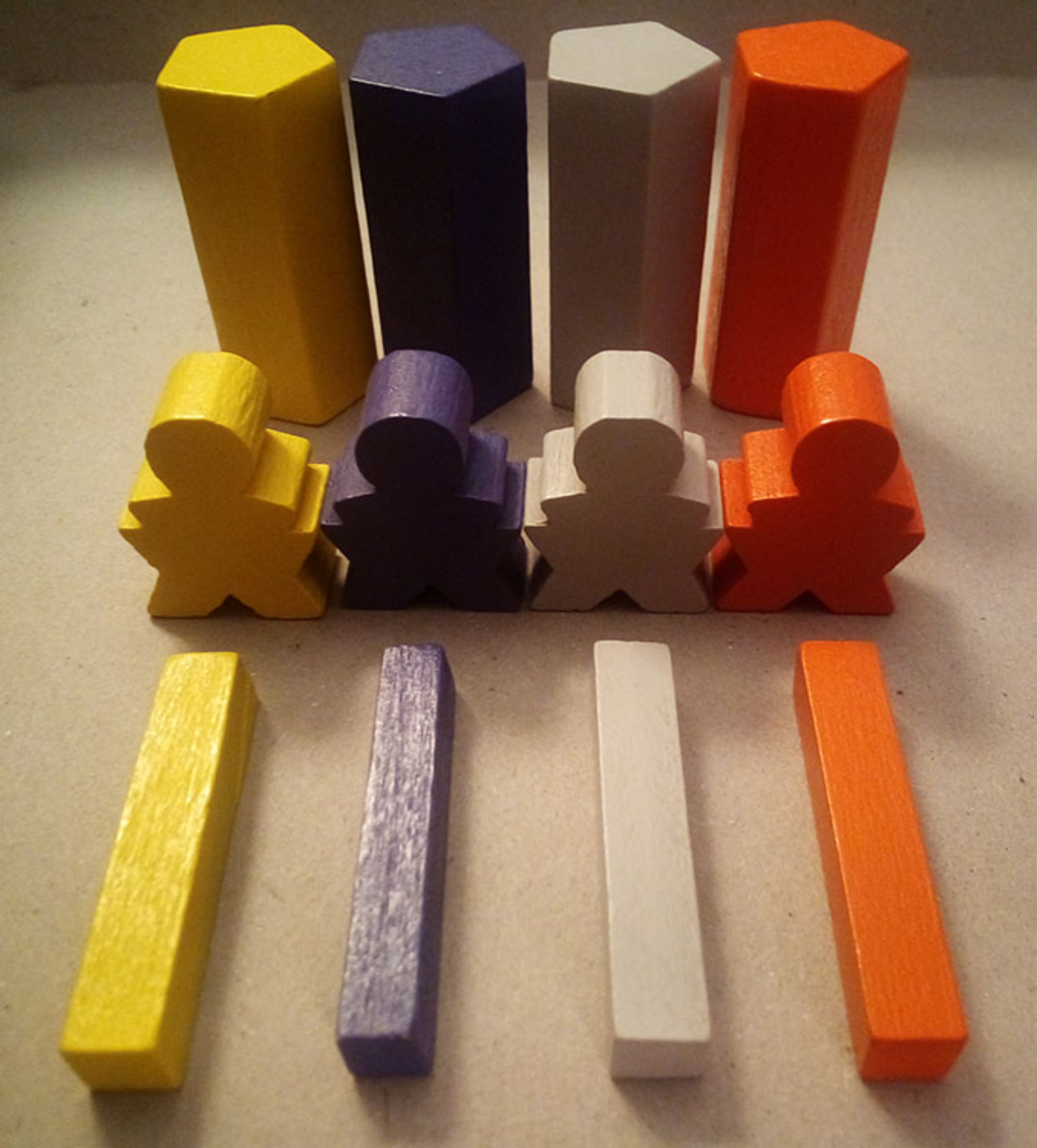
Quest — Leyline

Complete this quest if you have three or more 🌳.

Reward: This quest is worth 1 VP for each 🌳 in your largest 🌳 network at the end of the game.

*

TM & ©2018 Wizards. Art by: Cliff Childs



75-90 Mins | Ages 14+ | 2-4 Players

MAGIC THE GATHERING™

HEROES OF DOMINARIA™

BOARD GAME

Dominaria Awaits A Hero!

Greetings, Planeswalker. You have ended up on Dominaria, a world on the mend. Mana has begun to flood back into the plane, but the sinister Cabal seeks to control everything. Travel the ancient lands of Dominaria, collecting mana, building Manaliths, rediscovering lost Artifacts, and confronting the Cabal. By building leylines, you will be able to extend your reach in gathering the mana you need to bring you closer to your goal: becoming a Hero of Dominaria.

GAME COMPONENTS

- 1 Map Board
- 4 Player Boards
- 16 Heroes
- 20 Manaliths
- 32 Leylines
- 213 Tokens
- 115 Cards
- 10 Public Quest Tiles
- 1 Rulebook (not shown)



© 2018 Wizards of the Coast LLC. Wizards of the Coast, Magic: The Gathering, Heroes of Dominaria, their respective logos, the symbols, and characters' name and distinctive likenesses are property of Wizards of the Coast LLC in the USA and other countries. Used with permission. All Rights Reserved.

WIZKIDS/NECA, LLC
603 Sweetland Ave.
Hillside, NJ 07205 USA
www.wizkids.com

© 2018 WIZKIDS/NECA, LLC. WIZKIDS and related marks and logos are trademarks of WizKids. All rights reserved.

WARNING! Not suitable for children under the age of 3. Small pieces. Keep packaging for future reference. Photos are non-binding, colors, details and content may vary from illustration.

Distributed in Europe by Completely Independent Distribution
1 Brook St, Whetstone, Leicester LE8 6LA UNITED KINGDOM
www.cidmerch.com

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963-16

Warning! Choking hazard. Small parts.
Achtung! Erstickungsgefahr. Kleine teile.
Attention! Risque d'étouffement. Petites pièces.
Avvertenza! Pericolo di soffocamento. Piccole parti.
Waarschuwing! Verstikkingsgevaar. Kleine deeltjes.
¡Advertencia! Riesgo de asfixia. Piezas pequeñas.
Advarsel! Kvælningsfare. Små dele.
Varoitus! Tukehtumisvaara. Pieniä osia.
Varning! Kvävningsrisk. Små delar.
Atenção! Perigo de asfixia. Peças pequenas.

Product for adult collectors, ages 14 and above.

6 34482 73310 3
566W060518
MADE IN CHINA