

Peter N. Thull's

AXIS MUNDI



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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 vessel'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 lacks 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 furnish you as living quarters, subsisting off stale bread and dirty water. You pry a loose nail free from a floor plank, then use it to scratch the story of your abduction into 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 cloud 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, to gain the other-worldly power that it will bestow upon you, and to escape from the island in one piece.

The first player to do so wins the game.

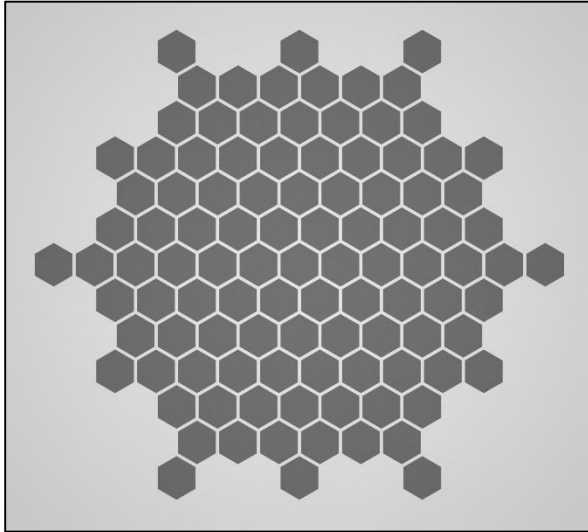
What begins at the water shall end there. And what ends there will once more begin.



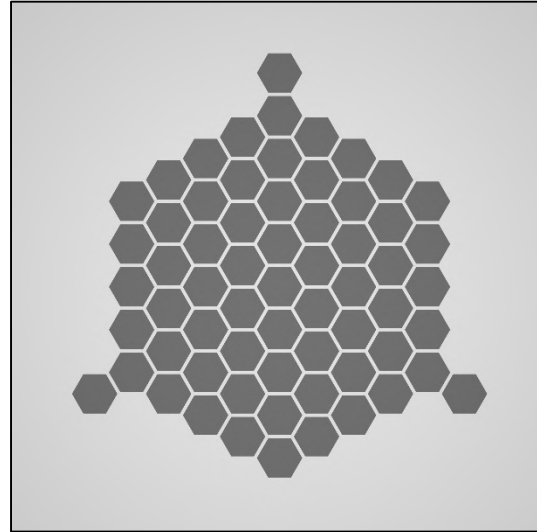
THE AXIS MUNDI RULE BOOK

What is Axis Mundi?

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

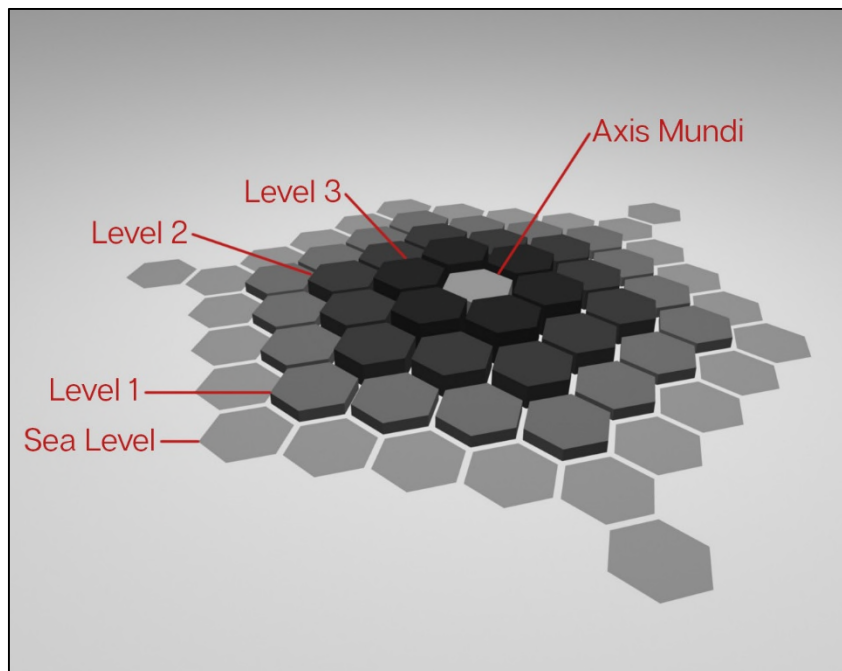


Top view of hexagonal layout – 3-player game

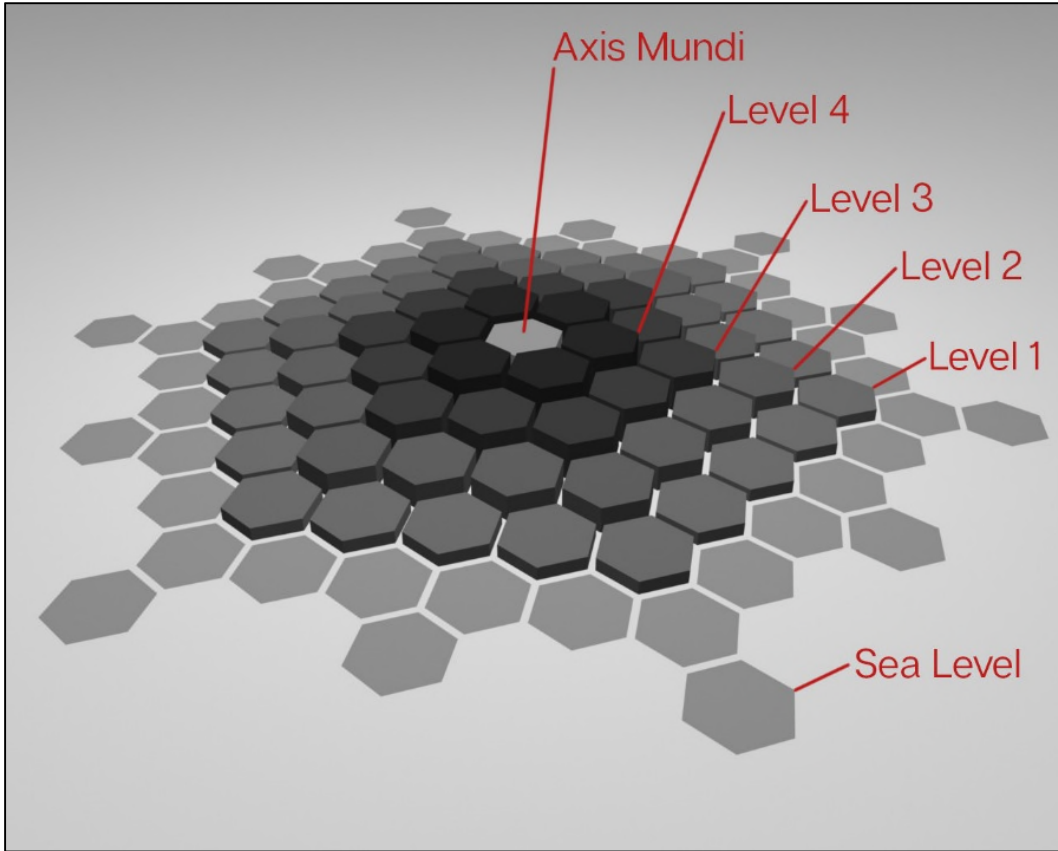
The hexagonal tiles that make up the volcano are set at different vertical Levels to form its shape.

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 the Levels of hexagonal layout – 3-player game.



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

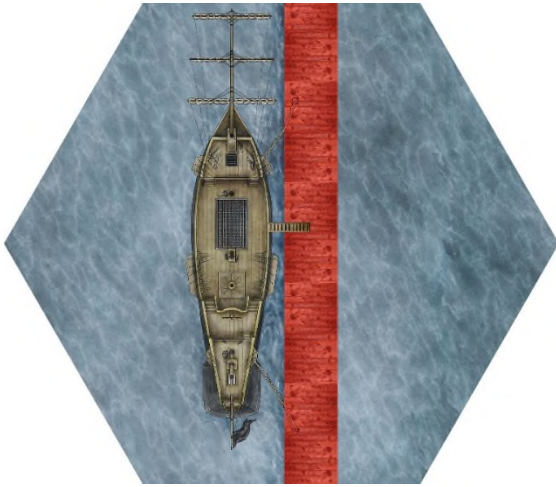
Your Surroundings

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.

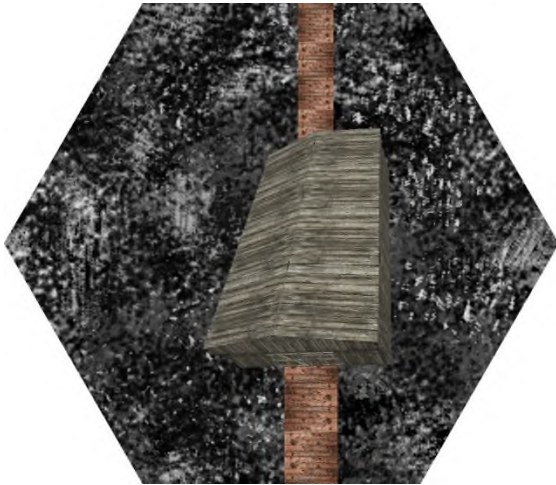
From the mouth of the volcano rises a beam of light that shines into the heavens. Curling tendrils of energy arc from that beam to uniformly placed spots at Sea Level. These spots are called Power Hexes.

Each hexagon, referred to as a Hex, is a certain type of Terrain. Each Terrain has its own special properties within the game.

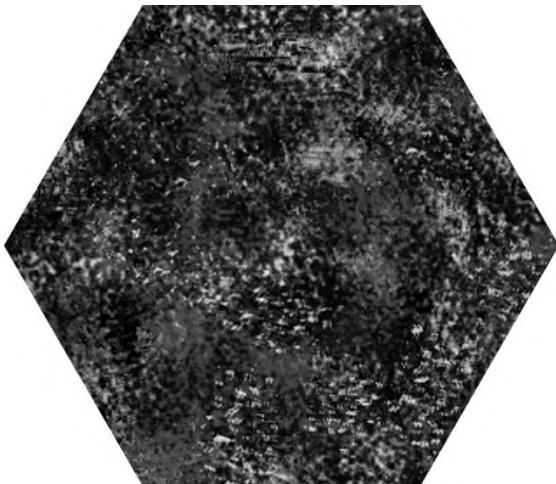
Types of Terrain



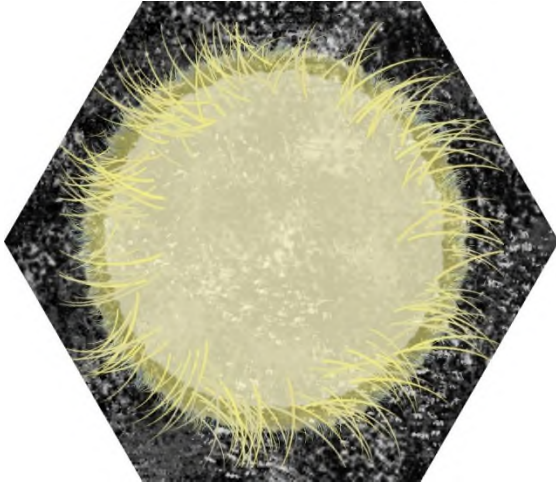
Pier Hex: A pier upon which the nameless sailboat that shanghaied you has docked. Your Pier is color-coded to match the color of your Character's Player Mat. The first player to reach their pier as a Demon or an Angel wins the game.



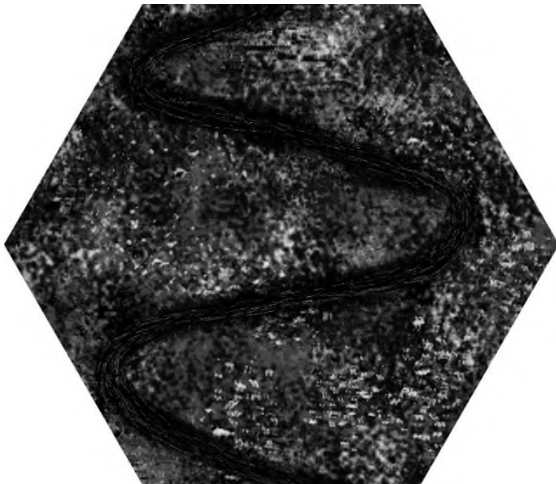
Warehouse Hex: Rising above the island's inhospitable surface is a wood plank walkway that connects the pier to a low-slung Warehouse made of weathered wood. Being on a Warehouse Hex allows you to take a Permanent Power Card and/or a 1-Time Power Card from a Warehouse Crate. The game begins with your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



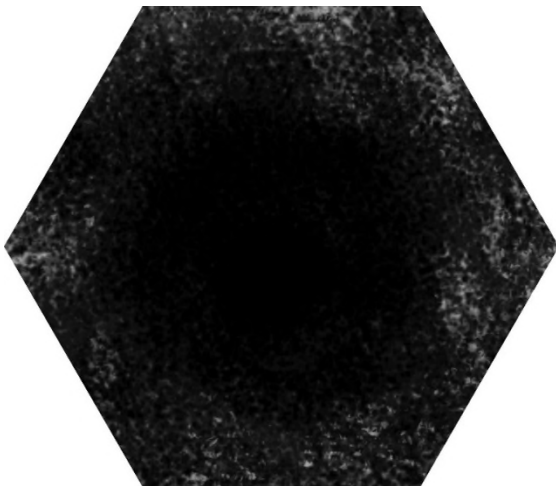
Accessible Terrain Hex: Can be travelled on but doing so will Wound your Character. Each time you Move into an Accessible Terrain Hex, add 1 Wound Token to your Player Mat.



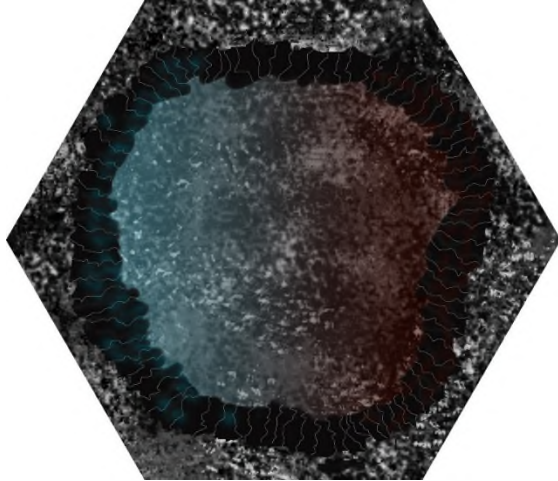
Power Hex: When entered, half of all your lost hit points are restored, rounded up. For Example, if you have 3 Hit Points when entering the Power Hex, you heal 4 Hit Points. ($10-3=7$ $7\div 2=3.5$ 3.5 rounded up becomes 4). This power can only be activated once during your turn. (If you are moved into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



Path Hex: Narrow paths of smooth but scorched 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](#), p. 19).

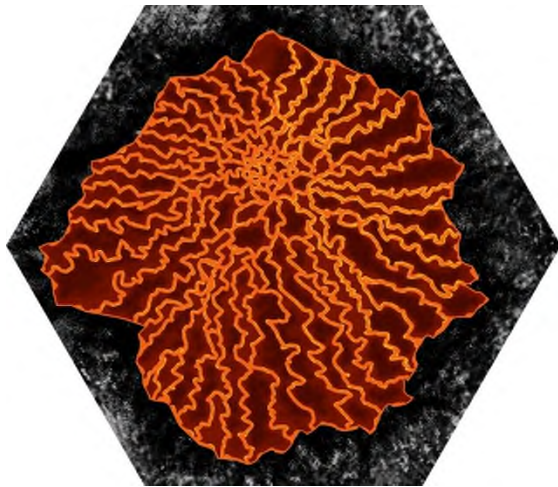


Accessible Terrain with a Mouth of a Cave Hex: Most Levels of the volcano contain Accessible Terrain Hexes with entrances to caves. When you are located on one of these Hexes, you may use a Move Through A Cave Action to travel through the cave and emerge from the cave from the mouth on the opposite side of the volcano. 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.

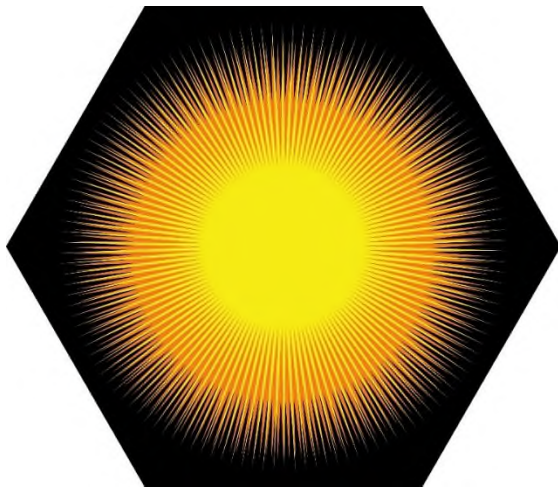


Sheltered Terrain Hex: Placed randomly on the board's volcano Levels, Sheltered Terrain Hexes offer full protection from Attacks (Melee, Arrows, the Grenade), immobilization, and all other health-reducing items in the game. While in a Sheltered Terrain Hex, you cannot Attack other Characters. An exception 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. If you begin your turn on a Sheltered Terrain Hex, you

must move out of it during your turn, or else at the end of your turn you will be pushed out randomly to the same-Level Hex to the left or right of the Sheltered Terrain Hex. (Roll a 6-sided die: 1-3=moved left, 4-6=moved right).

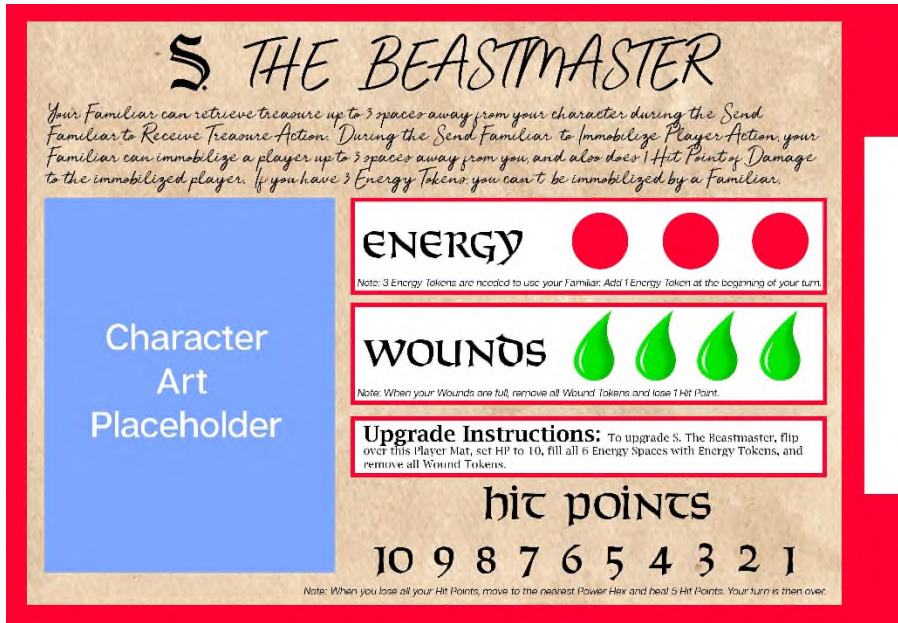


Inaccessible Terrain Hex: Pools of lava and giant steam-vents dot the island's landscape. Placed randomly, these Hexes cannot be entered.



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 being the Axis Mundi Hex.

Characters

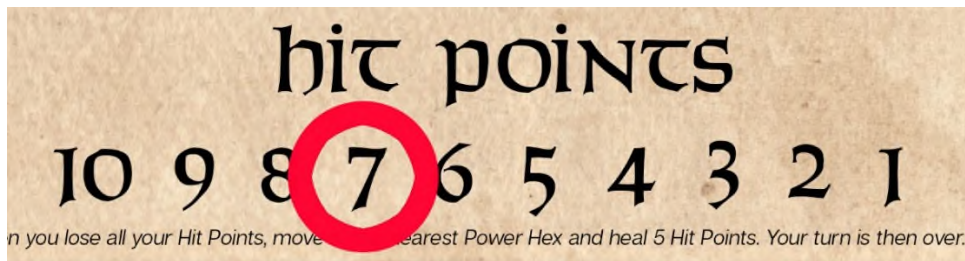


Each player chooses a color-coded Player Mat which will represent their Character. The color around the edge matches your Pier Hex and the base of your Character's Miniature.

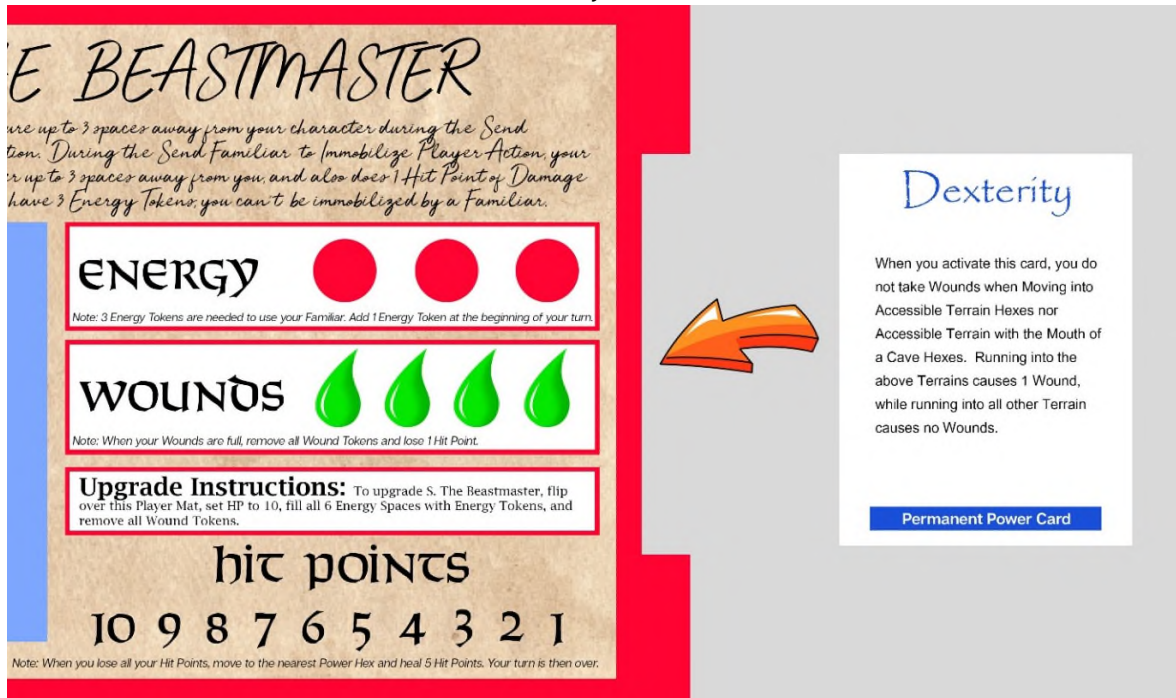
Name & Variable Player Powers: At the top of the Player Mat is your Character's name and a section that explains your Character's unique abilities:



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



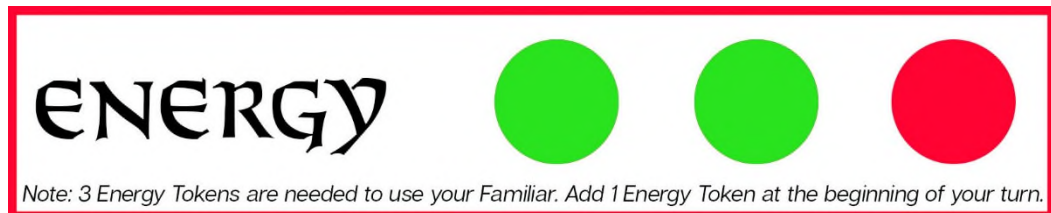
Activating Permanent Power Cards: On the edge of each Player Mat, there is a Slot for inserting Permanent Power Cards. This is referred to as Activation. Activation makes the Permanent Power Card's benefits immediately available.



Permanent Power Cards that you hold in your Hand give you 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, dwarfing 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 back in the Energy Section.



When there are 3 Energy Tokens back in the Energy Section (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 Hex). Whenever a 4th Wound Token is placed in the Wound Section of your Player Mat, remove all of the Wound Tokens and decrease your Hit Points by 1 on the Hit Point Tracker.



Game Setup

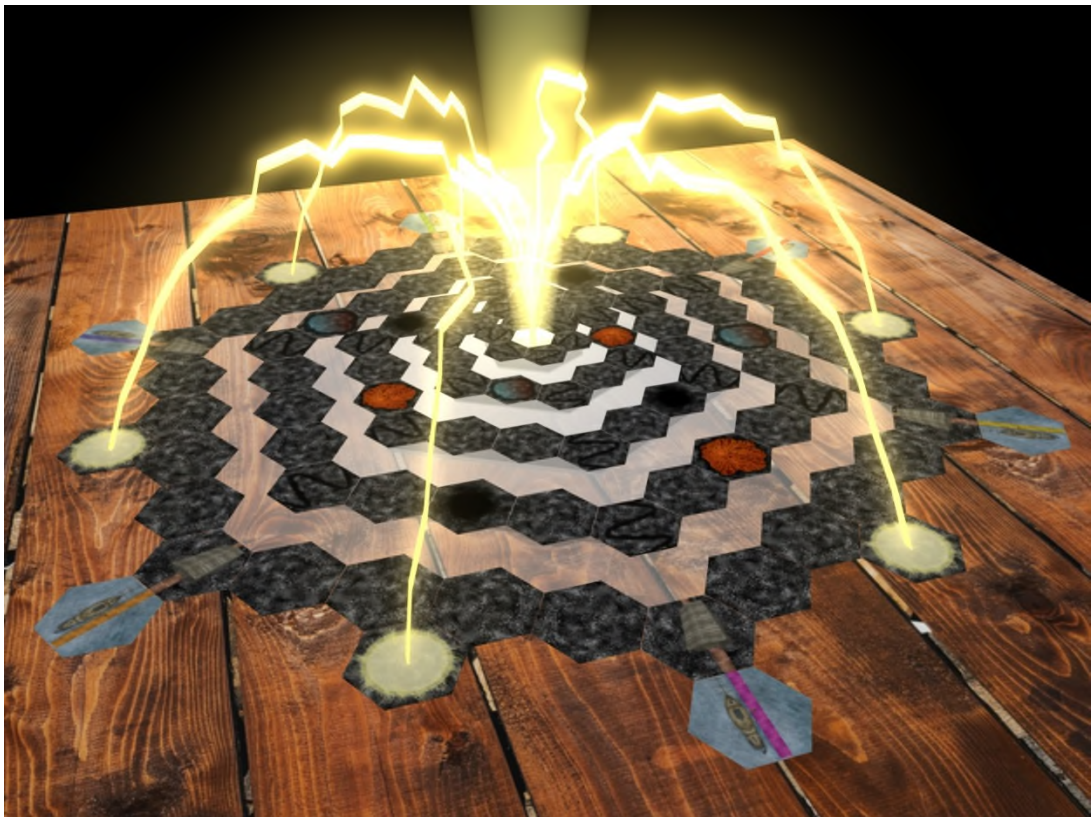
Setting Up the Board

Axis Mundi is played on multi-Level Hexes. This is achieved 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

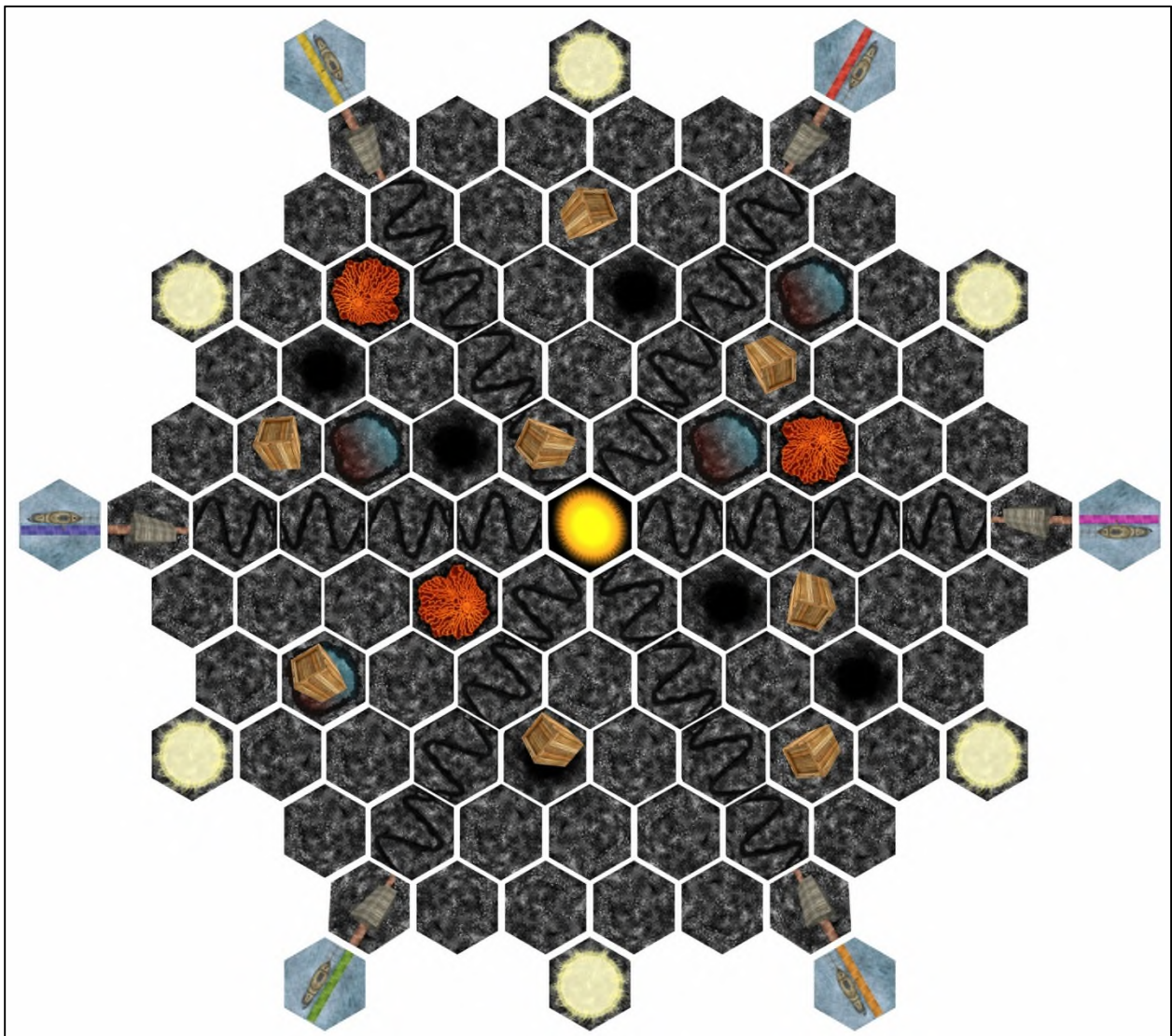


A visualization of Axis Mundi board setup.

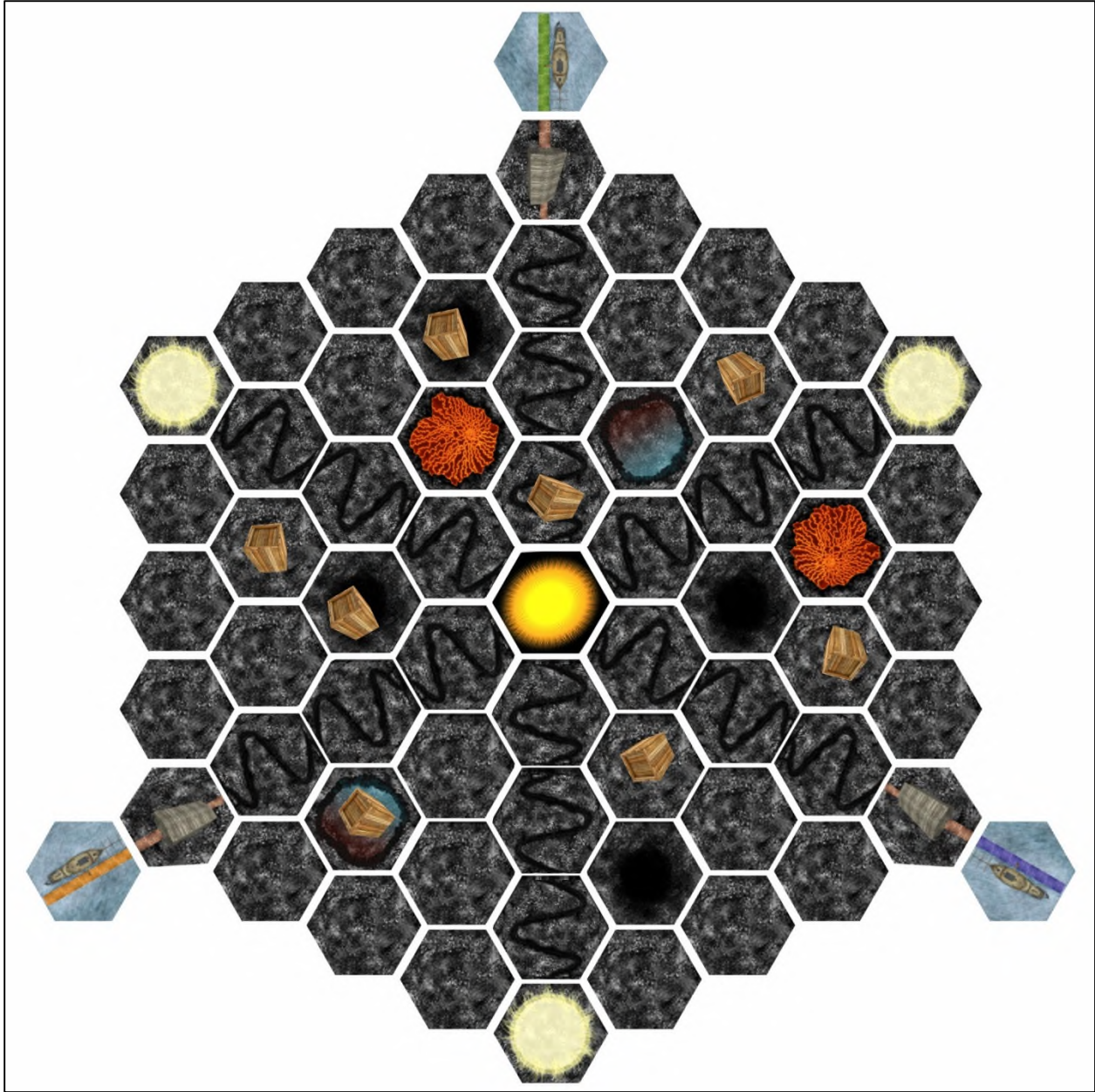
Inaccessible Terrain Hexes. Place them randomly to cover up Accessible Terrain Hexes on non-Sea Levels. Place 1 Accessible Terrain with the Mouth of a Cave Hexes on each non-Sea Level and place another one on the opposite side of the Level. Alternatively, use the recommended setups below and on the next page.



Treasure: Treasure Tokens are placed face-down randomly on top of Path Hexes, Accessible Terrain Hexes, or Sheltered Terrain Hexes, but not on Inaccessible Terrain Hexes, the Axis Mundi Hex, nor any Hexes on the Sea Level. Treasures grant in-game bonuses to Characters that takes possession of them (see [Treasure](#)).



Top view of 6-player recommended setup



Top view of 3-player recommended 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 (by Character) Player Mat near the matching color-coded Pier Hex. Place your Miniature on the Warehouse Hex adjacent to the Pier Hex that matches its color.

Place your Hit Point Marker on the number 10 to denote that you have 10 Hit Points. Leave the Wound Token Section empty and place 3 Energy Tokens in the Energy Section of your Player Mat. Leave the Slot used to Activate Permanent Power Cards empty.

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

Building Your Starting Hand

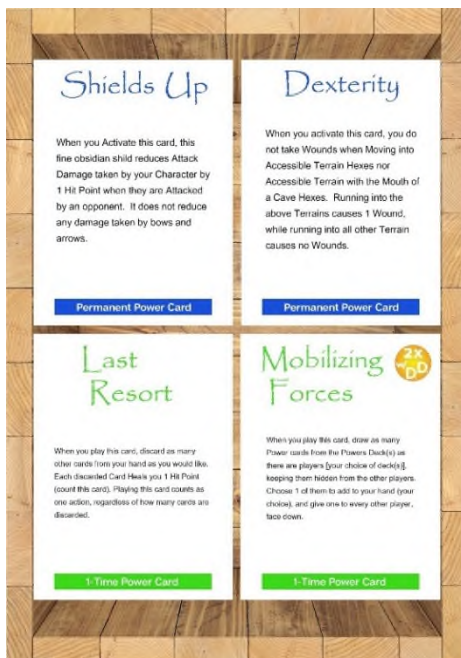
First, build the Permanent Powers Deck by shuffling the Permanent Power Cards and placing them face down. Do the same to build the 1-Time Powers Deck.

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 be drawn from one of the decks, or the 5 Cards can be drawn from a combination of the two decks. Examine your Cards but do not show the other players the hand of Cards 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 of Cards (hereafter referred to as your Hand) is kept hidden from other players before and during gameplay.

Stocking the Warehouse Crates and Pre-game Crate Action



A Warehouse Crate Containing Power Cards

Each Warehouse Hex (6 in a 6-player game, 3 in a 3-player game) contains a Warehouse Crate with 4 Cards: 2 Permanent Power Cards and 2 1-Time Power Cards. Before you begin the game, place a Warehouse Crate Board 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 Crate Board. Do the same procedure for each Warehouse Crate Board.

During the game, you can Move to any Warehouse and perform a Take a Card from a Warehouse Crate Action. Immediately after doing so, draw a Card from the same Deck to replace it on the Warehouse Crate.

Before the game starts, every player **except the first player** can take 1 Power Card from the Warehouse Crate at their location and discard down to 5 Cards.

The game is now ready to begin.

Gameplay Overview

Round 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 rings of Hexagons on the game boards have empty spaces between them. These spaces have no gameplay significance.

Starting with Level 1 (the Level above Sea-Level), rotate the board, and by extension, all Levels above it, 60° counter-clockwise. 60° will bring a corner to the next corner over.

Repeat the rotation on Level 2, Level 3, and, in a 6-player game, Level 4.

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 the Housekeeping Phase 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 3 Energy Tokens on your Player Mat, add 1 Energy Token to the Energy Section of your Player Mat. *Exception: If you are playing as The Upgraded*

Beastmaster, add 1 Energy Token each of your 3 Energy Sections. (Each Energy Section can hold a maximum of 2 Energy Tokens).

- 2 Characters have an additional Housekeeping chore:
 - If you are playing S. The Mischievous Character, your Player Mat has a Mischief Section with spaces for 2 Mischief Tokens, which are used to Levitate and move Opponents. 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, which are used to retrieve discarded Cards. 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 fewer Actions than your turn allows, but those Actions are then lost and cannot be used in later turns.

Actions

The following Actions use 1 Action, unless otherwise noted.

Take 1 Permanent Power Card or 1 1-Time Power Card from a Warehouse Crate: 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 located within 2 adjacent spaces of your location, you can Send your Familiar to retrieve it. The Treasure is placed into your Play Area at the end of your turn. You can move further 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 journey through Levels that are above or below your location.

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 location, you can send your Familiar to immobilize them on their next turn. An immobilized Character cannot perform any Move Actions (Move, Run). You can move further 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

journey through Levels that are above or below your location.

Pick Up a Treasure from Your Location: Place the Treasure onto your Player Mat. It can be used immediately.

Play a Card from your Hand: Play 1-Time Power Cards to receive their benefit, following the rules on the 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 5 Cards 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 you are located on a Power Hex at the start of your turn, use it 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 (with or without the Mouth of a Cave) 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: Using this Action, your first Permanent Power Card can be Activated by placing it from your Hand into the Slot on the edge of your Player Mat. 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 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, its Warehouse Crate is removed from play and its Power Cards are placed into the Discard Pile. The Warehouse Hex immediately becomes an Accessible Terrain 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.

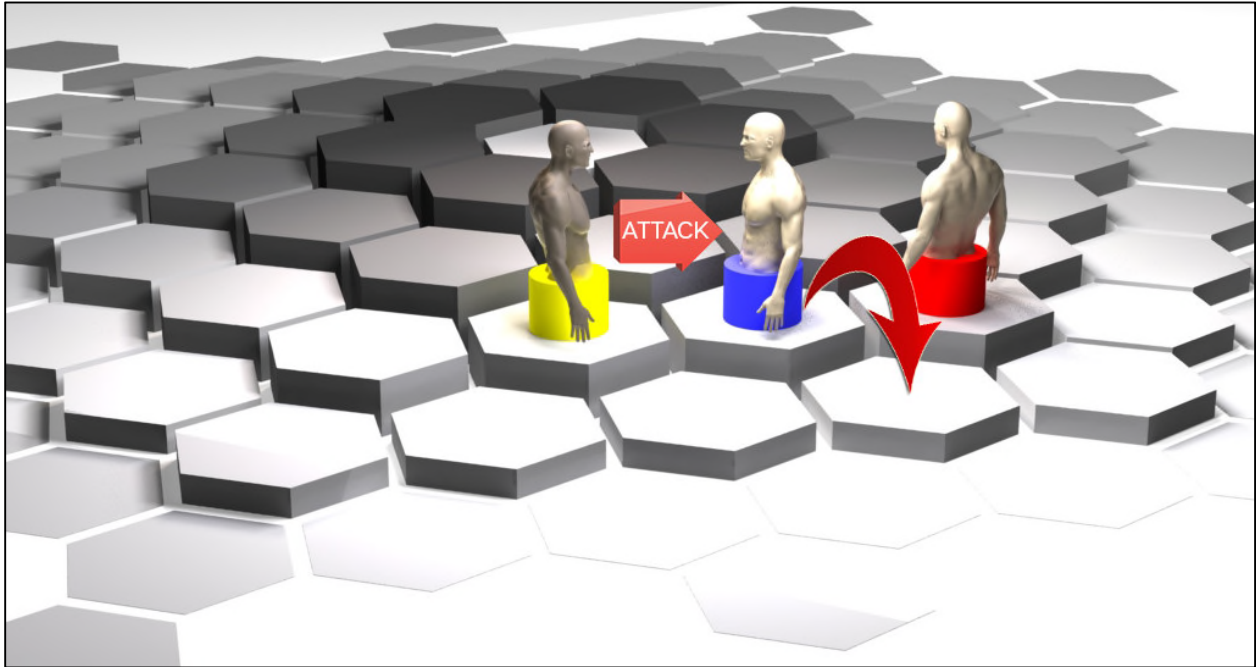
Melee Attack: If you are located adjacent to a Hex that an Opponent Character occupies, you can Melee Attack them – as long as they are on the same Level as you are or the Level above you. **You cannot Melee Attack a Character that is on a lower Level than you.** When you Melee Attack, you lose 1 Hit Point, while the Attacked Opponent Character loses 2 Hit Points. In addition, the Attacked Character is moved, generally 1 space away from you. This Forced Movement operates differently depending on the situation.

If both the Attacker and the Attacked are on the same Level, the Attacked is moved 1 space straight back from the Attacker. That looks like this:



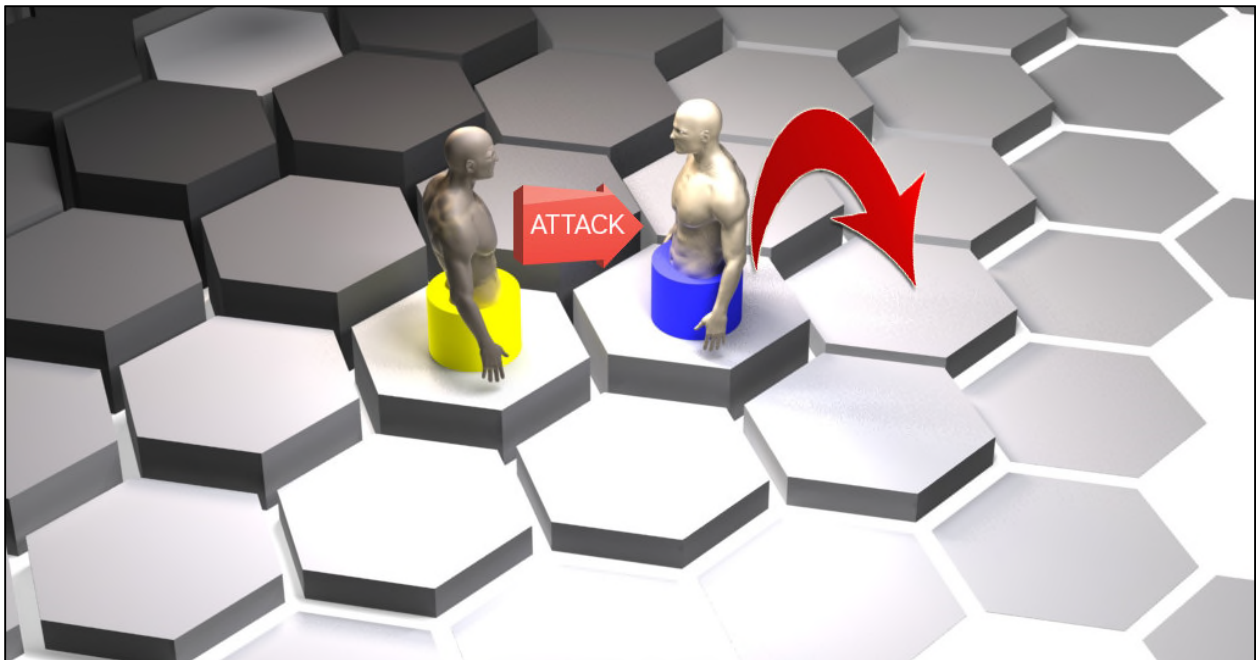
Forced Movement when the Attacker and the Attacked are on the same Level.

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:



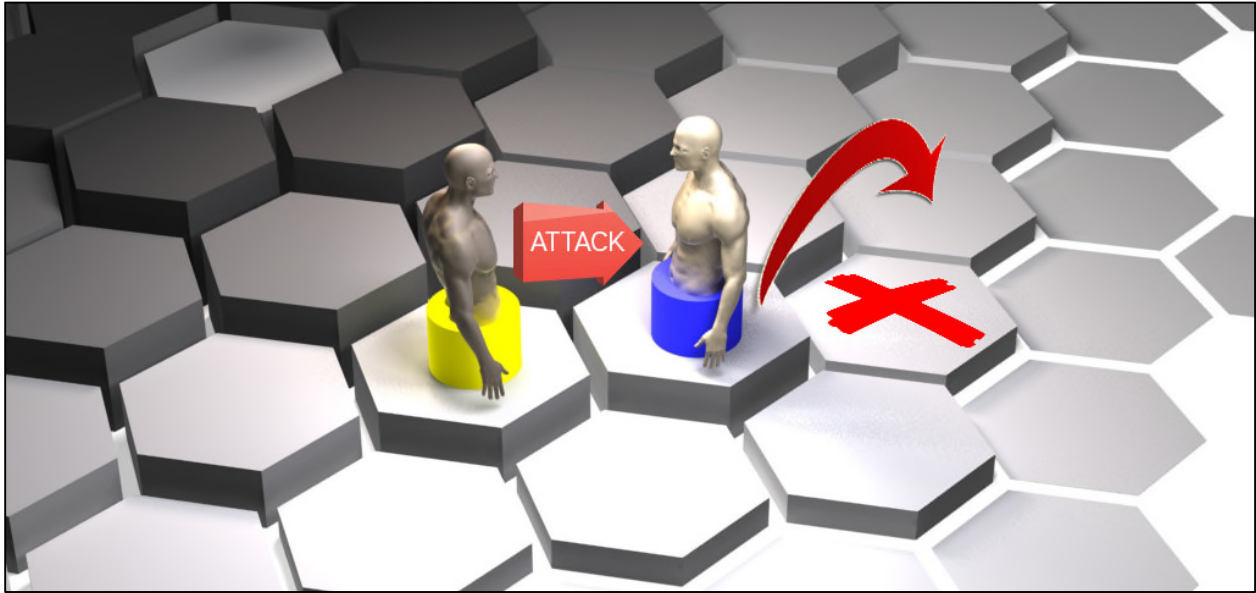
The Forced Movement when the Attacker and the Attacked are on the same Level. Normally, the blue-based Character would be moved straight back. But since the red-based Character already occupies that Hex, they are moved down a Level.

If the Attacked is on the same Level as the Attacker and the Attacked is on a Corner Hex, the Attack pushes the Attacked Character down a Level:



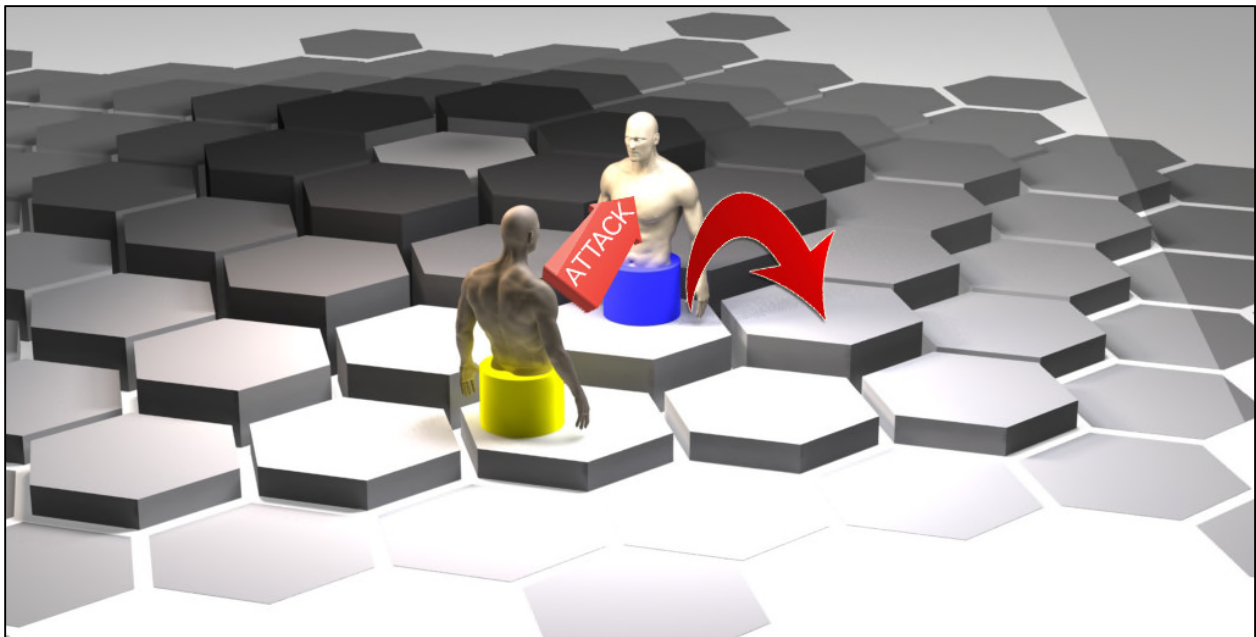
If the Attacked is on a Corner Hex, the Forced Movement from an Attacker on the same Level pushes the Attacked straight back – which drops them down a Level.

In the previous situation, if the Hex 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 Hex further away from the point of the Melee Attack:



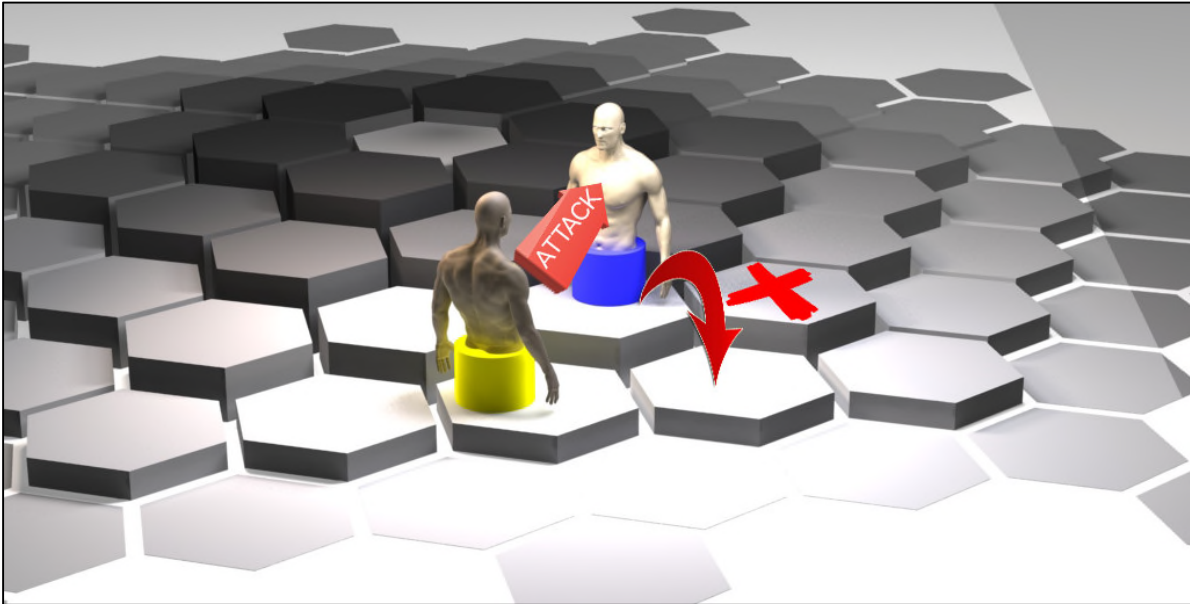
The Attacked is moved 1 space further away from the location of the Melee Attack if the usual Hex they should be moved to is occupied or an Inaccessible Terrain Hex (represented by the red x).

If the Attacked is on the Level above the Attacker, the Melee Attack moves the Attacked 1 Hex sideways, away from the Attacker:



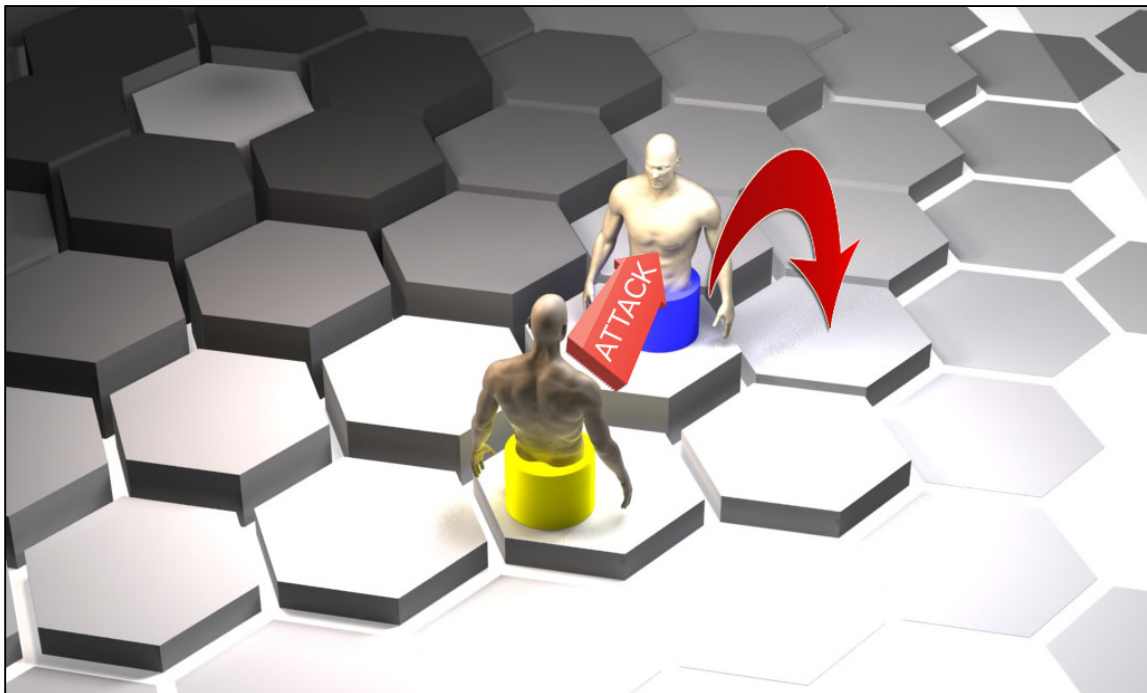
The Forced Movement when the Attacked is above the Attacker moves the Attacked sideways, away from Attacker.

In the previous situation, 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:



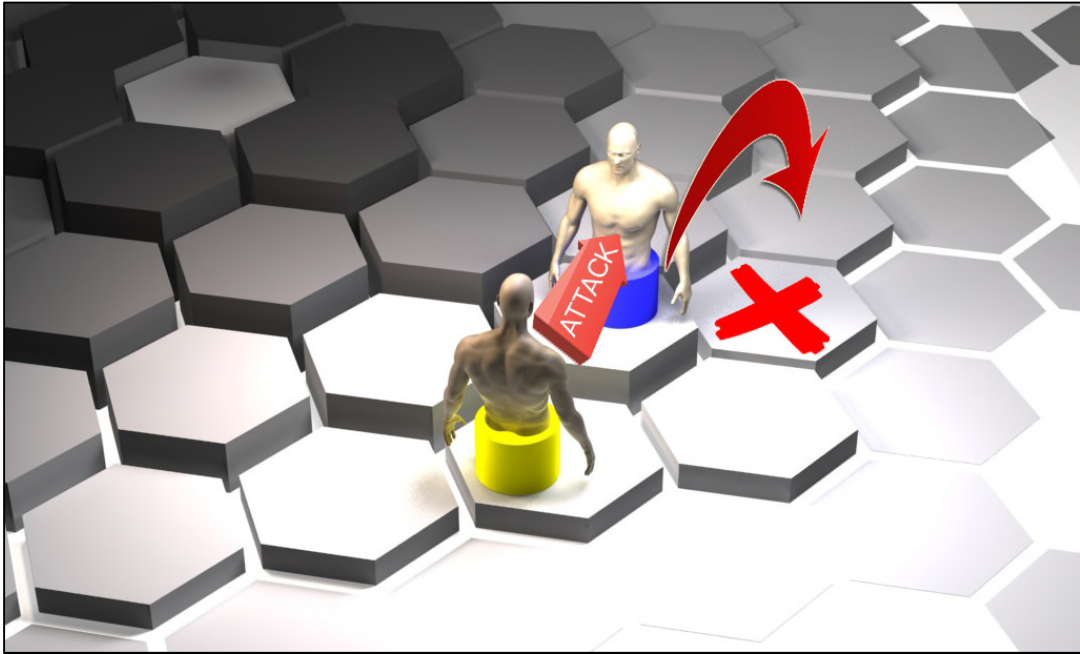
When the Attacker and the Attacked are on different Levels and the Hex that the Attacked should be moved to is occupied or an Inaccessible Terrain Hex (represented by the red x), the Forced Movement pushes the Attacked down to the Attacker's Level.

A Character on a Corner Hex is also vulnerable from Melee Attacks from Opponents located one Level below. The Forced Movement will be move the Attacked to the Hex on the other side of the Corner Hex on the Attacker's Level:



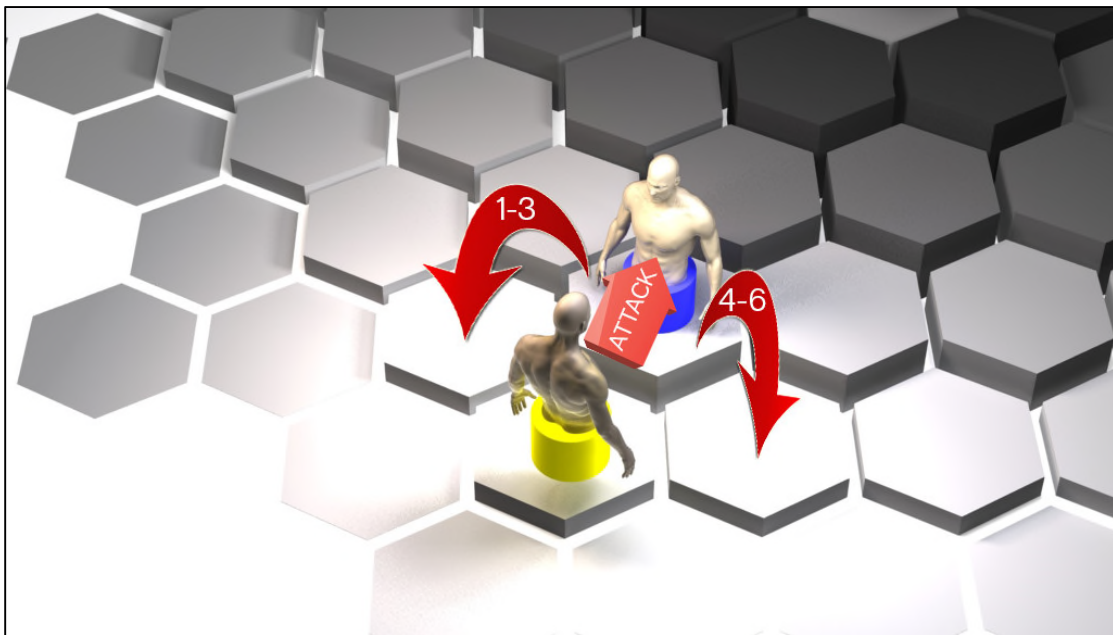
If the Attacked is located on a Corner Hex, an Attacker from below forces the Attacked down a Level

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:



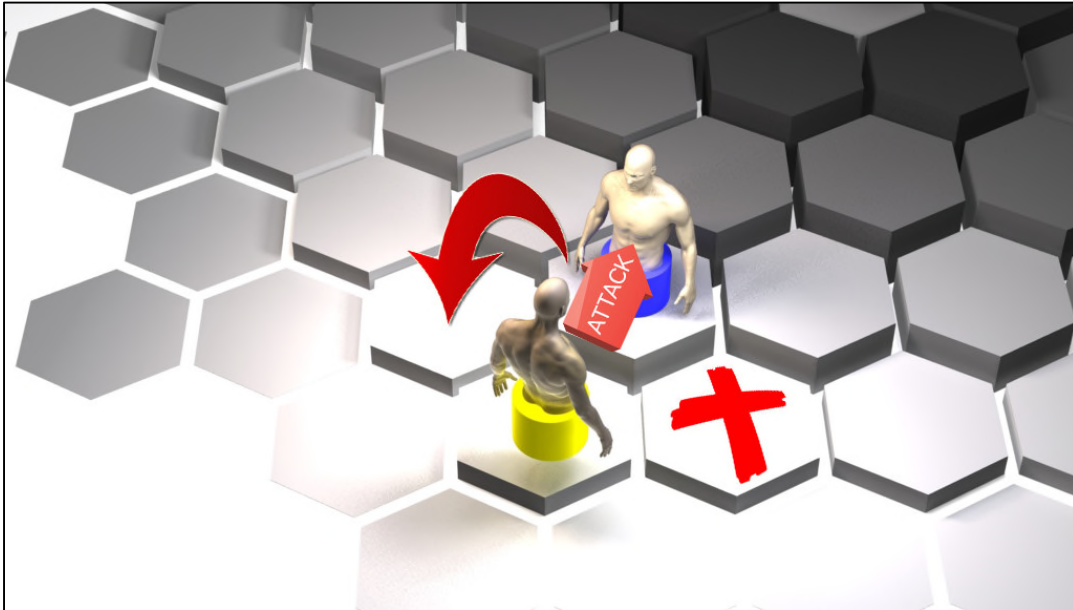
The Attacked is moved 1 space further away from the location of the Melee Attack if the usual Hex they should be moved to is occupied or an Inaccessible Terrain Hex (represented by the red x).

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:



The Forced Movement for an Attacked on a Corner Hex directly above the Attacker depends on a die roll.

In the previous situation, 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 (no die roll needed):



If one of the possible Hexes is Inaccessible Terrain or occupied by another Character, automatically choose the other Hex.

Important Note: If the Melee Attack moves the Attacked into an Accessible Terrain (with or without the Mouth of a Cave) 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. Short Bows shoot Arrows a distance of 1-2 spaces from your Character's location, while Long Bows shoot Arrows a distance of 2-3 spaces from your Character's location. See [Permanent Power Cards: Bows](#) for illustrations.

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 a subset of Actions, and include the following:

Move: Uses 1 Action to move 1 Hex 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 Hexes from your Character's initial location, either on the same Level or to the Level below. For example, by performing a Run Action you could Run 2 Hex spaces on your Level, or Run 2 Levels down, or Run a combination of 1 Hex space on your Level and 1 Hex down. Running causes Wounds:

- When you run into a Hex on the same Level as your current position, you receive 1 Wound in addition to any Wound that would be acquired by moving normally through the Hex. For example, running into a Shelter Terrain causes 1 Wound, while running into an Accessible Terrain causes 2 Wounds.
- When you run into a Hex on a Level lower than your current position, you receive 2 Wounds, irregardless of Terrain type.

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

Move to an adjacent Hex 1 Level below your 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 Action and is the first step to winning the game. When you Move into 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 Actions as usual. Roll a 6-sided die to determine which Power Hex you have landed on. 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 Player Mat. In a 3-player game, set the Hit Point Tracker to 25. In a 6-player game, set it to 25, but know that you have 50 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.

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. In a 3-player game, set the Hit Point Tracker to 25. In a 6-player game, set it to 25, but know that you have 50 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 on the Axis Mundi Hex. Until you leave the Axis Mundi Hex, you are impervious to any type of damage. On your next turn, your first Action must be to

Move out of the Axis Mundi Hex. When you move out of the Axis Mundi Hex, it becomes an Accessible Terrain Hex. Your goal at this point of the game is to 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**
- **The “Moving Down 1 Level” Action uses 3 Actions**
- **The “Moving Up 1 Level” uses 1 Action**
- **(All other Actions remain unchanged, as does the game's Turn & Round structure and the Rotation Mechanism)**

...and the Opponent Players' primary goal has become preventing you from reaching your Pier. They do this 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 shared 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. 29). 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 lose all of your Hit Points, you and all the other Characters immediately revert back to your Downgraded Characters. Each Angel/Demon/Upgraded Player Mat has instructions explaining how to Downgrade. After Downgrading, continue with the next set of Dying instructions.

Dying: If you lose 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 3-Player Game Demon (maximum Hit Points =25) has 8 Hit Points when they enter the Power Hex, they gain 9 Hit Points ($25-8=17$, $17\div 2=8.5$, 8.5 rounded up is 9).

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 re-established 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 other Character. The Demon/Angel can Melee Attack Characters on a higher or lower Level Hex adjacent to 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 Terrain Hex 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 exceptions to this rule are the protection given by the Axis Mundi Hex to the Angel/Demon before their departure from the Hex, and the invincibility of the God-Mode 1-Time Power Card. 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 an 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 if the Angel/Demon enters the Malignant's AoE when departing from the Axis Mundi Hex.

Blocking Tactics: By design, a Demon/Angel can be blocked from reaching Power Hexes or their Pier Hex by the Opponent Players. Since no two players can ever occupy the same Hex, Opponent Players 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 Opponent Players (sending them to the nearest Power Hex – use die roll to determine which one if equidistance) in order to advance to their Pier Hex and achieve victory.

Similarly, you can place the Time Bomb in the Warehouse Hex and stay there in order to block any possibility of an Opponent Player performing the Disarm Time Bomb Action. However, this will result in you losing 5 Hit Points when the Time Bomb explodes at the beginning of your next turn.

Characters and Their Variable Player Powers

S — The Beastmaster: Your Familiar can retrieve Treasure up to 3 spaces away from your location 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 and third Familiar. Your 3 Familiars have all the powers of your non-Upgraded Familiars in addition to 2 special power: they can travel up to 3 spaces away from your Character's location to Harvest un-harvested Accessible (with or without Cave) and Sheltered Terrain Hexes using the standard die roll to determine Harvest outcome, and they only require 2 Energy Tokens to use. If any one of your Familiars has 2 Energy Tokens, it defends you against Immobilization. During the Housekeeping Phase at the beginning of your turn, add 1 Energy Token to each of the 3 Energy Sections. (Each Energy Section can hold a maximum of 2 Energy Tokens). *Note: Against a Demon or an Angel, your Familiar does 1 Hit Point of damage but doesn't Immobilize.* **To upgrade your powers,** flip over your Player Mat, fill each of the 3 Energy Sections with 2 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 each of your Energy Sections have 1 Energy Token, your Downgraded Beastmaster will have 4 Hit Points, 3 Wounds, and 3 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.

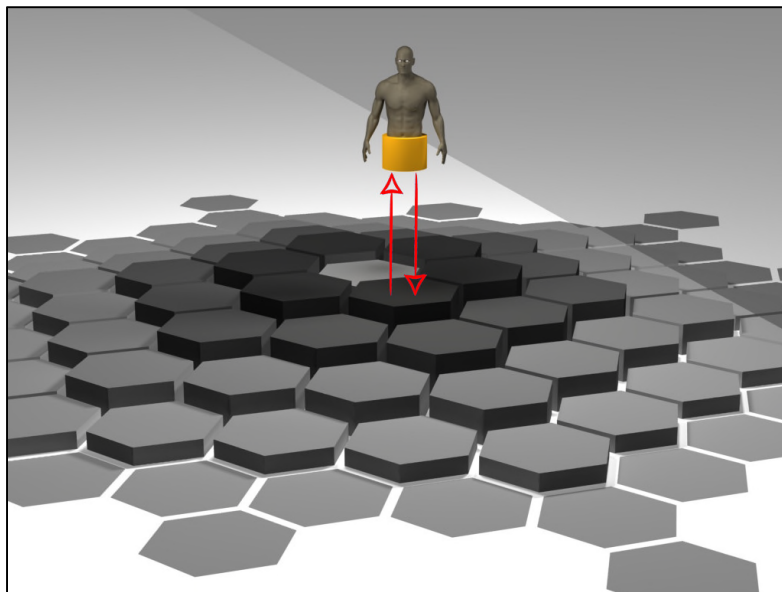
S — The Malignant: Afflicted by an infectious and unidentified disease, your Melee Attacks deliver an additional 2 Wounds to your target (total damage: 2 Hit Points and 2 Wounds). In Addition, place Infection Tokens on each Hex you occupy during your turn. If you are moved during an opponent's turn, place an Infection Token on each Hex you depart. *Note: 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 intensity: any Character/Demon/Angel 2 spaces away from your location suffers 1 Wound, and any Character/Demon/Angel 1 space away 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). 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 the Cards from their Hand – their choice. **Upgraded Savant Power:** When another player is a Demon or an Angel, you can Activate and Swap a second Permanent Power Card into the second 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. Activate/Swap any 2 of your Permanent Power Cards to the 2 Slots in the Upgraded Savant Player Mat. In the unlikely event that you have more than 5 Cards in your Hand, discard down to 5 Cards. **To Downgrade:** if your Upgraded Player Mat has 2 Activated Permanent Power Cards, choose 1 of them and add it to your Hand. Discard your Hand down to 5 Cards. Replace your Upgraded Player Mat with the downgraded Player Mat, and transfer your Hit Point(s), Wounds Tokens, Energy Tokens, and the remaining Permanent Power Card.

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 during 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) If you are not located on the Sea-Level, 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:



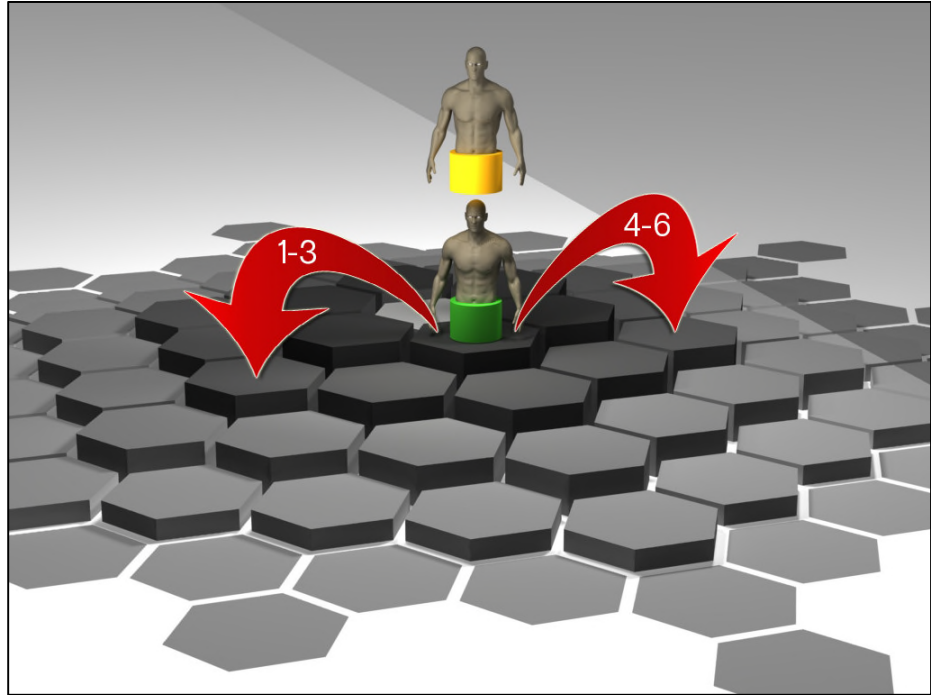
S. The Mischievous' Levitation during the Rotation lands him back down on the same spot.

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

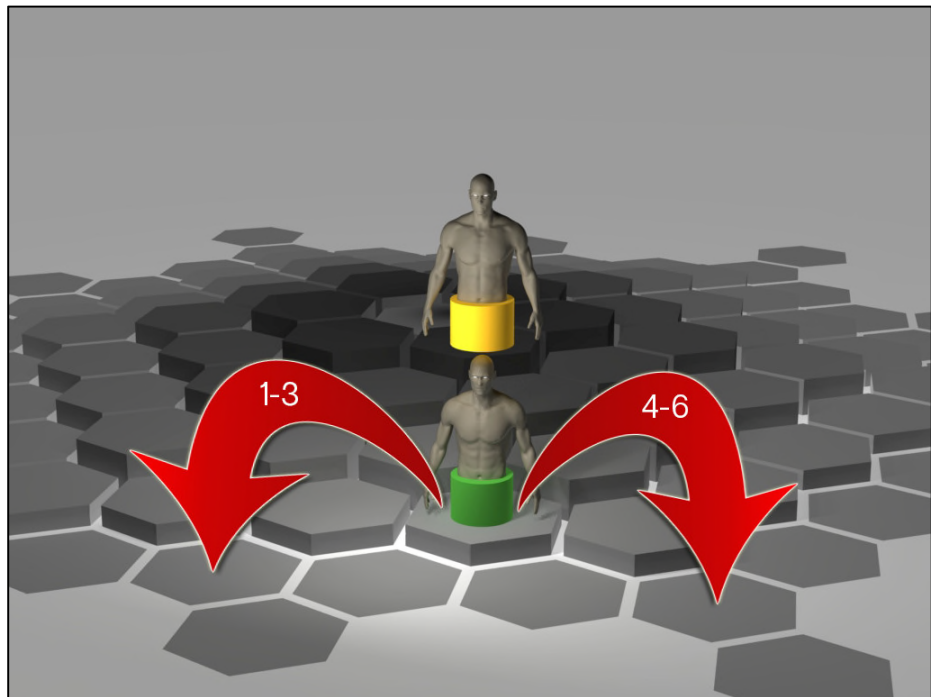
If an Opponent Character player occupies the space that you land back down on, they are forced to be moved down 1 Level. If there is no other Opponent Character on that lower Level, they are moved down and 2 spaces to the right or the left. Roll a 6-sided die. If the roll is 1-3, they are moved down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

On Non-Corner Hexes, the forced movement is also based on a die roll, like the lower right picture.

If 1 of the 2 possible spaces is Inaccessible Terrain, automatically choose the other space (no die roll needed).



Moving Opponent Characters Using Levitation on a Corner Hex.

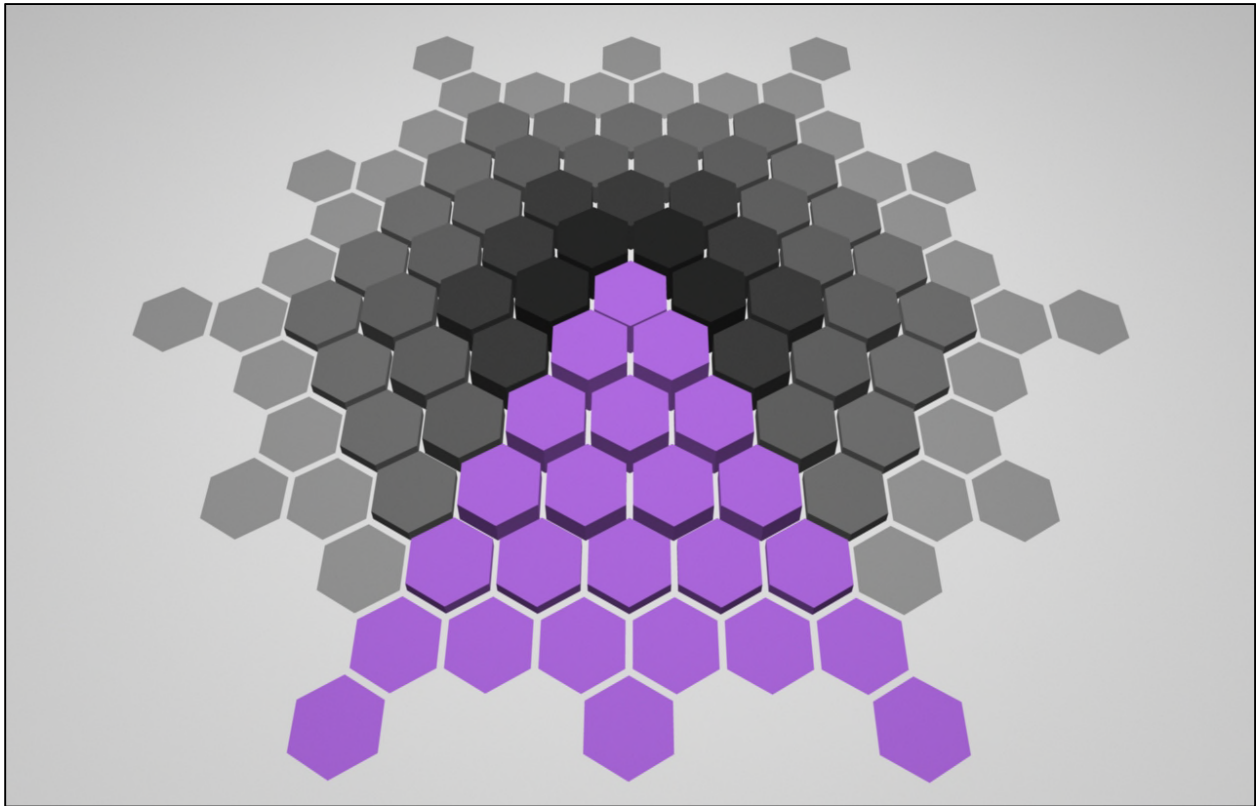


Moving Opponent Characters Using Levitation on a Non-Corner Hex.

Checking if Lower Level Characters are in the Levitation Zone

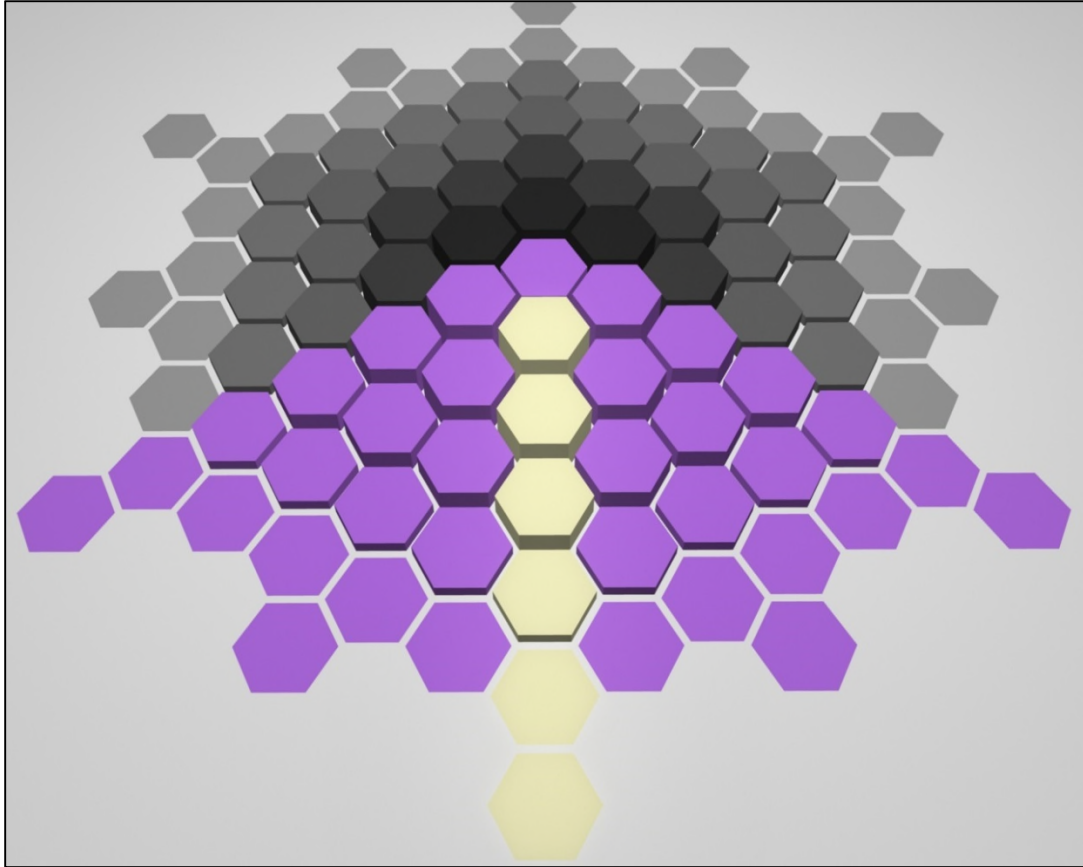
If an Opponent Character occupies the space that you land back down on from your Levitation, they are forced to be moved down 1 Level. If there is no other Opponent Character on that lower Level, they are moved down and 2 spaces to the right or the left, as explained previously. If, however, there are 1 or more Opponent Character(s) on the lower Level, they may be affected by the Mischievous' Levitation. Check to see if any of them are in the "Levitation Zone". If they aren't in the Levitation Zone, they aren't affected. If they are in the Levitation Zone, they are affected.

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:



When a Levitation occurs on a Non-Corner Hex, a Levitation Zone (shown 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 on the next page (with the corner Hexes in yellow):



When a Levitation occurs on a Corner Hex, a Levitation Zone (shown in purple and yellow) 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

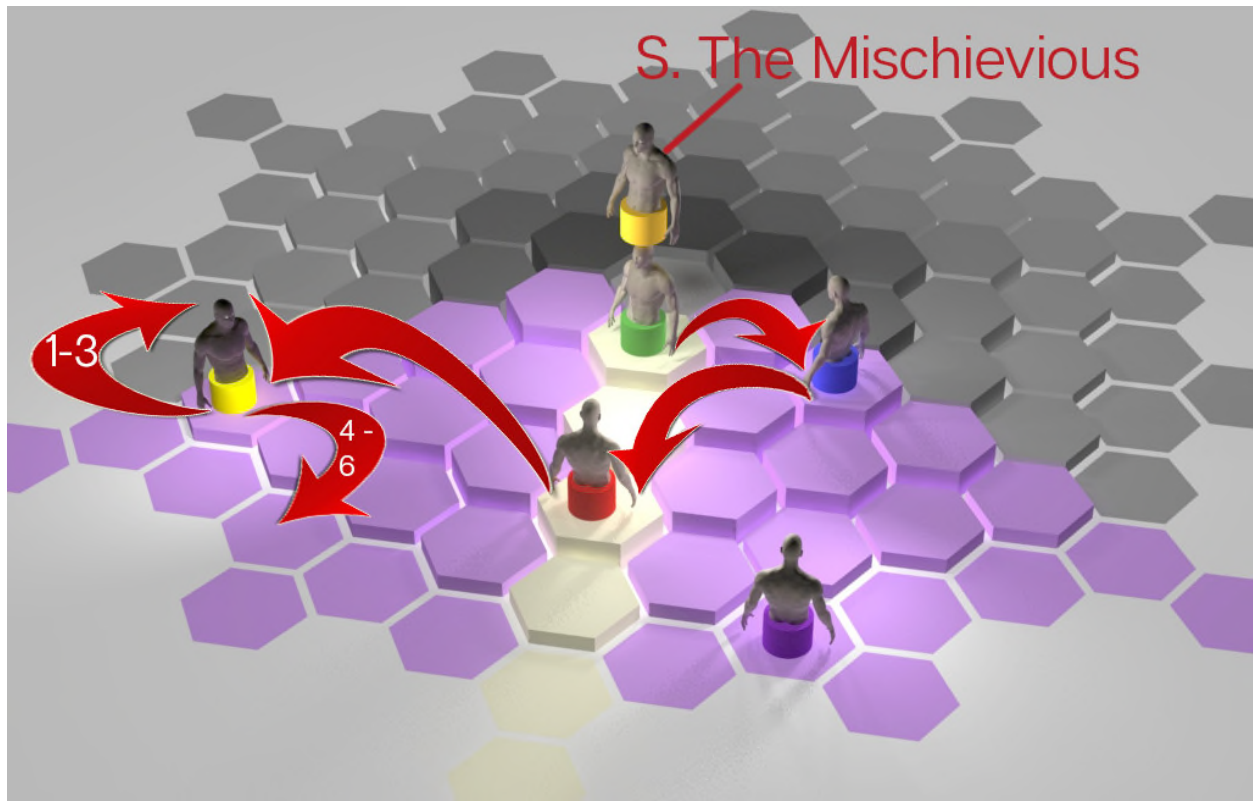
If you Levitate and land on a Character, check to see if there is another Character in the Levitation Zone 1 Level lower.

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 lower Character moves to the spot of the even lower Character.

Continue this “bumping down” effect until there is either 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 in the [Moving Characters if There is Not a Character 1 Level Lower](#) above.

Reminder: *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 on that Level 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 the 8 Treasure Tokens randomly on top of Path Hexes, Accessible Terrain Hexes, or Sheltered Terrain Hexes, but not on Hexes on the Sea Level, Inaccessible Terrain Hexes, nor The Axis Mundi Hex.

Treasure Tokens are retrieved by your Familiar, or you can use an Action to take a Treasure when you move into a Hex that contains one.

Once attained, put the Treasure Token in your play area face down so that other players cannot see which Treasure Token it is.

Your Treasure Tokens can only be used during your turn. Unless otherwise noted, using a Treasure Tokens does not cost an Action.

After use, Treasure Tokens are removed from the game play area and are not used again during the course of the game.

Treasure Token Benefits:

- Draw 3 Cards - each Card can be drawn from either the 1-Time Power Deck or the Permanent Power Deck. All 3 Cards must be drawn at the same time; draw(s) cannot be "saved" for later. If the Draws leave you with more than 5 Cards in your Hand, discard down to 5 Cards.
- Gain an Action
- Heal 4 Hit Points
- Gain 2 Move Actions

- Gain 1 Attack Action (Melee Attack, Shoot an Arrow with an Activated Bow, or Throw a Grenade.)
- Gain 2 Energy Tokens – *if you are playing as the Upgraded Beastmaster, you can apply them to the Energy Section(s) of your choice.*
- 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

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. (No Treasure Tokens may be played). Take any Accessible Terrain Wounds as normal (if applicable). **This Card is not for use in the 3-player game – remove it from the 1-Time Power Deck before the start of a 3-player game.**

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 a 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 a 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 plus 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 puts you in a temporary state of invincibility. You do not lose Hit Points nor take Wounds 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 duration 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 Miniature 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 down 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. When invisible, you can Attack an Opponent Players, but doing so will immediately turn you visible. You automatically become visible at the beginning of your next turn – return your Character Miniature 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 you are invisible: Opponent Players can Attack (empty) Hexes where they surmise you are located. You must inform the Attacker whether or not their Attack hit your location. If it did, you immediately become Visible and take 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 you.

Choice of Harvest: “Harvester” Play this Card when you perform a Harvest Action to choose what you harvest instead of having to use a die roll. Choose 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” When an Opponent Character Melee Attacks you, play this Card to reduce the damage you take by 1 Hit Point. Playing this Card does not count as an Action.

Shield from Melee

Attack: “Hickory Shield” When an Opponent Character Melee Attacks you, play this Card to reduce the damage you take by 2 Hit Points. Playing this Card does not count as an Action.

Lose No Hit Points When

Melee Attacking: “Perfect Counter” When Melee Attacking an Opponent, play this Card to avoid losing the Hit

Point you would normally lose. 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:

“Hafdasa 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.

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. You can perform 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 Crate.

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.

Hand Cards —> Health:

“Last Resort” When you play this Card, discard it and as many other Cards from your Hand as you would like. Each discarded Card Heals 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.

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.

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

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 Less Wounds from Terrain:

“Dexterity” When you Activate this Card, the number of Wounds you take when entering Hexes are reduced by 1. This means that you do not take Wounds when Moving into any type of Hex. When Running into Accessible Terrain (with or without the Mouth of a Cave) Hexes from the same Level, you take 1 Wound. Running into all other types of Terrain from the same Level causes no Wounds. Running into any Hex from a higher Level causes 1 Wound.

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, Melee Attack Actions inflicts 3 extra Wounds to the Attacked.

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 the Hit Point normally lost when performing 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 Hex. 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).

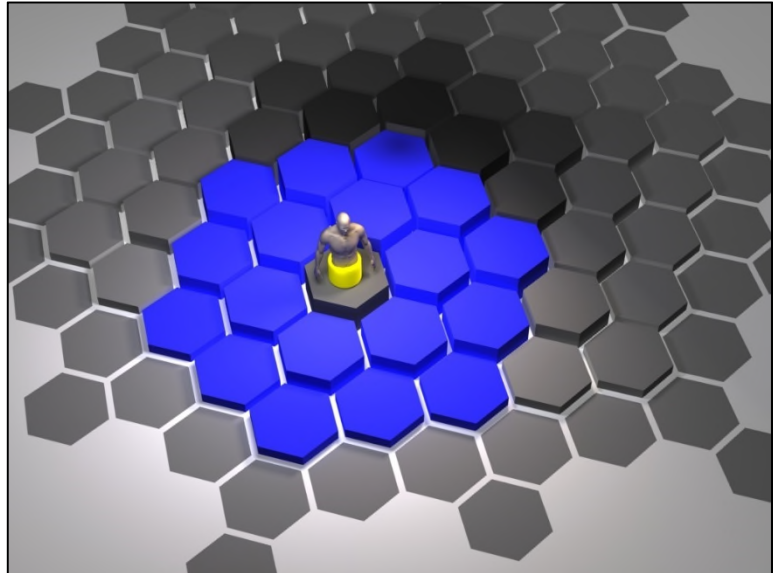
Impervious to Immobilization:

“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.

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.

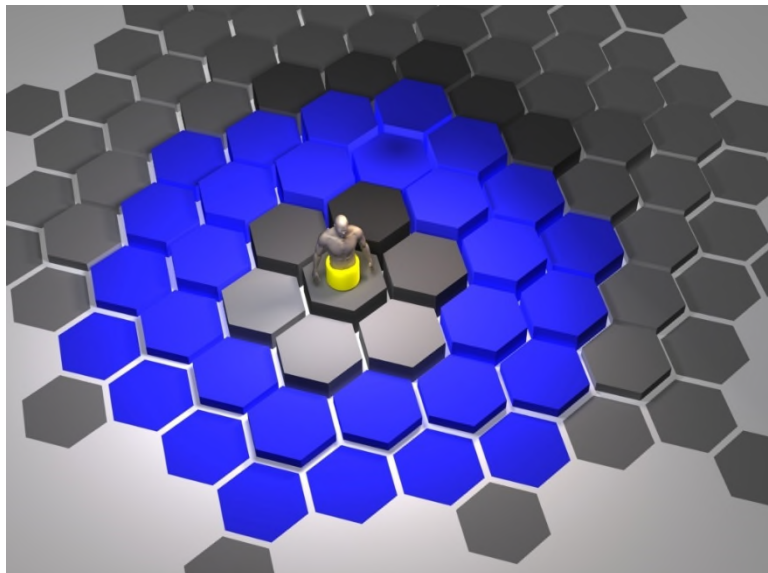
The Hexes, in blue, that can be shot when using a Short Bow.



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 Crate Boards (6)
- Reference Sheets (6)
- 6-sided Die (1)
- Pen & Paper (1)
- Poison Mat/Drop Cubes/Dose Cubes

The “Poison” Game Variant

If your group has mastered the base game and you desire an even greater challenge, you may add the “Poison” Variation. It distracts you from the action, punishes you for taking too long on your turns, and, if you are a fan of dice-chucking, scratches that itch...

Maelstrom gives you a valise as he leads you to the Warehouse. Later, upon opening, you discover it contains tiny stoppered glass vials filled with liquids (some clear, some opaque, some brightly hued, some pale) and fitted snugly into leather loops sewn into the valise’s lining; glassine packets filled with powders and dried leaves, along with stacks of paper thoroughly inked in a minute handwriting. Most of the pages contain instructions for compounding or extracting poisons. The substances are identified by Latin phrases (Fulva mundi; Argentum implet faucibus, Sanguinem ulcera; Avis Veritatis; Sagittarius servum), many of which match the tiny, fastidious writing on the labels of the vials.

In this variation of the game, Arrows do less damage than normal. Remember that in the standard game, Arrows cause 1 Hit Point of damage and inflict 2 Wounds. In this variation, they do just 1 Hit Point of damage. Arrows can be made deadlier by mixing ingredients and applying completed poisons to your Arrows in real-time during your Opponent’s turns. You can also mix other types of poisons that can greatly muck up your Opponent’s plans! To play with this game variant, **place a Poison Mat and a 3-sided die next to each player’s Player Mat.** Opponent Players can see what poisons you are creating.

The Mixture

1 2 3

INGREDIENTS

Poisoned Arrows

Sanguinem Ulcera - Blood Boils: Poison that causes Wound(s)

Avis Veritatis - Grandparents Truth: Truth serum - target must immediately reveal all cards in their Hand. (Angel/Demon impervious)

Sagittarius Servum - The Arrow Slave: Temporarily paralyzes target - victim loses 1 Action on their next turn (Angel/Demon impervious)

The Poison Mat

All poisons consist of 3 “Ingredients”, which must be mixed together in the correct ratio to successfully make the poison. This is called “The Mixture” and takes place in The Mixture Section on the left side of the Poison

Mat. "Drops" of ingredients are added to The Mixture by rolling a 3-sided die. Rolling a 1 means 1 Drop of the ingredient is added to the mixture, a 2 means 2 Drops, and a 3 means 3 Drops. Once the Ingredients have been mixed in the correct ratio, the concoction becomes a "Dose". The Dose is then applied to the Arrow. When enough Doses have been applied to an Arrow, the poison has become strong enough to produce its effect, and the Arrow is ready to be shot. When a poison Arrow is shot, all its Dose Cubes are lost.

Poisons:

- *Sagittarius Servum* – "The Arrow Slave": A toxin that temporarily paralyzes the target. Victim loses 1 Action on their next turn. Requires 6 Doses to reach effective strength. The Angel/Demon is impervious to *Sagittarius Servum*. A maximum of 1 Arrow can have this poison at any one time.
- *Avis Veritatis* – "Grandparent's Truth": A truth serum. Victim must immediately reveal all Cards in their Hand to all players. Requires 6 Doses to reach effective strength. The Angel/Demon is impervious to *Avis Veritatis*. A maximum of 1 Arrow can have this poison at any one time.
- *Sanguinem Ulcera* – "Blood Boils": A Poison that inflicts Wounds on the target. 2 Doses applied to an Arrow causes 1 Wound. Another 2 Doses can be added to create an Arrow that causes 2 Wounds. A maximum of 5 Arrows can have this poison at any one time.

Rules:

1. Roll Dice for Drops of Ingredients.
2. Choose which Ingredient the Drops will be and add that number of Drop Cubes to that Ingredient Column.
3. If you get the right number of Drops for each ingredient, you have created a Dose. Put a Dose Cube on the Arrow of your choice and then remove all Drop Cubes.
4. If you go over the Ingredients needed for 1 Dose, you can continue and try to make 2 Doses or start over from scratch. If you go over the number of Drops needed for 2 Doses in any Ingredient, you must remove all Drop Cubes and start over.
5. At the beginning of your Axis Mundi game turn, place Drop Cubes from an outstanding die roll, then complete your turn (refraining from mixing poisons). After finishing your turn, continue mixing poison.

Example: At the beginning of the game, you begin mixing poisons. You roll the 3-sided die and it is a 2. This means that you can add 2 Drops to Ingredient number 1, 2, or 3. You choose number 2 and place 2 "Drop Cubes" in the lowest squares of the 2nd Ingredient column. Drop Cubes are always placed in the lowest space in the column. You roll again and get a 3. You decide to place this in the 1st Ingredient column. As denoted by the blue color in the 3rd space, 3 Drops is the exact amount needed for the 1st Ingredient for 1 Dose of Poison. You place 3 Drop Cubes in the lowest 3 spaces of the 1st Ingredient column and roll again. Again, you roll a 3. If you add the 3 Drop Cubes to the 2nd Ingredient column, the total will be 5 Drops, which is more than is needed for that Ingredient for 1 Dose, meaning that it would make it impossible to make 1 Dose. So, you decide to put the 3 Drops in the 3rd Ingredient column. You roll again, a 1. At that point, it becomes your turn in the game. Since you already rolled before it was your turn, you are allowed to place your 1 Drop, which you place into Ingredient 2. Then, you stop mixing poison and take your turn. *It is against the rules to roll for poison Drops during your turn.* After completing the Housekeeping and Action Phase of your turn, you again start mixing poison. You currently have 3 Drops of Ingredient 1, 3 Drops of Ingredient 2, and 3 Drops of Ingredient 3. You roll again and get 2 Drops. That is exactly the number you needed to get 5 Drops of Ingredient 3, so you put the Drops there. Now you just need 1 Drop for Ingredient 2 to create 1 Dose. You get a lucky die roll, a 1. You put the Drop Cube in Ingredient 2, which gives you a total of 3 Drops of Ingredient 1, 4 Drops of Ingredient 2, and 5 Drops of Ingredient 3. These are all the perfect number of Drops, so the Mixture becomes a Dose. You remove all the Drop Cubes from the Poison Mat and collect a Dose Cube. You have the option to place the Dose Cube in either of the 3 types of Poisons. If your last roll was an unlucky 2 or 3, it would have been too much for 1 Dose. You could put it in any Ingredient column and continue to attempt to make 2 Doses, or you could start over from scratch.

Turn Summary

Housekeeping Phase

All players: Add 1 Energy Token if you have less than 3.

Mischievous: Add 1 Mischief Token if you have less than 2.

Scrounger: Add 1 Scrounge Token if you have less than 3.

Action Phase - Perform 3 of the following Actions.

Each uses 1 Action unless otherwise noted...

- Take a Card from a Warehouse Hex you occupy (limit 1/turn).
- Send Familiar 1-2 spaces to retrieve Treasure or immobilize opponent (requires/uses 3 Energy Tokens)
- Pick up Treasure on your location
- Play a Card from your hand
- Draw 1 Card from the Permanent or 1-Time Power Deck
- Draw 5 Cards (uses 3 Actions)
- Harvest occupied Accessible or Sheltered Terrain. Die roll: 1-2: 1-TimePower 3-4: PermPower 5-6: Heal 1 HP
- Activate or Switch a Permanent Power
- Place Time Bomb (only when on a Warehouse Hex – requires Time Bomb Treasure – uses 2 Actions)
- Disarm Time Bomb (only when on a Warehouse Hex that contains a Time Bomb)
- Heal (if you begin turn on a Power Hex – 1/turn only)

Attack Actions

- **Melee Attack** an Opponent in an adjacent Hex. Attacker loses 1 HP, Attacked loses 2 HP and is moved back 1 Hex
- **Shoot an Arrow** (1 HP + 2 Wounds - requires an activated Bow)
- **Throw Grenade** into adjacent hex (3 HP damage – requires Grenade)

Move Actions

- **Move** 1 adjacent Hex on the same level
- **Run** 2 adjacent Hexes, either to the same level (+1 Wound per Hex) or to a lower level (2 Wounds per Hex)
- **Move Up 1 Level** (uses 3 Actions)
- **Move Down 1 Level** (if done 3 times/turn, lose 1 HP).
- **Move Through A Cave** emerge from the cave entrance on the other side. Acquire 2 Wounds.
- **Move into the Axis Mundi Hex** Roll die: 1=ejected to Power Hex, 2-6 Enter. Re-roll: 1-3= Entered Heaven & become Angel 4-6= Entered Hell & become Demon

Round Summary

Each player takes their turn counter-clockwise around the table.

At the end of a round, perform the Rotation Mechanism turn each level of the board counter-clockwise, starting at Level 1, then Level 2, etc.

Turn Summary

Housekeeping Phase

All players: Add 1 Energy Token if you have less than 3.

Mischievous: Add 1 Mischief Token if you have less than 2.

Scrounger: Add 1 Scrounge Token if you have less than 3.

Action Phase - Perform 3 of the following Actions.

Each uses 1 Action unless otherwise noted...

- Take a Card from a Warehouse Hex you occupy (limit 1/turn).
- Send Familiar 1-2 spaces to retrieve Treasure or immobilize opponent (requires/uses 3 Energy Tokens)
- Pick up Treasure on your location
- Play a Card from your hand
- Draw 1 Card from the Permanent or 1-Time Power Deck
- Draw 5 Cards (uses 3 Actions)
- Harvest occupied Accessible or Sheltered Terrain. Die roll: 1-2: 1-TimePower 3-4: PermPower 5-6: Heal 1 HP
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Round Summary

Each player takes their turn counter-clockwise around the table.

At the end of a round, perform the Rotation Mechanism turn each level of the board counter-clockwise, starting at Level 1, then Level 2, etc.

Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Move	Entered Using Run - From Same Level	Entered Using Run - From Above
Pier, Warehouse, Power, Path, Sheltered	0 / 0 w/Dexterity	1 / 0 w/Dexterity	2 / 1 w/Dexterity
Accessible, Accessible with Cave	1 / 0 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Through the Cave to the other side of the board	2 / 2 w/Dexterity	N/A	N/A
Inaccessible	N/A	N/A	N/A
Axis Mundi	0 / 0 w/Dexterity	N/A	N/A

Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Move	Entered Using Run - From Same Level	Entered Using Run - From Above
Pier, Warehouse, Power, Path, Sheltered	0 / 0 w/Dexterity	1 / 0 w/Dexterity	2 / 1 w/Dexterity
Accessible, Accessible with Cave	1 / 0 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Through the Cave to the other side of the board	2 / 2 w/Dexterity	N/A	N/A
Inaccessible	N/A	N/A	N/A
Axis Mundi	0 / 0 w/Dexterity	N/A	N/A

