



REIGN
OF
HADES

RULEBOOK

Goal of the Game

Take on the role of a group of Olympian Gods! After a successful coup by Hades, you must cooperatively fight your way through the realms of the Underworld, regain your divinity and strength, and reclaim what's rightfully yours: **Olympus!**

Choose an Olympian God!

Before your first game, you must choose your Olympian God character. To help decide which God to choose, refer to the **Olympian Gods** section in the Appendix. Discuss your choice with other players or choose randomly.

This choice is not necessarily permanent. Throughout the campaign, at certain intervals, you will be given the option of changing characters between players, and bringing new characters into play.

Reading this Rulebook

Important rules (like these ones) are bolded.

If this is your first game, and you are about to play the Prologue Scenario, ignore all the rules outlined in text boxes like this.



Before playing **Scenario 1 - Prison break** (and any later scenario), make sure to read text boxes marked with the **red** icon displayed here.



Before playing **Scenario 2 - Gate of Limbo** (and any later scenario), make sure to also read text boxes marked with the **blue** icon displayed here.

The rules are written specifically for a two player game.



If you are playing with three and four players, make sure to read text boxes marked with the **orange** icon displayed here.

For the special rules of solo and three-player variations, please refer to the specific chapters (Lone Wolf) at the end of the rulebook.

Text in italics are either tips or reminders of rules outlined somewhere else in the rulebook that are relevant to the section you are reading.

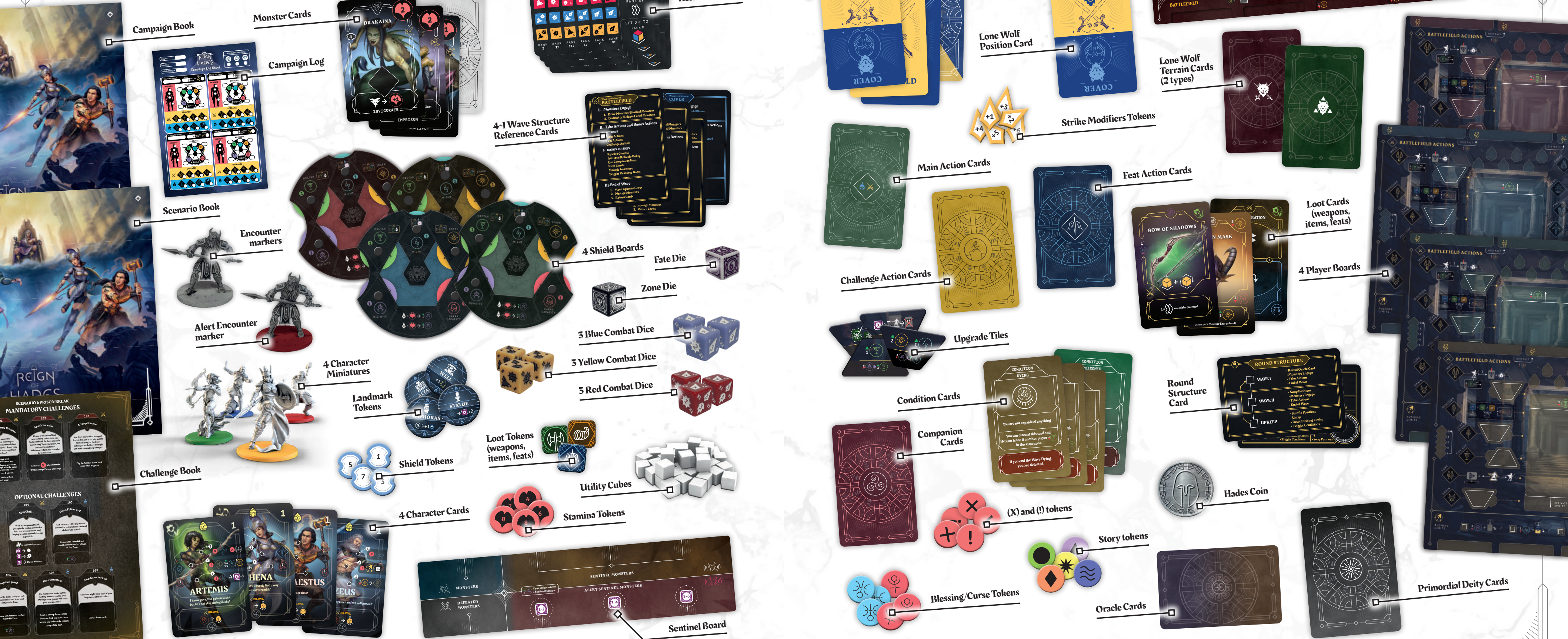
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Components



Setup

General Setup

- 1 Open the scenario book to the current scenario. Consult the setup section for any changes to the below steps that are specific to this scenario.
- 2 Open the campaign book to the current scenario and place it in the middle of the table to form the main board.
- 3 Place the sentinel board next to the main board and within reach of all players.

If you are about to play the **Prologue** or **Scenario 1 - Prison Break**, place an token on all three alert spaces at the bottom, covering the Fate die icons.



Instead of tokens, place an alert encounter marker on each alert space of the sentinel board.

- 4 Create a general supply of the following tokens, placing them next to the main board and within reach of all players: Ichor tokens, Shield tokens, Strike modifier tokens, Stamina tokens.



- 5 Place landmark and map tokens on the spaces indicated on the main board as specified by the scenario book.

- 6 Place the fate die and all combat dice into a general supply within reach of all players.



Also place the zone die into the pool of dice.

- 7 Shuffle the monster cards specified in the scenario book into a facedown deck and place it in the corresponding space of the sentinel board. Draw a card and place it right next to the deck in the leftmost sentinel space.

- 8 Deal each player a combat dice reference card and a wave structure reference card.

- 9 Place the round structure card next to the main board, with the side matching your player count face up, and orientated so that you can read the text for the upkeep phase.



- 10 Place the Hades Coin on its Heads side on the round structure card's respective space.



Heads Tails

- 11 If playing with two players, you will be part of a single team (alpha). Randomly assign one player the alpha battlefield position card and one player the alpha cover position card. Return the remaining position cards to the box. Look for the α and β symbols on the fighting position cards.



You will be split into two teams of two (alpha and beta). Shuffle the two alpha and two beta position cards together and randomly deal one to each player.

Place your character miniature on the main board, in the zone specified by the scenario book, and in the section matching the position card you were dealt.

The map is divided into zones by dashed lines. Each zone is further divided by a blue dotted line into a Cover area, slightly darkened, and a larger Battlefield area.

- 12 Shuffle the weapon loot cards to form a facedown deck near the main board.



Do the same for the loot feat action cards...



...and loot item cards.

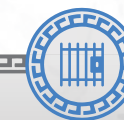
- 13 Place loot tokens into sections of the main board as specified by the scenario book. For each loot token on the main board, draw the top card of the corresponding loot deck and place it faceup next to the main board, to form the discover market.



- 14 Place any companion cards specified by the scenario book into a general supply next to the main board.

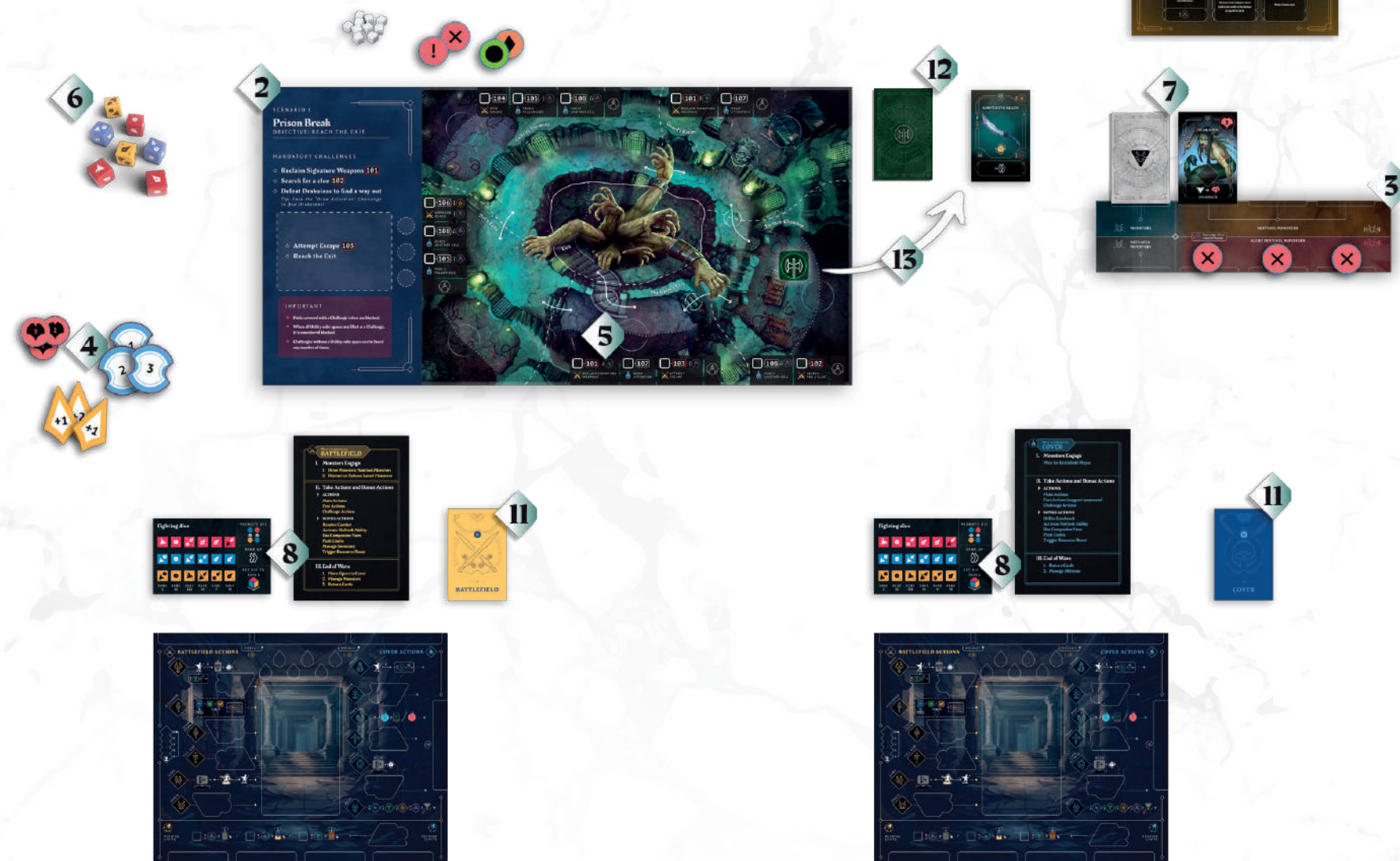


- 15 Place any primordial deity cards specified by the scenario book faceup in a general supply next to the main board. Place three blessing/curse tokens on top of each card, with two on their blessing side and one on its curse side.



- 16 Shuffle the oracle cards specified in the scenario book into a facedown oracle deck.

- 17 Collectively choose whether you want to play on easy, medium or hard difficulty. *This choice does not affect setup. The effect on gameplay is outlined on page 27.*



Character Setup

Each player should resolve the following steps:

- 1 Place your character board in front of you on its **prologue** side.



Use the standard side of the character board instead.

- 2 Place your character card in the corresponding space on your character board, aligning it to the top.



- 3 Take the items and weapons in your character's inventory from your character's compartment. Place them next to your character board.

- 4 Place a shield board next to your character board. The scenario book specifies what you should set your resource dials to. If you are playing the prologue, ignore Divinity completely during play.

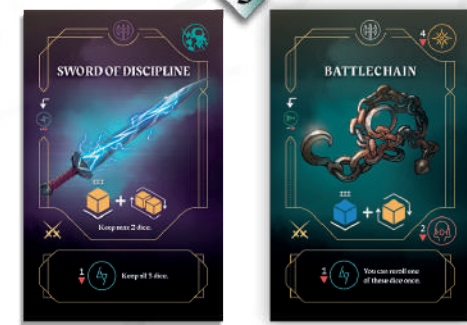


From now on, you will carry over resources from previous scenarios. Set the resource dials based on your campaign log.

- 5 Place ichor tokens equal to your maximum ichor level (as shown on the top of your character card) in the respective slots on your character board.



Instead, find a number of ichor tokens equal to your maximum ichor level. Place ichor tokens equal to your current health, as shown in the campaign log, onto your character board. Place the remaining ichor tokens on your character card, in the wound spaces indicated by the campaign log. For each wound space with an ichor token, place a **X**/**!** wound token on the corresponding action.



The figure below represents the setup for scenarios after the prologue. Please refer to the detailed description instead of the image for the setup of the prologue scenario.



- 6 Take the feat action cards from your character's compartment into your hand.



Remove a Feat action card from your hand randomly and place it into the Oblivion.



Return any feat action cards that were in the oblivion facedown into the oblivion pile, in the same order they were in.

- 7 Take one challenge action card into your hand.



Take one additional challenge action card into your hand.

- 8 Take the three main action cards with a single Battlefield action printed on them.



Instead choose and take into your hand three main action cards from those stored in your character's compartment. In this demo, simply replace the main action card with a single Battlefield main action to the one that allows you to pick two different ones.

Action cards are referred to as being held in hand. In practice though, it is often better to lay your hand of action cards faceup in front of you on the table, so you can freely discuss your plans with teammates.



- 9 Place a utility cube on your player board in the first space of the defeated monster track.



- 10 Place your character's upgrade tiles on the corresponding parts of your player board.

If this is the first scenario, place level one upgrade tiles. Otherwise, your campaign log will specify which level upgrade tiles you should place.

- 11 Leave the remaining upgrade tiles in the character's compartment of the box.

Overview

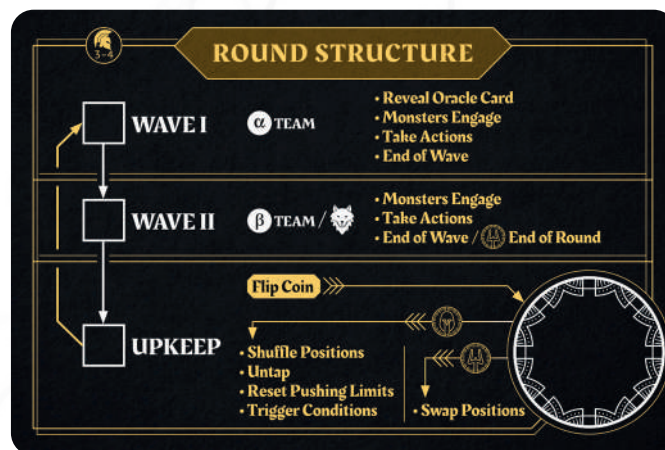
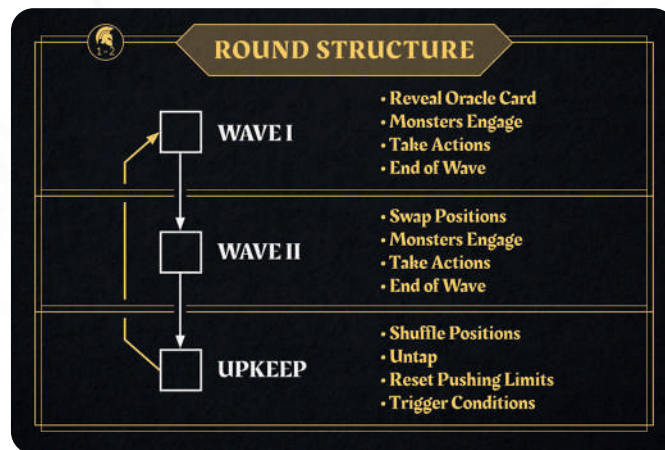
Campaign Structure

The Reign of Hades campaign is broken up into a series of scenarios. Each scenario is played out over a main board contained on a two-page spread within the campaign book. Objectives and special rules for each scenario are laid out in the scenario book. You will carry over action, item, and weapon cards between scenarios. This will be tracked by their placement in compartments (zip bags) within the box. Other elements, including your progress in the campaign generally, will be tracked in the campaign log.

The game caters to 1-4 players. You cannot change player count mid campaign. If one player is missing from a game session, we recommend the remaining players collectively control the missing player's character until they are able to return.

Within each scenario, gameplay is divided into a series of rounds.

Track your progress with a utility cube on the round structure card's respective side (1-2P or 3-4P).



Core Concepts

Teams

Characters in Reign of Hades are divided into teams. With two players, you play as one team of two (alpha), and your characters will be active during both waves of a round. At four players, you play as two teams of two (alpha and beta), with the alpha team active during wave one, and the beta team active during the second wave. While characters are divided into teams for the purpose of gameplay, the game is cooperative. Players win together, or lose together. As such, players are encouraged to plan together and offer suggestions to their teammates during gameplay.



For details on how to handle teams with three players, see page 30. If you are playing solo, please refer to page 32.

Main Board and Positions (Cover/Battlefield)

In Reign of Hades characters will be moving between zones on the main board attempting to achieve scenario-specific objectives. Within each zone there are two sections: the battlefield section, and the cover section.



In each team, one character will always be in cover, and one will be on the battlefield. Throughout the game, characters will swap between these positions. When a character swaps position, move their miniature to the corresponding section of the zone they are in.

Action Cards


Action cards are the core of how you do things in Reign of Hades. Each action card has a side that can be played while you are on the battlefield  and a side that can be played when in cover . Orient your action cards to match your character's position. Action cards sometimes gain you resources or cost you resources when played. To take an action, play an action card from your hand with the corresponding icon into an empty action slot at the bottom of your character board.


Action cards are referred to as being held in hand. In practice though, it is often better to lay your hand of action cards faceup in front of you on the table, so you can freely discuss your plans with teammates.

There are three types of action cards - main action cards, feat action cards, and challenge action cards.

Main action cards allow you to resolve main actions shown on your character board. On the battlefield, for each  icon, choose and resolve one of the battlefield main actions listed on your character board. In cover, for each  icon, choose and resolve one of the cover main actions listed on your character board.

See page 36 for a full breakdown of main action card icons.

Feat action cards have effects related to combat. The battlefield  half of feat action cards have effects that increase your own combat ability.

The cover  half of action cards can only be played to increase the combat ability of the other character in your team. They have a range, and can only be played if the other character in your team is in a zone within range.

See page 36 for a full breakdown of feat action card icons.


Challenge action cards allow you to resolve scenario-specific challenges which are often required in order to win scenarios.

See page 36 for a full breakdown of challenge action card icons.





Resources


Your character has access to six resources in the game:


 **Ichor** is your health. Each time your character loses an ichor, move an ichor token from your character board to your character card. Each time a character gains an ichor, move an ichor token from your character card to your character board.


See the wounds section on page 25 for how ichor is placed on character cards.

 **Nectar** is mostly spent to take actions that gain you ichor, gain your strength, or increase the power of your attacks.

 **Might** represents the agility of your god. Some actions and effects will require you to spend might in order to perform them.

 **Spark** represents creativity or ingenuity. It is mostly spent as part of actions that gain you weapons, items, and action cards.

 **Divinity** is the measure of your successes and is used to upgrade your character during scenarios.

 **Carry Capacity** represents how much your character can carry. It is mostly spent as part of actions that gain you weapons and items. This resource will only be gained as a result of character card evolution. See details on page 18.

Monsters

Monsters represent servants of Hades that you will need to defeat to progress towards the scenario objective. Whenever you start a wave in a battlefield section with an encounter marker, monsters will spawn. Sometimes, when you move into a battlefield section with an encounter marker, monsters will spawn. Monsters spawned in this way will be placed next to your character board as engaged monsters.

- 1 To defeat an engaged monster, deal damage to it equal to its stamina value.

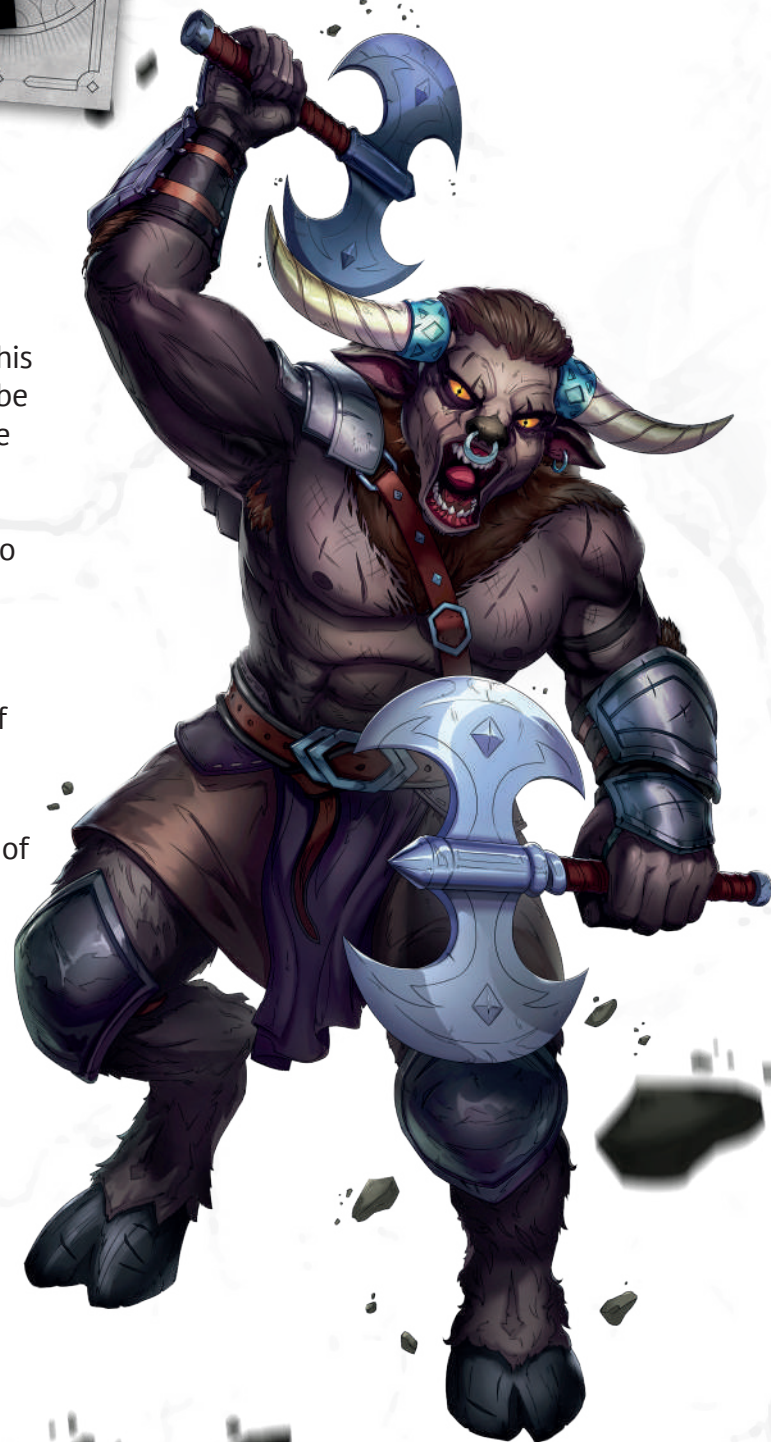
To deal damage to a monster, you'll generally need to take a start combat main action or use the brawl character ability. This will allow you to assign combat dice to monsters. You'll then be able to take further actions to manipulate and power up those dice. Then, when you are ready, you'll take a resolve combat bonus action to determine the result of the combat. During combat resolution if you dealt enough damage to a monster to defeat it the card will be turned upside down, and discarded at the end of the wave. If not, it will take some damage, and become tapped.

- 2 Monsters have an infliction effect which triggers at the end of a wave if they engaged you and you did not resolve combat against them (ie. they are untapped).

In addition, monsters that have not been defeated at the end of a wave are added to monster slots in the sentinel board.

If these monster slots are full and you would need to place another monster there, depending on the difficulty you are playing, there will be further consequences (see *Overrun* section on page 27).

See page 37 for a full breakdown of monster cards.



Round Structure In Detail

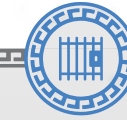
Wave I Phase

If playing with two players, both characters are active during a wave.



Only characters in the alpha team are active during wave I. Characters in the beta team will be active during wave II.

Ignore the "Reveal Oracle Card" subphase for now.



Reveal Oracle Card

Reveal an oracle card. Choose and resolve one of the paths listed.

For details on how to resolve an Oracle card, please refer to the Oracle card breakdown in the References section on page 38.



Place the resolved card into a discard pile next to the oracle card deck, orientated to the side corresponding to the path chosen, and such that you see total number of times you've chosen each path.

If you collectively choose the fearless path more often over the course of a scenario, a special bonus will be rewarded to the team.

If there are no oracle cards in the deck **at the start** of this step, instead you **lose the scenario**.

Monsters Engage

The player whose character is active and in the battlefield position resolves the following steps.

For each encounter marker in the section your character is in, draw a card from the monster deck and place it next to your character board as an engaged monster.



Then, if there is an alert encounter marker in the section your character is in, roll the fate die. For each monster in alert slots, check if the value rolled is equal to the fate die value of its alert slot. If it is, place that monster next to your character board as an engaged monster. If you placed a monster in this manner, return an alert encounter marker from the zone you are in to the vacated alert slot on the sentinel board.

If there are monsters in your lure slots on your character board, untap them and place them next to your character board as an engaged monster.



Cover the "Distract" icons between lure slots with an X token, this option is not available for now.



From now on, lured monsters can be further distracted. Follow the process below for them.

If there is a monster in the rightmost lure slot on your character board, untap it and place it next to your character board as an engaged monster.

Then, from right to left, for each monster in a lure slot, you may spend one spark.

If you do not spend a spark, that monster is untapped and placed next to your character board as an engaged monster.

If you do spend a spark, move the monster into the lure slot to the right of the one it is currently in.

See the lure action on page 16 and the lure attack action on page 17 for how monsters are placed in lure slots.

Take Actions and Bonus Action

During this phase, if your character is active, take actions by playing action cards with the corresponding icons faceup into action slots on your character board. In addition, active characters may take bonus actions, which do not require playing action cards.

You may resolve actions or bonus actions in any combination and order. Unless otherwise specified, you must resolve an action or bonus action in its entirety before taking another action or bonus action.

Icons Associated with Main Action Cards

See page 23 for a list of icons associated with feat and challenge action cards.

Battlefield Main Action

Choose and resolve one of the battlefield main actions listed on your character board.

Two Battlefield Main Actions

Choose and resolve two different battlefield main actions listed on your character board.

You must complete your first action before choosing your second. You may take bonus actions between resolving your first and second main action.

Cover Main Action

Choose and resolve one of the cover main actions listed on your character board.

Main Actions

This section outlines the main actions players have available to them.

Battlefield Main Actions

Move

Move your character to an adjacent zone. Then, any number of times, you may pay one nectar to repeat this movement.

See zones and adjacency on page 26 for restrictions on movement.

If you move into a zone containing an encounter marker, draw a monster card and place it in front of you as an engaged monster.



Instead of simply drawing a monster card, add up the number of encounter markers in the zone you just left and each zone you entered during movement. Then, roll the fate die, adding the modifier indicated next to the move icon on your character board. If you roll higher than the number of encounter markers, nothing happens. If you roll equal to or lower than the number of the encounter markers, draw one card from the monster deck and place it next to your character board as an engaged monster.

You may choose to forgo this roll. If you do, draw a card from the monster deck and place it next to your character board as an engaged monster.

Do this in situations where you actively want to engage monsters. Generally this occurs as a result of specific scenario objectives.




Discover

Take this action in a zone with a loot token. For now you will only discover weapons .

Remove a loot token from the zone you are in. Gain any one card in the discover market matching the type of the removed loot token.


When discovering a weapon, pay both the spark and carry capacity cost indicated on the card, then add the weapon card to your inventory.



From now on, there will be Feat  action cards available to discover.

When discovering a feat action card, pay the spark cost indicated on the card, then add it to your hand.



From this point on, there will be Item  cards available to discover.

When discovering an item, pay both the spark and carry capacity cost indicated on the card, then add it to your inventory.





Start Combat

Take this action when you have at least one untapped weapon in your inventory.

Choose and tap an untapped weapon in your inventory.

In addition to the weapon's effects, **immediately** apply any modifiers shown on your character board or upgrade tile to the monster you assign a die to, as follows.

Take the indicated dice from the general supply. Roll any dice outlined by the roll icon . Set any dice to the side (I to VI) indicated by the set dice icon .

Then, assign dice to engaged monsters next to your character board.



Start combat example

As the name of the action implies, this only marks the beginning of combat. You have a variety of options to modify the outcome in your favor. Once you are ready to conclude the combat, you can take the "Resolve combat" bonus action as described on page 18.

Monsters have a number of die slots shown on their card (usually one). You cannot assign more dice to a monster than it has die slots. You **must** assign dice until either you have no more dice or there are no more engaged monsters with empty die slots.

If there are no more engaged monsters with empty die slots, optionally, you may assign a die to a monster on the sentinel board.

Immediately place it next to your character board as an engaged monster.

Any dice not assigned to monsters are then lost and returned to the general supply.



From this point on, there will be alert slots on the sentinel board. These monsters are present as alert encounters on the map.

If there are no more engaged monsters with empty die slots, for each alert encounter marker in the zone you are in, you **may** assign a die to a monster in an alert slot on the sentinel board. Each time you assign a die, place the monster card next to your character board as an engaged monster, and return an alert encounter marker from the zone you are in to the vacated slot on the sentinel board.

Then, if there are no alert encounter markers **anywhere on the map**, and you still have dice, you **may** assign dice to monsters in non-alert slots on the sentinel board. Each time you assign a die to a monster on the sentinel board, place them next to your character board as an engaged monster.

Each time you assign a die to a monster in a slot on the sentinel board, gain a divinity.



Fill Cup

Gain the nectar indicated next to the fill cup icon on your character board.



Lure

Choose a tapped engaged monster and place it in the leftmost lure slot of your character board.

See the resolve combat bonus action on page 18 for how monsters become tapped.

If there is a monster already in the leftmost lure slot, first move that monster to the middle lure slot. If there is also a monster in the middle slot, move that monster to the rightmost lure slot.

You may not take this action if you have no empty lure slots.



After luring a monster, you may optionally move an encounter marker from your zone to an adjacent zone, or vice versa.



Drain

Take this action if you have defeated a monster in this wave.

See the resolve combat bonus action on page 18 for how monsters become defeated.

Choose a defeated (upside down) monster next to your character board. Flip it to its facedown side. A number of times equal to the defeated monster's energy level (shown on the card below the stamina of the monster) choose one of the following:

- ◆ Gain one might
- ◆ Gain one spark

You may not gain more might or spark than the maximum indicated next to the drain icon on your character board.

For example, if the monster's energy level is three, and the maximum you can drain is two might and two spark, you can either drain two might and one spark or one spark and two might.

Cover Main Actions



Sneak

Move your character to an adjacent zone. Then, any number of times, you may pay one might to move your character to an adjacent zone.

See zones and adjacency on page 26 for restrictions on movement.

As opposed to the battlefield move action, this is a way of moving between zones without the risk of monsters engaging you. No monster card gets drawn.



Focus

Look at the number of cards from the top of your oblivion pile indicated next to the focus action on your character board. From those cards, put a number back into your hand indicated next to the focus action on your character board, and return the rest to the top of the oblivion pile in any order.

See the range and the oblivion pile section on page 23 for how cards are placed in the oblivion pile.

After upgrading

Up to the number of times indicated next to the focus action on your character board, flip face down cards in action slots on your player board face up.

See the range and the oblivion pile section on page 23 for when cards are placed face down into action slots and why it is beneficial to flip them face up.



Cover the **Pray** action icon on your character board with an token. This main action is not available for now.



Pray

Choose one of the following:

- ◆ Flip a curse token to its blessing side.
- ◆ Activate a primordial deity's blessing effect by flipping the corresponding number of blessing tokens to their curse side.

If all tokens now show their curse side, then perform the deity's curse, and flip two tokens back to their blessing side.



Blessing Curse



Heal

Spend a nectar to gain one ichor (up the maximum ichor level indicated on your character card). You may repeat this action a number of times indicated next to the heal action on your character board.

Each time you gain one ichor, move an ichor token from a wound space on your character card to your character board, and remove the wound token from the corresponding action. If your character has no more wounds, take an Ichor from the supply instead up to your maximum.



Lure Attack

Choose a monster on the Sentinel board. Tap the chosen monster and place it onto the leftmost lure slot of your character board. If there is a monster already in the leftmost lure slot, move that monster to the middle lure slot. If there is also a monster in the middle slot, move that monster to the rightmost lure slot.



To take this action, you must be in a section with an alert encounter marker, or there must be no alert encounter markers anywhere on the map. If you are in a zone with an alert encounter marker, choose a monster card in an alert slot on the sentinel board. If there are no alert encounter markers anywhere on the map, choose a monster in a non-alert slot on the sentinel board.

If the monster you chose was from an alert slot, return the alert encounter marker from the zone you are in to the vacated slot on the sentinel board.

You may not take this action if you have no empty lure slots on your character board.

Roll the fate die, adding the modifier indicated next to the lure attack action on your character board. If your roll is greater than the monster's vigilance value, deal damage equal to the difference, tracking its current stamina using stamina tokens.

If you deal damage equal to or greater than its remaining stamina the monster is defeated, any stamina tokens are removed, and it is **immediately** placed into the monster card discard.



Whenever you defeat a monster, advance one space on the defeated monster track (see page 25).



Rest

Choose one of the following:

- ◆ Gain one might
- ◆ Gain two spark



From now on, you have a wider range of options.

Choose one of the following:

- ◆ Gain 1 might
- ◆ Gain 1 nectar
- ◆ Gain two spark
- ◆ Upgrade a main action

Upgrading a main action

Choose up to one main action with an upgrade tile, or the push limits bonus action. Pay the divinity cost indicated on the corresponding upgrade tile on your character board. Flip that upgrade tile, and place it onto your shield board. Take the next level upgrade tile for the action you upgraded from the box and place it face up into the vacated upgrade tile space on your character board.



Upgrading



Evolution



Character Card Evolution

Then, if there are five upgrade tiles on your shield board, replace your current character card. Depending on the majority of the upgrade tiles' source on your shield board (cover or battlefield), replace your character card with the next level one. If the majority are from cover, use their 'cover core' (blue level number in top right corner) side face up; if from the battlefield, use their 'battlefield core' (yellow level number) side face up. Transfer any ichor tokens from the previous character card to your new one to the respective wound slots. Then, return your previous character card and the five upgrade tiles on your shield board to the box. They will not be used again in this campaign.

When in doubt, it is always a good idea to upgrade the main action, which is considered the character's talent. This action is highlighted on the character card with a divinity discount for upgrading. Through evolution, you will explore new talents during the campaign. See the character card breakdown for more details on page 36.

Bonus Actions

Resolve Combat (◆ only)

Choose one untapped engaged monster that has a combat die assigned to it. Then, resolve the following steps in order:



Hits

If the die you assigned to the monster has a higher hit value than you have shield tokens on the monster card, you lose **one** ichor. Move the lost ichor from your character board to any wound space on your character card. The impact of wounds will become more significant later on in the game.

Unless otherwise specified you cannot lose more than one ichor from a hit, regardless of its strength.



From now on, wounds will result in ongoing disadvantages.

Shield tokens reduce hit value.

Possible sources of shield tokens:

- ◆ **Upgraded start combat action.** In this case, after using a weapon, place the shield token alongside one of the resulting dice, assigning them to a monster.
- ◆ **Weapon abilities.** In this case, after using a weapon, place the shield token alongside one of the resulting dice, assigning them to a monster.
- ◆ Shield tokens placed on monsters as a result of the defence feat action (see page 25).



Even if you cannot or choose not to protect from the attack entirely, you can use shield tokens to affect the type of wound you receive.



Infliction

If there is an infliction icon on the die you assigned to the monster, resolve the monster's infliction ability.

You may always resolve a combat against a monster without a die by resolving their Infliction ability.



Burst

If there is a burst icon on the die you assigned to the monster, deal that much damage to **any one** engaged monster, tracking its current stamina using stamina tokens.

If you dealt more damage than its remaining stamina, the monster has been defeated. Remove all stamina tokens from the monster card and rotate it so that it is upside down relative to your character board.

You may use burst effects to damage and defeat any engaged monster – not just the one you are resolving combat against.



Strike

If the die you assigned to the monster has a strike value, find your total strike value (taking strike modifiers on the card into account) and deal that much damage to this monster, tracking its current stamina using stamina tokens.

If you did not defeat the monster, instead tap it.

If you dealt damage equal to or greater than its remaining stamina, the monster has been **defeated**. Remove any stamina tokens from the monster card and rotate it so that it is upside down relative to your character board.



Divinity bonuses

From now on, you will be rewarded with Divinity for epic moves. If you dealt two or more damage than the monster had remaining stamina, gain a divinity. If you dealt four more damage than the monster had remaining stamina, gain an additional divinity.

Possible Modifiers to Total Strike Value:

Start combat action's built in modifier: In this case, after using a Weapon, place the strike modifier token alongside one of the resulting dice, assigning them to a monster.

Weapon abilities. In this case, after using a weapon, place the strike modifier token alongside one of the resulting dice, assigning them to a monster.

Strike modifier tokens placed on monsters as a result of the enhance strike feat action (see page 23) or the resource boost bonus action (see page 20).

Note that monsters that have been defeated will be discarded during the last phase of the wave. After a monster has been defeated, but before it is discarded, players may take the Drain main action to gain resources from the defeated monster (see page 16).



Whenever you defeat a monster, advance one space on the defeated monster track (see page 25).

Activate/Refresh a Character Ability (⚔ & ⚡)


If your character card is in its ready slot (aligned to the top), choose and resolve an ability listed on your character card, and then slide the character card down on the character board from its ready slot to its spent slot.

In the prologue scenario, the only character ability you have is brawl.

If your character card is in its spent slot (aligned to the bottom), instead pay one nectar to slide your character card from the spent slot of your character board to its ready slot (from bottom to top).


Manage Inventory (⚔ only)

Choose one of the following:

- A**  Choose one tapped weapon card. Pay the cost indicated on the weapon card. Untap it.

Take this bonus action if you want to free up carry capacity, transfer a weapon or item between characters, or use a weapon more than once in the same wave.



- B**  Place one weapon or item from your inventory into the discover market. Place one of the corresponding type of loot tokens into the battlefield section of the zone you are in. If the weapon or item cost carry capacity, regain that carry capacity.



Note that a character cannot add a signature weapon to the discover market.

Resource Boost (⚔ & ⚡)

Choose one of the following, depending on your character's position.

Battlefield Only:

- A** Spend one nectar to add a +1 strike modifier token to an engaged monster.

- B** Spend one spark and place a card from the discover market to the bottom of the corresponding loot deck. Draw and add a card from the same deck to the discover market.

Battlefield & Cover:

- C** Spend one might immediately after rolling the fate die. Add +1 to the result.

Resource boost effects are displayed on your shield board at the respective resource dial as a reminder.



Use Companion/Item (⚔ & ⚡)

Choose one of the following:

- A** Choose and tap an untapped companion card in the general supply. Pay the indicated cost to resolve its effect.
- B** Choose and tap an item in your character's inventory to resolve its effect.

If you are about to play **Scenario 1 – Prison Break** ignore items for now.



Push Limits (⚔ & ⚡)

You may take this bonus action a number of times per wave indicated next to the push limits bonus action reference on your character board. Track this by placing utility cubes on the corresponding spaces of your character board.

Choose one of the following:

- A** Spend one divinity to return a main action card from a slot on your player board to your hand.
- B** Spend one might to return a feat action card from a slot on your player board to your hand.
- C** Spend one nectar to return a challenge action card from a slot on your player board to your hand.

Tap the returned action card. It cannot be played until it is untapped (see untap step on page 22).

The purpose of this action is to free up an action card slot, allowing you to play and resolve another action card this wave.



Utilize a Landmark (⚡ only)

Choose an active landmark token in the zone your character is in. Resolve its effect (see appendix) and then remove it from the map.

End of Wave

For each active character, resolve the following steps in order.

Active Character on the Battlefield

Return any defeated (upside down) or drained (facedown) monsters next to your character board to the monster card discard.

Resolve the infliction effects of any untapped engaged monsters next to your character board, in the order of your choice.

Now all the monsters still in front of you should be tapped. Move all of them (except monsters in lure slots) to non-alert slots on the sentinel board.



If non-alert slots are full, add remaining monsters to empty alert monster slots on the sentinel board. For each monster you add, roll the zone die. Take the alert encounter marker in the card slot you added the monster to and place it in the battlefield section of the zone rolled.

If all slots on the sentinel board are full, and you would need to place another monster there, resolve an overrun (see page 27).

If you are adding multiple monsters to slots on the sentinel board, you choose the order in which they are added.

Return action cards in slots on your character board to your hand.

Active Character in Cover

Return faceup action cards from the slots on your character board to your hand.



Move facedown feat action cards to the bottom of the oblivion pile.

See range and the oblivion pile on page 23 for why action cards might be facedown.

If you are placing multiple cards into the oblivion pile, place them in a random order.

Wave II Phase

If playing with two players, swap position cards with the other character in your team. Move your character miniature to the corresponding section of the zone they are in, and orient your action cards to match your character's new position. Then resolve another wave as outlined in the wave I section above.



Instead resolve another wave as outlined in the wave I section above with the following exception. **Only characters in the beta team are active during Wave II.**

Once you have resolved Wave II, proceed to the Upkeep phase described in detail on the next page.



Upkeep Phase

Change Positions

If playing with two players, resolve the shuffle positions effect below.



The Hades Coin will determine the subphases you need to resolve in the respective round in a 3 and 4 player game.



First turn the Hades coin to its opposite side. Then, if it is showing its Hades side, resolve the **shuffle positions** effect. If it is showing its Tails side, resolve the **swap positions** effect.

Shuffle Positions

If playing with two players, shuffle and randomly deal one position card to each character.

If your character is assigned a new position, move their miniature to the corresponding section of the zone they are in, and orientate your action cards to match your character's position.



Swap Positions

Exchange your position card with the other character in your team.

Move the character miniature to the corresponding section of the zone they are in, and orient your action cards to match your character's position.

Untap

Untap all tapped item cards, weapon cards, action cards, and companion cards.

If playing the prologue scenario, you will not have any companions or item cards. Nor will you have any tapped action cards, as action cards are only tapped by the push limits bonus action, which is not available in the prologue.



This step is skipped each round the Hades coin shows its Tails side.

Reset Pushing limits

Remove any utility cubes from pushing limit spaces.



This step is skipped each round the Hades coin shows its Tails side.

Trigger Conditions

Trigger the effects of all conditions in players' possession.



This step is skipped each round the Hades coin shows its Tails side.

Other Concepts

Icons Associated with Combat

Range and the Oblivion Pile

Icons on the cover side of feat action cards have a range. These icons can only be played on your teammates character, and only if they are within the range of zones indicated.



After resolving the icons on the cover side of a feat action card, flip the card facedown immediately. At the end of a wave facedown cards are added to the **bottom** of the oblivion pile instead of being returned to hand. In order to recover cards from the oblivion, take the focus action (see page 16).

We refer to the numerical values shown within the respective icons as X.



Burst

Deal X damage to any one engaged monster, tracking its current stamina using stamina tokens. If you dealt more damage than its remaining stamina, the monster has been defeated. Remove any stamina tokens on the monster card and rotate it so that it is upside down relative to the character board of the player the monster engaged with.



Whenever you defeat a monster, advance one space on the defeated monster track (see page 25).



Defence

Place defence tokens with X value on any one engaged monster with a die assigned to it.



Enhance Strike

Place strike modifier tokens with X value on any one engaged monster with a die assigned to it.



Promote

Play a feat action card with this icon when there is an engaged monster with dice assigned to it.

Up to X times either:

Swap a yellow die assigned to an engaged monster with a blue die in the general supply. Set the die to the same numbered side.

Swap a blue die assigned to an engaged monster with a red die in the general supply. Set the die to the same numbered side.

You may promote a yellow die to a red die in the same promote action. This counts as having promoted twice.



Demote

Play a feat action card with this icon when there is an engaged monster with dice assigned to it.

Note that demote effects are functionally an additional cost and generally appear next to a very positive effect.

Exactly X times either:

Swap a red die assigned to an engaged monster with a blue die in the general supply. Set the die to the same numbered side.

Swap a blue die assigned to an engaged monster with a yellow die in the general supply. Set the die to the same numbered side.

You may not take this action if there are not a sufficient number of red and blue dice assigned to engaged monsters to do the above X times.

You may demote a red die down to a yellow die in the same demote action. This counts as having demoted twice.



Roll die

Roll a matching number and color of dice and assign the dice to any engaged or sentinel monsters as described on page 15..



Reroll

Roll any die assigned to an engaged monster and you can repeat it maximum X times.

In case of Reroll (2x) you may roll one assigned die twice or roll two different assigned dice once.



Set

Play a feat action card with this icon when there is an engaged monster with dice assigned to it.

Choose a die assigned to an engaged monster. Set the die to the respective side.



Rank Up

Play a feat action card with this icon when there is an engaged monster with dice assigned to it.

Up to X times:

Choose a die assigned to an engaged monster. Set the die to the side marked with the number one higher than its current position.

You may rank up the same die multiple times.

Icons Associated with Challenge Action Cards



Challenge Action

Choose and resolve a challenge available in your zone.

Scenario objectives always involve resolving challenges.

Once you have resolved a challenge, place a utility cube on the corresponding space to indicate the challenge has been completed. Completed challenges are no longer available.


If a challenge does not have a space for a utility cube, skip this step. You may resolve that Challenge any number of times.


Challenges



All challenges in a scenario are outlined in the challenge book.

The Prologue scenario does not use the Challenge book, all Challenges are described on Story cards.

Challenges in the scenario book which are also printed on the main board are linked to specific zones.

Challenges printed on the main board with a  are only available to characters in the battlefield section of that zone.

Challenges printed on the main board with a  are only available to characters in the cover section of that zone.


Challenges printed on the main board with both a  and a  are available to characters in either section of that zone.

Challenges often have resource costs or rewards. You cannot resolve a challenge if it costs a resource you do not have.

In addition to being outlined in the challenge book, costs and rewards for challenges linked to specific zones are also printed on the main board for reference.



From now on, there will be mandatory challenges marked with a red outline, and optional ones that you don't have to complete to successfully complete the scenario.

Challenges marked with a red outline are mandatory. Mandatory challenges must be resolved in order to win the scenario. If a challenge is not outlined in red it is optional. Optional challenges do not need to be resolved in order to win the scenario. Challenges with an  have preconditions. These challenges are only available if you meet their preconditions; therefore, remove the X token(s) in advance.

Certain challenges are marked as checkpoints in the scenario book.

If you lose a scenario before resolving its checkpoint challenge, you will need to repeat the scenario. If you resolve a scenario's checkpoint challenge, you will be able to proceed with the campaign regardless of whether you win or lose the scenario. See page 28 for details.

Conditions

Your character may start a scenario with a condition, or gain one during play. When you gain a condition, take the corresponding card from the general supply and place it next to your character board. Each card specifies its effect and how it can be removed.

Companions

Your team may start a scenario with a companion, or gain one during play. Companions are placed in a general supply shared amongst all players. As a bonus action on your turn, you can tap an untapped companion to resolve their effect.



Defeated Monster Track

Whenever your character defeats a monster, move the utility cube one space down on the defeated monster track. If the cube reaches the final space, remove up to one encounter marker from the zone you are in. Then, move the utility cube back to the first space of the defeated monster track.



Boss encounters

Boss encounters are different from regular encounters, as they have a unique marker, representing the actual monster.

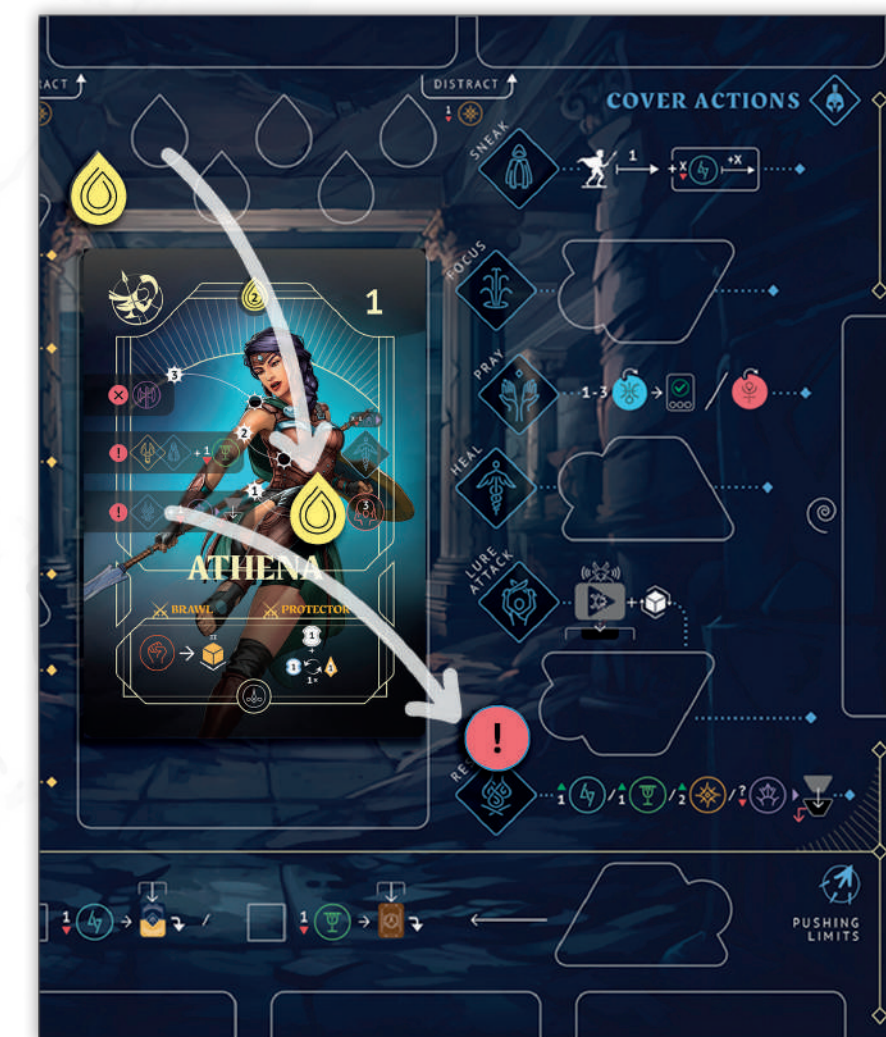
If you start a wave in battlefield position with a Boss encounter in your zone, take the Boss monster's card to you; it is considered engaged with you.





The same is true if you move into a zone with the Boss encounter present.



Boss monsters also have characteristics. Refer to the description of their characteristic to see how the monster behaves after engaged.

Wounds

When your character loses an ichor, move the lost ichor from your character board to your character card, placing it in the empty wound space corresponding to the hit value. If that section already has an ichor in it, place it into the empty wound space with the lowest hit value. Wounds are permanent disadvantages which are active when there is an ichor on the corresponding wound space.



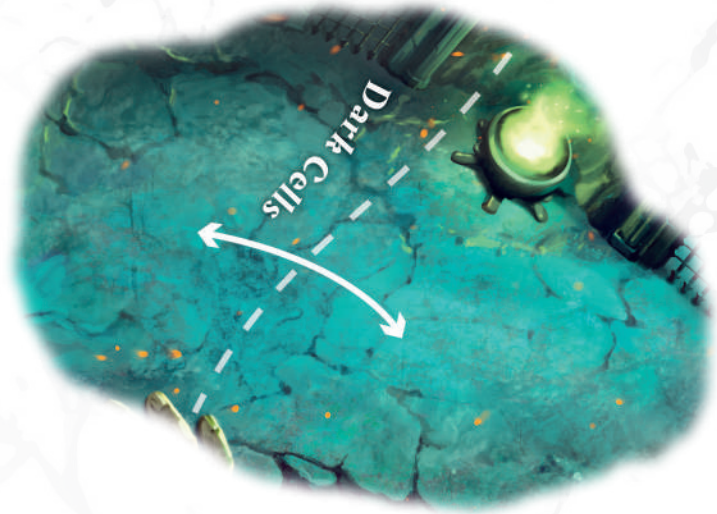
Wounds affect specific actions and have two types:  wounds prevent characters taking specific actions. To remind the player of this, place a  wound token on the corresponding action.  wounds weaken specific actions. To remind the player of this, place a  wound token on the corresponding action.

Each time a character regains an ichor, move an ichor token from a wound space on your character card to your character board, and remove the  or  token from the corresponding action.

Zones and Adjacency

Whether or not zones are adjacent is relevant for character movement.

If two zones have a two-way connecting arrow between them, they are adjacent.



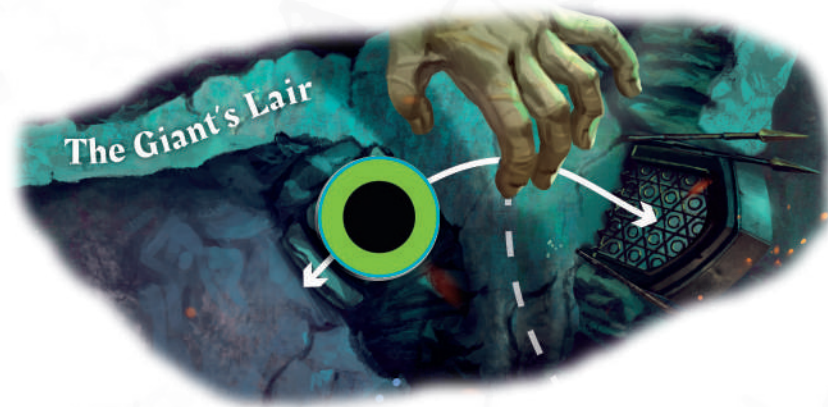
If the line separating two zones is solid, and there is no connecting arrow between them, the zones are not considered adjacent.

Eliminating a Zone

Eliminate the zone by placing an **X** on all arrows connecting this zone to others, preventing further entry. Mark associated challenges as inaccessible with a utility cube and remove encounter markers. Take off all loot tokens, and shuffle a matching number of cards from the rightmost spaces of the discover market back into their respective decks. If characters are present in the Zone, follow the specific instructions provided by the effect.

When two zones have a one-way connecting arrow between them, only characters in the zone from which the arrow originates consider the zone it points to as adjacent for movement purposes.

Characters in the zone the arrow points to cannot move to the zone the arrow points from.



If between two zones there is a connecting arrow with a story token on it, those zones are not adjacent until the story token has been removed.

Most story tokens are removed by resolving challenges (see page 24).



Difficulty

At the start of each scenario players collectively agree on a difficulty to play the game at: easy, medium, or hard. The difficulty you select affects different rules as follows.

Losing your Last Ichor

The rules for what happens when you remove your last ichor from your character board depends upon the difficulty players agreed to play it at.

Easy Difficulty

Gain the unconscious condition.

Note as per the card that the unconscious condition will turn into the dying condition if it is not removed, and that the character will die if the dying condition is not removed.

Medium Difficulty

Gain the dying condition.

Note as per the card that the character will die if the dying condition is not removed.

Hard Difficulty

The character dies and you lose the scenario (see next section).

Overrun

An overrun is triggered when a monster would be placed on a slot on the sentinel board and all slots are occupied. You lose the scenario immediately if an overrun happens.



From now on, the rules for resolving an overrun depends upon the difficulty players agreed to play it at.

Easy Difficulty

Discard all Monster cards you could not place on the sentinel board. Roll the zone die and place an encounter marker into the zone rolled.

Medium Difficulty

Discard all Monster cards you could not place on the sentinel board. For each monster discarded, roll the zone die. Place an encounter marker into the zone(s) rolled.

Hard Difficulty

You lose the scenario immediately (see the next section).

Winning and Losing Scenarios

You win a scenario at the end of the round where you achieved your scenario objective as outlined in the campaign book. You lose a scenario immediately if a character dies.



Losing a scenario

From now on, there are new loss conditions in play. Loss conditions depend upon the difficulty players agreed to play it at.

Easy Difficulty

- 1 A character dies (as described on page 27).
- 2 If there are no oracle cards in the deck at the start of the reveal oracle card step.

Medium Difficulty

- 1 A character dies (as described on page 27).
- 2 If there are no oracle cards in the deck at the start of the reveal oracle card step.

Hard Difficulty

- 1 A character dies (as described on page 27).
- 2 If there are no oracle cards in the deck at the start of the reveal oracle card step.

- 3 A monster would be placed on the sentinel board and all slots are occupied (ie. an overrun is triggered).

If you won a scenario, proceed to the next scenario. If you lost a scenario after resolving its checkpoint challenge you may decide whether to repeat the scenario you just played, or proceed to the next scenario. If you lost a scenario before resolving its checkpoint challenge, repeat the scenario you just played.

Repeating a Scenario

Mark a failed scenario in the campaign log. Reset your resources and upgrade tiles to those specified in the campaign log. Return any weapons, items, and feat cards you gained in this scenario to the discover market. Keep all other cards.

The cards you gained in this scenario are the ones marked with the number of the current scenario. Current prototype might not show these numbers on all components.

Setup and play the scenario again.

If you intend to pack the game away and proceed at a later date, see the packing the game away section in next page.

Proceeding to the Next Scenario

If you chose the fearless path more often than the cautious path in the scenario you just played, each player rolls the Fate die, re-rolling any ties. The player that rolled the highest receives the bonus specified in the scenario book.

This benefit thematically represents a gift from the primordial deities.

If you lost the scenario you just played, mark a failed scenario in the campaign log.

If you lost the scenario you just played as a result of a character dying, that character gains one ichor and one nectar so they can continue playing the game.

Each time you gain one ichor, move an ichor token from your character card to your character board.

Turn to the next page in the campaign book and set up the next scenario based on the scenario book.

If you intend to pack the game away and proceed at a later date, see the next section.

Packing the Game Away

Mark the following on your campaign log:

- ◆ Your character's current ichor and wounds.
- ◆ The level of your character card and your character card type (write B for battlefield core, C for cover core, ignore if your character card is level one).

For example, if your character is level two and battlefield core, write 2B.

- ◆ The level of the upgrade tile next to each action on your character board, and the number and type of upgrade tiles on your shield board (write B for battlefield, C for cover).

You may skip this step if you store the character's current upgrade tiles in their designated compartment, and keep the replaced upgrade tiles from the shield board in a separate bag.

Resolve the following steps:

- 1 Each player places their character's action cards, item cards, condition cards, and weapon cards into their own compartment.



Place feat cards currently in oblivion with their backs on top of your deck (or in a separate bag), preserving the order they were in, so that you can separate them when you set up the game next time.

- 2 Shuffle any cards remaining in the discover market back to their respective loot card decks before packing them away into a shared compartment.
- 3 Put the companion cards into the shared compartment.
- 4 Pack away the remaining components into their respective compartments.



Three Player Variant – The Lone Wolf

The three player variant works in the same manner as the four player game, with the following exceptions.


Changes to Setup

During step 11 of the general setup, randomly assign one of the following position cards to each character:

- ◆ Alpha Cover Position
- ◆ Alpha Battlefield Position
- ◆ Lone Wolf

Give the Lone Wolf player the lone wolf player aid. During their turn as the Lone Wolf, refer to this aid instead of their normal player aid.

- 1 Place the lone wolf board next to the main board and within reach of all players.

Cover the Focus main action with an  token on the lone wolf board if you are playing the Prologue scenario.

- 2 Shuffle the resource terrain cards into a facedown deck and place it on one side of the lone wolf board.
- 3 Shuffle the combat terrain cards into a facedown deck and place it on the other side of the lone wolf board.
- 4 Finally, reveal two cards from the combat terrain deck and one card from the resource terrain deck, to form the terrain market.



Changes to Gameplay

Changes to Upkeep Phase



Make sure to read the content of all text boxes like this.

Resolve the change position step of the upkeep phase as follows:

In each tails round, characters swap positions. If you are in the alpha team, exchange your position card with the other character in your team. If you are the lone wolf, orientate your position card accordingly.

In each heads round, the lone wolf character **passes** the lone wolf position card and lone wolf player aid to the **clockwise** player.

Then, shuffle the alpha team position cards together and randomly deal one to each of the remaining two characters. The lone wolf character then **chooses** which position they want to be in (battlefield or cover) orienting their position card accordingly.

If your character changes position, move your character miniature to the corresponding section of the zone they are in, and orient your action cards to match your character's new position.

Changes to Wave I and Wave II

The alpha team characters will be active during wave I. The lone wolf character will be active during wave II.

The lone wolf character has access to a new bonus action:

Exploit Terrain (◆ only)

Take this bonus action when you are in the battlefield position.

Play one terrain card from the terrain card market faceup into an empty slot on the lone wolf board. If the slot has a cost associated with it, pay that cost. Resolve the effect of the terrain card.

You cannot place terrain cards into slots if you do not have the resources to pay the cost.

Changes to Main Actions

Battlefield

After taking the following actions, resolve the corresponding effect:



Move

Choose either the combat or resource terrain card deck. Place the top card from the chosen deck faceup into the terrain card market. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.



Discover

Draw a total of two terrain cards from the combat and resource terrain decks (in any combination). Place one faceup into the terrain card market. Place the other on the bottom of the deck you drew it from. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.

Cover



Sneak

Choose either the combat or resource terrain card deck. Place the top card from the chosen deck faceup into the terrain card market. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.



Focus

Choose either the combat or resource terrain card deck. Draw terrain cards and choose which ones to add to the terrain market as permitted by your focus action. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.

Changes to Feat Actions

After playing a feat action card on your character board, immediately flip it facedown, as you would if you played it to support a teammate in cover.

You will not play feat action cards in cover as the lone wolf.

Other Changes

Signature Item: Torch

The lone wolf has the torch signature item. The lone wolf starts every scenario with the torch item. It cannot be removed from their inventory for any reason (including voluntarily as part of a manage inventory action).

Like other items, the torch can be used by taking the use companion/item bonus action.

Changes to Battlefield End of Wave

After resolving all other end of wave steps, also resolve the following steps:

- 1 Move terrain cards that you played this round next to their respective decks, placing them face-up in a discard pile.
- 2 Move facedown feat action cards to the bottom of the oblivion deck, just like you would do in cover as part of an alpha or beta team.

Solo Variant – The True Lone Wolf

The solo variant works in the same manner as the two player game, with similar exceptions as the three-player variant, as follows.

Changes to Setup

Instead of the normal player aid, use the Lone Wolf player aid.

During step 10 of the general setup, take the lone wolf position card and flip the Hades coin.

With heads you start in the battlefield position. Place the lone wolf position card next to your character board oriented to its battlefield side on top. With tails you start in the cover position. Place the lone wolf position card next to your character board oriented to its cover side on top.

Setup the lone wolf play area as described on page 30.

Changes to Gameplay

Changes to Wave I and Wave II

The lone wolf character will be active both during wave I and wave II.

Changes to Bonus Actions

The lone wolf character has access to a new bonus action:

Exploit Terrain (◆ only)

Take this action if you are in the battlefield position.

Play one terrain card from the terrain card market faceup into an empty slot on the lone wolf board. If the slot has a cost associated with it, pay that cost. Resolve the effect of the terrain card.

You cannot place terrain cards into slots if you do not have the resources to pay the cost.

Changes to Main Actions

After taking the following actions, resolve the corresponding effects:

Battlefield



Move

Choose either the combat or resource terrain card deck. Place the top card from the chosen deck faceup into the terrain card market. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.



Discover

Draw a total of two terrain cards from the combat and resource terrain decks (in any combination). Place one faceup into the terrain card market. Place the other on the bottom of the deck you drew it from. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.

Cover



Sneak

Choose either the combat or resource terrain card deck. Place the top card from the chosen deck faceup into the terrain card market. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.



Focus

Choose either the combat or resource terrain card deck. Draw terrain cards and choose which ones to add to the terrain market as permitted by your focus action. If you drew the last card from a terrain card deck, immediately re-shuffle the cards in the discard pile to form a new terrain card deck.

Changes to Feat Actions

You will only use the battlefield side of feat action cards.

After you play a feat action card on battlefield, gain any divinity shown on the cover side of the card, then flip the card face down.

Other Changes

Challenges and Story Cards

If a challenge or story card refers to a "teammate" resolve it on yourself instead.

Signature Item: Torch

The lone wolf has the torch signature item. The lone wolf starts every scenario with the torch item. It cannot be removed from their inventory for any reason (including voluntarily as part of a manage inventory action).

Like other items, the torch can be used by taking the use companion/item bonus action.

Changes to Battlefield End of Wave

If the lone wolf character is in the battlefield position, after resolving all other end of wave steps, also resolve the following:

- 1 Move terrain cards that you played this round next to their respective decks, placing them face-up in a discard pile.
- 2 Move facedown feat action cards to the bottom of the oblivion deck, just like you would do in cover as part of an alpha or beta team.

Changes to Upkeep

Flip the Hades coin to determine your starting position for the round, as described in detail in the **Changes to Setup** section.

References

Action Card Breakdown




- 1 Action card type.** There are three types of action cards - main action cards (A), feat action cards (B), and challenge action cards (C).
- 2 Acquiring cost.** Cards marked with the god character's icon are part of their default hand. Feat action cards picked up from the discover market show a spark cost here instead. Might cost shown in the top left corner must be paid to play the card.
- 3 Battlefield Side.** The side of the action card that can be played while the character is in the battlefield position.
- 4 Cover side.** The side of the action card that can be played while the character is in the cover position.
- 5 Resources.** Shows the resources you gain or lose for playing the action card. You cannot play an action card if it costs a resource you do not have.
- 6 Range.** The cover side of feat action cards indicates a range. These cards can only be played on the other character in your team if they are within range of the character taking the action.
- 7 Divinity bonus.** As a reward for helping your teammate, in certain cases you will gain some Divinity as shown on the card.

Character Card Breakdown



- 1 God icon.** Components that belong to your god will use this icon.
- 2 Maximum ichor level.** Your character cannot exceed their maximum ichor level for any reason.
- 3 Total Carry Capacity.** The combined capacity required by all weapons and items in your inventory cannot exceed this number.
- 4 Abilities.** You can activate a character ability as a bonus action (see page 20).



- 5 Talents.** Passive abilities that make certain actions cheaper to upgrade.
- 6 Wounds.** Relevant when characters lose ichor (see page 25 and the appendix).
- 7 Character card level.** This represents your progress in regaining your former powers.
- 8 Cover Core / Battlefield Core.** If the character level number is colored **blue**, the cover ability is stronger; if it is colored **yellow**, the battlefield ability is stronger.

Companion Card Breakdown

- 1 Activation Cost.** Paid when using the companion as part of a use companion/item bonus action.
- 2 Effect.** Resolved when the companion is used.
- 3 Fighting Position.** Companion can be used while the character activating it is in the respective position.



Monster Card Breakdown

- 1 Stamina.** The amount of damage the monster can take before it is defeated.
- 2 Vigilance.** You need to exceed this number during a lure attack. (see page 17).
- 3 Energy Level.** The total amount of resources you can get with a drain action.
- 4 Combat Die Space.** Place the die you assign to the monster here.
- 5 Infliction Ability.** The ability that triggers when one of the following occurs:

In the end of wave step when this monster is engaged and no combat die has been assigned to it.

When a resolve combat bonus action is taken against this monster while it has a combat die with an infliction icon assigned to it.



Primordial Deity Card Breakdown

Primordial deities embody immense power, serving as sources of strength and influence that characters can harness throughout their journey.



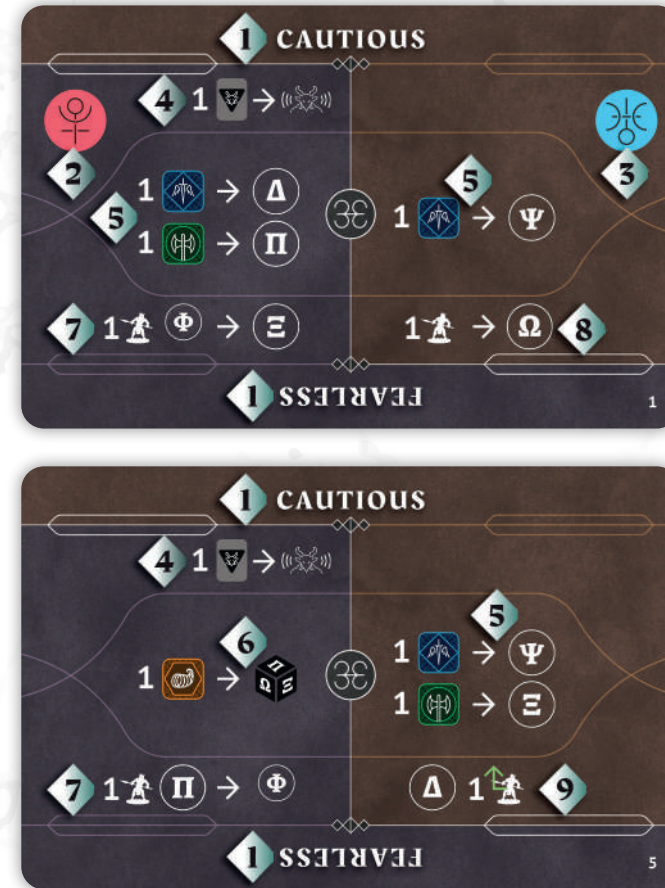
- 1 Novice Effect.** Triggered by flipping one blessing token to its curse side using the pray action.
- 2 Advanced Effect.** Triggered by flipping two blessing tokens to their curse side using the pray action.
- 3 Supreme Effect.** Triggered by flipping three blessing tokens to their curse side using the pray action.
- 4 Curse Effect.** Triggered immediately when all three blessing tokens on the deity card have been flipped to their curse side. Once you have resolved a curse effect, flip two curse tokens to their blessing side.

Weapon Card Breakdown



- 1 **Signature weapon.** If a weapon has a character symbol, it is that character's signature weapon. Once characters gain a signature weapon, they start every subsequent scenario with it in their inventory. It cannot be removed from their inventory for any reason (including voluntarily as part of a manage inventory action).
- 2 **Dice.** The dice you take from the general supply when tapping the weapon as part of a start combat action. Roll any dice outlined by the roll icon . Set any dice to the side indicated by the set dice icon .
- 3 **Special Effect.** Optionally resolved by paying the price (if any) when the weapon is tapped as part of a start combat action.
- 4 **Carry capacity.** If you take this card into your inventory, you have to reduce your carry capacity by the depicted amount.
- 5 **Acquiring cost.** When you take a discover main action to buy this card you have to spend this amount of spark.
- 6 **Reactivation cost.** You can untap this card by paying the depicted cost as part of a manage inventory bonus action.

Oracle Card Breakdown



- 1 **Paths.** You have to choose between cautious and fearless paths at the beginning of each round. Cautious is the easier, Fearless is the tougher but more rewarding path.
- 2 **Wrath of the primordial.** Flip a blessing/curse token to its curse side.
- 3 **Grace of the primordial.** Flip a blessing/curse token to its blessing side.
- 4 **Sentinel track.** Draw X monster cards and place them on the next empty slots of the sentinel track.
- 5 **Loot.** Place X loot token in the matching zone and reveal the corresponding cards on the discover market.
- 6 **Random loot.** Roll the zone die and place X loot tokens in that zone. Reveal the corresponding cards on the discover market.
- 7 **Encounters A.** Move X encounter marker from one zone to another.
- 8 **Encounters B.** Place X encounter marker to the matching zone.
- 9 **Encounters C.** Remove X encounter makers from the matching zone.

Appendix

Lone Wolf cards

Signature Item: **Torch**

The torch has the following effect:

Pay two spark. Choose either the combat terrain card deck, the resource terrain card deck, or both. For each chosen deck, reshuffle the terrain cards in the corresponding discard pile into the chosen deck.

Landmark tokens

Amphoras: You can draw +1 card from the oblivion pile if you resolve a focus main action.

Altar: You may resolve a pray main action without playing a main action card.

Columns: You can ignore the range of a feat action card you play.

Fire pit: Flip a facedown feat action card in one of your action slots. That card will not be discarded to the Oblivion pile at the end of the wave.

Statue: You can add +2 to the fate die roll if you are resolving a lure attack main action.

Well: Regain or gain one ichor if you have no wounds (up to your current max). If you removed a wound this way, remove the corresponding wound token too.

Primordial Deities

Chaos

Novice effect: Reroll the same die twice.

Advanced effect: Promote a die and reroll it up to twice.

Supreme effect: Promote a die than rank it up up to three times.

Monster Infliction Abilities

Drakaina - Invigorate: Increase the Drakaina's stamina by 1 even if the new stamina is higher than the initial.

The Giant's hand - Imprison: Return your character figure to the starting Zone. This is not considered a move action. Get the condition card 'Immobilized'.

Spawn - Multiply: Add a Spawn monster card from the monster deck to your leftmost lure slot.

Nymph - Spell: Spend 1 spark or suffer a hit with a value of 2.

Satyr - Trick: Spend 1 might or suffer a hit with a value of 2.

Daemon - Curse: Flip a blessing token to its curse side on any of primordial deities.

Chimera - Hybridbane: Roll the fate die. **1-2:** spend 1 might or suffer a hit with a value of 3. **3-4:** discard a feat action card to the oblivion or suffer a hit with a value of 2. **5-6:** spend 1 nectar or suffer a hit with a value of 1.

Characters



Wounds:

- 1 When you take a lure attack main action, reduce the fate die result by one.
- 2 When you take a drain main action you gain maximum 1 might or 1 spark.
- 3 You are not able to take a pray main action nor activate any of your abilities.
- 4 You are not able to take a sneak main action.

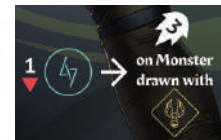
Abilities

Sharpshooter

When you draw a monster as a result of a move main action, immediately reduce its stamina by 2.



When you draw a monster as a result of a move main action, immediately reduce its stamina by 3.



Stealth

When you take a sneak main action your default range is 2 (without having to spend might).



When you take a sneak main action your default range is 3 (without having to spend might).



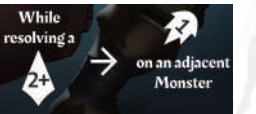
Wounds

- 1 When you activate your brawl ability, set a yellow die to rank I instead of rank III.
- 2 You are not able to gain or spend carry capacity. You are not able to buy or drop weapons or items.
- 3 You are not able to resolve a lure or lure attack main action.
- 4 You are not able to resolve a discover main action.

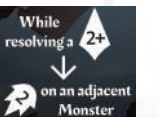
Abilities

Boost

When you resolve a strike with a value of 2 or higher result during the resolve combat bonus action you may reduce the stamina of an adjacent engaged monster by 1.

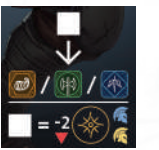


When you resolve a strike with a value of 2 or higher result during the resolve combat bonus action you may reduce the stamina of an adjacent engaged monster by 2.

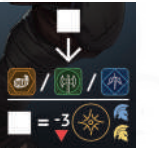


Search

Place a utility cube on a loot token in your zone. A corresponding card can be bought from the discover market by spending 2 spark less.



Place a utility cube on a loot token in your zone. A corresponding card can be bought from the discover market by spending 3 spark less.



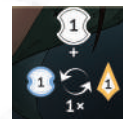
Wounds

- 1 When you take a rest main action to upgrade an action you have to spend +1 divinity.
- 2 When you take a move or sneak main action you have to spend +1 nectar.
- 3 You are not able to use your signature weapon.
- 4 You are not able to push your limits.

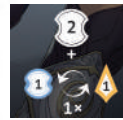
Abilities

Protector

Gain a shield token with a value of 1. You may exchange a value 1 shield token to a value 1 strike modifier token.

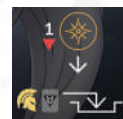


Gain shield token(s) with a total value of 2. You may exchange a value 1 shield token to a value 1 strike modifier token.

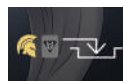


Summon

Spend 1 spark to lure a monster engaged with your teammate to you.



Lure a monster engaged with your teammate to you.



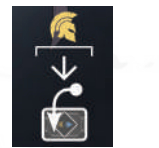
Wounds:

- 1 Spend 2 spark when you resolve a discover main action.
- 2 You can push your limits -1 times a round.
- 3 You are not able to resolve the focus main action
- 4 You are not able to resolve the move main action.

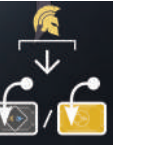
Abilities

Swiftess

After you pushed your limits for a main action card, leave that card untapped.



After you pushed your limits for a main action card or challenge card, leave that card untapped.



Motivation

Your teammate can take back a main action card to their hand tapped.



Your teammate can take back a main or a challenge action card to their hand tapped.

