

The Rules



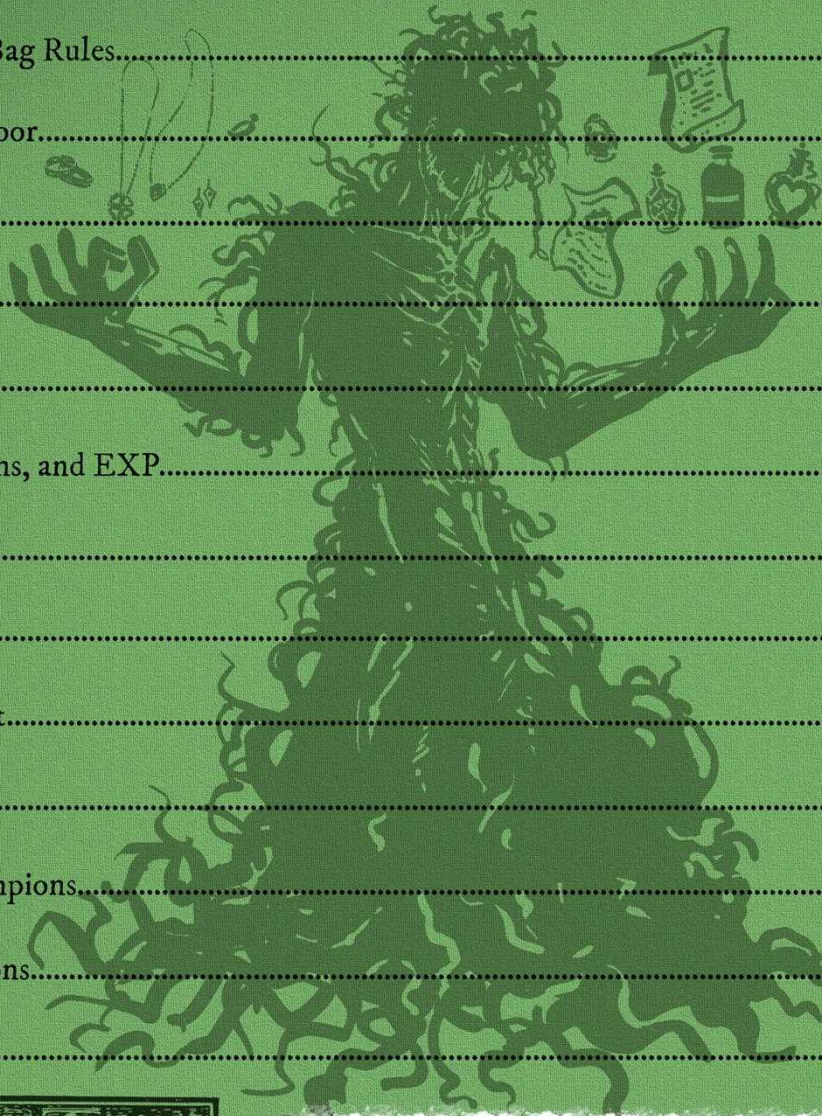
1-4 Players

For ages 13 and up

90 to 180 min

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Marrowmourn Halls



Can you Escape?

Components

4 Floor mats.



Red, Green, and Black bags.



Boss tokens and cards.



Character tokens, cards and sliders (each card has 1 white, 1 black, and 1 green slider).



4 Character bonus abilities card.



13 Event cards.



30 Weapon cards.



Chamber of Champions Sigil Events card and Quick Reference cards.



44 Restless tokens, 8 Sigil Tokens, and 19 Summons tokens.



Game Overview

Note:

Marrowmourn Halls is played the same way no matter the number of players.

Marrowmourn Halls is a 1 to 4 player cooperative dungeon crawler. You play as one of four unique characters that has mysteriously woken up inside the cursed dungeons of Marrowmourn Halls! You must escape, or you shall be imprisoned for eternity!

The game is split up between 4 Floors, the goal of Floors 1-3 is to reach the exit and use the "Exit Floor" ability (more on that later). However, on Floor 4 you will fight the Boss. Should you defeat the Boss, you will break the curse of Marrowmourn Halls and escape!

Frequently used terms

Adjacent - Any space that is touching the chosen space (See Figure 1).

Open Space - Any space that doesn't have a Token in it.

Token - Any circular piece. This includes Character Tokens and Sigil Tokens (See Figure 2).

Characters - Any Character Token. This definition includes all Players, Restless, Summons, and Bosses.

Players - The main Characters (See Figure 3).

Enemies - Any Character that you consider an enemy (other Players can be considered enemies in the Chamber of Champions mode).

Restless - The Black-Bordered enemies. Sometimes Green-Bordered Characters can be considered Restless, you will be notified by an Event card if this is the case (See Figure 2).

Summons - The Green-Bordered Characters that you Summon through Abilities, Items, or Events (See Figure 2).

Sigils - Red-Bordered Tokens (See Figure 2).

Sigil Space - Any Cursed Space with a star in it (See Figure 5). A Sigil Space is considered activated if there is a Sigil token in it. It is considered unactivated if it is empty.

Cursed Space - Any space outline that has a red/orangish color to it (See Figure 5).

Bosses - The larger Character Tokens that only spawn on Floor 4 (See Figure 4).

Spawn - Drawing a Restless from the Restless bag and placing it in the spawn area that is equal to their spawn value (See Figure 36 for more information, page 9).

Figure 5, An unactivated Sigil Space.



Figure 4, The Boss Characters.



Figure 3, The Player Characters.



Figure 1, The spaces highlighted in green are considered adjacent to the Player Character.



Figure 2, Restless, Summons and Sigil Tokens.



Restless



Summons



Sigils

Start Here

1. Marrowmourn Halls consists of two sections; Dungeon floors and the Ancient Text sections. You will begin the game on Floor 1 during the Dungeon floor section, go ahead and set everything up (See Figure 6).

2. When placing the Event Deck, be sure to place it with the cards facing up in ascending order (Card 1 at the top, followed by card 2, card 3, all the way to card 13 being at the very bottom) (See Figure 10). Unused cards can stay in the box.

3. Be sure there are 44 Black-Bordered Restless Tokens in the Black bag, 8 Red-Bordered Sigil Tokens in the Red bag and all of the Green-Bordered Characters are in the Green bag (See Figure 7).

4. Players then must choose their Character. All of the Characters have the same abilities, so just pick the one you think looks the coolest! Be sure to place the Bonus Abilities card beside your Character card on the "Marrowmourn Halls" side (See Figure 8). Also, make sure you set your sliders to 0 EXP, 0 Soulfire, and 5 Seconds.

5. Place your matching Character token in one of the green Player Spawn spaces (See Figure 11).

6. Each player then chooses 2 weapons and they must take all three levels of each chosen weapon (they will all have the same background color). Players start with their weapons at level 1 (they can be upgraded later) (See Figure 9). Weapons that are not chosen can be returned to the box.

7. Players must then choose the final boss (See Figure 12). You will encounter this boss on Floor 4 (the Final Floor). If you can make it that far of course! After a boss is chosen, place the chosen boss' card at the bottom of the event deck (Below Event Card 13). Make sure the play area is ready (See "Final Setup", page 4) and then you are ready to begin your escape!

Figure 6, The Floor 1 mat is set up alongside the other mats (they stay folded until needed) and the Quick Reference card.

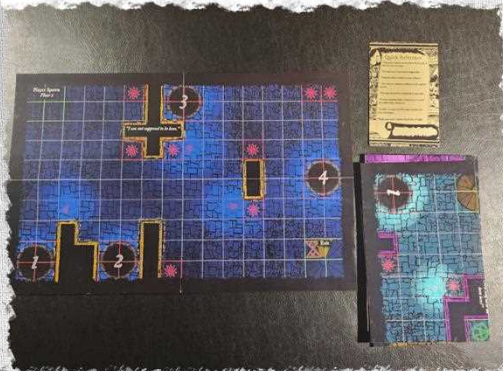


Figure 7, Toss the Tokens into the correctly colored bag.



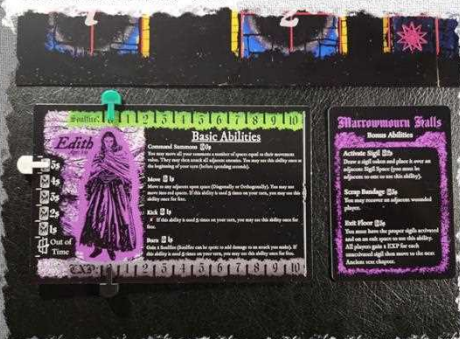
Figure 12, The King Boss card, an example of a Boss Card.



Figure 11, Place your character token in one of the 4 Player Spawn Spaces.



Figure 8, Player Character card face up with card clips in the correct spaces. Players start with 0 EXP, 0 Soulfire, and 5 Seconds. The Bonus Abilities card is on the "Marrowmourn Halls" side.



Event Cards

Event cards are cards that give you instructions. You progress through the dungeon whenever you complete the instructions on these cards. You must move on to the next Event card when you complete the instruction listed on the bottom of the card (See Figure 10).

You may find it immersive to read the flavor text in your most sinister voice on each event card when they are revealed!

Figure 10, A face up Event card. Flavor text is circled in red, the card number is circled in yellow, and the instruction text is circled in green.

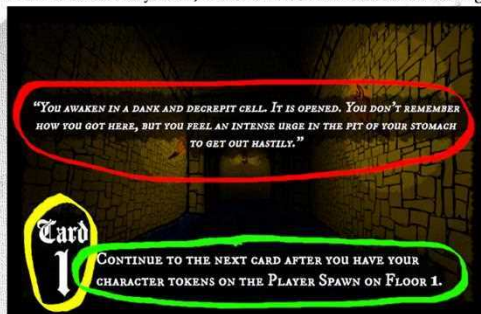


Figure 9, Player card with Bonus Abilities and Weapons. Make sure the weapon cards have level 1 on top and level 3 at the bottom!



Final Setup



Note: This setup is set up for 1 player. For more players, each player completes step 4 Through 6 of the “Start Here” section.

Bag Rules

There are 3 different bags that you will interact with. The Black Restless bag, the Red Sigils bag, and the Green Summons bag. Anytime you remove a Token from play, you will return the Token to one of these bags. Black bordered Tokens will be returned to the Black bag, Red bordered Tokens will be returned to the Red bag, and Green bordered Tokens will be returned to the Green bag (See Figure 13). Anytime you interact with the Black or Red bags, you must shake them afterwards to shuffle up the Tokens inside! For the Evil forces shift around the dungeons!

The only Tokens that do not go into these bags are the Boss Tokens and the Character Tokens. These Tokens can stay in the game box until needed (See Figure 14).

Figure 14, Character Tokens and Boss Tokens do not go into any bags.



Figure 13, Tokens go into the bag based off of their colored border.

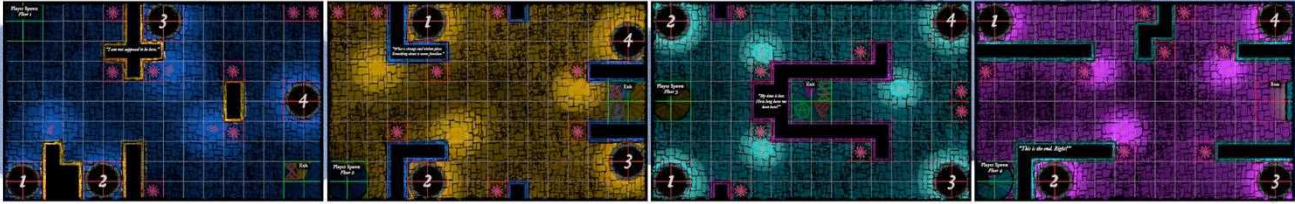


The Dungeon Floor



These blue pages will go over how the Dungeon Floors section of the game is played.

Figure 15, All of the Dungeon Floors 1, 2, 3, and 4 (left to right). You will be starting on Floor 1.



During the Dungeon floor section, the goal is to activate the Exit Sigils (more on that later in the “Sigils” section) and then use the “Exit Floor” ability at the Exit (See Figure 16). The Sigils required to escape the Floor are at the Exit (See Figure 17).

The Dungeon floor section is divided in two phases; the Player phase, and the Restless phase. You will go back and forth between these two phases until all Players are wounded (see “Destroying a Character”, page 8) or a Player uses the “Exit Floor” ability (See Figure 16). The Player phase always starts first.

The Player Phase

During the player phase, each player takes their turn. Players may take their turns in any order but they cannot split up their turn, they must take their entire turn.

At the beginning of the Player Phase, Players flip their cards face up and set their time to 5 seconds (5s). On a Player’s turn they may use any abilities that they have enough time for. An ability is any text on a card that has an hourglass symbol followed by a number (See Figure 16).

Whenever you play an ability, slide down your timer equal to that ability’s time cost (See Figure 19) then do what the ability text says to do. If you don’t have enough time, then you may not use that ability. You may only use abilities on your turn.

At the end of your turn, **you must flip your Character Card over.** You may end your turn whenever. If you end your turn without spending all of your time, you will get a defensive boost. This boost is added to your base defense until the next Player Phase (See Figure 18).

After you end your turn, the next Player then takes their turn and this continues until all Players have taken their turns. Once all Players have taken their turns, the Player phase ends, and the Restless phase begins (Restless phase on page 9).

Figure 19, Slide the slider down the Time Tracker whenever you use an ability.



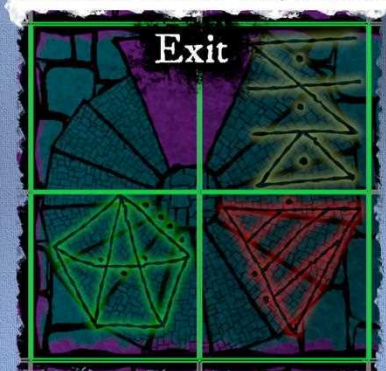
Figure 18, Unused time grants a Defensive bonus. This bonus is added to your Character’s base Defense until the beginning of the next Player Phase. In this example, Edith has a Defensive bonus of 3, this is added to her base Defense making her total Defense 5.



Figure 16, A Characters Bonus Ability card. The Exit Floor ability is circled in green.



Figure 17, The green spaces are the Exit. The yellow, red, and green sigils must be activated in order to use the “Exit Floor” ability on this Floor.



Movement

Most Characters can move. When moving, Characters may move to any adjacent open space. They can move diagonally and orthogonally.

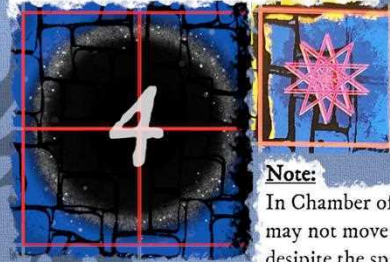
Players and Summons cannot move into Cursed Spaces (See Figure 20). However, Restless may move through and end their turn on Cursed Spaces.

Sigils

Sigils are the Red-Bordered Tokens in the red bag. The Dungeon floor section ends whenever the Exit Sigils are activated and a player uses the "Exit Floor" ability (See Figure 21). The Exit Sigils are in the Exit spaces at the end of a Floor. You only need those Sigils activated in order to use the "Exit Floor" ability. Floor 1 only has 1 Exit Sigil, Floor 2 has 2, and Floor 3 has 3 Exit Sigils (See Figure 24). On Floor 4, you must activate the Sigils that are listed on the Boss card (See Figure 23).

You activate Sigils by using the "Activate Sigil" ability (See Figure 21). Whenever you activate a Sigil, you draw a Sigil Token from the Sigil Tokens bag and place it face up in an adjacent empty Sigil Space. You must then immediately resolve the event that matches the activated Sigil on the Sigil Event card before your turn can continue (See Figure 22).

Figure 20, A Restless Spawn area and a Sigil Space are examples of Cursed Spaces.



Note:
Cursed Spaces are any spaces that have a red/orangish color to them.

Note:
In Chamber of Champions Mode, Summons may not move into Playerspawn Spaces despite the spaces being green.

Figure 21, The "Activate Sigil" ability is circled in green, the "Exit Floor" ability is circled in red.

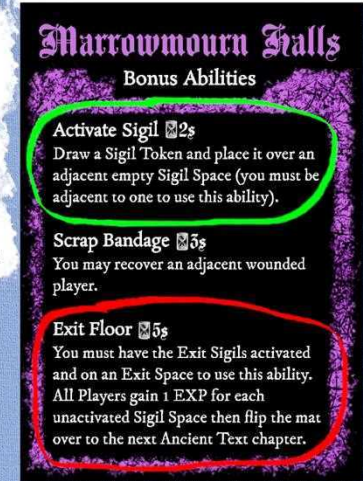


Figure 22, A Sigil Event card. The green Sigil is drawn so the green Sigil Event activates immediately.



Figure 23, The Sigil Requirements on a Boss card.



Figure 24, The Exit Spaces for Floors 1, 2, and 3 (left to right). Note that Floor 1 only requires the Orange Sigil to be activated in order to escape. Floors 2 and 3 will require more Sigils in order to escape.



Soulfire

Soulfire is a resource gained through various abilities such as the “Burn” ability (See Figure 25).

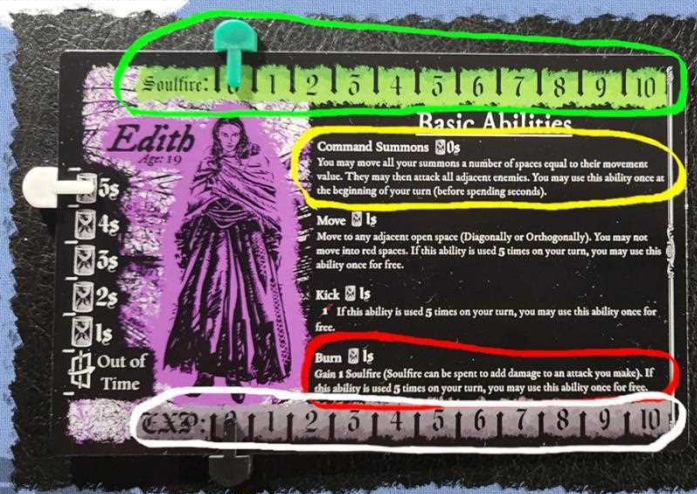
Whenever you gain Soulfire, you simply slide the Soulfire slider to the right. You may have a maximum of 10 Soulfire (See Figure 25).

You may spend Soulfire after making an attack to deal extra damage. Your attack deals extra damage to the target equal to the amount of Soulfire that you spend.

Keep in mind that your Soulfire can only be spent to deal extra damage on attacks you make. Not other Players attacks, and not your Summons attacks.

Some weapons have abilities where you use Soulfire as well. Weapons such as the “Stick Wand” or “Strange Staff”.

Figure 25 The Character card. The Soulfire slider is circled in green, the “Command Summons” ability is circled in yellow, the “Burn” ability is circled in red, and the EXP slider is circled in white.



Summons

Summons are Characters with a green border that you summon through using an ability or other means. Summons are controlled by the “Command Summons” ability (See Figure 24). When summoning, if there is a star on one side it is summoned on that side (See Figure 26). That Summon can be flipped to the other side later by an effect or ability.

Figure 26 A Summon that has a star. It is Summoned on the Star side.



When you activate your Summons, you may move them a number of spaces equal to their movement value (M). Like Players, Summons may not move into Cursed Spaces. After that, you may have them deal damage equal to their attack value (A) to all adjacent Restless and Boss (if you can target it). If your Summon destroys a Character, it is as if you destroyed the Character (you collect EXP, get credit for a Player kill in Chamber of Champions, etc).

You may return your Summons to the green bag at any time. This is also known as “Desummoning”.

Summons only stay on the Floor that they were summoned to. Whenever you exit a Floor, all of your Summons are returned to the green bag and must be resummoned on the new Floor.

EXP

EXP is the slider located at the bottom of the Character Card (See Figure 25). EXP is gained through destroying Restless. You can also gain EXP through the “Exit Floor” ability if you leave empty Sigils when leaving a Floor.

The EXP value of a Restless is located on the back of their Token (See Figure 27).

You may have a maximum of 10 EXP. once you reach this maximum, you may not gain any more until it is spent at the Ancient Text interpreting Scripture (See “The Ancient Text”, page 10).

Figure 27 The Front and Back of a Restless Token.



Combat

Escaping won't be easy as you will be constantly haunted by the Restless souls that linger in the dungeon. You must destroy them in order to survive!

To destroy a Character, you must deal enough damage equal to their Defense value (D) or greater (See Figure 29).

At the end of each phase (Player and Restless), all Non-Wounded Characters heal back to their defense value. Damage does not persist between phases so you must destroy before the phase ends or else you are wasting your time!

There are 2 different types of attacks: Melee attacks and Ranged attacks (See Figure 30). You may have your attacks deal additional damage by spending *Soulfire* (See "Soulfire", page 7).

Melee attacks - A Melee attack may only deal damage to a Character that is in an adjacent space.

Ranged attacks - A Ranged attack may deal damage to any Character within line of sight. Line of sight is drawn by sliding your Character piece in a straight line towards the target. As long as your Character piece doesn't touch any Walls or Tokens on the straight path to touching the target, then you have line of sight (See Figure 28).

Figure 29, A Player and a Restless. Their Defense value is circled in green.



Figure 30, Left is a Melee attack that deals 2 Damage. Right is a Ranged attack that deals 1 Damage.



Figure 28, An Example of Line of sight. In the top image, Edith does not have line of sight of that Restless. However, she does in the bottom image.



Destroying a Character

Whenever a character is destroyed, one of the following happens (depending on the character type).

Restless - Whenever a Player destroys a Restless, they add EXP equal to that Restless' EXP value (See Figure 31) and then return that Restless to the black bag. EXP is used to interpret scripture from the Ancient Text (See "The Ancient Text", page 10). If a Restless is destroyed by anything other than a Player or Summon, then they are simply returned to the black bag.

Players - Whenever a Player is destroyed, their Token is flipped over to the wounded side (See Figure 32). The Player stays on this side until another Player uses the "Scrap Bandage" ability on them (See Figure 33). While the Player is on the wounded side, they still have a turn. However, the only abilities they may use are the Wounded abilities listed on the back of the Character card (See Figure 32). You lose the game whenever all Players are wounded. When a Player is recovered, they flip their Character Card and Token back over and resume play as normal with 5 seconds to spend.

Summons - Whenever a Summon is destroyed, it is returned to the green bag until it can be summoned again.

Figure 31, The EXP bar is circled in green. The EXP value is on the back of a Restless token. When gaining EXP, slide the slider to the right.



Figure 32, The wounded abilities on the back of the Character card as well as the Character token on the Wounded side.

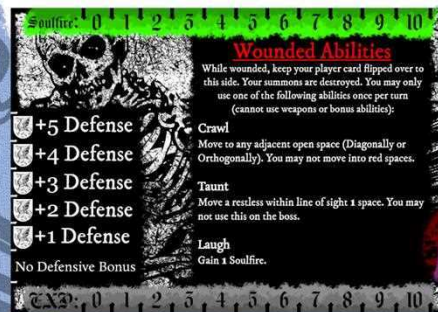


Figure 33, The "Scrap Bandage" ability circled in green.



The Restless Phase

During the Restless phase, the following sequence commences:

Step 1- Move all Restless in the room a number of spaces equal to their movement value towards the Player or Players that they are closest to.

Step 2- All Restless make a Melee attack on all adjacent Non-Restless Characters.

Step 3- Spawn Restless equal to the number of Players plus the number of Sirens currently on the Floor.



Note:

The Restless Phase Sequence is also listed on the back of the Quick Reference card as a quick reminder.

Sequence Breakdown

Step 1 (in depth)- Restless can only move onto adjacent open spaces. Unlike Players and Summons, they may also move through open Cursed Spaces. They will always take the quickest most efficient path towards the Player or Players. They will also try to be adjacent to as many Players as possible (See Figure 38). They may move a number of spaces equal to their movement value (M) (See Figure 34).

If there are two Players that are equal distance away from the Restless, they will move towards the Character who is older (See Figure 35).

Step 2 (in depth)- All Restless deal damage to all adjacent Players and Summons equal to their attack value (A) (See Figure 34) (See "Combat" for more information, page 8).

Step 3 (in depth)- Pull out a number of Restless from the Restless bag equal to the number of Players plus the number of Sirens (See Figure 36) that are already on the floor. You will then place them in one of 4 spaces in the spawn zone that corresponds to their spawn value (S) (See Figure 37).

There are only 4 spaces at each spawn. If there is no more space at a spawn zone, then that Restless cannot spawn (you choose which spawn and which do not).

The Portal Instability Tokens count towards Restless spawning (See Figure 39).

After the Restless sequence has finished, the Restless phase ends and the Player phase begins again. This continues indefinitely until all Players are wounded or a Player uses the "Exit Floor" ability.

Figure 37, This Restless must spawn at spawn zone 4 (as indicated by the spawn value on its token). You choose one of the three free open spaces to spawn this Restless in.

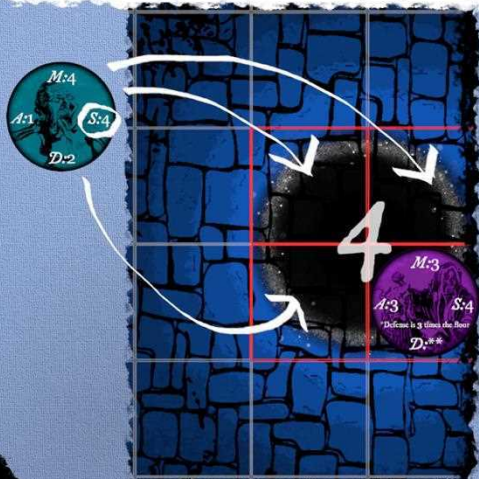


Figure 38, Even though this Restless is already adjacent to a Player, it can become adjacent to two Players so it will keep moving in order to do that.

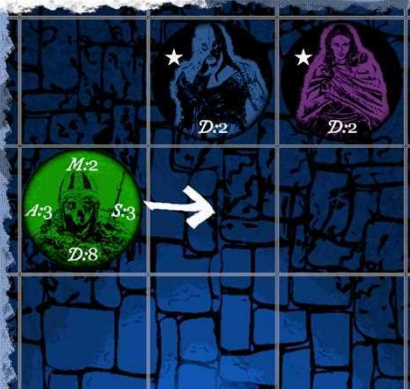


Figure 34, An example Restless. The Movement value is circled in green, the Spawn value is circled in yellow, and the Attack value is circled in Red.



Figure 35, A Character's age is listed on their Character card beneath their name.



Figure 36, This is a Siren Restless. It causes more Restless to spawn during the Restless phase only.



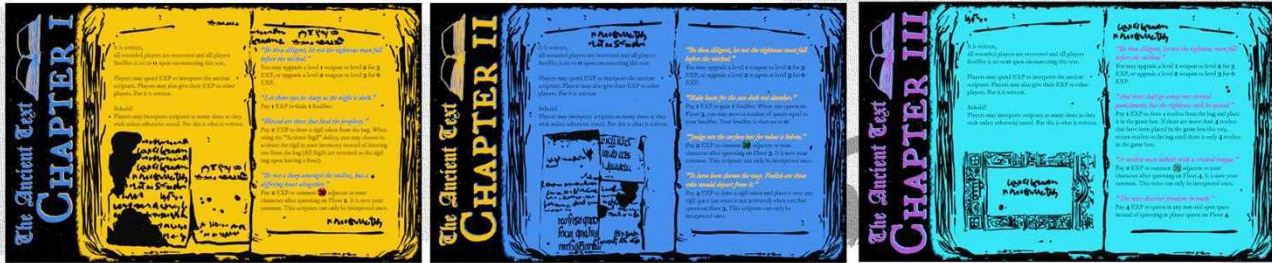
Figure 39, This is a Portal Instability Token.



The Ancient Text



Figure 40, All of the Ancient Text Chapters. They are located on the other side of the Floor mats.



During the ancient text floor section, you use your EXP to interpret powerful scripture. When you first open the book, two things happen:

- 1 - All wounded Players are recovered.
- 2 - Everyone's Soulfire is set to 0.

Afterwards, you may interpret as much scripture and as many times as you have EXP for (unless otherwise stated). You may also interpret scripture for other players. Whenever you spend EXP to interpret scripture, the text below it immediately activates.

The Ancient Text section ends when all players are ready to move on to the next floor. If there are any leftover EXP in players inventories then the EXP simply stays in their inventories.

Floor 4

Floor 4 is the final Floor. This Floor is special because the goal is to destroy the Boss rather than to Exit the Floor. When you arrive on this Floor, spawn the Boss immediately in the center of the Boss Spawn (unless otherwise stated) (See Figure 42).

The Boss moves and attacks during the Restless phase as if it were a Restless though it cannot be damaged like one (Unless otherwise stated).

Each Boss functions differently and has different ways in which they are defeated. This information is listed on their card (See Figure 41). Since there is no Sigil events card for Floor 4, whenever you activate a Sigil, you count up the number of Sigils that have been activated (including the one you just activated) and then resolve one of the Bosses abilities. The ability resolved is determined by the number of Sigils being an odd or even number.

Once the boss is destroyed, you safely escape Marrowmourn Halls!

Note:

Anytime you interact with the Black or Red bags, you must shake them afterwards to shuffle up the Tokens inside! For the Evil forces shift around the dungeons!

Figure 41, A Boss card. It's abilities are circled in green and the relevant Sigil requirement is circled in red. Note that each Boss will have different abilities and Sigil requirements.

THE KING OF MARROWMOURN HALLS

"You are not the one from the Prophecy!"

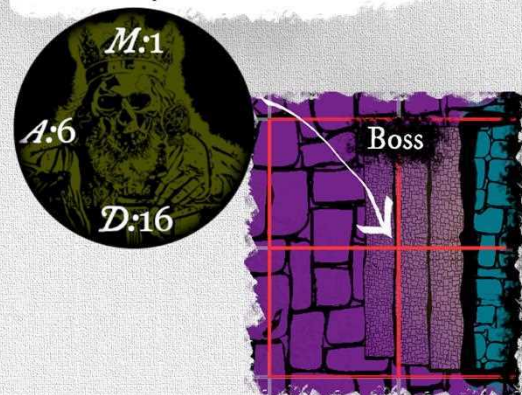
Giant
Characters do not block line of sight when targeting the King.

The Chosen One
At the beginning of Floor 4, give this card to a player. After the 3 sigils have been activated, only the one with this card may damage this boss.

Charge! (odd number of activated sigils)
Move the King 10 spaces towards the closest player or players. All non player characters in his path are destroyed.

Ominous Laughter (even number of activated sigils)
All players lose all Soulfire.

Figure 42, Spawn the Boss in the center of the Spawn. The Boss does not have a Spawn value because of this.



The Chamber of Champions

A dark, gothic-style illustration of a stone chamber. The walls are made of grey stone blocks, and the floor is paved with red bricks. A large, arched doorway is framed by a red archway. In the center of the doorway is a red door with a small handle. To the right of the door, a torch with a yellow flame is mounted on the wall. The overall atmosphere is mysterious and ominous.

Many will enter, one will leave.

Chamber of Champions

Chamber of Champions is a separate game mode from Marrowmourn Halls. In this mode, players are competing to be the first to have 10 EXP!

You must play Marrowmourn Halls before playing Chamber of Champions. If you haven't, go play it! It's a fun game! The Chamber of Champions mode is similar to Marrowmourn Halls with 3 main exceptions, there are no Restless, Players are attacking each other, and weapons are randomly shifting! To win, you must be the first to have 10 EXP.

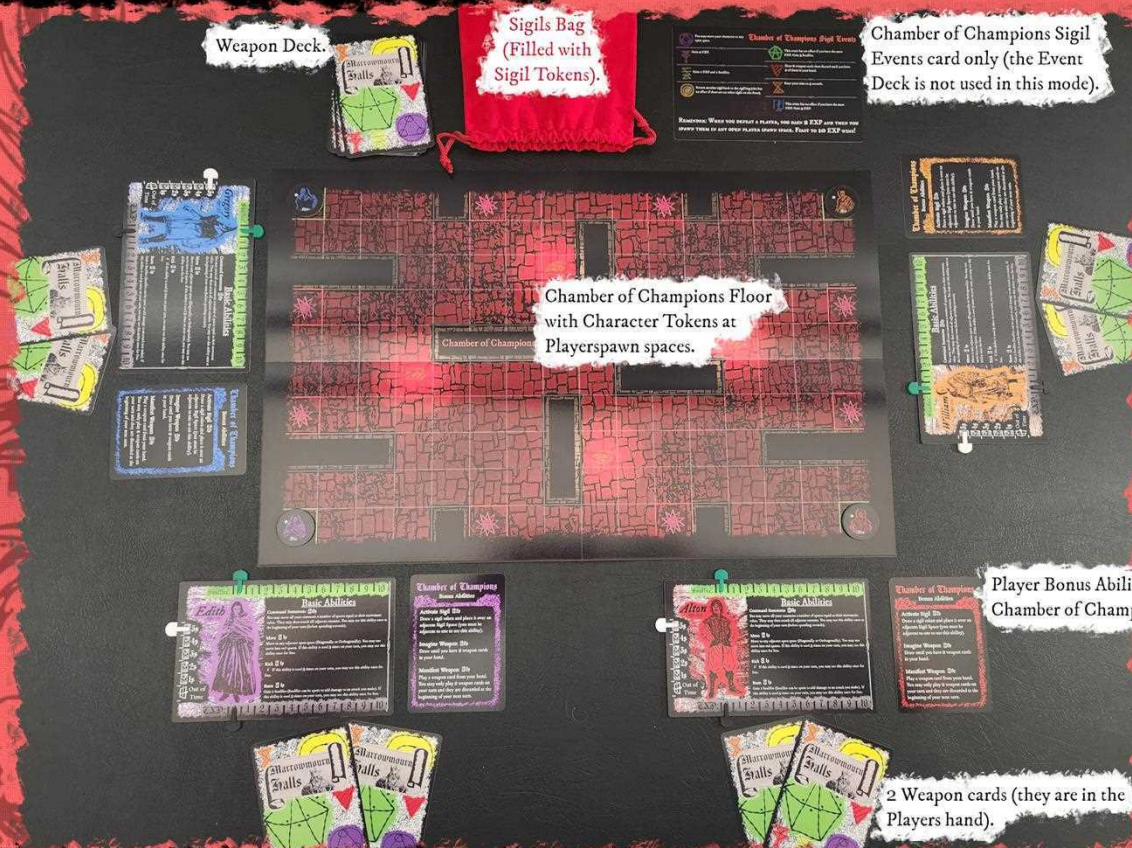
How do I gain EXP? By destroying other Players of course!

Whenever you destroy a Player, you gain 2 EXP and you spawn them in an open Playerspawn space (See "Destroying another Player", page 13). You can also gain EXP from certain Sigil Events.

Setup

1. Players pick Characters. Be sure Player bonus abilities are on the "Chamber of Champions" side.
2. Shuffle all 30 weapon cards together.
3. Make sure the Chamber of Champions Sigil Events card is out.
4. Players will then draw 2 weapon cards from the weapon deck and keep them hidden in their hand.
5. Players place their Character Tokens in open Playerspawn spaces in order from youngest to oldest (See Figure 43). Make sure all players have their sliders set to 0 EXP, 0 Soulfire, and 5 Seconds. Return any unused components to the game box.
6. The game may now begin! Players take their turns just like in Marrowmourn Halls by spending time on abilities. Though instead of choosing turn order freely, turn order goes from youngest to oldest character.

Figure 43. A Character's age is listed on their Character card beneath their name.



Note:
This is setup for a 4 Player game. For less Players, simply return the unchosen Character cards and Tokens back to the box.

Weapons

Weapon cards can either be in your hand hidden from other players or on the table ready to play. You have 2 abilities that deal with weapon cards: Imagine Weapon and Manifest Weapon (See Figure 44).

You may only have 2 weapon cards in your hand at one time (See Figure 45).

You may only have 2 weapon cards on the table at one time (See Figure 45).

When a weapon is on the table, you may use the abilities listed on that weapon card on your turn.

At the beginning of each of your turns, your weapons that are on the table are discarded and all players are healed (Damage does not persist between turns).

There is no weapon card discard pile. Instead, whenever you discard a weapon card you place it face down at the bottom of the weapon card deck.

Figure 44, The Bonus Abilities card on the Chamber of Champions side.



Figure 45, This Player has 2 cards in their hand and 2 cards on the table to use. This is the maximum amount of weapon cards that a Player can have at one time. The Player's weapon cards that are on the table will be discarded at the beginning of this Players turn.



Destroying another Player

Destroying other Players is the main way to gain EXP.

Damage does not persist between Player turns. You must destroy your target before your turn ends or else you are wasting your time!

Whenever another character is destroyed, They do not become wounded. Instead, all of their Summons are destroyed, the attacker gains 2 EXP, then the attacker must place the destroyed Characters Token in any open Playerspawn space (See Figure 46). Afterwards, resume play as normal.

Figure 46, This is an open Playerspawn space.



Summons

Summons function the same way in Chamber of Champions as they do in Marrowmourn Halls. However, there is a chance two Players could be summoning the same type of Summon. If this is the case, then the Players must rotate the Summons in different directions to signify which one is theirs (See Figure 48).

If a Player goes to Summon a Summon and there are no remaining Summons of that type in the green bag (they are all on the Floor) then that Player cannot Summon. The Summons on the Floor must be destroyed or desummoned first.

Summons may not move into Cursed Spaces or Playerspawn spaces (See Figure 47).

You may desummon your summons at any time.

Figure 47, Summons may not move into either one of these types of spaces.



Figure 48, In this example, Edith has just summoned 1 Summon and has rotated it in the same direction she is facing (North). Alton has 2 Summons on the Floor and they are rotated the same way he is rotated (West).



Common Questions

Q: Can I move and attack Diagonally?

A: You may move and attack both Diagonally and Orthogonally.

Q: Can I make my Summons attack first, then move?

A: No. They can only move first, then attack. Movement always comes before attacking when it comes to Restless and Summons.

Q: Can I attack with Summons that I just Summoned?

A: No. The "Command Summons" ability can only be used at the beginning of your turn (before your time is spent).

Q: Can a Character move through two other Characters (blocking)?

A: Yes (See Figure 49). A Player may move to any adjacent open space that is not a Cursed Space.

Q: Can I move through other Players or my Summons?

A: No. You may maneuver around though (See Figure 50).

Q: Do my Summons or other Players block line of sight?

A: Yes. Any token or wall blocks line of sight.

Q: Can I damage other Players or my own Summons in Marrowmourn Halls?

A: Yes. You may choose your targets. Also, some abilities target all Characters. This includes fellow Players and your Summons.

Q: Can I use Soulfire for my Summons attacks?

A: No. Soulfire is only for attacks that you make.

Q: Is there a "Zone of Control", "Engagement Rules" or "Flanking Rules" in this game?

A: No. You may move into any adjacent open space that is not red.

Q: When my character is destroyed or wounded, is EXP and Soulfire effected?

A: No. EXP and Soulfire stays the same unless otherwise stated.

Q: Are red or green spaces considered open spaces?

A: They are for the purposes of line of sight. However, Players and Summons may not move into the red spaces because they are Cursed Spaces.

Q: When spawning Restless, if I spawn a Siren, do I need to spawn extra Restless this phase?

A: A Siren does not spawn extra Restless during the phase that it is summoned.

Q: When Restless spawn due to a Sigil Event, are additional Restless spawned because of Sirens on the floor?

A: No. Sirens only cause additional Restless to spawn during the Restless phase.

Q: Do I have to keep the Summons in the Summons bag?

A: You do not. Unlike the other two bags, the Summons bag is only there to conveniently store Summons tokens.

Figure 49, The Player may move diagonally despite the two tokens "Blocking" her. This is because she is moving into an adjacent open space.



Figure 50, You may not move through other Characters. However, you may move diagonally around them.



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Derwent's favorite weapon!

Check 'em out!

Joakim's favorite weapon!

Riptide

Level 3



Lunge ⌘ 2\$
8 You may target characters within line of sight that are 2 spaces away.

Water Blast ⌘ 2\$
3 You may then move the damaged character 1 space.

Undertow ⌘ 2\$
You may move another character within line of sight to any other open space within line of sight. You may not use this ability on the boss.

Ascendancy

Level 3



Portal Spell ⌘ 1\$
You may place your character in any open space within X spaces of their current location. X is the amount of your Soulfire you wish to pay.

Soulfire Spell ⌘ 5\$
Gain 9 Soulfire.

Alter Reality ⌘ 5\$
You may place any characters (friend or foe) in any open spaces. Each character moved this way costs 2 Soulfire. You may not use this ability on the boss.

And a big thank you to YOU for playing!

