

Peter N. Thull's

AXIS MUNDI



Version 2.1 © 5/15/2018

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AXIS MUNDI

*A tactical game of movement and Other-Worldly Powers,
based on the writings of V. M. Straka.*

Morning. Awakening, you find yourself on the orlop of a patchworked, archaic-looking xebec, dressed in rags. There is nothing but ocean in every direction. You smell faint traces of chloroform on your person. Your best guess is that you have been shanghaied. If that weren't bad enough, memories of your past life no longer exist within your conscious mind; you have no recollection of who you are.

As you become somewhat terrified at your predicament, you hear the sound of a whistle – a quick toot that emanates from the boat's upper rigging, followed by another whistle, at a lower pitch, that comes from aft.

You walk sternward and see one of the crewmen turned away from you. You yell out to him but receive no reply. As you approach him, you notice that he does not look well, with an appearance as disheveled as your own. His fingers, busy tying rope into knots, have the blueish tint of hypoxia.

You tap him on the shoulder and he whirls around. That is when you see that his lips have been sewn shut with black thread in a crisscross pattern. The midsection of his lips lack the stitching in a gap just large enough to accommodate a small wooden whistle, which hangs on a necklace around his neck.

As you recoil in shock and disgust, a voice from close behind startles you.

The owner of the voice is a behemoth of a man, clad neck to shin in sailor's osnaburg. One arm of his shirt is full of sags and rips and is discolored in a hundred tones of brown and black; the other is a perfect shade of bone, with a ring of pristine white stitches attacking it at the shoulder. (A quick glance starboard shows that the rest of the crew is also dressed, to varying degrees, in such nautical motley.) The sailor's head is bald and sun-blistered; his beard is a maelstrom of black hair. He does not appear to be wearing a sidearm, but this does not leave you feeling any more secure about your current situation or your future prospects.

"Me?"

You. S——.

“That’s my name?”

The sailor nods.

S——. It means nothing to you. Just a word. Still, you feel calmer suddenly; it is much better to have a name than not to have one.

“What’s the name of your vessel?”

Int mine, the sailor says.

“What’s the name of *this* vessel?”

Dunt ten’ a name.

“No name?”

Dun once, haps. Dunt n’more.

“What’s your name?”

Ridden o’ mine, the big man says. He nods toward the shuffling crew to the aft of the ship. *They ridden o’tharn. Names’s trouble*.

His accent is a strange thing – it seems not to issue from a specific place but instead is ladled up from a transoceanic stew of dictions and impediments.

“Why was I brought here?”

We’ve ‘structs, the sailor says, *to take y’*.

“What do you mean, take me?”

Take y’.

“Take me where?”

No where.

“I need to speak to the captain. Where is the captain?”

Int na captain.

“How can there be no captain?”

Int na captain. ‘S us. We viv the ship. He pauses. *Do what’s needin*.

The big sailor seems calm, but the *wrongness* of him, of his silent comrades, of this crazy-quilt of a ship and your own presence on it, sends a stab of panic through you. You feel your heart thudding faster, feel your spine turning to ice. You, this alleged S——, have no control over who or where or why you are. You feel as though you are falling through the dark, with nothing to believe in but the cruel efficiency of gravity.

Sailing. Weeks of harnessing the wind to parts unknown. Your captors never request your assistance in the deck work, so you spend your time on the hammock found in the tiny cabin they give you as living quarters, subsisting off stale bread and dirty water. You find a loose nail that you use to scratch the story of your abduction into the planks that make up the cabin's walls, but when you have the light to read your work, the graffiti's words are not the ones you chose.

You begin going mad. Frightening hallucinations plague you.

And then, landfall.

You spin out of the hammock and hurry up the ladder so quickly that you miss a rung and turn your ankle. You sit yourself on the edge of the hatchway, dangling your leg into the open space, waiting for the pain to drain away. The air is mist filled and bracing, the sky a relentless gray. You inhale deeply and gratefully.

The ship has docked at a decrepit-looking pier on a small, gray island that looks to be the very definition of Nowhere. At roughly the island's geographic center, a monolith of volcanic rock rises a steep thousand feet from the surface, then terminates abruptly in a deep, irregular crater, from which rises an intense beam of yellow light that reaches the swirling cumulonimbus clouds above it. Two jittering arcs of electrical energy protrude from the crater and loop downward, connecting to land at sea level, one about a hundred yards to your left and the other the same distance to your right. Additional arcs of electricity angle away from your location and make landfall beyond your line of sight.

The only sign of habitation is a long, low-slung warehouse made of weathered wood and connected to the pier by a ramshackle plank walkway. The walkway runs a foot or so above the island's inhospitable surface, which is slickly black and jagged and cruel-looking, likely to gash a bare sole at the instant of contact.

Maelstrom, at the top of the gangway, calls you forward with a curled finger. When you approach him, he points to the pathway. Having no viable choice but compliance, you start down the path, filled with trepidation. He follows behind you.

The walkway trembles and complains under the big man's weight. You look down at what you'll fall upon when the thing collapses: a shardy expanse of conchoidal black rock, knapped and honed and polished by the aeons. You kneel and run your hand over one of the smooth surfaces. The rock is warm to the touch, and to your surprise, begins glowing a shade of amber, as if your contact has set it aflame.

When you arrive at the warehouse, Maelstrom grabs you by the collar – not roughly, but not gently, either – and pulls you inside.

The warehouse is cavernous, and it is at least three quarters full of crates: crates lining the walls, crates stacked to form aisles that run the length of the room, crates stacked

to the ceiling in some places, crates of different sizes, shapes, shades, ages. Despite the dampness outside, there's not a hint of mustiness.

Maelstrom points to a doorway along the back wall, pushes you in that direction.

Y'workins ou' there.

"I don't understand" you protest.

Y'got t'excursin a'top mountain so y'can solve y'self.

"But why? What's at the top of –"

Move y'self. Time's scortin.

With that, he walks back down the walkway toward the docked xebec. As you watch him board the ship through the warehouse's threshold, you perceive an anomaly in your peripheral vision. A speck of black in the sky's gloom, growing larger by the second.

It takes shape. It's some type of flying creature. Yes - a bird of prey, and a big one at that, moving at an incredible speed. Without the time required for a proper defense, you put up your arms to block your face from its impending attack, closing your eyes in fright. You feel it grip your right forearm with its giant talons but feel no pain. Opening your eyes, you can hardly believe what you see: a giant raptor, aflame with a blaze as black as the great void of nothingness; a bird of negative space, perched on your trembling appendage ready to do your bidding.

...

Welcome to Axis Mundi – where the four compass directions meet; the location between heaven, hell, and earth.

Your goal in the game is to travel through the barren island to its center, Axis Mundi, gain the other-worldly power that it will bestow upon you, and escape from the island in one piece.

The first player to do so wins the game.

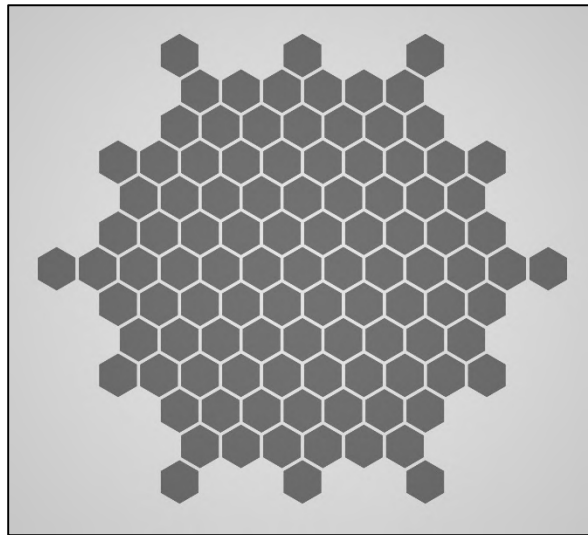
What begins at the water shall end there. And what ends there will once more begin.



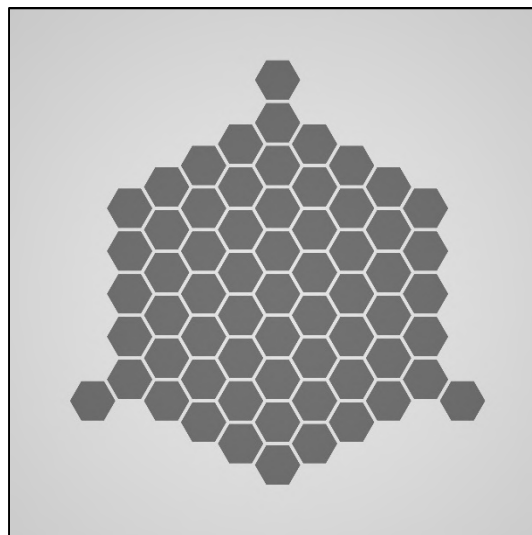
THE AXIS MUNDI RULE BOOK

Terrain, Characters, and Set-Up

Axis Mundi is a 6-player or 3-player competitive game, played on a hexagonal map that represents a small island with a towering, dormant volcano at its center.

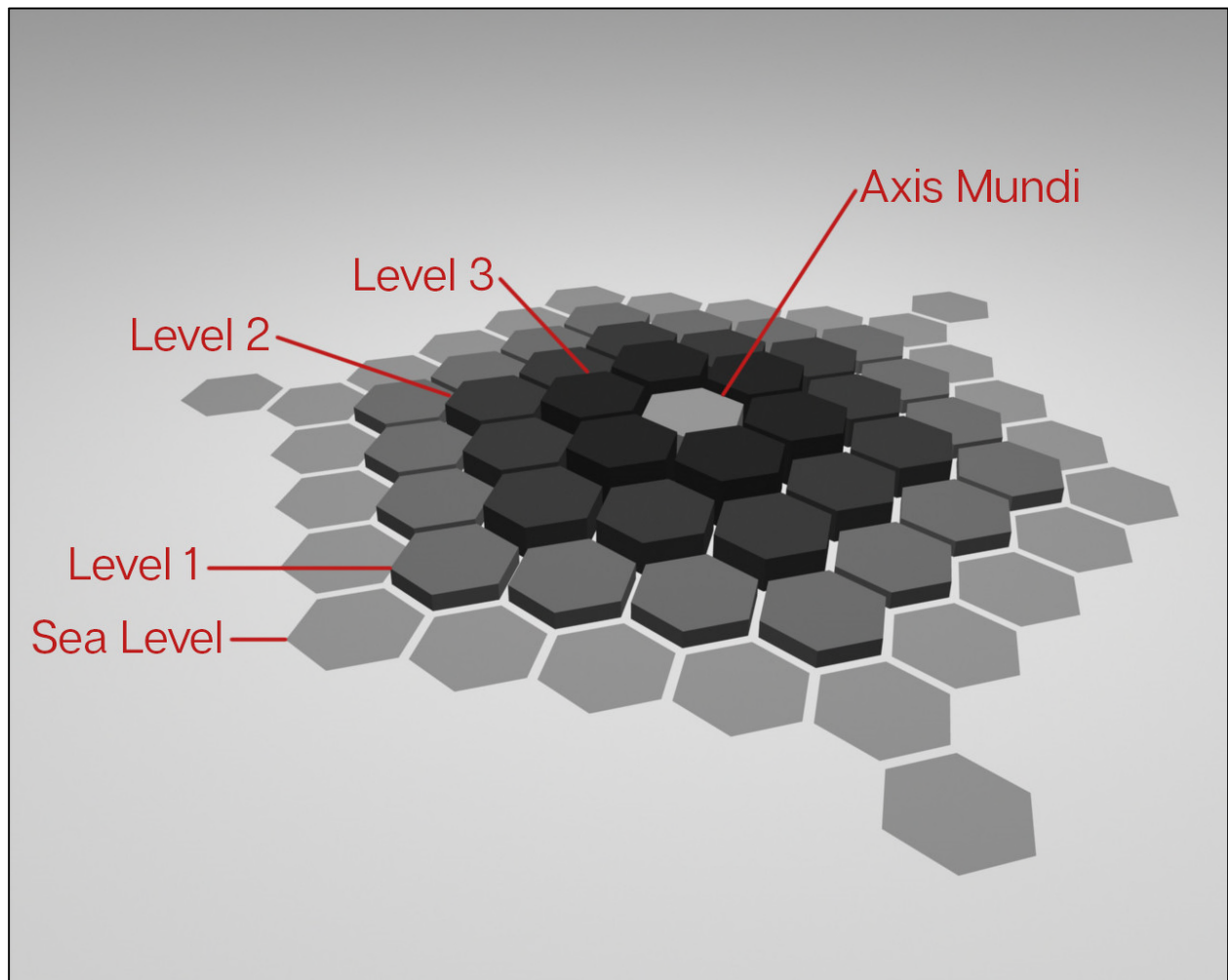


Top view of hexagonal layout – 6-player game

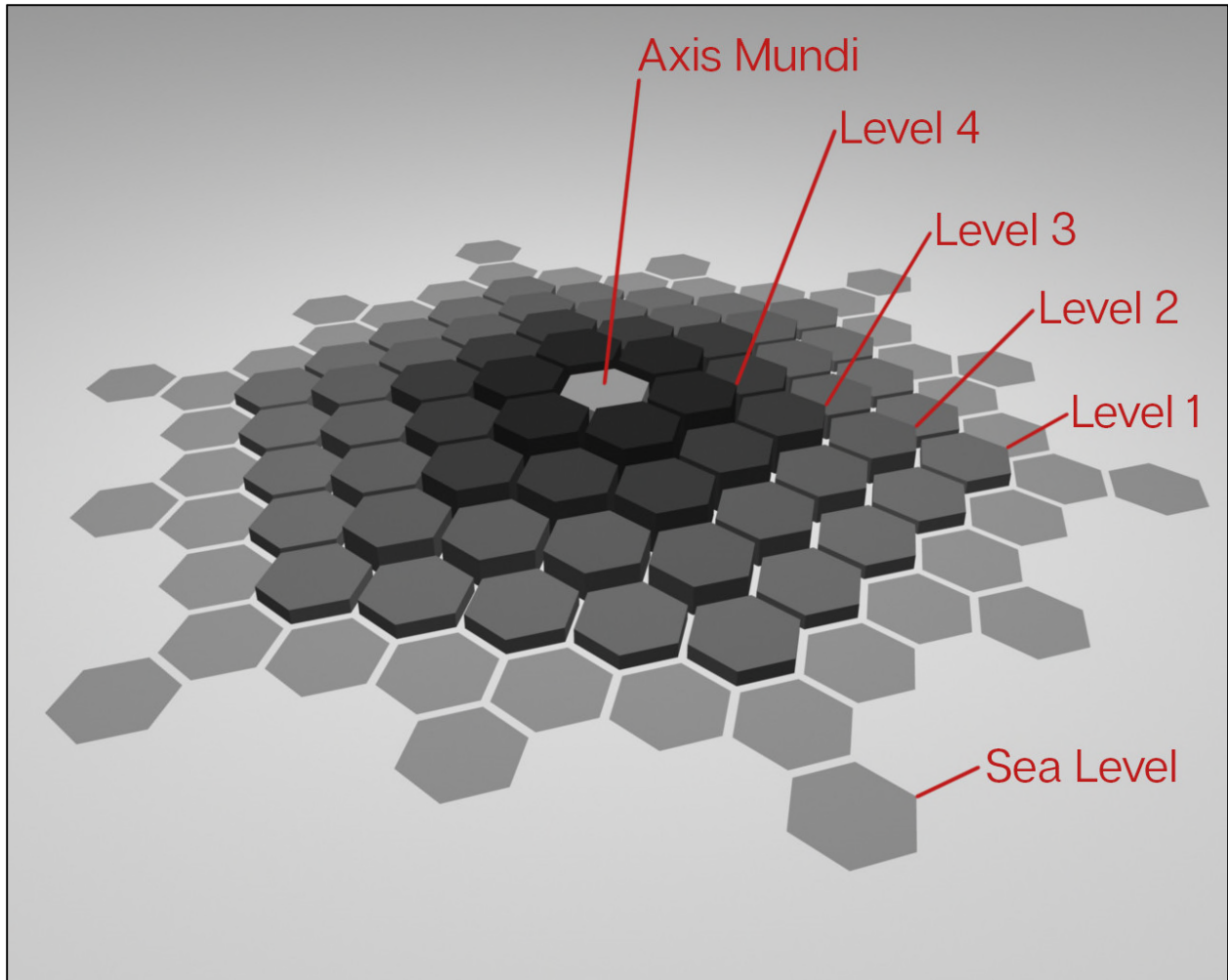


Top view of hexagonal layout – 3-player game

The hexagonal tiles that make up the volcano are set at different vertical levels to form its shape. The Axis Mundi hex is always located dead center of the island, inside the mouth of the volcano. It is the world's center; the location between heaven, hell, and Earth. Reaching it is your first goal of the game.



Perspective view showing levels of hexagonal layout – 3-player game.



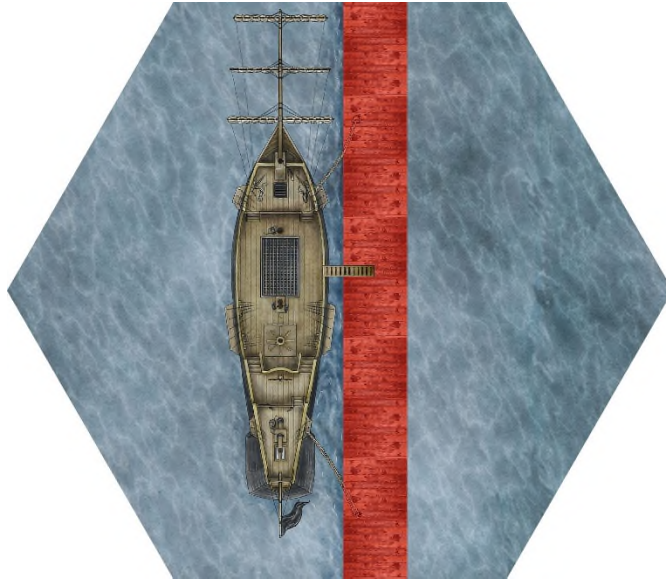
Perspective view showing levels of hexagonal layout – 6-player game.

Your Surroundings

The Axis Mundi island is a dangerous environment located in the middle of nowhere, whose terrain is a shardy expanse of conchoidal molten obsidian, ranging in color from black to ash, knapped and honed and polished by the aeons. Warm to the touch and glowing with a mysterious energy, one accidental slip will result in painful lacerations.

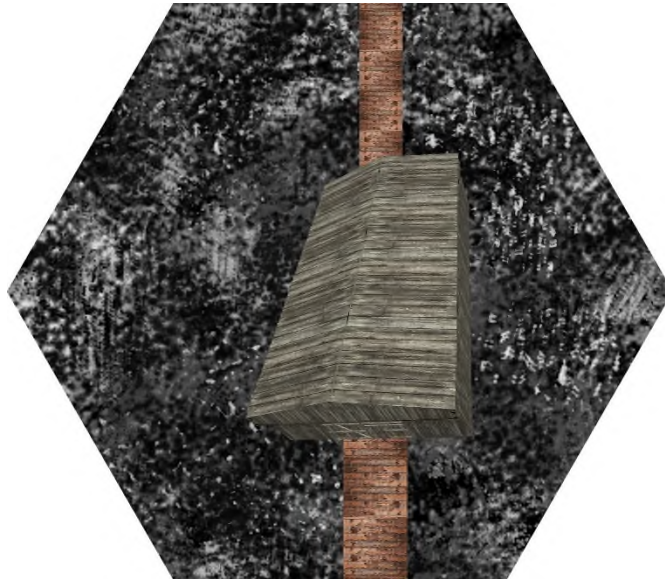
From the mouth of the volcano rises a beam of light that shines into the heavens. Curling tendrils of energy arc from that beam to uniformly placed spots at sea level. These spots are called Power Hexes.

Types of Terrain

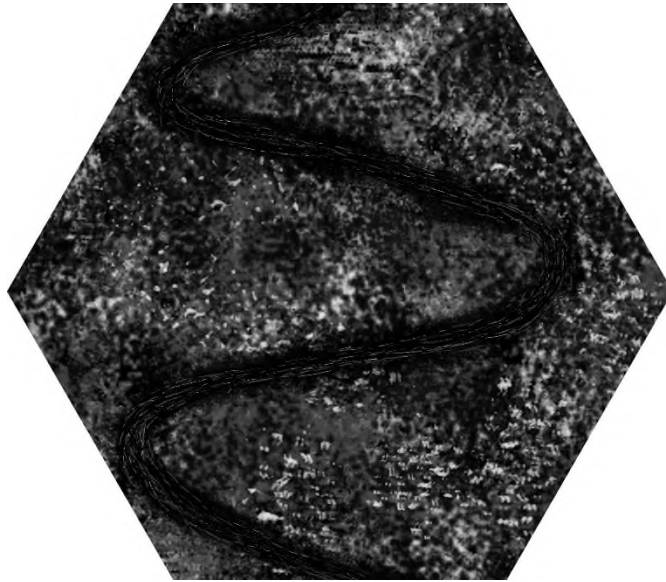


Pier Hex: A pier upon which the nameless sailboat that shanghaied you has docked. Your Pier is color-coded to match the color of your character's Player Mat. The first player to reach their pier as a Demon or an Angel wins the game.

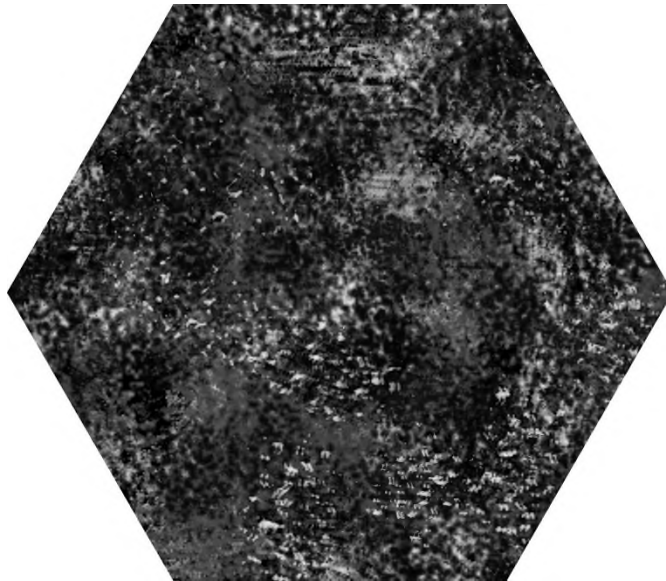
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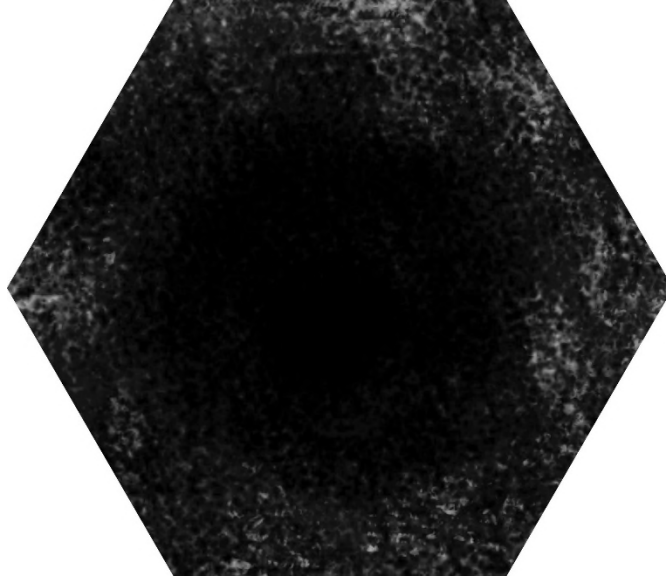
Warehouse Hex: Rising above the island's inhospitable surface is a wood plank walkway that connects the pier to a low-slung Warehouse made of weathered wood. Being on a Warehouse Hex allows you to take a Permanent Power Card and/or a 1-Time Power Card from a Warehouse Crate. The game begins with your Character on the Warehouse Hex that is next to your Pier Hex.



Path Hex: Narrow paths of smooth but scored rock wind up to the volcano's peak in lazy, inconsistent switchbacks. Moving into a Path Hexagon does not wound you, but it does leave you vulnerable to Melee Attacks that that will drop you down a level (see Melee Attack Action below).

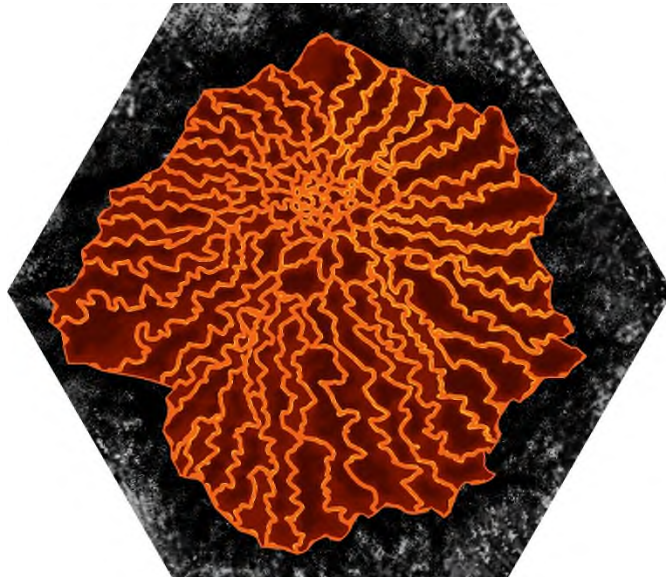


Accessible Terrain Hex: Can be travelled on but doing so will Wound your character. Each time you move into an Accessible Terrain Hex, add 1 Wound Token to your Player Mat.

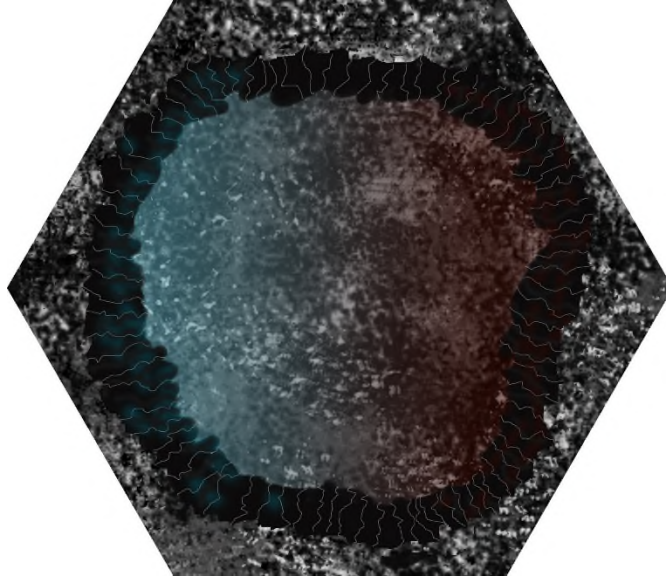


Accessible Terrain with a Mouth of a Cave Hex: On lower levels of the volcano there are Accessible Terrain hexes with cave entrances. When you are located on one of these hexes, you may use an Action to travel through the cave and emerge from the opposite side of the mountain. Each time you move onto an Accessible Terrain with the Mouth of a Cave Hex, add 1 Wound Token to your Player Mat. If you move through the cave, add an additional 2 Wound Tokens to your player mat.

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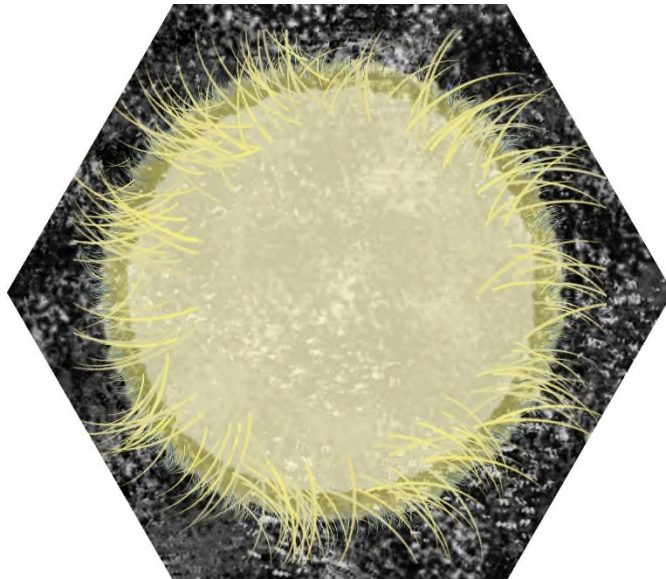


Inaccessible Terrain Hex: Pools of lava and giant steam-vents dot the island's landscape. Placed randomly, these hexagons cannot be entered.



Sheltered Terrain Hex: Placed randomly on the board's mountain levels, Sheltered Terrain Hexes offer full protection from Attacks (Melee, Arrows, the Grenade), immobilization, and all other health-reducing items in the game. While in a Sheltered Terrain Hex, you cannot Attack other Characters. The exception to the protection and Attack restriction is Area of Effect (AoE). A Character or Demon in Sheltered Terrain can wound opponents using their AoE, and a Character, Demon, or Angel in a Sheltered Terrain can be wounded by an opponent's AoE.

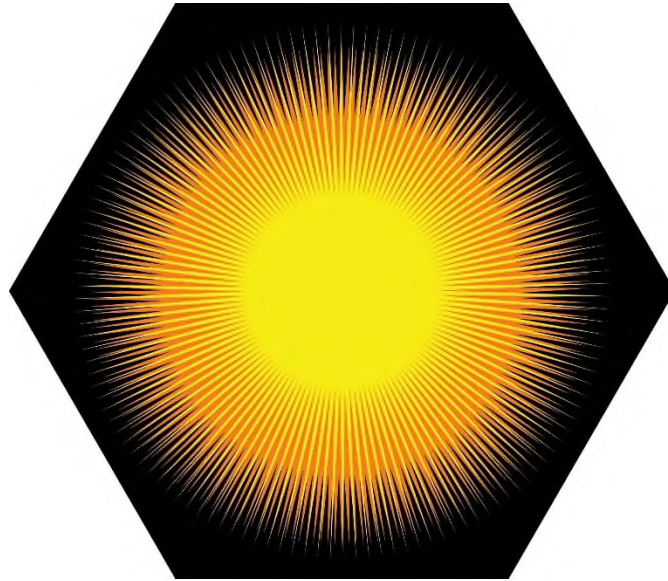
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Power Hex: When you enter one of these hexes, half of all your lost hit points are restored, rounded up. For Example, if you have 3 Hit Points when entering the Power Hex, you heal 4 Hit Points. ($10-3=7$ $7\div 2=3.5$ 3.5 rounded up becomes 4). This power can only be activated once during your turn. (If you are moved into a Power Hex during another player's turn, you receive

the benefit.) If you begin your turn on a Power Hex, you can use 1 of your Actions to utilize its healing power.

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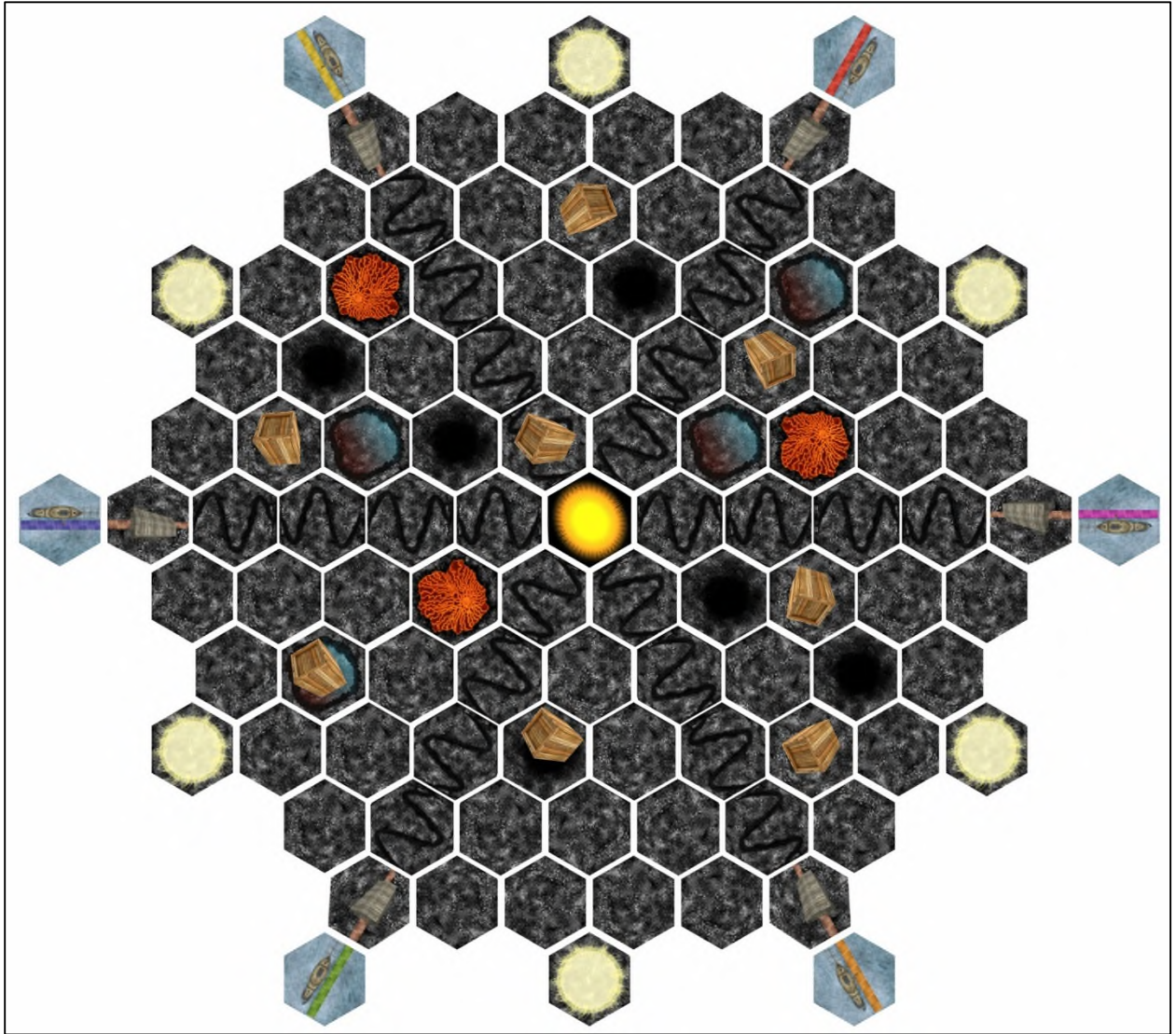


Axis Mundi Hex: The Axis Mundi hex is always located dead center of the island, inside the mouth of the volcano. It is the world's center; the location between heaven, hell, and Earth. Reaching it is your first goal of the game. When you do, it transforms your Character into a powerful entity – either an Angel or a Demon – and then changes to an Accessible Terrain Hex. If you, as the Angel or Demon, lose all your Hit Points, the Hex reverts back to the Axis Mundi.

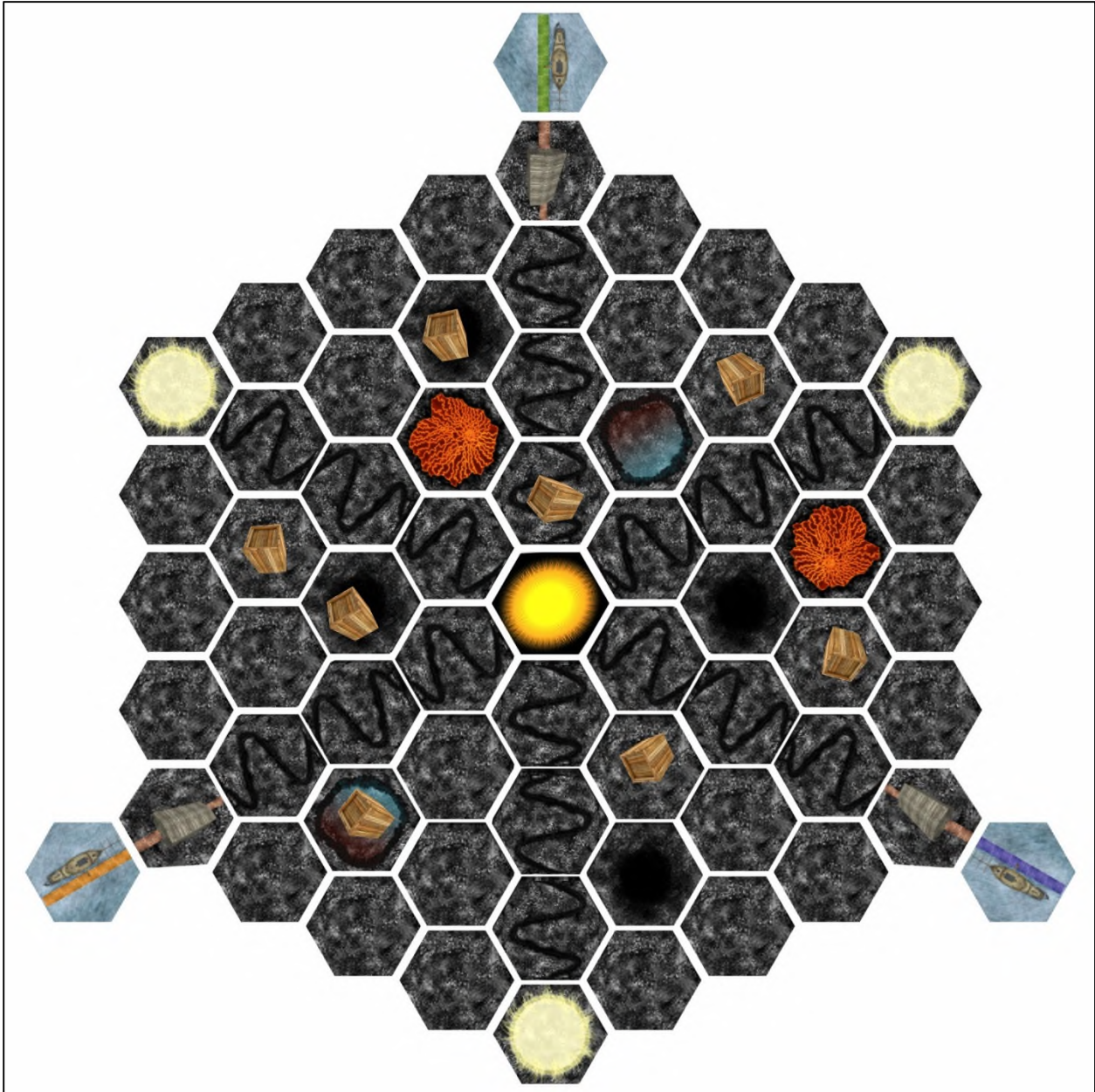
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Treasure: Treasure Tokens are placed randomly on top of Path Hexes, Accessible Terrain Hexes, or Sheltered Terrain Hexes, but not on Sea Level Hexes, Inaccessible Terrain Hexes, Warehouse Hexes, nor the Axis Mundi Hex. They grant in-game bonuses to the character that takes them.



Top view of 6-player setup



Top view of 3-player setup

Characters

Each player chooses a color-coded Player Mat which will represent their character. The color around the edge matches your Pier Hex and the base of your Character's miniature.

S. THE BEASTMASTER

Your Familiar can retrieve treasure up to 3 spaces away from your character during the Send Familiar to Receive Treasure Action. During the Send Familiar to Immobilize Player Action, your Familiar can immobilize a player up to 3 spaces away from you, and also does 1 Hit Point of Damage to the immobilized player. If you have 3 Energy Tokens, you can't be immobilized by a Familiar.

Character Art Placeholder

ENERGY

Note: 3 Energy Tokens are needed to use your Familiar. Add 1 Energy Token at the beginning of your turn.

WOUNDS

Note: When your Wounds are full, remove all Wound Tokens and lose 1 Hit Point.

Upgrade Instructions: To upgrade S. The Beastmaster, flip over this Player Mat, set HP to 10, fill all 6 Energy Spaces with Energy Tokens, and remove all Wound Tokens.

hit points

10 9 8 7 6 5 4 3 2 1

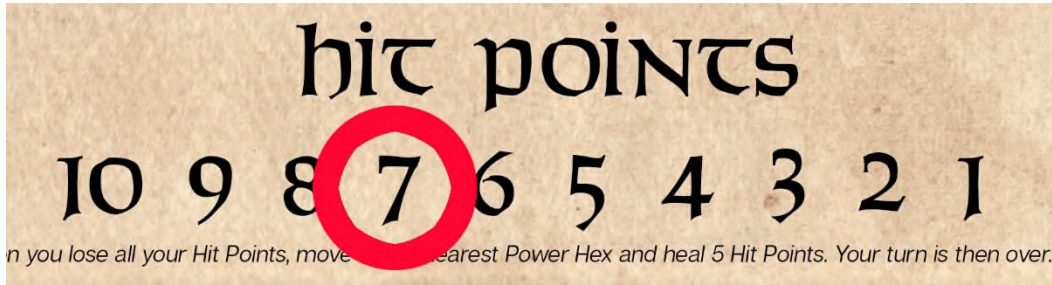
Note: When you lose all your Hit Points, move to the nearest Power Hex and heal 5 Hit Points. Your turn is then over.

Name & Variable Player Powers: At the top of the Player Mat is your Character's name and a section that explains your Character's unique abilities:

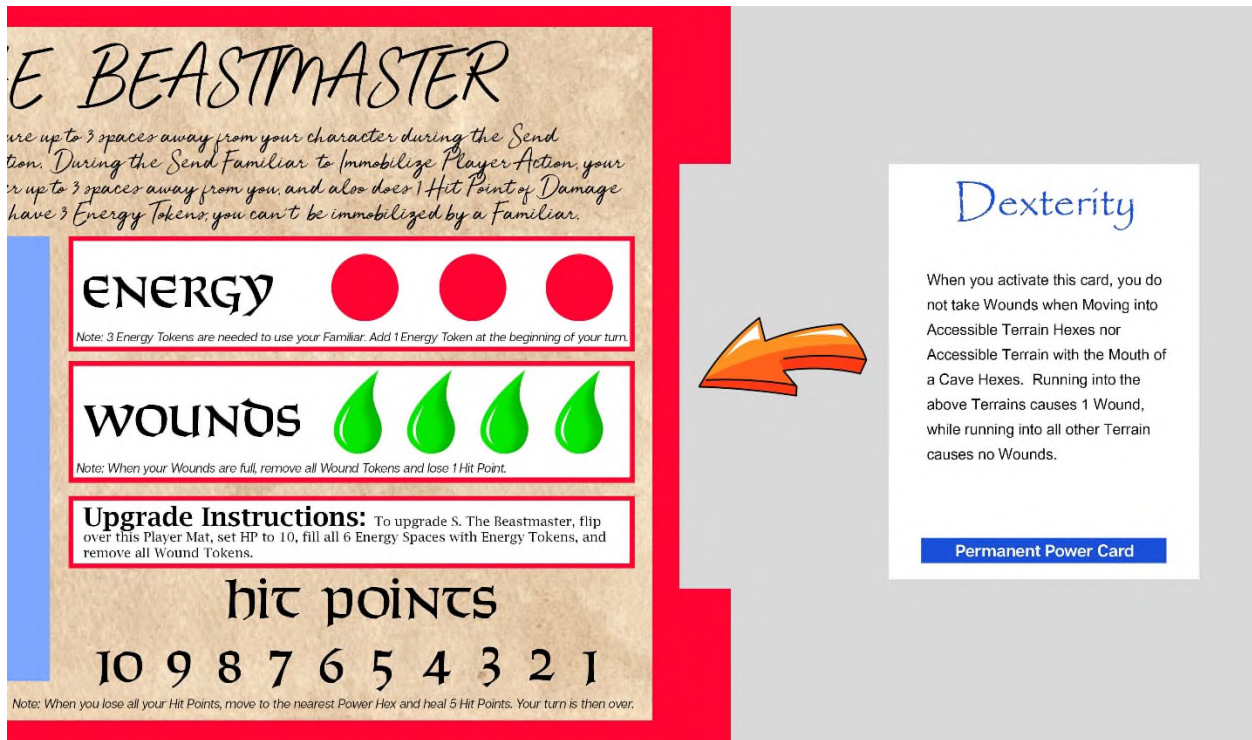
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Hit Points: The Player Mat has a Hit Point Tracker, which tracks your Character's current Hit Points:



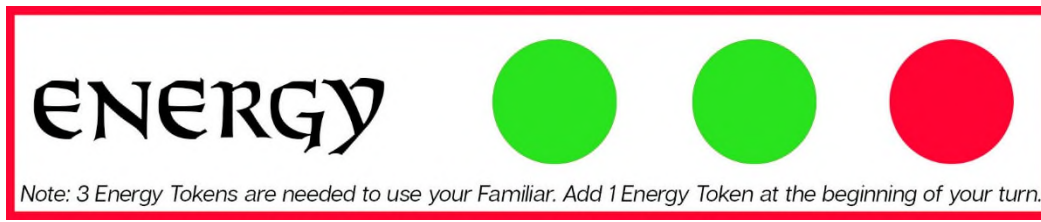
Activating Permanent Power Cards: On the edges of the Player Mat, there is a slot used to place Permanent Power Cards. This movement is referred to as Activation.



Permanent Power Cards that you hold in your hand give no benefit – they only bestow their powers once they are Activated. If the Permanent Power Card is Deactivated (meaning, returned to your hand) it returns to having no benefit. During the game, you will only be able to Activate 1 Permanent Power Card at a time. (Exceptions to this rule: the Angel's Other-Worldly Power and the Savant's Upgraded Player Power).

Most of the Player Mats are double-sided. Start the game with the Activation Slot on the right side, as in the preceding picture.

“...A Bird of Negative Space” You have a Familiar Spirit Animal to assist you in your travels: a fierce raptor double the size of his mortal brethren, as black as the void of space itself. You can command it to hinder your opponents in various ways. The Player Mat has a section for green Energy Tokens, 3 of which are required for you to order the Familiar to do your bidding. When you perform an action that involves your familiar, remove the 3 Energy Tokens. Each of your turns thereafter, put 1 Energy Token on this space. When there are 3 Energy Tokens back in this space (3 turns later), you may again perform a Familiar Action. The maximum number of Energy Tokens this area can have is 3.



Wounds: On the player mat there is a space to hold 4 red Wound Tokens, which can be acquired in various ways (Ex: 1 Wound Token is acquired whenever moving into an Accessible Terrain Hexagon). Whenever a 4th Wound Token is placed in this area of the player mat, all of the Wound Tokens are removed and the player loses 1 Hit Point on the Hit Point Tracker.



Game Setup

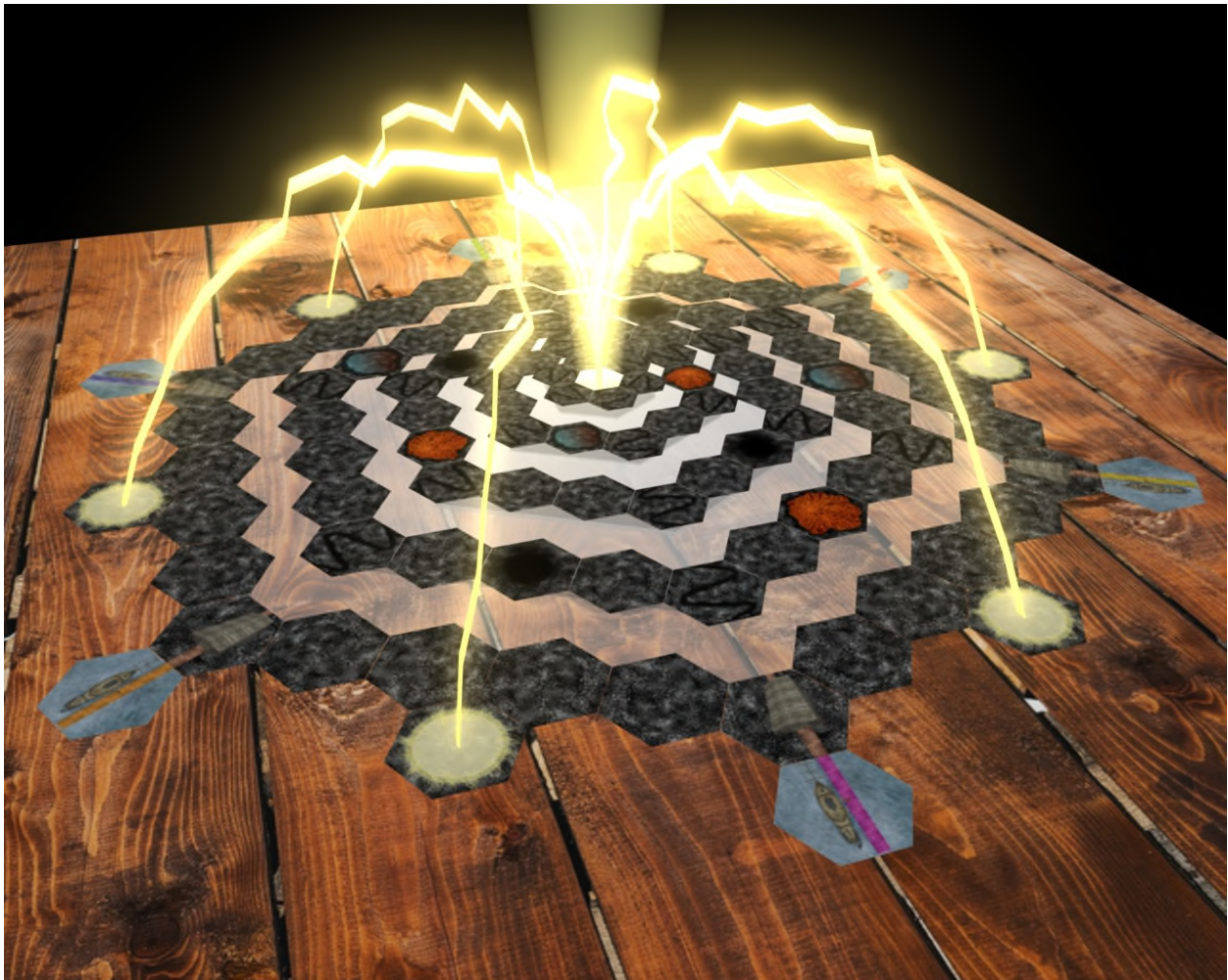
Setting Up the Board

As previously mentioned, Axis Mundi is played on multi-level hexes. Set this up by laying game boards on top of each other.

First, lay down the Sea Level, then lay the Level 1 board on top of the Sea Level – keeping it centered. Place the Level 2 board on the Level 1 board's center. Repeat the process for the 3rd Level, and, if playing a 6-player game, the 4th Level.

There are loose Shelter Terrain and Inaccessible Terrain Hexes. Place them randomly to cover up Accessible Terrain Hexes on non-Sea Levels.

Place 1 Accessible Terrain with the Mouth of a Cave Hexes on each level and place another one on the opposite side of the level.



A visualization of Axis Mundi board setup.

Setting Up the Player Mat

Choose a Character and start the game with that Character's Player Mat. Choose where to sit and place your color-coded Character Mat near the matching color-coded Pier Hex. Place your miniature on the Warehouse Hex adjacent to the Pier Hex that matches its color.

You start the game with 10 hit points. Place a Hit Point Marker on the 10 to denote this.

At the start of the game, leave the Wound Token space empty and place 3 Energy Tokens in the energy section of your Player Mat.

Choose a Starting Player using a random method, such as the player with the highest die roll.

Building Your Starting Hand

First, build the Permanent Powers Deck by shuffling the Permanent Power Cards and placing them face down. Do the same to build the 1-Time Powers Deck.

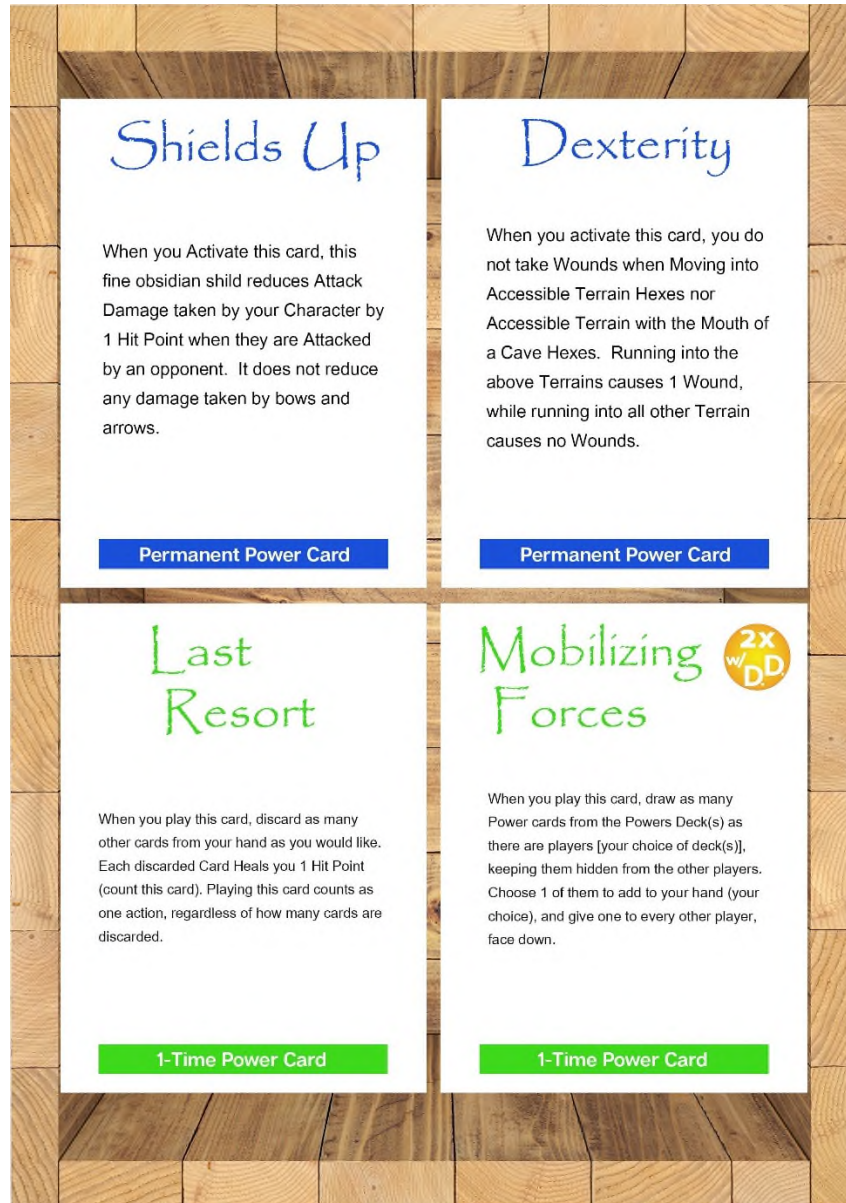
Each Player, beginning with the Starting Player and then the player their right, takes a turn to build their Starting Hand, in the following manner:

1. Draw a total of 5 cards from the decks. All 5 cards can come from either deck, or the 5 cards drawn could be any mixture of the 2 decks. Examine your cards but do not show the other players the hand you have drawn.
2. If you are unhappy with your hand, you may discard any number of your cards into the Discard Pile - face down - and re-draw the same number of cards from the Permanent Powers Deck, the 1-Time Powers Deck, or any mixture of the two decks. You now have your starting hand.

Your hand is kept hidden from other players before and during gameplay.

Stocking the Warehouses

Each Warehouse (6 in a 6-player game, 3 in a 3-player game) contains an Warehouse accessible Warehouse Crate with 4 Cards: 2 Permanent Power Cards and 2 1-Time Power Cards. Before you begin the game, place a Warehouse Crate near each Warehouse. Then, from the top of the decks, draw 2 Permanent Power Cards and 2 1-Time Power Cards and place them face up on the Warehouse Board. Do the same procedure for each Warehouse.



During play, when you take (a) card(s) from the Warehouse Crate, immediately draw a card from the same Deck to replace it on the Warehouse Crate.

The game is now ready to begin.

How to Play

Overview

Beginning with the Starting Player, each player takes their turn in counter-clockwise order around the table. A turn consists of 2 Phases. Once each player has completed their turn, the round is finished. At the end of a round, the game's Rotation Mechanism is performed. After the Rotation Mechanism is completed, play continues - again beginning with the Starting Player and repeating the same process of players taking their turns.

How to Win the Game

The first player to retrieve the Other-Worldly Power from the Axis Mundi and return to their Pier wins the game.

As for the remaining players, they are not so lucky. With the Axis Mundi Gate sealed, they are of no use to the sailors that brought them to this cruel island. As such, the crews hunt them down and unceremoniously slaughter them before departing from the islet.

The Game's Rotation Mechanism

As the Axis Mundi is the center of the Earth, the concentric circles of hexagons surrounding the Axis Mundi rotate counter-clockwise at the completion of each round of play. To facilitate and give room for the rotation, (in order to prevent the board's rotation from knocking over the Character miniatures, treasure Tokens, etc.), the circles of hexagons on the game boards have been designed to have empty spaces in between them. The empty space between the Levels have no other significance; if, for example, a player uses an Action to move their Character up a Level, the physical space between the levels should be disregarded – it has no meaning to the game. The game's Rotation Mechanism is as follows:

Sea Level: No Rotation

Volcano Level 1: One 60° turn

Volcano Level 2: Two 60° turns (120° total)

Volcano Level 3: Three 60° turns (180° total)

Volcano Level 4 (6 player only): Four 60° turns (240° total)

In practice, this is quite simple. Keeping the Sea Level in place, rotate Level One 60°. All levels above it (Level 2, 3, and 4) will also be rotated 60°. Then, rotate Level Two 60°, which will also

rotate Level 3 and 4. Continue by rotating Level Three 60° (which will also rotate Level 4), and finally rotate Level Four 60°.

To see the Rotation Mechanism in action, visit: <https://youtu.be/DNbyIIWMCCo>

Turns

Turns consist of 2 Phases, played in order. The first phase is called Housekeeping and the second Phase is called the Action Phase.

Housekeeping Phase

The Housekeeping Phase consists of a quick moment at the start of your Turn to perform the following:

- If there are less than three Energy Tokens (for your Familiar to use) on your Player Mat, add 1 Energy Token on your Player Mat. *Note: If you are playing as The Beastmaster character, while you have Upgraded Beastmaster Powers add 1 Energy Token to both of your Familiar's spaces on your Player Mat if there is not already 3 Energy Tokens there.*
- 2 Characters have an additional Housekeeping chore that is a “cool-down” mechanism for their special power:
 - If you are playing S. The Mischievous character, your Player Mat has a Mischief section with spaces for two Mischief Tokens. When you have 2 Mischief Tokens on your Player Mat, you can use your Levitate Power during the game's Rotation Mechanism. If there are less than 2 Mischief Tokens on your Player Mat, add 1 Mischief Token to your Player Mat during the Housekeeping Phase.
 - If you are playing S. The Scrounger character, your Player Mat has a Scrounge section with spaces for 3 Scrounge Tokens. When you have 3 Scrounge Tokens on your Player Mat, you can use your Scrounge Power during your turn (uses 1 Action). If there are less than 3 Scrounge Tokens on your Player Mat, add 1 Scrounge Token to your Player Mat during the Housekeeping Phase.

Action Phase

You have 3 Actions to use during the Action Phase of your turn. You may use less Actions than your turn allows, but those actions are then lost and cannot be used in later turns. The following Actions use 1 Action, unless otherwise noted.

Take 1 Permanent Power Card or 1 1-Time Power Card from a Warehouse: This action can only be performed once per turn and can only be done when your Character is on a Warehouse Hex. Any Character can move to any Warehouse and perform this action.

Send Familiar 1-2 space(s) to Retrieve Treasure: If there is treasure within 2 adjacent spaces of your Character's location, you can send your Familiar to retrieve it. The treasure is placed into your hand at the end of your turn. You can move farther away from the treasure in later actions of your turn - your familiar will return to you with the treasure irregardless of return distance. This Action requires 3 Energy Tokens, which are removed from your Player Mat when you perform the Action. Familiar Path Rules: The Familiar's path to the treasure can be a straight line or a curved line through occupied or unoccupied hexes, and it can be in levels that are above or below the starting point.

Send Familiar 1-2 space(s) to Immobilize an Opponent on their next turn: If there is an Opponent Character within 2 adjacent spaces of your Character's location, you can send your Familiar to immobilize them on their next turn. An immobilized Character cannot leave their current location but can perform any other action that does not move him or herself. You can move farther away from the opponent player in later actions of your turn - your familiar will return to you irregardless of return distance. This Action requires 3 Energy Tokens, which are removed from your Player Mat when you perform the Action. Familiar Path Rules: The Familiar's path to the Opponent Character can be a straight line or a curved line through occupied or unoccupied hexes, and it can be in levels that are above or below the starting point.

Pick up a treasure from a Hex that the character is located on: Place the Treasure onto your Player Mat. It can be used immediately.

Play a card from your Hand: Some cards collected before and during the game give a 1-time benefit. Play the card to receive that benefit, following the rules on that card, then place the card into the discard pile. Playing some cards do not cost an Action – those exceptions will be noted on the card.

Draw a Card: Draw a card from either the Permanent Power Deck or the 1-Time Power Deck. The Maximum number of cards allowed in a hand is 5. If drawing a card leads to more than 5 cards in your hand, you must place 1 of your cards (your choice) into the discard pile. Discarding a card is not an Action.

Draw 5 Cards: Draw 5 cards from either the Permanent Power Deck, the 1-Time Power Deck, or any combination of the 2 decks. This activity requires and uses 3 Actions. The Maximum number of cards allowed in a hand is 5. If drawing a card leads to more than 5 cards in your

hand, you must place 1 of your cards (your choice) into the discard pile. Discarding a card is not an Action.

Power Hex Heal: If your Character is located on a Power Hex at the start of your turn, you may use 1 action to use its power to heal half of your lost Hit Points, rounded up. This Action is only allowed once per turn as your first Action.

Harvest: If your Character is on Accessible Terrain or Sheltered Terrain, and if that Terrain does not have a Harvested Marker placed on it, you can Harvest the Terrain Hex. To harvest the terrain, roll a 6-sided die. If the roll is:

1 or 2: add the top card of the 1-Time Powers Deck to your hand.

3 or 4: add the top card of the Permanent Powers Deck to your hand.

5 or 6: Heal 1 Hit Point.

A Terrain can only be harvested once per game - after it is harvested, place a Harvested Marker on the Harvested Terrain. (*Note: Only The Upgraded Cultivator can harvest un-harvested Path Terrain*).

Activate or Swap a Permanent Power: Each Player Mat has a slot for a Permanent Power cards to be placed. When a Permanent Power is placed into a slot, it is activated and all its benefits become immediately available. The game is started with the slots empty. You can only have 1 Activated Permanent Power at a time (exception: Upgraded Savant and Angel). Using this Action, your first Permanent Power card can be Activated by placing it from your hand into a slot. In a future Action, you can use this Action to switch your Permanent Power by swapping the Active Permanent Power with a Permanent Power card from your hand. The previously Activated Permanent Power card is placed into your hand.

Place Timebomb / Disarm Timebomb: One Treasure in the game is a Timebomb. If you have acquired the Timebomb, you can use it to destroy a Warehouse and its Warehouse Crate. You can only Place a Timebomb when your character is on the Warehouse Hex. Place the Time Bomb Treasure on the Warehouse Hex and inform the other players of your action. Placing the Time Bomb on the Warehouse Hex uses 2 Actions. At the beginning of your next turn, if the Timebomb is not Disarmed by an Opponent, it explodes and destroys the Warehouse and its Warehouse Crate. Disarming the Time Bomb uses 1 Action and can be performed by a Character only when they are on same Warehouse Hex as the Time Bomb. If the Timebomb destroys a Warehouse, it's Warehouse Crate is removed from play and its Power Cards are placed into the discard pile. The Warehouse Hex immediately becomes an Accessible Tile Hex. If your Character is inside the Warehouse Hex during the explosion, you lose 5 hit points. If you Disarm the Timebomb, you gain it for future use - place the Time Bomb Treasure Token on your Player Mat.

Attack Actions

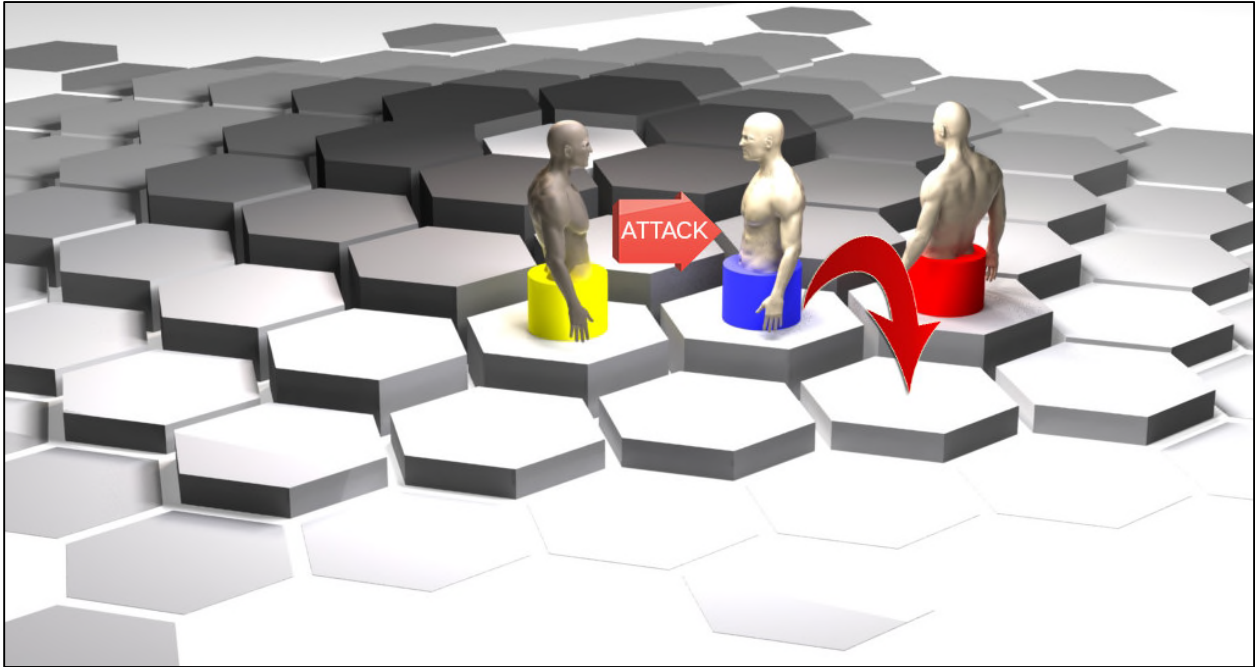
Actions that are used to cause opponents to lose Hit Points or gain Wounds are collectively referred to as Attack Actions. Attack Actions deal a set amount of damage to the targeted Opponent Player, no die roll needed. Attack Actions are a subset of Actions, and are the following: Melee Attack, Shooting an Arrow, and Throwing a Grenade.

Melee Attack: If your Character is located adjacent to a Hex that an Opponent Character occupies, you can Melee Attack the Opponent Character – as long as they are on the same level or a level above your Character. You cannot Melee Attack a Character that is on a lower level than you. In a Melee Attack, the Attacking Character loses 1 Hit Point, and the Attacked Character loses 2 Hit Points. In addition, the Attacked Character is moved 1 space straight back from their Attacker.

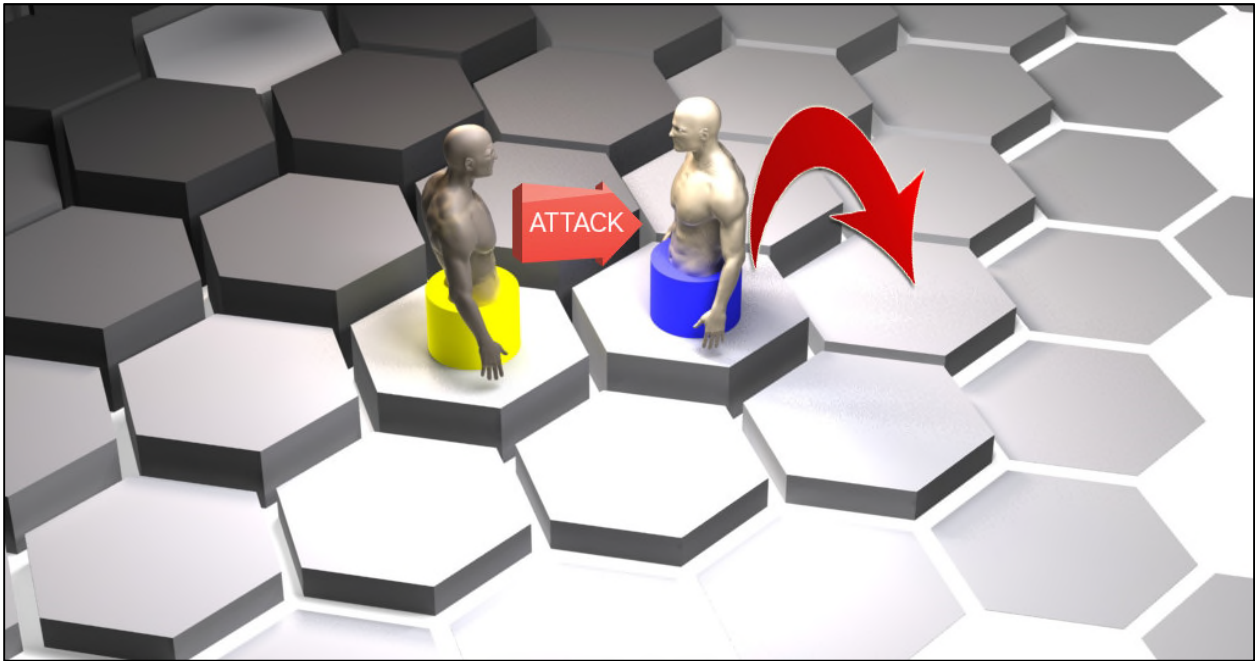
If both the Attacker and the Attacked are on the same level, that looks like this:



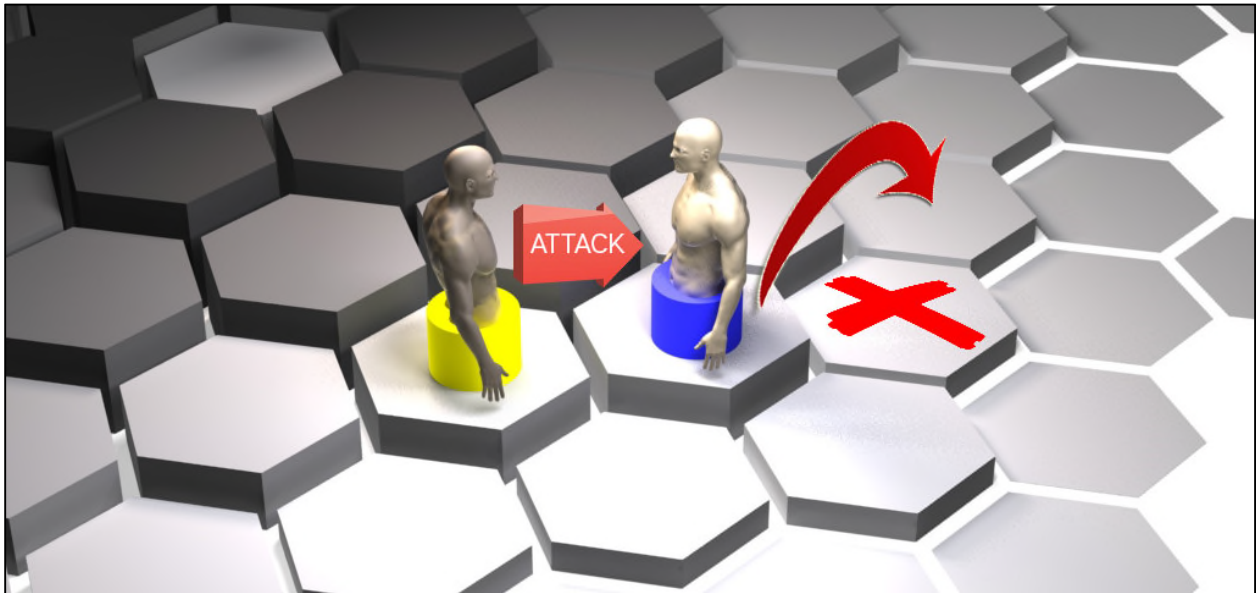
If the space that the Attacked should be moved to is occupied by another player, or if it is an Inaccessible Terrain Hex, the Melee Attack moves the Attacked down a level:



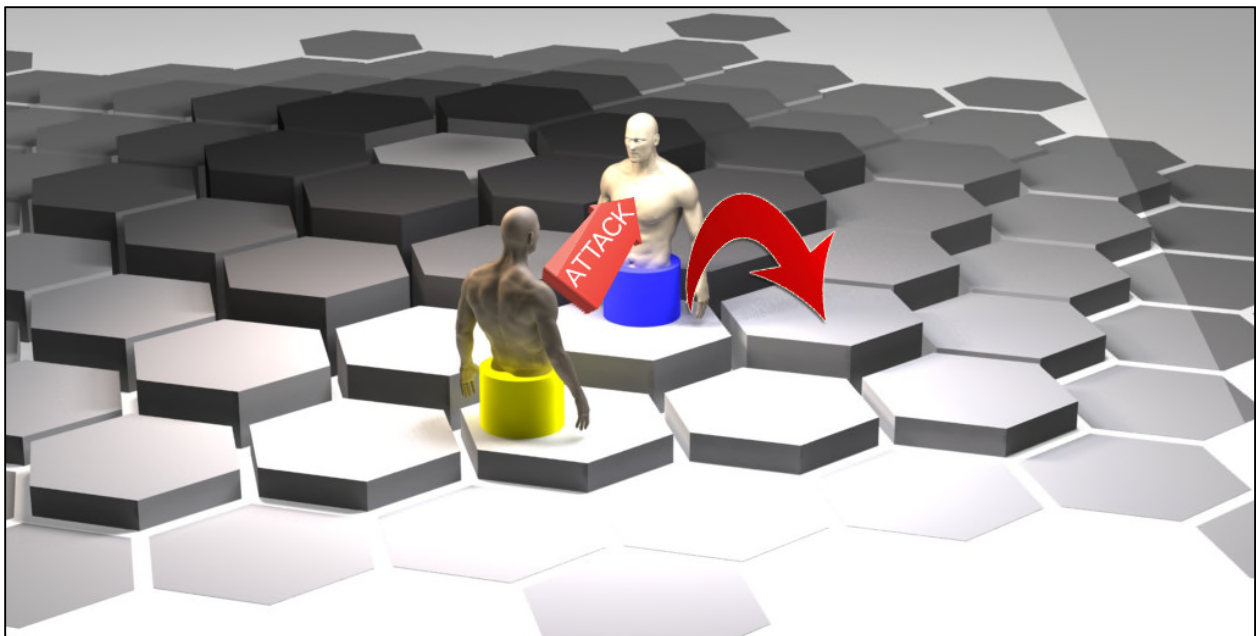
If the Attacked is on the same level as the Attacker and the Attacked is on a corner tile of the Volcano, the Attack pushes the Attacked Character down a level:



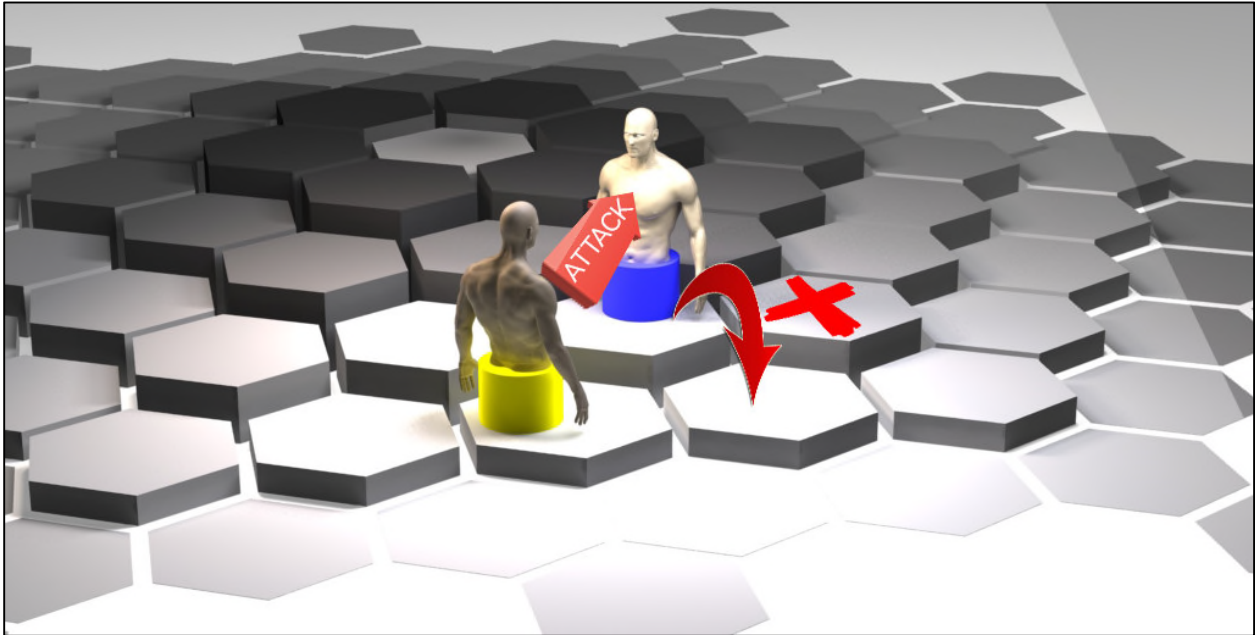
If the space that the Attacked should be moved to is occupied by another player's character, or if it is an Inaccessible Terrain Hex, the Melee Attack moves the Attacked Character down a level and 1 space further away from the point of the Melee Attack:



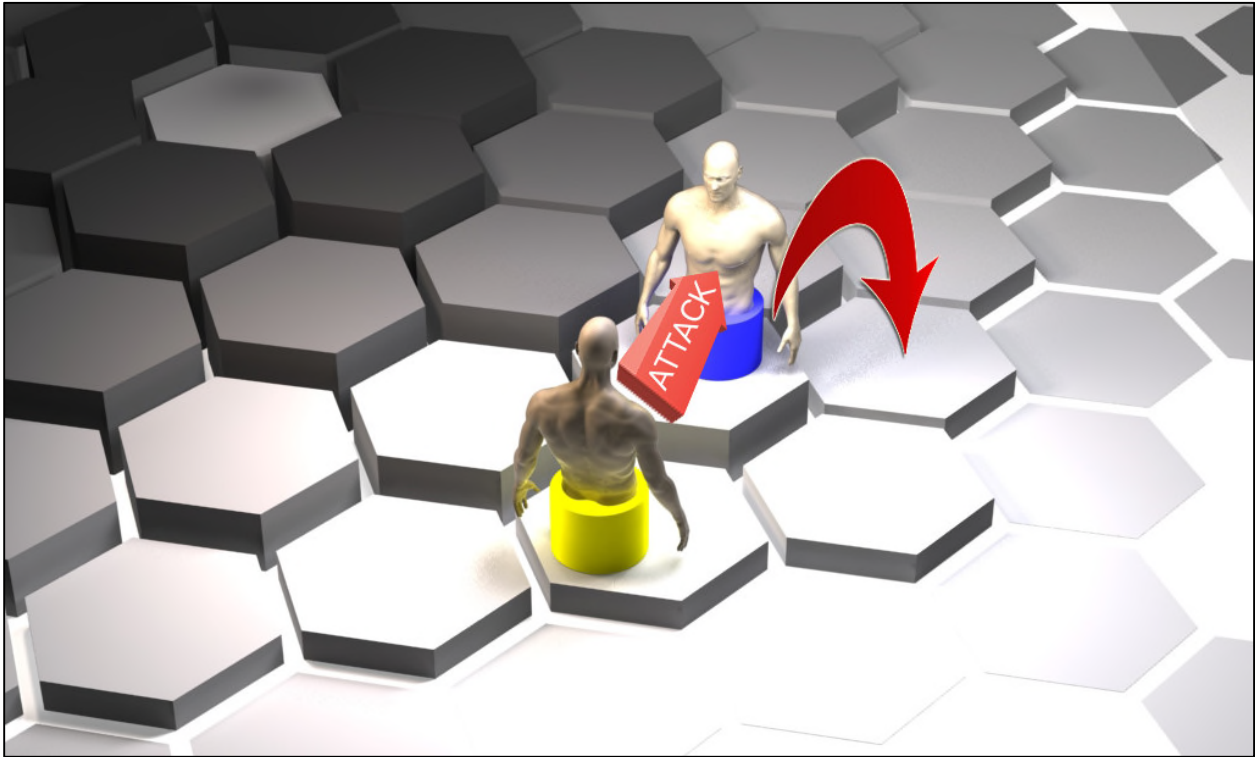
If the Attacked is on a higher level than the Attacker, the Melee Attack moves the Attacked in the same fashion:



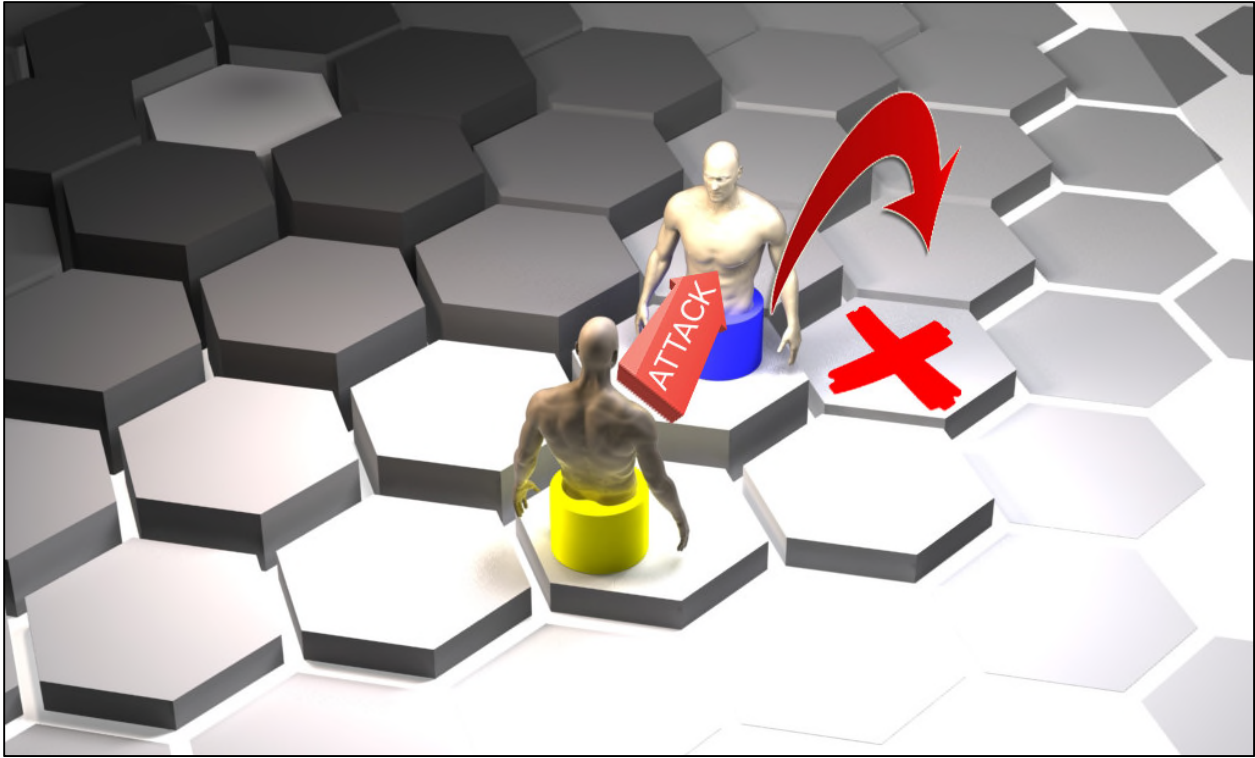
If the space that the Attacked should be moved to is occupied by another player, or if it is an Inaccessible Terrain Hex, the Melee Attack moves the Attacked down a level:



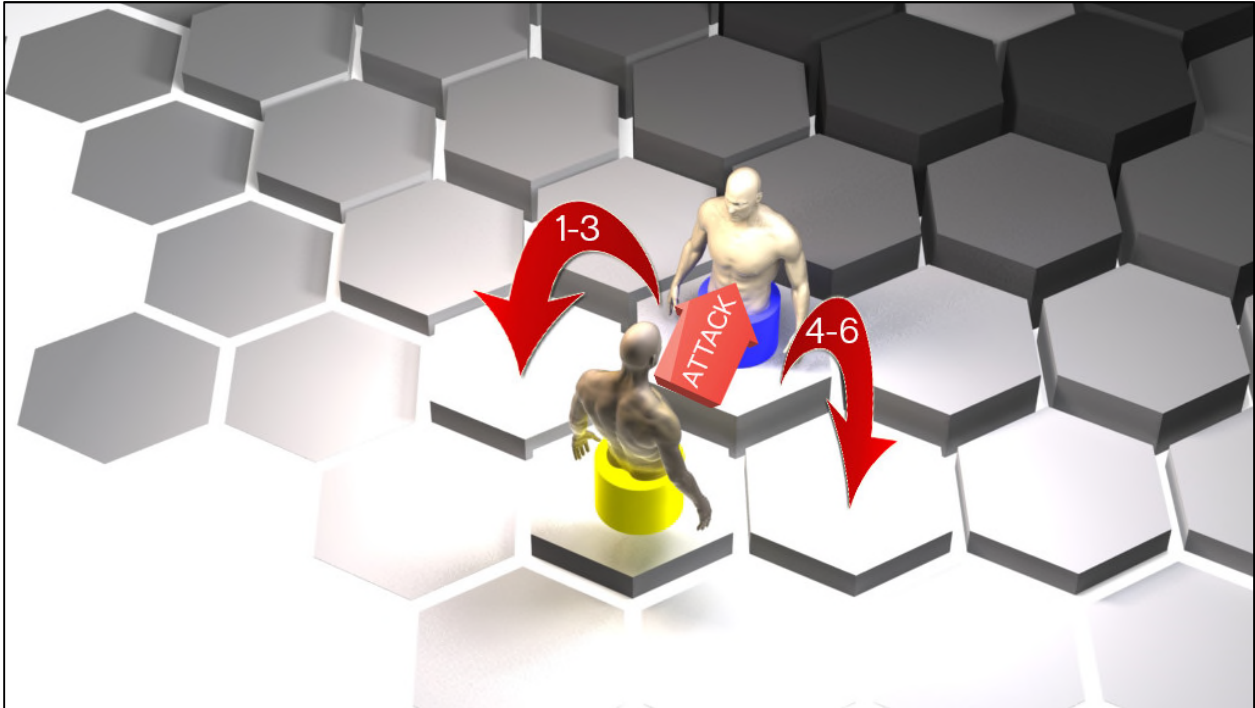
An Attacker on a lower level also moves the Attacked down a level if the Attacked Character is on a corner:



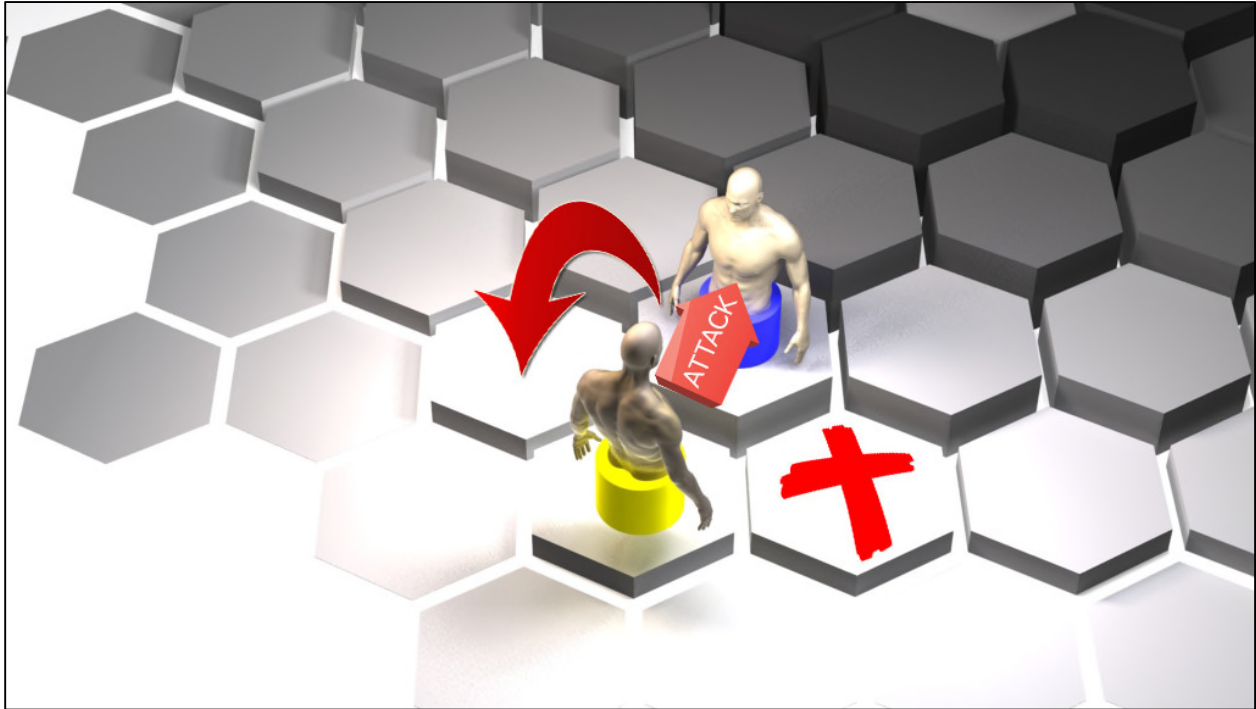
If the space that the Attacked should be moved to is occupied by another player, or if it is an Inaccessible Terrain Hex, the Melee Attack moves the Attacked down a level and 1 space further away from the point of the Melee Attack:



If the Attacker Melee Attacks a Character on a Corner Hex on a level directly above them, roll a 6-sided die. If the roll is 1-3, the Attacked Moves down to the left; if the roll is 4-6, the Attacked Moves down to the right:



If one of the spaces that the Attacked could be moved to is occupied by another player, or if it is an Inaccessible Terrain Hex, automatically move the Attacked to the other space:



Important Note: If the Melee Attack moves the Attacked into an Accessible Terrain Hex, the Attacked must add a Wound Token to their Player Mat, as per the usual Terrain rules.

Shoot an Arrow: Shooting an Arrow requires a Long Bow or Short Bow Permanent Power Card to be Activated on your Character's Player Mat. The Arrow automatically hits its target and deals 1 Hit Point of damage and inflicts 2 Wounds to the targeted Opponent Character. An arrow does not move the shot Opponent Character. A Short Bow shoots Arrows a distance of 1-2 spaces from your Character's location, while a Long Bow shoots Arrows a distance of 2-3 spaces from your Character's location.

Throw a Grenade: Throwing a Grenade requires a Grenade Treasure to have been previously acquired. The Grenade can be thrown into an adjacent Hex. The resulting explosion does 3 Hit Points of damage to the Opponent Character in that Hex.

Move Actions

All Actions that move your character are collectively referred to as Move Actions. They are classified as a subset of Actions, and include the following:

Move: Uses 1 Action to move 1 space adjacent to your character's location on the same level. If you move into Accessible Terrain, put 1 Wound Token on your Player Mat.

Run: Uses 1 Action to move 2 spaces adjacent to your character's location on the same level. Your Character receives 1 Wound for each Hex that they run through, in addition to any wounds that would normally be acquired by moving through them. For example, running into a Shelter Terrain causes 1 Wound, running into Accessible Terrain causes 2 Wounds.

Move to an adjacent Hex 1 level above current location: This activity requires and uses 3 Actions.

Move to an adjacent Hex 1 level below current location: Uses 1 Action. If this Action is performed 3 times during 1 turn, 1 Hit Point is lost.

Move Through a Cave: If your Character is located on a hex that has a mouth of a cave on it, you can use 1 Action to move through the Cave and immediately emerge from the mouth of the cave on the opposite side of the volcano. The Cave is the habitat of dangerous animals and intense heat, so when you perform this Action, place 2 Wounds on your Player Mat.

From an adjacent Hex, Move into the Axis Mundi Hex: Uses 1 Action like a normal move and is the first step to winning the game. When you move on to the Axis Mundi Hex, you roll a 6-sided die. If the roll is:

1: You have not acquired the Axis Mundi Power and you are ejected from the Axis Mundi Hex - landing on a random Power Hex. The normal Power Hex rules apply; half of your lost Hit Points are healed (rounded up). Your turn is finished, and on your next turn you can take any possible Action as usual. Roll a 6-sided die to determine which Power Hex. If the roll is:

3-Player Game

1-2: The Player lands on Power Hex 1.

3-4: The Player lands on Power Hex 2

5-6: The Player lands on Power Hex 3

6-Player Game

You land on the corresponding Power Hex number.

2-6: You have entered the Axis Mundi Gateway to Heaven/Hell successfully. Determine whether you have entered Heaven or Hell by again rolling a 6-sided die. If the roll is:

1-3: You have entered Heaven

4-6: You have entered Hell

If you have entered Heaven: You have become an Angel. While you are an Angel, your Character's Variable Player Powers are no longer in play, so put aside your Character's Player Mat and replacing it with the Angel Player Mat, which has 5 slots available for Permanent Power Cards to be Activated into.

- In a 6-player game, immediately draw 3 Permanent Power Cards from the Permanent Power Deck and move all your cards to your hand. Then choose and Activate any 5 Permanent Power Cards into the Angel's 5 slots. *(The same Permanent Power Card cannot be used more than once; every slot has to be a different Permanent Power Card.)*
- In a 3-player game, immediately draw 2 Permanent Power Cards from the Permanent Power Deck and move all your cards to your hand. Then choose and Activate any 3 Permanent Power Cards into 3 of the Angel's slots. *(The same Permanent Power Card cannot be used more than once; every slot has to be a different Permanent Power Card.)*

If you are left with more than 5 cards in your hand, discard down to 5 cards. Put 3 Energy Tokens in the Energy Section of the Angel Mat and set the Hit Point Tracker to 15. In a 3-player game, you have 15 Hit Points. In a 6-player game, you have 30 Hit Points; the Hit Point Tracker will need to be brought to zero 2 times in order for you to be defeated.

As an Angel, you cannot be immobilized. You perform all standard Actions as normal. However, your numerous Activated Permanent Power Cards will positively modify, a.k.a. "buff", your Actions and make you quite powerful.

If you have entered Hell: You have become a Demon. While you are a Demon, your Character's Variable Player Powers are no longer in play, so put aside your Character's Player Mat and replacing it with the Demon Player Mat, transferring your Activated Permanent Power Card into the slot on the Demon's Player Mat. If your Character did not have an Activated Permanent Power Card when you became a Demon, Activate one of your choice from your hand, if possible. Put 3 Energy Tokens in the Energy Section of the Demon's Player Mat and set the Hit Point Tracker to 15. In a 3-player game, you have 15 Hit Points. In a 6-player game, you have 30 Hit Points; the Hit Point Tracker will need to be brought to zero 2 times in order for you to be defeated.

As a Demon, you cannot be immobilized. In addition, you have 2 unique Attack Actions that you can perform.

- **Demonic Melee Attack:** If you are located adjacent to a Hex that an Opponent Character occupies, you can use 1 Action to perform a Demonic Melee Attack against the Opponent Character. The target of the Demonic Melee Attack loses 2 Hit Points and gains 3 Wounds. You are not damaged in any way when you perform the Demonic Melee Attack.
- **Demonic Area of Effect (AoE) Attack:** When you perform the Demonic AoE Attack, every Opponent Character within 1-3 spaces from your location loses 1 Hit Point. You are not damaged in any way when you perform the Demonic AoE Attack. Performing the Demonic AoE Attack uses 1 of your Actions.

In either case, your turn now ends. Until you leave the Axis Mundi Hex, you are impervious to any type of damage. When you move out of the Axis Mundi Hex, it becomes a normal Accessible Terrain Hex. Your goal at this point of the game is to leave the Axis Mundi Hex and return to your color-coded Pier to win the game. But it won't be easy; as an Angel or a Demon, you have special movement restrictions:

- **You cannot perform the Run Action.**

- **Moving Down a level uses 3 Actions.**
- **Moving Up a level uses 1 Action.**

The Opponent Player's goal is to prevent you from reaching your Pier. This is done by reducing your Hit Points to zero. In this phase of the game, the Opponent Players can verbally coordinate with each other to achieve their goal.

When you Becomes a Demon or an Angel, there is a burst of energy on the entire island that makes the Opponent Players more powerful. Their Variable Player Powers become Upgraded (see [Characters and Their Variable Player Powers](#), p. 34). In addition, their Hit Points are restored to 10, all of their Energy Tokens are restored, and all their wounds are removed. Their Activated Permanent Power Cards remain Activated during their Upgrade. Each of their Player Mats have specific instructions describing how to Upgrade their particular Character.

Additional Rules

Hex Limitation: Your Character/Demon/Angel cannot occupy a Hexagon occupied by another Character/Demon/Angel.

Hand Limit: You can never have more than 5 cards in your hand. If your hand contains more than 5 cards, you must choose (a) card(s) to place into the discard pile in order to bring your hand down to 5 cards. Discarding Cards is not counted as an Action.

Replenishing Decks: If either the 1-Time Power Deck or the Permanent Powers Deck is exhausted during play, sort the discarded cards into separate 1-Time and Permanent Power decks, and then shuffle them to create new decks.

Dying As the Angel or Demon: If you are the Angel or the Demon and you lost all of your Hit Points, you and all the other Characters immediately revert back to your Downgraded Characters. Each Angel Mat/Demon Mat/Upgraded Player Mat has instructions explaining how to Downgrade. After Downgrading, continue with the next set of Dying instructions.

Dying: If you lost all of your Hit Points, either due to damage taken from Opponent Players or from self-inflicted Wounds, you die and thematically "fall down the volcano". In game play this means that you move to the nearest Power Hex and regain half of your Hit Points (i.e. 5). If you are equidistance from 2 Power Hexes, roll a die:

- 1-3: move to the left Power Hex
- 4-6: move to the right Power Hex.

If you have an Activated Power Card in a slot of your Player Mat, it is returned to your hand – discard down to 5 cards if needed. Play resumes with the Opponent Player that killed you finishing their turn. If it was your turn when you lost all your Hit Points, your turn ends and the next player begins their turn. On your next turn continue playing, as per the usual rules.

Demon/Angel on Power Hex: If a Demon or Angel enters a Power Hex, it restores half of the Demon or Angel's Hit Points. For example, if a 6-Player Game Demon (maximum Hit Points =30) has 7 Hit Points, when they enter the Power Hex, they gain 12 Hit Points ($30-7=23$, $23\div 2=11.5$, 11.5 rounded up is 12).

Axis Mundi Hex: When a Demon or Angel leaves the Axis Mundi Hex, it becomes an Accessible Terrain Hex that is one level lower than the highest level. This means that there can never be more than one Demon or Angel in the game at the same time. When A Demon or an Angel is defeated, the spirit of the Axis Mundi collects its life-force and reappears in the central Hex. The reestablished Axis Mundi Hex becomes immediately enterable.

Angel/Demon Melee Attack Rules: When an Angel or Demon is in play, Melee Attacks do not move the Angel, the Demon, nor any Characters. The Demon/Angel can Melee Attack Characters on a higher or lower level than their location; Characters, as per the usual rules, cannot Melee Attack the Angel/Demon or another Character on levels lower than their location.

Wounds: Wounds are acquired when a player moves into a hexagon that produces wounds, not when they leave a wound-giving hex.

Area of Effect (AoE): The Demon and The Malignant Character do AoE damage to Opponents in the affected Area. AoE cannot be deterred or thwarted in any way – if you are in the Area, you receive the damage. The only exception is the Angel/Demon during their initial stay inside the Axis Mundi Hex, which offers total protection until the Angel/Demon leaves it. The Malignant and The Demon's AoEs have different sized Areas, do different amounts of damage, and also work differently: the Malignant's AoE is "always on", while The Demon's AoE is a unique Attack that uses an Action whenever it is performed.

The Malignant's AoE: Any Opponent Character that is located within The Malignant's AoE receives (a) Wound(s), with a maximum of 2 Wounds per turn. Example 1) The Malignant moves close enough to an Opponent (this includes being moved by the game's Rotation Mechanic) to put them inside their AoE. The Opponent Character receives (a) Wound(s). If The Malignant ends their turn with the Opponent still inside their AoE, the Opponent must move away from the Malignant during their next turn, or else they will again suffer (a) Wound(s) at the start of The Malignant's next turn if The Malignant is still close enough to them. Example 2) On Opponent Character's turn, they move inside The Malignant's AoE. The Opponent immediately receives (a) Wound(s). If, at the beginning of The Opponent's next turn, they are still within The Malignant's AoE, they again immediately receive (a) Wound(s). Use this Method when The Angel/Demon leaves the Axis Mundi Hex.

Blocking Tactics: By design, a Demon/Angel can be blocked from reaching their Pier Hex or Power Hexes by the opposing players. Since no two players can ever occupy the same hexagon, opposing player can move to the Demon/Angel's Pier Hex and/or Warehouse Hex to block the Demon/Angel's entry. The Demon/Angel will need to kill the blocking opponents (sending them to the nearest Power Hex – use die roll to determine which one if equidistance) to advance to their Pier Hex for victory. A player can also place the Time Bomb and stay in the Warehouse Hex to block any chance of a Disarm Action, however the Time Bomb's blast will cause 5 Hit Points of damage.

No Turtles: When A Character enters the Axis Mundi Hex and becomes an Angel or Demon, their turn ends. The Axis Mundi Hex gives them immunity from any type of Attack until the beginning of their next turn. In that next turn, the Angel/Demon must leave the Axis Mundi Hex and thus become vulnerable to Attacks.

Characters and Their Variable Player Powers

S — The Beastmaster: Your Familiar can retrieve treasure up to 3 spaces away from your character during the Send Familiar to Receive Treasure Action. During the Send Familiar to Immobilize Player Action, your Familiar can immobilize a player up to 3 spaces away from you, and also does 1 Hit Point of Damage to the immobilized player. When you have 3 Energy Tokens on your Player Mat, your Familiar defends you, making you unable to be Immobilized by another character's Familiar. **Upgraded Beastmaster Power:** When another player is a Demon or an Angel, you gain a second familiar with 3 Energy Tokens. Your 2 Familiars have all the powers of your non-Upgraded Familiars and can also travel 3 spaces away from your Character's location to Harvest unharvested Accessible and Sheltered Hexes using the standard die roll to determine Harvest outcome. *Note: Against a Demon or an Angel, your Familiar does 1 Hit Point of damage and doesn't Immobilize.* **To upgrade your powers,** flip over your Player Mat, fill both Energy Token Spaces with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** flip over your Upgraded Player Mat and transfer your Hit Point(s), Wounds Tokens, and Energy Tokens (3 maximum). For example, if you have 4 Hit Points, 3 wounds, and both of your Energy Spaces have 1 Energy Token, your Downgraded Beastmaster will have 4 Hit Points, 3 Wounds, and 2 Energy Tokens.

S — The Cultivator: When you perform a Harvest Action, you can choose whether to draw from the 1-Time Power Deck, the Permanent Powers Deck, or receive 1 Hit Point (no die roll needed). **Upgraded Cultivator Power:** When another player is a Demon or an Angel, once per turn you can perform an Action-free Harvest which allows you to draw 2 cards from the 1-Time Powers Deck, 2 cards from the Permanent Powers Deck, or heal 2 Hit Points (your choice - no die roll needed). Further Harvest Actions during your turn do cost an Action, but still grant your choice of Harvest (no die roll needed) and yield 1 card or 1 HP healed. You can Harvest Path Hexes. **To upgrade your powers,** flip over your Player Mat, fill the Energy Token Space with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** flip over your Upgraded Player Mat and transfer your Hit Point(s), Wounds Tokens, and Energy Tokens.

S — The Malignant: Being afflicted with an infectious yet unidentified disease, your Melee Attacks deliver an additional 2 wounds to your target (total damage: 2 Hit Points and 2 Wounds). In Addition, place Infection Tokens on each hex you occupy during your turn. If you are moved during an opponent's turn, place an Infection Token on each hex you depart. Power Hexes and the Axis Mundi Hex cannot have Infection Tokens placed upon them. Every Character except The Malignant loses 1 Hit Point when they enter a hex that contains an Infection Token. A hex can only contain 1 Infection Token. At the beginning of your next turn, remove all Infection Tokens from the board. You also have an "always on" Area of Effect (AoE). Any Character within an adjacent space of your location suffers 1 Wound (see [Area of Effect](#)). **Upgraded Malignant Power:** When another player is a Demon or an Angel, your Melee Attacks do 3 Hit Points of Damage. You continue placing Infection Tokens. Your AoE grows in area and strength: any Character/Demon/Angel 2 spaces from your location suffers 1 Wound, and any Character/Demon/Angel 1 space from your location suffers 2 Wounds. **To upgrade your powers,** flip over your Player Mat, fill the Energy Token Space with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** flip over your Upgraded Player Mat and transfer your Hit Point(s), Wounds Tokens, and Energy Tokens.

S — The Savant: You can hold up to 6 cards in your hand. (Start the game with 5 cards like the other players). Every turn, you have 1 free "Activate or switch a Permanent Power" Action. Once per game, you can demand that a player give you 1 of their cards – their choice. **Upgraded Savant Power:** When another player is a Demon or an Angel, you can place and Activate a second Permanent Power Card in a slot on your Updated Player Mat from a card in your hand as a free Action. (The 2 Permanent Power Cards must be different.) You can hold up to 7 cards in your hand. You can switch your Permanent Power Card(s) as many times as you want during your turn without using any of your Actions. This includes switching your Permanent Power Cards after you have used your 3 Actions, before the next player's turn begins. **To upgrade your powers,** replace your Player Mat with the S. The Savant Upgraded Player Mat, fill the Energy Token Space with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** return 1 of your Activated Permanent Power Cards to your hand. Then replace your Upgraded Player Mat with the downgraded Player Mat, and transfer your Hit Point(s), Wounds Tokens, and Energy Tokens.

S — The Scrounger: When on any Warehouse Hex, you can take up to 4 cards from the warehouse per turn, using just 1 Action. In addition, you have 1 free Move Action that you can take each turn. With a maximum frequency of every 3rd turn (see [Housekeeping](#)), you can use your 3 Scrounge Tokens to place 1 Card of your choice from the discard pile you're your hand, called "Scrounging". Scrounging uses 1 Action. When you perform the Scrounge, remove all Scrounge Tokens from your Player Mat. **Upgraded Scrounger Power:** When another player is a Demon or an Angel, when on any Warehouse Hex, you can take up to 4 cards from the warehouse per turn, using just 1 Action. You have 3 extra move actions that you may take per turn, and 1 extra Melee Attack action that does no damage to yourself. **To upgrade your powers,** flip over your Player Mat, fill the Energy Token Space with 3 Energy Tokens, and place

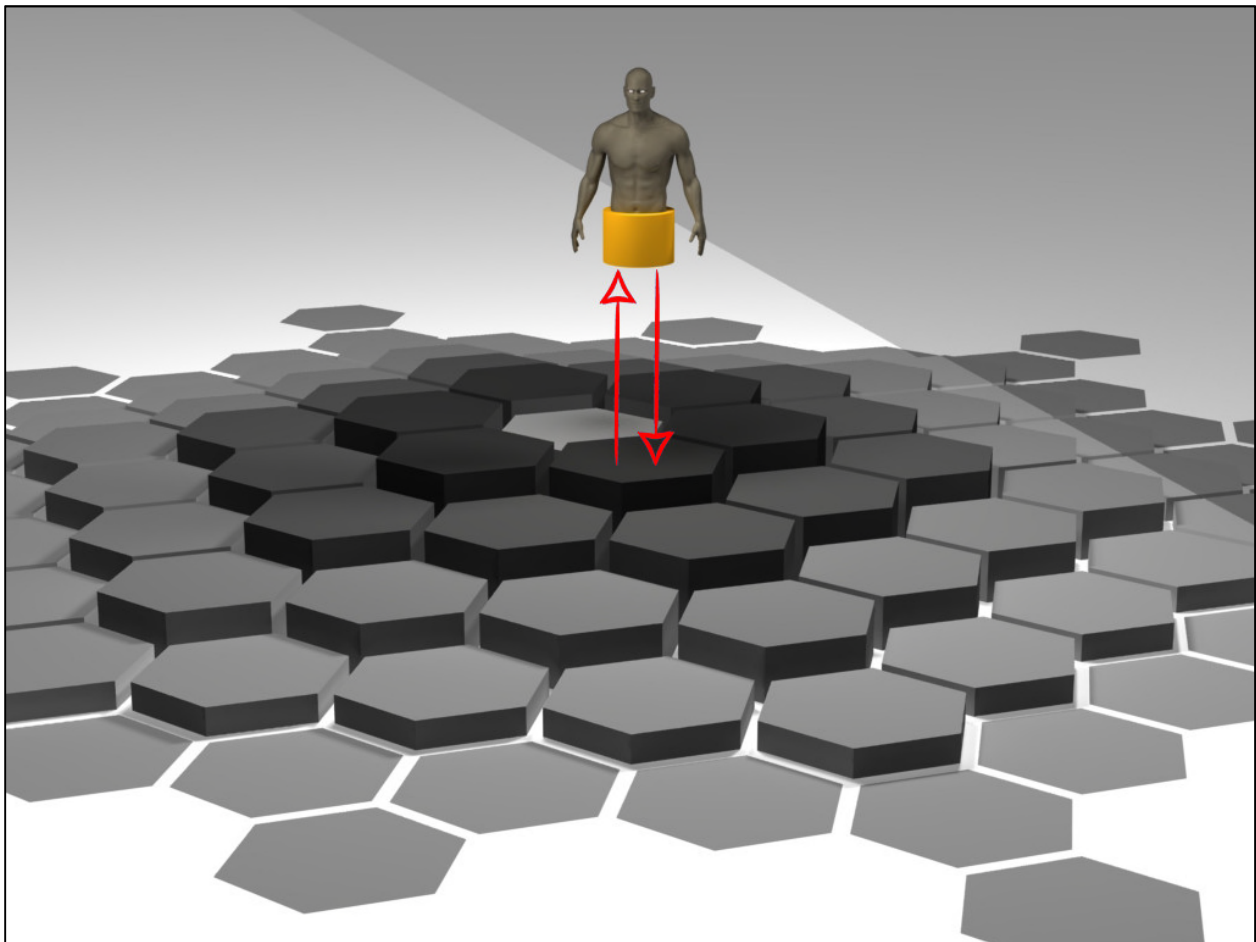
the Hit Point Counter on 10. In addition, place 3 Scrounge Tokens in the Scrounge Space. **To Downgrade**, flip over your Upgraded Player Mat and transfer your Hit Point(s), Wounds Tokens, Energy Tokens, and Scrounge Tokens.

S — The Mischievous: Your special powers cause havoc for Opponent Characters, and as such, The Mischievous Character is only available in the 6-player game. For maximum mischief in the game, it is recommended that The Mischievous be the last Character to take their turn in the game's round.

You have 2 special powers.

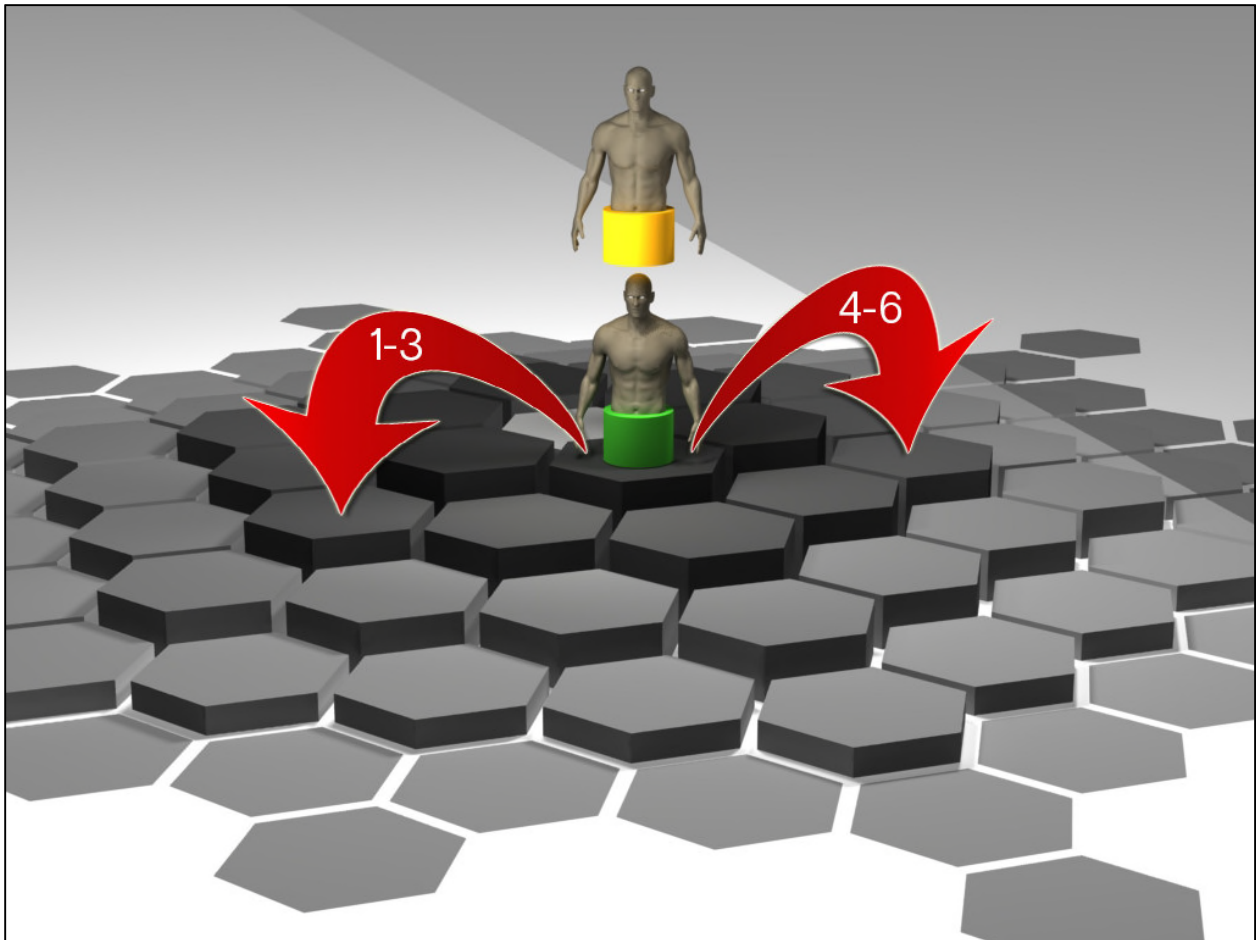
1) Once per turn, you can move an opponent player that is on the same level as you to a space next to you. (The opponent takes no Wounds from this movement.) This can be done at any time during your turn, even after all other Actions, before the next player's turn. This special power does not count as an Action.

2) With a maximum frequency of every other turn (see [Housekeeping](#)), you have the option to Levitate during the game's Rotation Mechanism using your Mischief Tokens, landing back down on the same spot on the newly rotated game board:



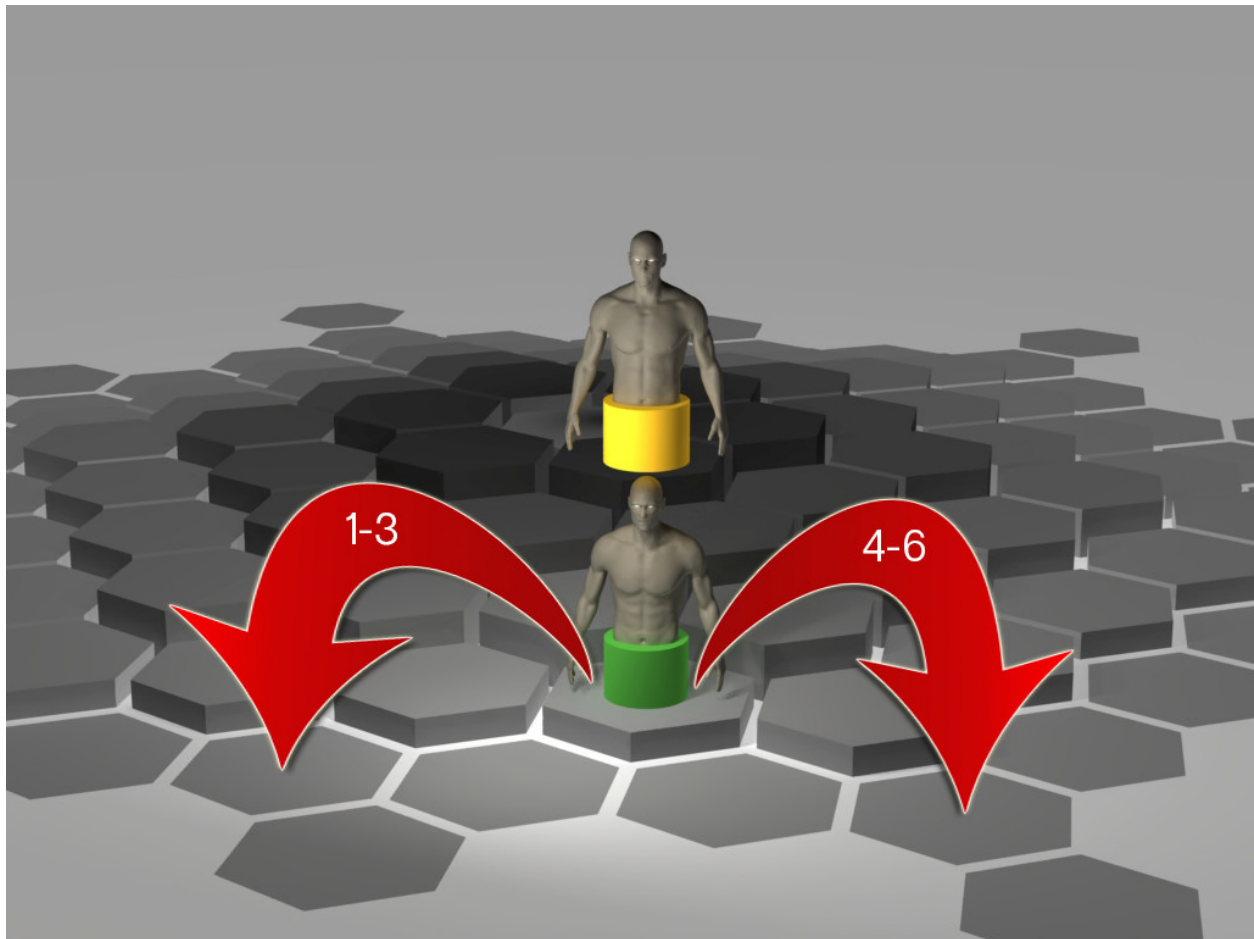
Moving Characters if There is Not a Character 1 Level Lower.

If an Opponent Character player occupies the space that you land back down on, they are forced to be moved down 1 level. If there is no other Opponent Character on that lower level, they are moved down and 2 spaces to the right or the left. Roll a 6-sided die. If the roll is 1-3, they are moved down and to the left; if the roll is 4-6, they are moved down and to the right. On corners, that looks like this:



If 1 of the 2 possible spaces is Inaccessible Terrain, automatically choose the other space.

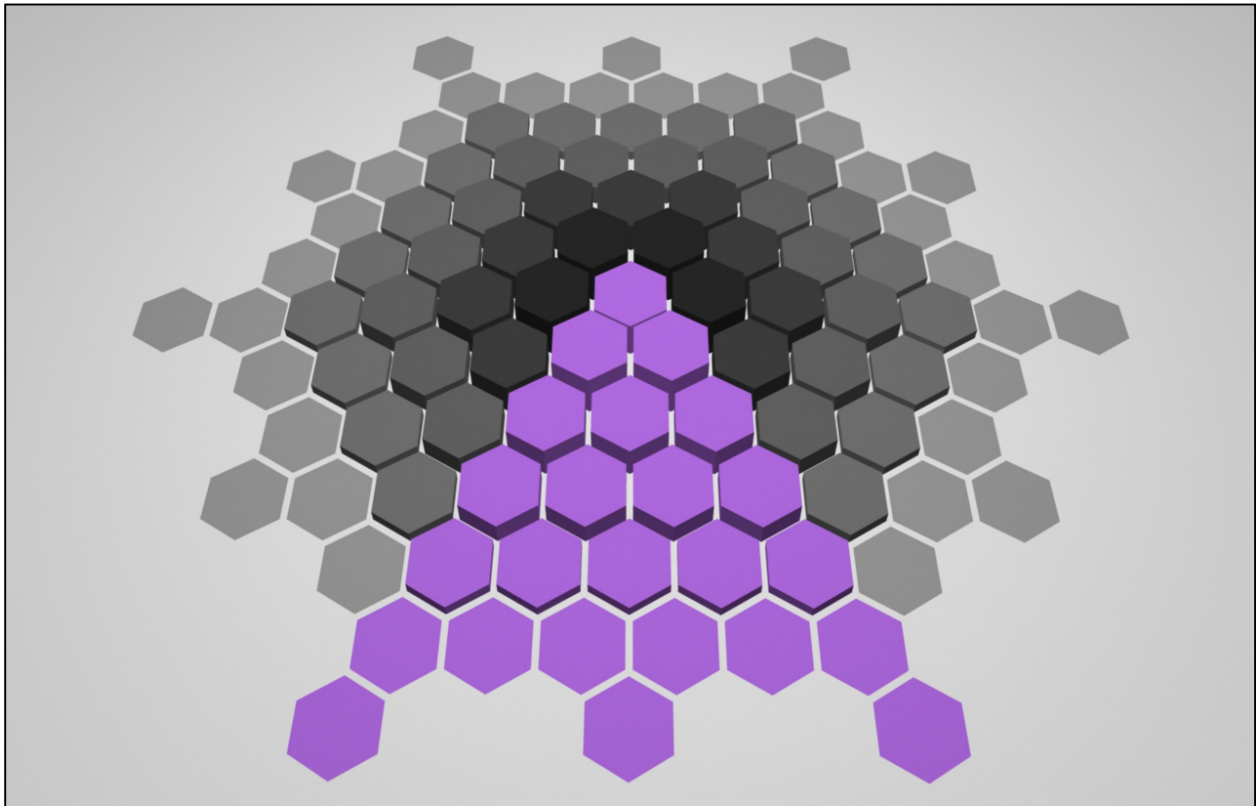
On non-corner Hexes, the forced movement is also based on a die roll, and looks like this:



If 1 of the 2 possible spaces is Inaccessible Terrain, automatically choose the other space.

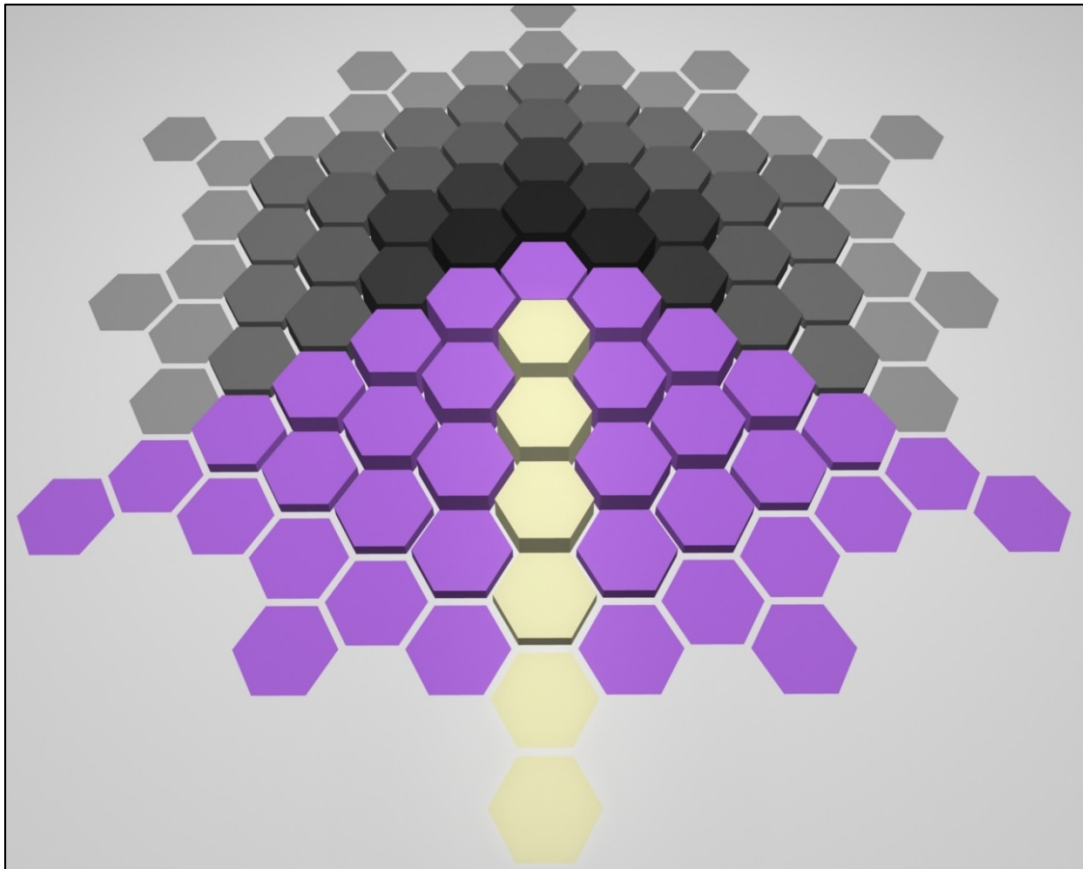
If there is an Opponent Character on that lower level, check to see if they are in the Levitation Zone (explained in pictures below). If they aren't in the Levitation Zone, they aren't affected – follow the preceding instructions. If they are in the Levitation Zone, they are affected – follow the instructions below.

If you Levitate on a non-corner Hex, the Levitation Zone is the pie-slice-shaped group of Hexes that emanates from the central Axis Mundi Hex's 2 consecutive edges, shown in purple below:



A Levitation Zone, shown here in purple, is the pie-slice-shaped group of Hexes that emanates from the central Axis Mundi Hex's 2 consecutive edges.

If you Levitate on a corner Hex, the Levitation Zone is the double pie-slice-shaped group of Hexes that emanates from the central Axis Mundi Hex's 3 consecutive edges, shown in purple below (with the corner Hexes in yellow):



A Levitation Zone, shown here in purple, is the double pie-slice-shaped group of Hexes that emanates from the central Axis Mundi Hex's 3 consecutive edges.

Moving Characters When Character(s) are on a Lower Level

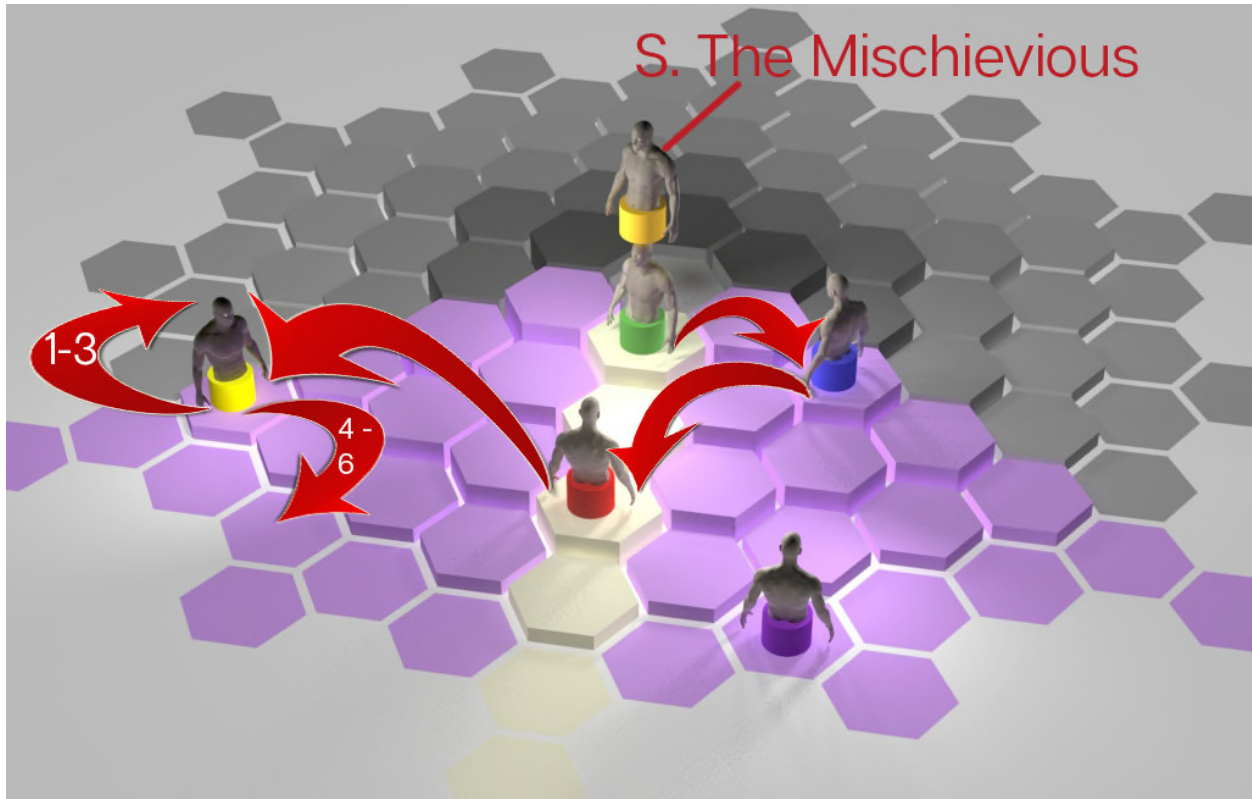
If you Levitate and lands on a Character, check to see if there is another Character in the Levitation Zone 1 level lower.

If there is, the higher Character moves to the spot of the lower Character. Again, check to see if there is another Character in the Levitation Zone 1 level lower. If so, the higher Character moves to the spot of the lower Character.

Continue this “bumping down” effect until there is not a Character in the Levitation Zone that is 1 level lower, or until the Character on Level 1 is “bumped.” For the last Character “bumped”, use [the rules above](#) for moving Characters if there is not a Character 1 level lower.

Note: *Since the Sea Level does not move during the game's Rotation Mechanism, S. The Mischievous cannot perform a levitation if they are on the Sea Level.*

Levitation Example:



Levitation Example: The orange-based Character at the top is S. The Mischievous. He has used his Mischievous Tokens to performed a Levitation during the game's Rotation Mechanism, which happens to put him directly above the green-based Character. He moves into the location the green-based character occupied. This forces the green-based Character down 1 level. Since the blue-based Character is 1 level lower and in the Levitation Zone, the green-based Character moves to the blue-based Character's location and forces the blue-based Character down 1 level. Again, since the red-based Character is 1 level lower and in the Levitation Zone, the blue-based Character moves to the red-based Character's location and forces the red-based Character down 1 level. Once again, since the yellow-based Character is 1 level lower and in the Levitation Zone, the red-based Character moves to the yellow-based Character's location and forces the yellow-based Character down a level. Since the yellow-based Character was on Level 1, it is not necessary to check for a Character on the Sea Level to move to and the purple-based Character remains unaffected. Instead, the yellow character moves down using the rules for if there were no Character 1 level below him. He rolls a 6-sided die to determine his location.

In the above example, if the red-based Character was not in the Levitation Zone, the blue-based Character would roll a 6-sided die to determine his location 1 level below him, and the yellow and purple-based Characters would not be affected by the Levitation.

In the above example, if both the purple-based Character and the yellow-based Character were on Level 1's Levitation Zone, a 6-sided die would be rolled to determine which Character the red-

based Character would land on. Use a die roll if 2 or more Characters could be affected by a Levitation in this situation.

Upgraded Mischievous Power: When another player is a Demon or an Angel, during the game's Rotation Mechanism, you can move to any Hex on the same level (except Hexes already occupied by other players), provided you have a clear path to reach desired hex. This is not counted as an Action. The Upgraded Mischievous continues acquiring and using Mischief Tokens, but for another purpose: during your turn you can use your Mischief Tokens to move the Angel/Demon 1 Hex away from their current location (except on hexes already occupied by other players) on the same level. This does not count as an Action. Doing so requires and uses 2 Mischief Tokens. Every turn, add 1 Mischief Token to the Upgraded Mischievous Player Board (2 maximum). **To upgrade your powers**, flip over your Player Mat, fill the Energy Token Space with 3 Energy Tokens, and place the Hit Point Counter on 10. In addition, place 2 Mischief Tokens in the Mischief Space. **To Downgrade**, flip over your Upgraded Player Mat and transfer your Hit Point(s), Wounds Tokens, Energy Tokens, and Mischief Tokens.

Treasure

Before the game begins, place Treasure Tokens randomly on top of Path Hexes, Accessible Terrain Hexes, or Sheltered Terrain Hexes, but not on sea level Hexes, Inaccessible Terrain Hexes, Warehouse Hexes, nor The Axis Mundi Hex.

Treasure Tokens are retrieved by the player's familiar, or by the character themselves if they are on the hex that contains the Treasure Token and use an Action to take it.

Once retrieved, the player puts the Treasure Token in their play area face down so that other players cannot see which Treasure Token it is.

Treasure Tokens can be used during the holding player's turn. Unless otherwise noted, using a Treasure Tokens does not cost an action.

Treasure Tokens are discarded after use and are not used again during the course of the game.

Treasures:

- Gain 1 Energy Token.
- Gain an Action
- Heal 4 Hit Points
- Gain 1 Attack Action (Melee Attack, Shoot an arrow with an Activated Bow, or Throw a Grenade.)
- Gain 2 Move Actions
- Gain 2 Energy Tokens
- Grenade - can be Thrown into an adjacent hex, using 1 Action. The explosion does 3 HP damage to the Opponent Character in that hex.

- **Time Bomb** – This treasure can only be used when you are on a Warehouse Hex. Use 2 Actions to Place the Time Bomb Treasure on the Warehouse Hex and inform the other Players of your Action. At the beginning of your next turn, if not Disarmed by an Opponent Player, the bomb explodes and destroys the warehouse. Power Cards that were in the destroyed Warehouse are put into the discard pile and the warehouse hex becomes an Accessible Tile Hex. Disarming the Time Bomb uses 1 Action and can be performed by an Opponent Character when they are on same Warehouse hex as the Time Bomb. The Opponent Player that Disarms the Time bomb gains it for future use, placing the Time Bomb Treasure Token in their Player Area. Any Character inside the Warehouse Hex during the explosion loses 5 hit points.

1-Time Power Cards

Note: 1 Time Power cards are played from your hand, and then placed in the discard pile. Unless otherwise noted, playing a 1-Time Power Card uses 1 Action...

Move up 2 Levels: “Rock-Climber” Move up 2 levels, using adjacent Hexes to your character’s location. This card must be played as the first Action of your turn, and playing this card ends your turn. Take any Accessible Terrain wounds as normal (if applicable).

Familiar Attack: “Seek and Destroy” Play this card to send Your Familiar to Attack an opponent’s Character, Demon, or Angel up to 3 spaces away from your character’s location, doing 1 Hit Point of damage. This card cannot be played unless your Player Mat has 3 Energy Tokens. When playing this card, remove 3 Energy Tokens from your Player Mat. If you are the Beastmaster, replace the “3 spaces” above with a 5. If you are the Upgraded Beastmaster, replace the “3 spaces” above with a 6, and the “1 Hit Point” above with 2 Hit Points.

Familiar 3 Hex Path: “Godspeed” Sends your Familiar 1-3 space(s) adjacent to your Character to retrieve treasure. The treasure is placed into your hand at the end of the turn. You can move farther away from the treasure in later actions of your turn - your familiar will return to you with the treasure irregardless of return distance.

Or...

Send Familiar 1-3 space(s) adjacent to an opponent player to immobilize that player on their next turn. (An immobilized player cannot leave his space but can perform any other action that does not move him or herself.) You can move farther away from the opponent Character in later actions of your turn - your familiar will return to you irregardless of return distance.

This card cannot be played unless your Player Mat has 3 Energy Tokens. When playing this card, remove 3 Energy Tokens from your Player Mat. If you are the Beastmaster, replace the “3 spaces” above with a 5. If you are the Upgraded Beastmaster, replace the “3 spaces” above with a 6.

Hidden Cave: “Now You See Me...” Play this card to move 8, 7, 6, 5, or 4 spaces left or right on the same level as your character’s current location, via a cave with a hidden entrance. (Card will state the number). Roll a 6-sided dice to determine direction:

1-3: Left

4-6 Right

Stronger Melee Attacks When Low HP: “Desperate Measures” When your Hit Point(s) are 3 or less, playing this card initiates an Melee Attack against an adjacent Character that does 1 additional Hit Point of damage to the Attacked. For example, a normal Melee Attack does 1 Hit Point of damage to the Attacker and 2 Hit Points of damage to the Attacked. Playing this card would cause an Melee Attack that does 1 Hit Point of damage to the Attacker and 3 Hit Points of Damage to the Attacked Character. This card stacks with Character Variable Player Powers and Activated Permanent Powers (“Honed Blade” and “Cornered Animal”). For example, when The Malignant Character plays this card, their Melee Attack does 3 Hit Points and 2 Wounds of damage to the Attacked and 1 Hit Point of damage to themselves.

Extra Move Action: “Second Wind” Playing this card gives your Character 1 extra Move Action during your turn. Playing this card does not count as an Action.

Invincibility: “God-Mode” Playing this card makes your Character impervious to Melee Attacks, Familiar Attacks, the Grenade, and the Time Bomb. You do not lose Hit Points when you Melee Attack, nor do you suffer Wounds from Terrain. During God-Mode, take wounds from Area of Effect (AoE) if you are within an Area. God-Mode lasts until the beginning of your next turn.

Invisibility: “You Have Only this Empty Vessel of Yourself” Playing this card turns your Character invisible. Place this card Face Up on your Player Mat during the durations of your Character’s Invisibility. Put an Invisibility Token on the Hex that your Character is located when they turn invisible and remove your character from the board. Perform any other move actions (as usual, you cannot move into an occupied Hex), and on a piece of paper kept hidden from other players, write the Hex number that your character is located on when

you finish your Turn. If you play any other cards while you are invisible, place them face down in front of you. Invisible Characters can Attack opposing players, but if they do so they immediately become visible. At the beginning of your next turn, your character changes back to being visible – return your character to the board on the Hex you wrote down and move any other cards you played into the discard pile. In the event that an opposing Visible player is occupying the Hex that you wrote down, you need to roll a 6-sided die: a 1-3 roll means that you move to the visible player's left, a 4-6 roll means that you move to the visible player's right (on the same level).

Special Attack rules when a Character is invisible: Other Characters can Attack empty Hexes where they surmise the Invisible Character is located. The invisible player must inform the Attacker whether or not it was the correct location of his or her Invisible Character. If it was the correct location, the Invisible Character immediately becomes Visible and takes damage from the Attack as normal. If the Attacker performed a Melee Attack, they do not lose a Hit Point during their Melee Attack, whether or not they hit the Invisible Character.

Choice of Harvest: “Harvester” Play this card when you perform a Harvest Action to choose what you harvest (instead of a die roll): a card draw from the 1-Time Power Deck, a card draw from the Permanent Power Deck, or Heal 1 Hit Point. The Harvest Action costs 1 Action, playing this card with it does not add another Action.

Extra Move or Heal 1 Hit Point: “Options” When you play this card, you have 2 options to choose from: If you choose Extra Move, this card gives your Character 1 extra Move Action during your turn. Playing this card and choosing this option does not count as an Action. Or, you can play this card to Heal 1 Hit Point. Choosing this option does count as an Action.

Retrieve Discarded Card: “2nd Time’s the Charm” When you play this card, add any card from the Discard Pile to your hand. Do not show your selection to the other players.

Draw 3 Cards: “Free Refills” When you play this card, draw 3 cards from the 1-Time Power Deck or the Permanent Power Deck, or any combination of the two decks.

Sneak Peak of Decks: “Peek-A-Boo” When you play this card, look at the top 2 cards of both the 1-Time Powers Deck and the Permanent Powers Deck, hiding them from the other players, and then return them in any order you choose.

Extra Action: “Inspiration” When you play this card, an extra Action is added to your turn. Playing this card does not cost an Action.

Remove 2 Wounds: “Salve” Play this card to remove 2 Wounds from your Player Mat...If Played with a “Holistic Herbs” Card, Heal 3 Hit Points and remove 3 Wounds from your Player Mat (both cards played at the same time counts as 1 Action).

Heal 1 Hit Point: “Holistic Herbs” Play this card to Heal 1 Hit Point...If Played with a “Salve” Card, Heal 3 Hit Points and remove 3 Wounds from your Player Mat (both cards played at the same time counts as 1 Action).

Heal 2 Hit Points: “Suture Kit” Play this card to Heal 2 Hit Points.

Shield from Melee Attack: “Makeshift Wooden Shield” Play this card when an Opponent Character Melee Attacks your Character to reduce the amount of damage your Character suffers by 1 Hit Point. Playing this card does not count as an Action.

Shield from Melee Attack: “Hickory Shield” Play this card when another Player Melee Attacks your Character to reduce the amount of damage your Character suffers by 2 Hit Points. Playing this card does not count as an Action.

Lose No Hit Points When Melee Attacking: “Perfect Counter” Play this card when Melee Attacking an Opponent to lose no Hit Points during your Melee Attack. The Melee Attack uses 1 Action, playing the Perfect Counter Card with the Melee Attack does not count as another Action.

Receive 1 Extra Energy Token: “Morsel of Vermin” Your Familiar has found a small meal, place 1 Energy Token in the Energy Section of your Player Mat.

Receive 2 Extra Energy Tokens: “Vermin” Your Familiar has found a meal, place 2 Energy Tokens in the Energy Section of your Player Mat.

Avoid Immobilization: “Elusive” When an opponent player performs the “Send Familiar to Immobilize an Opponent Player” Action against your character, play this card to evade the immobilization. Playing this card does not count as an Action.

Sub-Machine Gun: “Hafdasas C-4” When you play this card, your character sprays bullets into the 6 Hexes that surround them, dealing 1 Hit Point of damage to any opponent Player that is located in them. “A shooter is not just a man with a gun, but a man who chooses to pull its trigger.”


Change Your Hand: “Hurry. Change. We haven’t much time.” When you play this card, discard up to 3 additional cards from your hand, and draw that many cards (counting this one) from the 1-Time Power Deck, the Permanent Power Deck, or any combination of the 2 decks.

Change Your Identity: “So, S., who are you, then?” Play this card at the beginning of your turn to switch your Variable Player Powers to any other Character that is playing in the current game. This includes performing a Scrounge or Mischief if that is the chosen Character. Your original powers are no longer available during your turn. Playing this card does not count as an Action. This card cannot be played when a Character is an Angel or a Demon.

Steal Energy from Opponents: “Ethereal Drain” When you play this card, each of your opponents lose an Energy Token and you gain enough Energy Token(s) to fill your Player Mat.

Take from Warehouse: “Crates” When you play this card, take 1 Card from any Warehouse.

Everyone Gets a Card: “Mobilizing Forces” When you play this card, draw as many Power cards from the Powers Deck(s) as there are players [your choice of deck(s)], keeping them hidden from the other players. Choose 1 of them to add to your hand (your choice), and give 1 to every other player, face down. “You have choices to make.”

Hand Cards  Health: “Last Resort” When you play this card, discard as many other cards from your hand as you would like. Each discarded Card Heals you 1 Hit Point (count this card). Playing this card counts as 1 action, regardless of how many cards are discarded.

Search Decks: “The Archer’s Tales” When you play this card, draw 6 Cards, either from the Permanent Power Deck or the 1-Time Power Deck. Choose 1 of the Cards to add to your hand and put the other 5 Cards in the Discard Pile. “Look for it. Keep it safe if you find it. It’s important.”

Play Unlimited Cards: “The Phrygian Tumble of Notes” When you play this card, you are simultaneously able to play as many other cards from your hand as you want and count them all as 1 Action. Discard this card with all the others that you play. *“Innt no rest f’the damned.”*

Extra Attack Action: “Follow the Monkey” Playing this card gives your Character 1 extra Attack Action (Melee Attack, Shooting an Arrow, or Throwing the Grenade) during your turn. Playing this card does not count as an Action.

Copy Another Card: “Double Double” Play this card with another 1-Time Power card from your hand, and the Double Double Card will have the same abilities as it does. Playing the Double Double card does not use an Action, however the card that Double Double copies may cost an Action to play (depending on the card that is copied). Cards that can be Double Doubled have this symbol:



Double Double can be used with:

Second Wind, Options, 2nd Times the Charm, Free Refills, Inspiration, Salve, Holistic Herbs, Salve/Holistic Herbs (Playing Double Double with A Salve/Holistic Herbs combination Heals 5 Hit Points and removes all wounds), Suture Kit, Makeshift Wooden Shield, Hickory Shield, Morsel of Vermin, Vermin, Hafdasa c-4, Hurry. Change. We Haven’t Much Time, Crates, Mobilizing Forces, The Archer’s Tale, Follow the Monkey

Double Double cannot be used with:

Rock Climber, Seek and Destroy, Godspeed, Now You See Me, Desperate Measures, God-Mode, You Have Only this Empty Vessel of Yourself (Invisibility),

Harvester, Peek-A-Boo, Perfect Counter, Elusive, So, S. who are you, then?,
Ethereal Drain, Last Resort, The Phrygian Tumble of Notes

Permanent Power Cards

Permanent Power Cards are Activated by placing them in a Slot on the Player Mat. Their benefits “stack” with the Character’s Variable Player Powers and 1-Time Power Cards, meaning that every benefit is added together.

Take No Wounds from Hexes: “Dexterity” When you Activate this card, you do not take Wounds when Moving into Accessible Terrain Hexes nor Accessible Terrain with the Mouth of a Cave Hexes. Running into the above Terrains cause 1 Wound, while running into all other Terrain causes no Wounds.

Shield: “Shields Up” When you Activate this fine obsidian shield, Damages you take when you are Melee Attacked by an Opponent are reduced by 1 Hit Point. It does not reduce any Damage from Arrows, the Grenade, Familiars, or the Time Bomb.

1 Extra Move Action: “Alpinist” When you Activate this card, your character gains 1 extra Move Action during your Action Phase.

Deadlier Melee Attack: “Honed Blade” When you Activate this sword, it inflicts 3 extra Wounds to the Attacked when you perform a Melee Attack Action.

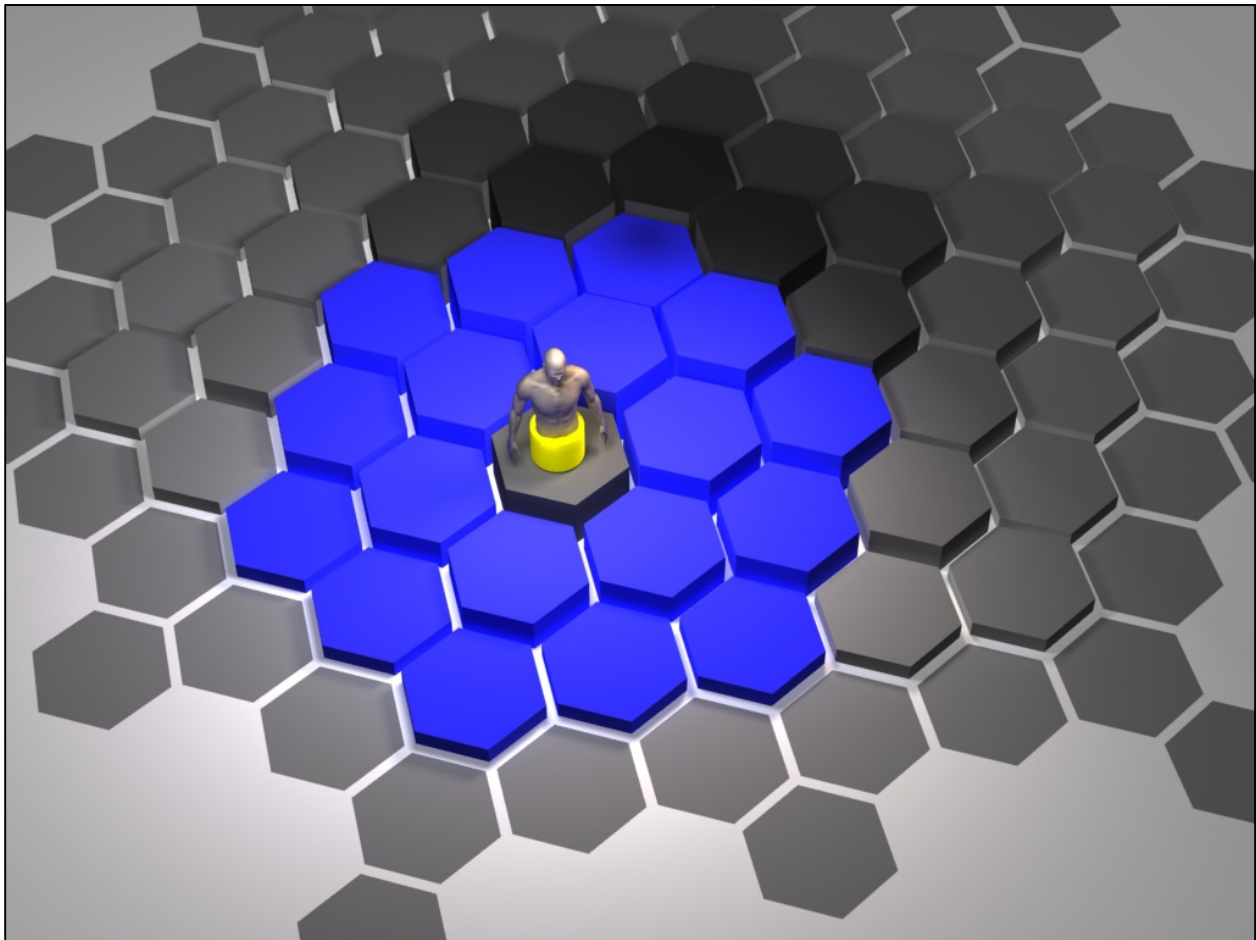
Multiple Powers When Low HP: “Cornered Animal” When you Activate this card, if you have 3 Hit Points or less, your Melee Attack inflicts 2 extra Wounds on the Attacked Character, you do not lose any Hit Points when you perform a Melee Attack, and you gain 1 extra Move Action during your Action Phase.

Melee Attack with No HP Loss: “Perfect Execution” When you Activate this card, you do not lose any Hit Points when you perform a Melee Attack.

Familiar 1 Extra Hex Path: “Hail Anemoi” When you Activate this card, your Familiar’s Flight Path limit is increased by 1 hexagon. Benefits and combines with all relevant Actions (“Send Familiar to Retrieve Treasure”, “Send Familiar to Immobilize an Opponent Player”) 1-Time Power Cards (“Godspeed”, “Seek and Destroy”), and Variable Player Powers (The Beastmaster’s already-increased Flight Path limit).

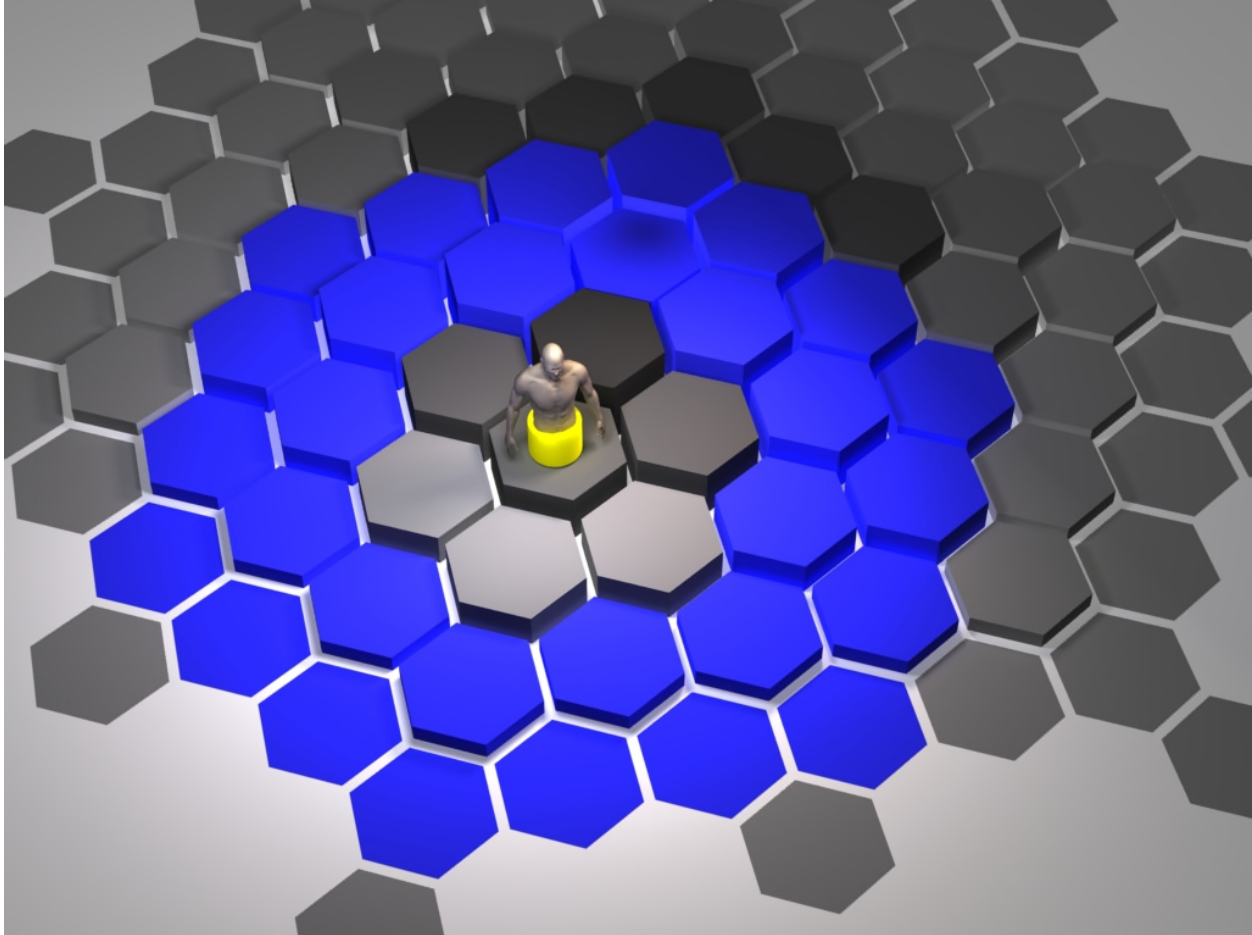
Impervious to Immobilization: “Unstoppable” When you Activate this card, you cannot become Immobilized. Can be Activated when you are immobilized but doing so doesn’t cancel out current immobilization. “You feel your own blood pumping inside you. You feel feral, unstoppable”

Arrow Attack: “Short Bow” When you Activate this card, you can use 1 Action to shoot an Arrow from this wooden Short Bow - it deals 1 Hit Point of damage and inflicts 2 Wounds to an opponent Character that is 1-2 Hex(es) distance from your location, irregardless of level. An arrow does not move the shot Character.



The Hexes, in blue, that can be shot when using a Short Bow.

Arrow Attack: “Long Bow” When you Activate this card, you can use 1 Action to shoot an Arrow from this wooden Long Bow - it deals 1 Hit Point of damage and inflicts 2 Wounds to an opponent Character that is 2-3 Hexes distance from your location, irregardless of level. An arrow does not move the shot Character.



The Hexes, in blue, that can be shot when using a Long Bow.

Game Components

- Game board consisting of 5 levels and the Axis Mundi Hex.
- Player Mats (9 – includes Demon & Angel)
- Mischief Tokens (2)
- Scrounge Tokens (3)
- Treasure Tokens (8)
- Invisibility Tokens (6)
- 1-Time Power Cards (?)
- Permanent Power Cards (?)
- Harvested Tokens (100?)
- Infection Tokens (25?)
- Warehouse Boards (6)
- Reference Sheets (6)
- 6-sided Die (1)
- Pen & Paper (1)