



## Golden Rules

- ◆ All rules detailed on cards take priority over the manuals.
- ◆ Dice can only be rerolled once, no matter what effects you use.
- ◆ Except for the Event deck, any other deck or token pile must be reshuffled with its discard pile at the end of each Quest or when it runs out of cards or tokens and the game requires you to draw from it.
- ◆ A Character cannot gain the same bonus/penalty from the same effect's source {i.e. the very same card name or power name} twice unless it reports “for each/each time/etc”.
- ◆ The term “suffer” means the effect cannot be avoided in any way.
- ◆ All calculations are rounded up.









## Game Sequence

### I: Time Phase

- ◆ Effects Cleanup {apply damage first, and then other effects}.
- ◆ Powers Refresh {flip all used  powers which have the refresh icon  on top}.
- ◆ Powers Cooldown {Rotate each used power 90° clockwise}.
- ◆ Soul Enhancements/Resurrection {a Hero cannot enhance his **Soulrank** further if there is another Hero in the Party with a lower **Soulrank**}.

### II: Battle Phase {repeat steps FOR EACH HERO}

#### ◆ Hero Turn

-  ◆ 1 Movement Activity {can be intermingled with Actions and Free Actions but not Combat}.
-  ◆ X Combat Activities {if engaged, can only attack Enemies in his area}.
-  ◆ X Action Activities:
  - ◆ Pray {once per Quest, if in an open **Shrine** area and not engaged} – discard **ACT**  and roll 3 Red Dice. If : obtain the **Lesser Gods' Blessing Quest** card of the related Soul Nature.
  - ◆ Dash {once per Round} – gain 1 extra  **OR** stand up after **K.O.**
  - ◆ Focus {once per Round–Before **HIT** Roll} – add +1  to the attack.
  - ◆ Bash Chest/Locked Door {if not engaged} – open a Chest **OR** a Locked Door {remember to draw a Trap card in any case}.
  - ◆ Reorganize Equipped Items {if not engaged} – change equipped Items.
  - ◆ Exchange an Item {if not engaged} – pass/receive one Item and/or Crowns {the Hero receiving the Item can directly equip it, if his relative slot is empty}.
  - ◆ Search {if over a Search Area token and not engaged} – flip the Search Area token and roll a Red Die. Apply and remove the token.
-  ◆ Unlimited Free Actions:
  - ◆ Open Normal doors – open a non-locked Door {draw a Trap card}.
  - ◆ Pick up/Drop an Item {if not engaged} – pick up/drop any number of Items or Crowns.
  - ◆ Evade {if Heroes are not dominating the area: receive an attack from each Enemy before move} – move out of an area containing Enemies during movement.

#### ◆ Enemy Turn

- ◆ Resolve Minion activations.
- ◆ If there are Enemies in play: draw an Encounter card and resolve it.



### III: Event Phase

- ◆ If the top Event card is unrevealed: draw & resolve the card, then place it revealed on top of the deck {**Night** and **Day** Events must be placed beside the Event deck once resolved}. **Otherwise**: discard the top revealed card.










## Combat System

Moving into an area with one or more Enemies makes the Hero **Engaged** in combat and **he may only target and attack Enemies in this area**, regardless of the range of his Weapons, Items or powers.

#### ◆ HIT Stage:

1. Rolling Dice {Heroes without equipped Weapons roll 1 **Blue** Die}.
2. Use any Item, power, or activity to enhance the attack, add +1  if the attacking faction is dominating the target's area {Domination bonus}.
3. Calculate total Hits {}.


#### ◆ DEF Stage:

1. Check for Resistances & Weaknesses, and apply  effects.
2. Magic Shields {} must be spent to block  {starting with **Lethal** Hits, that must be resolved first}.
3. Armor value {} reduces the  **UNLESS** the defender is **K.O.ed** **OR** the  are **Lethal**.
4. Roll 1 **Blue** Die for each remaining  {excluding **Lethal** }, up to maximum allowed for defender.
5. Use any Item, power, or activity to enhance the defense.
6. Calculate Shields, subtract  and suffer damage {HP}.

## Enemies

**Enemy Assignment:** Always distribute Enemy cards evenly amongst players clockwise from active player. Duplicated Enemies {same **Name** and **Rank**} go to owning players.

**Enemy Activation:** Enemy activation is based on 3 steps:

1. **Choosing the Behavior rule to apply.** By searching the first matching range rule containing Heroes in L.O.S. If no rule is found, choose the  rule, which still requires a legal movement path but ignores L.O.S.

2. **Selecting the Victim.** Between all possible targets. Giving priority to the Preferred Victim and/or using Priority Rules, from the top down:





- ◆ The most wounded.
- ◆ The one with the fewest **HP** remaining.
- ◆ The closest {If the behavior rule has multiple ranges}.

If there is still a tie between possible targets, the controlling player chooses.

3. **Execute all sentences {>>} of the selected Behavior.** Using the selected victim as the main target even if some conditions change in the middle of the activation. Treat a **Hidden** Character as if they don't exist except for **AoE** or similar effects.

**Note:** Enemy activations can also be triggered by the **Otherwise** condition of the Encounter cards or directly by the Book of Secrets. In these cases, the Behavior rules may be superseded by the provided instructions.

## Special Game Effects I


- ◆ **AoE** : This allows an attack or effect to affect not only the primary target, but all other targets of the same faction {Heroes or Enemies} in the same area and adjacent areas {connected by a legal movement path, ignoring L.O.S.}, depending on the numeric range following the **AoE**. **AoE**  affects only the target's area. **AoE**  affects the target area and adjacent areas, and so on.
- ◆ **Bash:** Forces the defender to move back 1 area for each Bash.
- ◆ **Break:** Each Break token {} permanently reduces the Armor Value by 1. If this Value is 0, because already broken or because the defender Armor offers no Armor Value at all, the Character suffers 1 **HP** instead for each Break.


## Special Game Effects II

- ◆ **Drain:** Heals the attacker for 1 **HP** for each wound inflicted on a defender up to the Drain Value. Cannot bring the attacker above Full Health.
- ◆ **Lethal:** When an attack includes Lethal Hits, they must be resolved before normal Hits. Each Lethal Hit skips steps 3 and 4 of the **DEF** Stage: the Armor Value is ignored and **Blue** Dice are **NOT** rolled against Lethal.
- ◆ **Critical:** The Critical is applied before the **DEF** stage, it can be prevented only by ignoring the attack.

## Battlefield

**Controlling an area:** a faction {Heroes or Enemies} controls an area when it has numerical superiority, in terms of figures, over the opposing faction.

**Dominating an area:** a faction dominates an area when it has at least twice the number of figures, compared to the opposing faction. Dominating the area grants the Domination bonus {+1 } to the attacking faction and counts also as controlling it.

**Line Of Sight:** To obtain a L.O.S. trace a straight line from the Sight Mark  inside the source area to the Sight Mark of the destination area without crossing:

- ◆ a blocking terrain/element,
- ◆ an external map tile edge {not connected to another tile},
- ◆ areas with **Enemy** figures, aside from the target's area {only if the source Character is a Hero}.

## Architectural - Wall



**Wall:** A thick and dark blue/black wall pattern may not be crossed and blocks L.O.S. for any Character.

## Hindrance Overlays {Ignored by Characters}



**Barrier:** It blocks the movement path only in one direction, from the edge of the area where the overlay is placed to the adjacent area. The Barrier does not block L.O.S.




**Difficult:** Hero movement into or through this area costs 2 movement points instead of 1. **Ignored by Enemies.**




**Deadly:** Hero movement into or through this area causes the Hero to suffer 1 **HP**. **Ignored by Enemies.**

## Area Elements




**Door:** It blocks movement path and L.O.S. A Free Action {} is required to open it. Draw and resolve a **Trap** card once opened, then remove the token.



**Locked Door:** A Locked Door counts as a Door but requires an Action {} to open it.




**Chest:** Requires an Action {} to open it. Draw and resolve a **Trap** card once opened, gain the listed Treasures/Crowns, and then remove the token.



**Magic Lock:** Applied to Doors and Chests. It can be removed only by following the dedicated Quest rules.



**Search Area:** Can be exploited by a Hero in the area by spending an Action {Red Die, apply the result if matching, and then remove the token either way.



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## Body Conditions General Rules

- ◆ Unless ignored, Conditions are applied regardless of the inflicted/suffered damage.
- ◆ When a Characters suffers a second **Body Condition** that shares the same Pyramid-token/Name {except **Fire**} of one it already has, apply as follows:
  - ❖ If the new **Rank** is greater: the new Condition replaces the previous one.
  - ❖ **Otherwise:** the new Condition is ignored, and the Character suffers 1 **HP** instead.

**Health Conditions** {**Black Side Pyramid** token.  
Discard it at the end of the Hero Turn/Enemy activation}


### Rank I - Slowed

**Heroes:** Only 1 // single Activity is allowed during the Hero Turn.

**Enemies:** Apply the chosen behavior rule only up to the first sentence separator { **▶** }. There are no restrictions about Reaction attacks.

### Rank II - Blinded

**Heroes:** Require a successful **Save** before **EACH** Activity, **otherwise** the Activity is wasted. Consumable Items involved are discarded and powers attempted go in cooldown, regardless of the **Save** roll.

**Enemies:** Before the activation, roll a **Blue** Die. If : the Enemy acts as usual, **otherwise:** the activation is wasted. This also applies to Reaction attacks..

### Rank III - Stunned

**Heroes:** No Activities are allowed.

**Enemies:** Completely skip Activation. No Reaction attacks allowed.

## Special Conditions {Dedicated tokens & rules}




### Bleed Rank I/II

- ◆ Inflicts 1 **HP** before each Hero Activity/Enemy Activation.
- ◆ **Time Phase:** Discard each **Rank 1** token and then decrease {flip} each **Rank 2** token to **Rank 1**.

### Fire Rank I/II

- ◆ Inflicts 1 **HP** and then place one **Fire** token of the matching **Rank** side on the Character card. Fire effects stack, so multiple tokens are allowed and each counts as a single **Body Condition**.
- ◆ **Time Phase:** Inflicts 1 **HP** per Token {regardless of **Rank**}. Discard each **Rank 1** token and then decrease {flip} each **Rank 2** token to **Rank 1**.

### K.O. {Lying figure on Map - Ignored by Characters}

- ◆ Reduces  and Figure Count {for control/domination} to 0.
- ◆ Prevents the Character from performing attacks/Reaction attacks.
- ◆ Requires a Dash /1 Point of  {Heroes} **OR** an activation {Enemies} to be removed.

### Poison Rank I/II

- ◆ **Time Phase:** Inflicts 1 **HP** per **Rank**, then a Hero may roll a **Save** {discard **Poison** if the **Save** roll succeeds}.

### Red Critical

- ◆ Affects the Character with the limitation indicated by the Critical token drawn until the end of the Quest, until removed {as a **Body Condition**}, or until death. Different **Red** Criticals can affect a single target.