MARVEL CHAMPIONS
THE CARD GAME

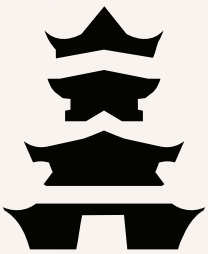
SHADOWLAND

Scenario Pack

The *Shadowland Scenario Pack* is an expansion for ***Marvel Champions: The Card Game***. It contains three scenarios set in the Hand's sinister fortress, Shadowland, that can be played individually or together as a campaign; one special encounter set with a host of villains; and three modular sets that represent the ninjas, traps, and dark magic at the Hand's disposal!

EXPANSION SYMBOL

The cards in this expansion are identified by this symbol before each card's collector number.



FEATURED TERMS

First Player Action: Only the first player can trigger this action (any time they may take a standard action).

FEATURED KEYWORDS

Assault: When a character makes a basic thwart against a scheme with the assault keyword, that character uses its ATK instead of its THW for that thwart. If that character is an ally, it takes consequential damage listed under its ATK after the thwart.

Hinder X: When a card with hinder X enters play, place X threat on that card.

Linked (Card Title): A card with linked cannot be included in the encounter deck or a player's deck. Instead, it is set aside at the start of the game if any encounter card or card in a player's deck includes the card that brings the linked card into play (indicated in the parentheses following the keyword). A linked card does not count toward the minimum or maximum deck size.

Patrol: While a minion with patrol is engaged with a player, that player cannot use cards they control to thwart the main scheme.

Permanent: A card with permanent cannot be defeated, leave play, or have any part of its text box blanked, except by card abilities in the same set (hero set, scenario set, or modular set).

Piercing: An attack with piercing discards any tough status cards from the target of the attack before dealing damage.

Ranged: An attack with ranged ignores the retaliate keyword.

Setup: A card with setup begins the game in play.

Stalwart: A character with stalwart cannot be stunned or confused.

Steady: A character with steady can have one additional stunned status card and one additional confused status card. That character is not stunned unless they have two stunned status cards, and is not confused unless they have two confused status cards. After that character's activation is replaced by a status card effect, remove all status cards of that type from that character.

Teamwork (*TRAIT*): After a minion with teamwork enters play and engages a player, if there is at least one other minion that shares the specified trait in play, the minion that just entered play will activate against the player it is engaged with.

Villainous: When a character with villainous activates, give it a facedown boost card from the top of the encounter deck. When you resolve that character's activation, turn the boost card faceup, resolve any boost ability on that card, and apply its boost icons to the character's stats for this activation. Discard the boost card after the activation.

MODULAR SETS

The *Shadowland Scenario Pack* contains three modular encounter sets: Black Flower, Deadly Contraptions, and Ninja Swarm. Each can be used in any scenario to add variety and unpredictability.

SPECIAL ENCOUNTER SET

The last encounter set, Dark Protégé, contains 16 cards in total: six villain cards and 10 other encounter cards linked to those villains. Cards from the Dark Protégé special encounter set cannot be used outside of the *Shadowland Scenario Pack*.

CAMPAIGN MODE

In addition to being played individually as standalone adventures, the three scenarios included in the *Shadowland Scenario Pack* can be played sequentially as a campaign! To complete the campaign, the players must win all three scenarios in order.

To begin a campaign, the players choose their heroes. Each player must use their chosen identity for the entire campaign, but they are free to change aspects and alter the contents of their deck following the deck customization rules in the ***Marvel Champions*** Rules Reference between scenarios.

To play a scenario in campaign mode, set up the scenario as per the normal rules of the game. Then, follow that scenario's setup instructions in the order in which they are listed in the Campaign Instructions in this rulebook.

When the game ends, if the players won, follow that scenario's victory instructions in the order in which they are listed in the Campaign Instructions. If the players lost, they may reset the scenario and try again with no penalty.

PROHIBITED CARDS

While playing the Shadowland campaign, cards from the Black Flower modular encounter set are required by some Campaign Instructions, so it cannot be included as a modular set in any scenario.

CAMPAIGN LOG

The campaign log found on the back cover of this rulebook tracks the progress of the entire campaign. At the end of each scenario, the players record their results by entering information in the campaign log as instructed.

During a campaign, certain villains from the Dark Protégé set will be checked off in the campaign log. Once a villain is checked off, it is removed from the campaign and cannot be used in later scenarios.

EXPERT CAMPAIGN

Players who want a more challenging campaign experience can play using the expert campaign rules.

- Some Setup and Victory instructions are preceded by **Expert Campaign Only**. Ignore these instructions unless you are playing an expert campaign.

Persistent Damage

While playing the expert campaign, each player must record their remaining hit points in the campaign log after they win a game. This determines each player's starting hit points for the next scenario. If a player's remaining hit point value is greater than their base hit point value, record their base hit points in the campaign log instead.

The setup instructions for each scenario offer each player the opportunity to restore their identity to its starting hit point value by dealing themself one facedown encounter card.

If a player is defeated during a scenario their teammates go on to win, the defeated player does not participate in any of the victory steps for that scenario. However, they can rejoin their teammates for the next scenario by dealing themself one facedown encounter card during setup to restore their identity to its starting hit point value.



SCENARIO #1 - SHADOWS IN THE NIGHT

Seemingly overnight, a ninja clan called the Hand builds the sinister fortress, Shadowland, at the heart of Hell's Kitchen. Citizens live in fear as the Hand imposes brutal martial law on the surrounding neighborhood to enact its warped sense of justice. This fear soon escalates into mass panic and widespread fighting in the streets.

As you arrive at Shadowland, you spot a moonlit silhouette standing atop the tenshu. The figure shouts commands to the Hand, and countless ninjas quickly surround the fortress in a barricade of blades. Then, with uncanny agility, the figure leaps onto the streets below and attacks.

SCENARIO #1 - NEW RULES

VILLAIN AND HERO POSITIONS

During setup, two double-sided environments are put into play (each named "The Streets Below" on one side and "Atop the Tenshu" on the other). One of the environments represents the villain's position outside of Shadowland and has the **VILLAIN POSITION** trait, while the other represents the hero's position and has the **HERO POSITION** trait.

Some card abilities reference the villain's position, which is the faceup card with the **VILLAIN POSITION** trait. For example, the text "If the villain's position is Atop the Tenshu..." indicates that the environment card with that trait must have its Atop the Tenshu side faceup for that ability's condition to be met. If a card ability instructs players to "change the villain's position," flip the card with the **VILLAIN POSITION** trait to its other side.

SAME AND DIFFERENT POSITIONS

The Streets Below / Atop the Tenshu environment with the **VILLAIN POSITION** trait has two abilities: one says "If both positions are the same..." while the other says "If the positions are different...". Both positions are the same if the **VILLAIN POSITION** environment and the **HERO POSITION** environment share a faceup title, such as if each card's Atop the Tenshu side is faceup. The positions are different if the two environments do not share a title.

SCENARIO #1 - CAMPAIGN INSTRUCTIONS

SETUP

- Each player records their identity in the campaign log found on the back cover of this rulebook. Players cannot switch identities during a campaign. If Daredevil's name or Elektra's name is recorded for this campaign, check off the villain with that name in the campaign log, then remove that villain from the campaign.
- Put 1 Creeping Corruption upgrade (72A) from the Black Flower modular set into play under each player's control, Setup keyword side faceup. Set any remaining Creeping Corruption upgrades aside. Shuffle each other card from that set into the encounter deck.
- Place an additional 1 threat on the main scheme.

VICTORY

- In the campaign log, check off the name of the villain from the Dark Protégé special encounter set used in this scenario. Remove that villain from the campaign.
- Each player records if their Creeping Corruption upgrade has the **OVERPOWERING** trait in the campaign log.

VICTORY (CONT.)

- Each player may choose one support or upgrade they control with a cost of 2 or less and record it in the campaign log. (Each player will be able to start the next scenario with their chosen card in play at the cost of additional corruption counters on their Creeping Corruption.) Players cannot choose cards without a cost (meaning cards with a cost of "–").
- **Expert Campaign Only**: Record each identity's remaining hit points in the campaign log.



SCENARIO #2 - SHADOW LABYRINTH

You enter Shadowland, a vast maze of shifting corridors and dead ends. The compound itself is the next enemy you must overcome, designed to disorient and punish intruders with tripwires, poison darts, and an assortment of deadly contraptions.

Within the labyrinth, you are sometimes confronted by another mysterious figure who strikes from the shadows like a whisper in the dark, only to fade from sight whenever you gain the upper hand. The walls around you lurch in sudden shifts, leaving no time to think as you delve deeper and deeper into the dark heart of Shadowland.

SCENARIO #2 - NEW RULES

THE TRAP DECK

The Deadly Contraptions modular set includes seven ***TRAP!*** treachery cards. During setup, in addition to creating the encounter deck, find each ***TRAP!*** treachery from the Deadly Contraptions set and shuffle them together with the one ***TRAP!*** attachment, Whisper in the Dark, from the Shadow Labyrinth set. Together, this forms the 8-card trap deck. Additionally, if players customize this scenario by using other modular sets that have cards with the ***TRAP!*** trait, include each those cards in the trap deck as well.

When a player is instructed to reveal a card from the trap deck, that player reveals the top card of that deck and resolves the card as normal.

Whenever a card with the ***TRAP!*** trait would be discarded, place that card into a special discard pile known as the trap discard pile (next to the trap deck).

Once the trap deck is empty, shuffle the cards in the trap discard pile together to form a new trap deck. This is not considered resetting the encounter deck (including for the purpose of card abilities), and does not place an acceleration token on the main scheme.

Certain card abilities may shuffle cards from the encounter deck into the trap deck. Whenever a card without the ***TRAP!*** trait is discarded, place that card in the encounter discard pile, even if it was previously drawn from the trap deck.

Because cards from the encounter deck and from the trap deck share the same card back, it is advised to keep the two decks (and their respective discard piles) in clearly separated sections of the game area from one another.

INFINITE HIT POINTS

In this scenario, the Shifting Corridors villain has infinite hit points (∞). A character with infinite hit points cannot be defeated by taking damage. However, damage may still be dealt to that character through attacks and card abilities.

PASSAGE COUNTERS

During setup, a number of passage counters are placed on the Shifting Corridors villain. Throughout the game, various card abilities will remove passage counters from Shifting Corridors, and if no passage counters remain, the players lose the game.

Because Shifting Corridors has infinite hit points, its hit points do not need to be tracked for this scenario. As such, players are encouraged to use the villain's hit point dial to either track the number of passage counters remaining on Shifting Corridors or track the amount of threat on the Into the Labyrinth main scheme.

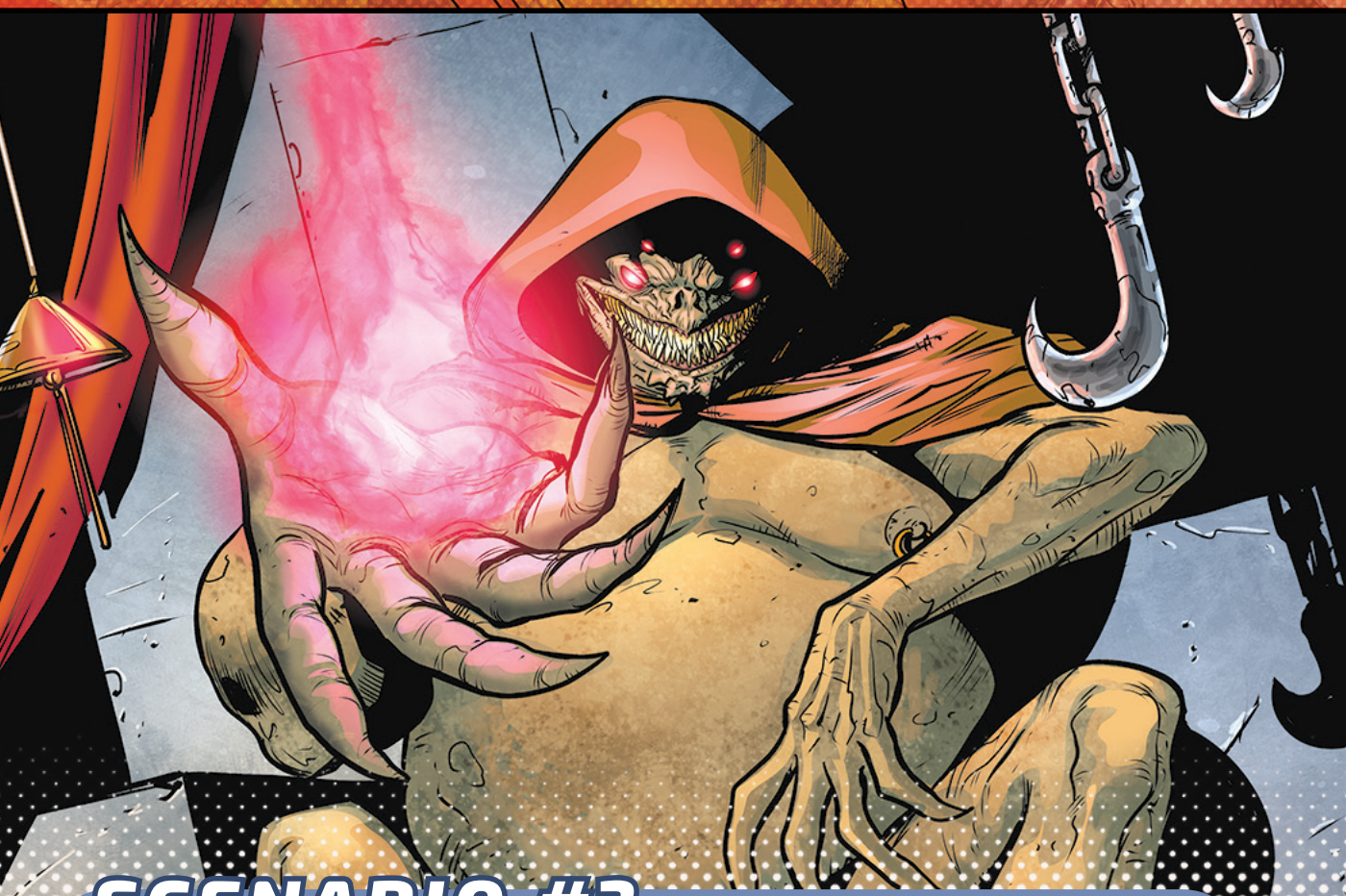
SCENARIO #2 - CAMPAIGN INSTRUCTIONS

SETUP

- Put 1 Creeping Corruption upgrade (72A) from the Black Flower modular set into play under each player's control, Setup keyword side faceup. Set any remaining Creeping Corruption upgrades aside. Shuffle each other card from that set into the encounter deck.
- Each player checks the campaign log. Each player whose Creeping Corruption had the **OVERPOWERING** trait in the previous scenario places 1 corruption counter on their Creeping Corruption.
- Each player may take one copy of the card they recorded in the campaign log from their deck and put it into play under their control. Each player who does so places 1 corruption counter on their Creeping Corruption.
- Place an additional 3 threat on the main scheme.
- **Expert Campaign Only**: Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only**: Each player may deal themself one facedown encounter card to heal their identity to its full hit point value.

VICTORY

- Each player records if their Creeping Corruption upgrade has the **OVERPOWERING** trait in the campaign log.
- Each player may choose one support or upgrade they control with a cost of 2 or less and record it in the campaign log. (Each player will be able to start the next scenario with their chosen card in play at the cost of additional corruption counters on their Creeping Corruption.) Players cannot choose cards without a cost (meaning cards with a cost of "–").
- **Expert Campaign Only**: Record each identity's remaining hit points in the campaign log.



SCENARIO #3 - HEART OF SHADOW

In the final chamber, you find the Hand's leader and master of evil magic, Krahllak. There, he is casting a ritual that will spread throughout New York City like the roots of a black flower, corrupting anyone caught in its grasp.

You leap to attack, but Krahllak redirects the ritual onto you, twisting your mind with a dark invitation to surrender to your baser instincts. An overpowering sense of creeping corruption gnaws at your resolve, the pull of power threatening to twist you into one of Krahllak's dark protégés. Can you defeat Krahllak and topple Shadowland before it's too late, or will Krahllak's dark shroud swallow the city in a veil of nightmares?

SCENARIO #3 - CAMPAIGN INSTRUCTIONS

SETUP

- Each player checks the campaign log and places 1 corruption counter on their Creeping Corruption upgrade for each time in a previous scenario their Creeping Corruption had the ***OVERPOWERING*** trait.
- Each player may take one copy of each card they recorded in the campaign log from their deck and put it into play under their control. Then, for each card a player put into play this way, that player places 1 corruption counter on their Creeping Corruption.
- Find the four minions from the Dark Protégé set (Archpriestess, Gorgon, Lady Bullseye, and White Tiger). Deal one minion at random to each player as a facedown encounter card, then shuffle any remaining minions into the encounter deck.
- **Expert Campaign Only**: Set each player's hit points to their remaining hit point value recorded in the campaign log for the previous scenario.
- **Expert Campaign Only**: Each player may deal themself one facedown encounter card to heal their identity to its full hit point value.

VICTORY

- The players win the campaign!

FREQUENTLY ASKED QUESTIONS

Q. An effect on The Streets Below reads: "Place 3 threat on the main scheme and stun your identity." Can I resolve this if my identity is already stunned?
A. Yes, but be aware that the environment will not flip as a result. The ability that allows a player to choose the effect reads "Resolve one of the effects below, then flip this card." Due to the presence of "then," the chosen effect must be resolved in its entirety.

Q. If I reveal a card with surge from the trap deck, where does the next revealed card come from?
A. After you reveal a card with surge from the trap deck, the additional revealed encounter card comes from the encounter deck as normal.

Q. If Krahllak attacks me, but one of my teammates defends against the attack, who resolves Krahllak's ability? Me or my teammate?
A. Because Krahllak has an "**Interrupt**" ability that resolves "when Krahllak attacks you," you must choose whether or not to resolve Krahllak's ability before your teammate decides to defend.

Q. When I defeat a *NINJA* minion and resolve its "When Defeated" ability, what happens if that ability puts a minion with the Teamwork (*NINJA*) keyword into play?
A. Only after resolving the original minion's "**When Defeated**" ability and discarding it does the new minion's Teamwork ability check for another ***NINJA*** minion in play.

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you!

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CAMPAIGN LOG

Player #1 's Identity:

Remaining hit points:

Support / Upgrade #1:

Support / Upgrade #2:

Player #2 's Identity:

Remaining hit points:

Support / Upgrade #1:

Support / Upgrade #2:

Player #3 's Identity:

Remaining hit points:

Support / Upgrade #1:

Support / Upgrade #2:

Player #4 's Identity:

Remaining hit points:

Support / Upgrade #1:

Support / Upgrade #2:

Was your Creeping Corruption OVERPOWERING?

	SCENARIO 1 *Shadows in the Night*	SCENARIO 2 *Shadow Labyrinth*
P1	☐	☐
P2	☐	☐
P3	☐	☐
P4	☐	☐

Dark Protégés removed from the Campaign

- ☐ Archpriestess
- ☐ Daredevil
- ☐ Lady Bullseye
- ☐ Elektra
- ☐ White Tiger
- ☐ Gorgon

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