



COMBINATION GUIDE

Call to Adventure: Epic Origins has been designed for maximum compatibility with past versions of *Call to Adventure*. In general, we recommend combining *Epic Origins* with one other *Call to Adventure* set at a time. Read on for some advice on how to best combine your sets.

COMBINING WITH THE ORIGINAL

Once you've played a few standalone games of *Epic Origins*, combine it with the original game for the optimal *Call to Adventure* experience! This combo has been thoroughly playtested and is a great way to maximize variety while maintaining game balance.

When combining it with the original, remove all Adversary cards and challenges from the original game. They have been replaced with the new Adversary rules in *Epic Origins*. Then, pick one set of Feat cards to use:

- For a **competitive game**, use the Hero and Antihero cards from *Call to Adventure*.
- For a **co-op game**, use the Hero and Antihero cards from *Call to Adventure: Epic Origins*.

All other cards can be shuffled together! For example, Motivation and Class cards have the same card backs, and are balanced with one another. Motivation cards are more powerful as the game begins, whereas Class cards become more powerful if you invest Experience (♦) tokens.

The original game includes Ally cards, which integrate well with *Epic Origins*. Note that diluting the number of Ally cards has a minor impact on the power level of cards like *Heir to the Throne*, but overall play is still well-balanced with this combination of sets.

COMBINING WITH THE STORMLIGHT ARCHIVE®

Call to Adventure: The Stormlight Archive® includes guidelines for combining that game with the base set while maintaining the unique flavor and culture of Roshar (see page 17 of the rulebook).

When combining *Epic Origins* with *Stormlight*, which have entirely different themes, we recommend a more gameplay-focused approach. Simply shuffle together both games, removing no cards from the Story and Character card decks. For co-op mode, you can use the Adversary feat deck from either game. The resulting gameplay is a wild but fun combination of spell-slinging high fantasy and noble Knights Radiant.



When combining sets, Radiant icons become slightly diluted. To balance this, treat each player as beginning the game with one Radiant icon.

COMBINING WITH THE NAME OF THE WIND™

The Name of the Wind™ expansion was designed to replace certain cards in the core game. The same is true when combining it with *Epic Origins*. To maintain a proper balance of ability runes and story icons, remove the following cards from *The Name of the Wind™* set:

Act I

- Broken
- Mother and Father
- Tinker

Act II

- Loyal Friends
- Patron

Antihero

- Cruel Taunt
- Dangerous Truth (x2)
- Malfeasance (x2)
- Poisoned Chalice



Adversary Quest

- Chancellor's Disfavor
- Crushing Debt
- Lordling's Ire

Remove the following cards from *Epic Origins*:

Origins

- Adept
- Artist
- Runaway

Destinies

- High Artificer

Act I

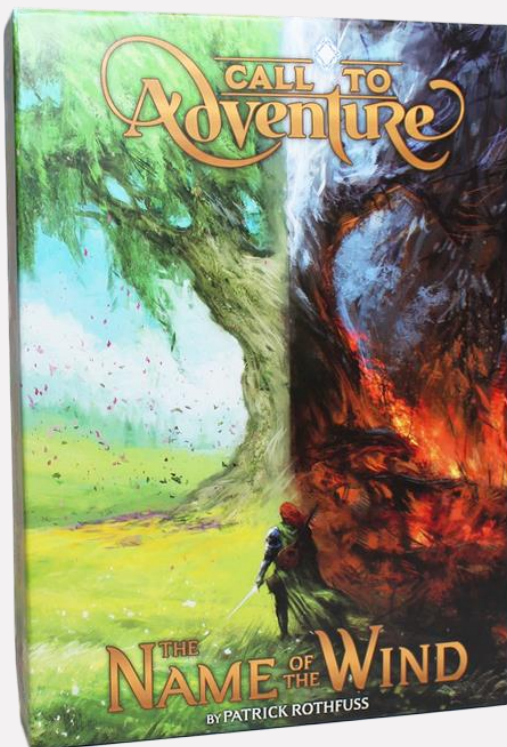
- Book of Shadows
- Citylord's Prison
- Game of Riddles
- Highborn
- Mage's Tower
- Merchant Bazaar
- Temple of the Pantheon
- Village Tavern

Act II

- Rampaging Beast
- Count's Castle
- Desolate Desert
- Drow Temple
- Full Moon
- Holy Sanctum
- Lair of the Serpent Cult
- Oracle
- Puzzle Door
- Rampaging Beast
- Rival Adventurers
- Royal Banquet
- Wedding Day

Act III

- Assassination Attempt
- City in the Sky
- Council of Sovereigns
- Coronation
- Doomsday Device
- Gates of the Abyss
- Last Stand
- Monstrous Horde
- Planar Crossroads
- Tyrant's Stronghold
- Undersea Ruins
- Winter's Heart



When playing with these combined sets, use the *Epic Origins* rules (with co-op play recommended). This combination works quite well; while the magic of Temerant is subtler than the dungeon-crawling high fantasy setting of *Epic Origins*, it's a fun addition to the game.

This combination preserves a good balance of Naming icons, allowing that unique mechanic to shine in combination with *Epic Origins*. Remember, you have the chance to learn a name whenever you fail a Challenge!

With all these sets, each game of *Call to Adventure* offers a world of possibilities! We wish you a memorable journey. If you have any questions or feedback for us, please feel free to reach out at <https://www.brotherwisegames.com/contact>.