

Peter N. Thull's

AXIS MUNDI



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For 3 Players Ages 15+

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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, are afflicted with the blueish hues 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. Unexpectedly, your captors never force you to assist them in the deck work. You spend your time on a hammock found in the tiny cabin they furnish to you as living quarters, subsisting on stale bread and dirty water. One day, you pry a loose nail free from a floor plank. Under cover of darkness, you use it to scribe the story of your plight into the cabin's walls. Come daylight, you are shocked to discover that the graffiti's words are not the ones that you had labored so diligently to write. They have been changed, inexplicably, to mock you.

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 clouds swirling in the heavens above. 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. An additional arc of electricity emerges from the crater and curves away from your location, presumably making 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, beckons you forward with his 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 craggy 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 - 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 steps back down the walkway toward the docked xebec. You loiter in the warehouse's doorway in a state of confusion, watch him board the ship, and then 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 straight toward you. Without the time required for a proper defense, you raise your arms to block your face from its impending attack and close 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 humongous and unworldly 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.

You must travel through this barren island to its center, the Axis Mundi, gain the other-worldly powers that it bestows upon you, and escape 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.

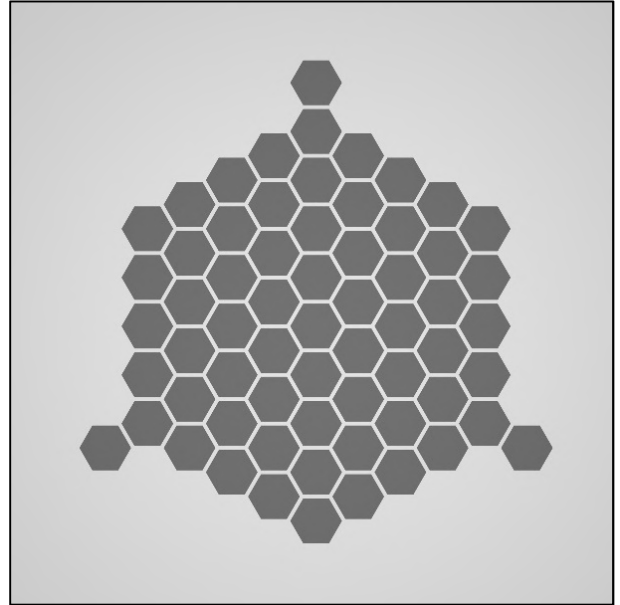


THE AXIS MUNDI RULE BOOK

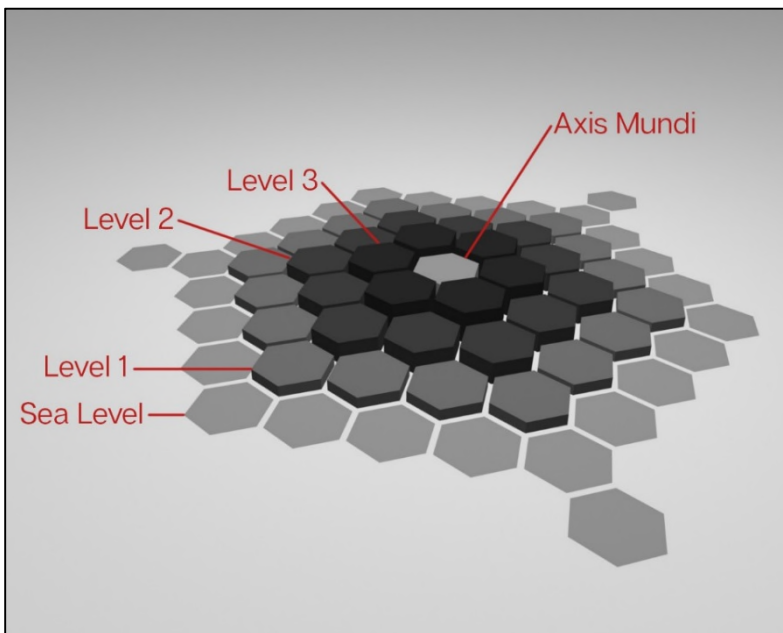
What is Axis Mundi?

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

The hexagonal tiles that make up the volcano are set at different vertical Levels.



Top View of hexagonal layout



Perspective view showing the Levels of hexagonal layout

The Axis Mundi is located at the island's center, inside the volcano's crater. When you reach it, you will be transformed into an Angel or a Demon, and all the other Characters will gain upgraded powers.

The first player to journey to the Axis Mundi and then return to their Pier Hex as an Angel or Demon wins the game.

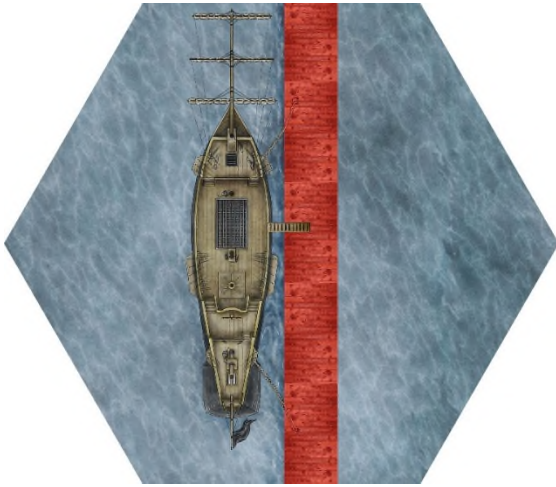
Your Surroundings

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.

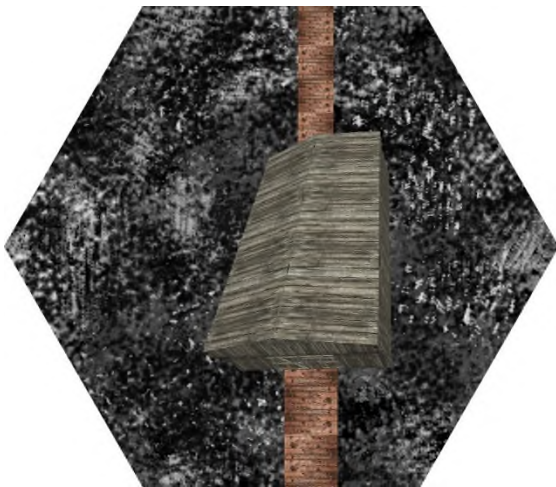
From the mouth of the volcano rises a beam of light that shines into the heavens. Curling tendrils of energy arc from that beam to uniformly placed locations on the Sea Level. These spots are called Power Hexes.

Each hexagon (referred to as a Hex) on the game board is a certain type of Terrain, which determines its special properties.

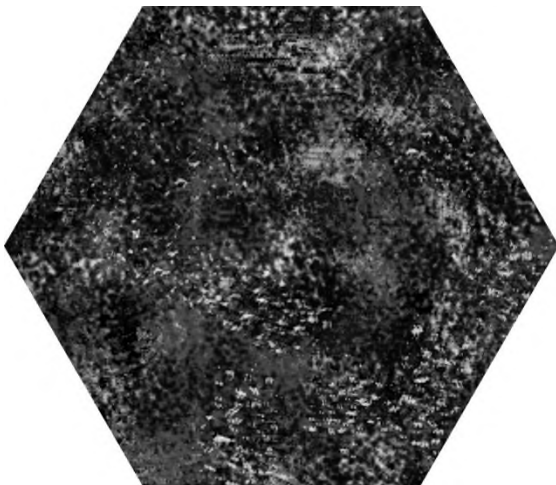
Types of Terrain



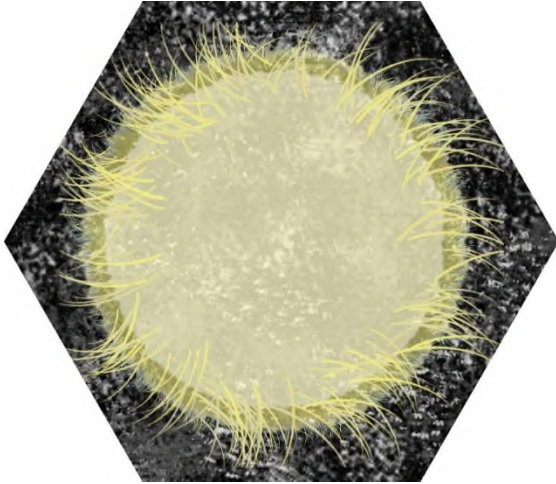
Pier Hex: The nameless sailboat has docked here. Your Character Mat and the base of your Character Miniature are color-coded to match your Pier's color. The first player to reach their pier as an Angel or Demon wins the game.



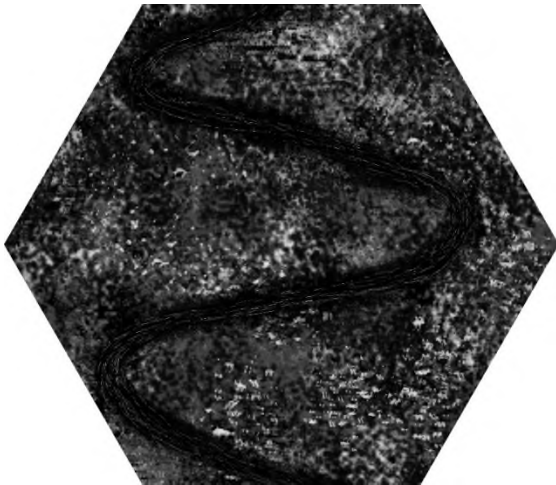
Warehouse Hex: Rising above the island's inhospitable surface is a wood plank walkway that connects the pier to a low-slung Warehouse made of weathered wood. On a Warehouse Hex, you can perform the Scavenge Action, which allows you to add a card from that Warehouse's Crate Board to your Hand. Your Character's Miniature begins the game on the Warehouse Hex that is adjacent to your color-coded Pier Hex.



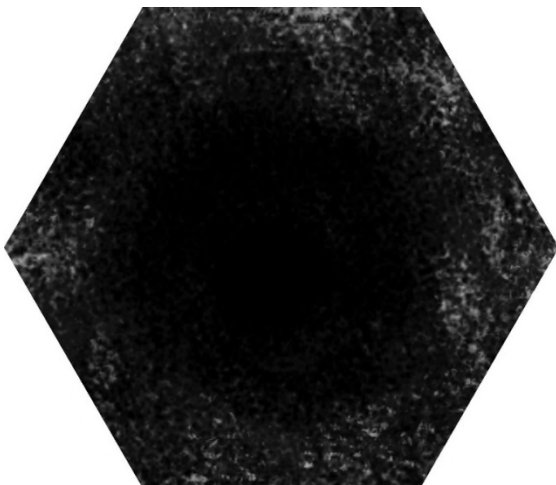
Accessible Hex: Can be traversed, but doing so will Wound your Character unless the proper precautions are taken. When you Walk onto an Accessible Hex, add 1 Wound Token to your Character Mat, unless its Slot contains an Activated Dexterity Card.



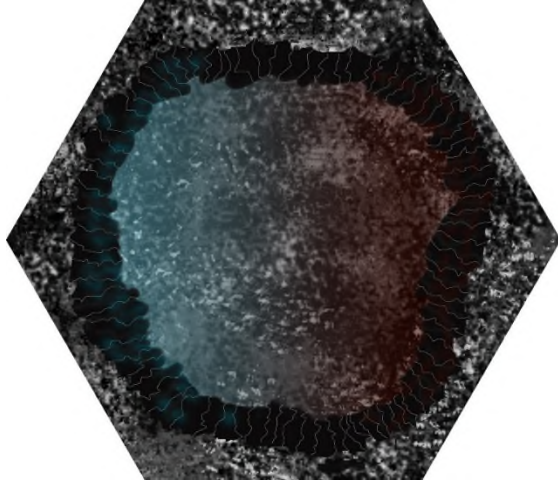
Power Hex: When entered, all of your wounds are removed, and half of your lost hit points are healed, rounded up. For Example, if your Character has 3 Hit Points when entering a Power Hex, you are healed 4 Hit Points. ($10-3=7$, $7\div 2=3.5$, 3.5 rounded up becomes 4). A Power Hex can only heal once per turn. (If you are moved into a Power Hex during another player's turn, you are healed.) If you begin your turn on a Power Hex, you can use 1 Action to utilize its healing power.



Path Hex: Found on Levels' corners, Path Hexes have narrow paths of smooth but scored rock which wind up to the volcano's peak in lazy, inconsistent switchbacks. Moving onto a Path Hex does not cause Wounds, but it does leave you vulnerable to Melee Attacks that will force you down a Level (see [Melee Attack Action](#), p. 18).

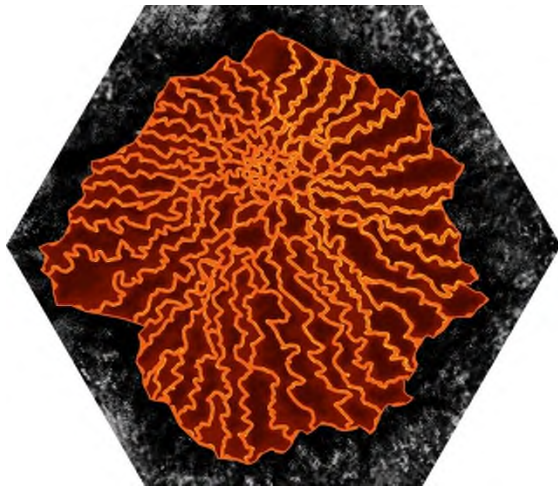


Cave Hex: Found on most Levels of the volcano, these Hexes contain an entrance to a cave. When you are located on one of these Hexes, you may use a Spelunk Action to travel through the cave and emerge from the Cave Hex found on the opposite side of the volcano. Each time you Walk onto a Cave Hex, add 1 Wound Token to your Character Mat. If you Spelunk through the cave, add an additional 3 Wound Tokens to your Character Mat.

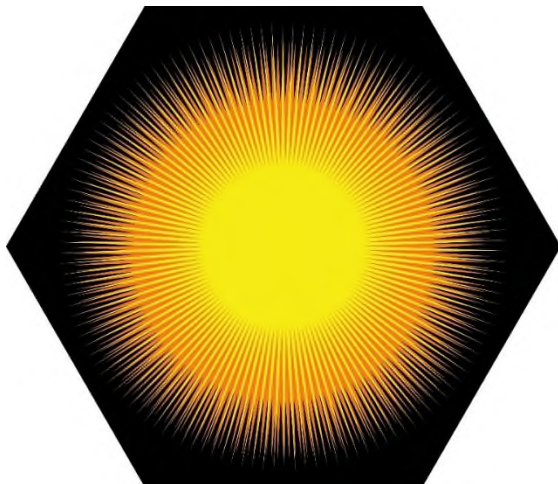


Shelter Hex: Placed randomly on the board's volcano Levels, Shelter Hexes offer protection from Attacks (Melee, Arrows, the Grenade), immobilization, and the other health-reducing items in the game. While on a Shelter Hex, you cannot Attack other Characters. An exception to the protection and Attack restriction is Area of Effect (AoE) type Attacks. You can be Wounded by AoE on a Shelter Hex, and if you are the Malignant Character or the Demon, you can Wound an Opponent located on the Shelter Hex using your AoE. If you begin and end your turn on the same Shelter Hex, you will be pushed out

randomly to the same-Level Hex to the left or right of the Shelter Hex. (Roll a 6-sided die: 1-3=pushed left, 4-6=pushed right).

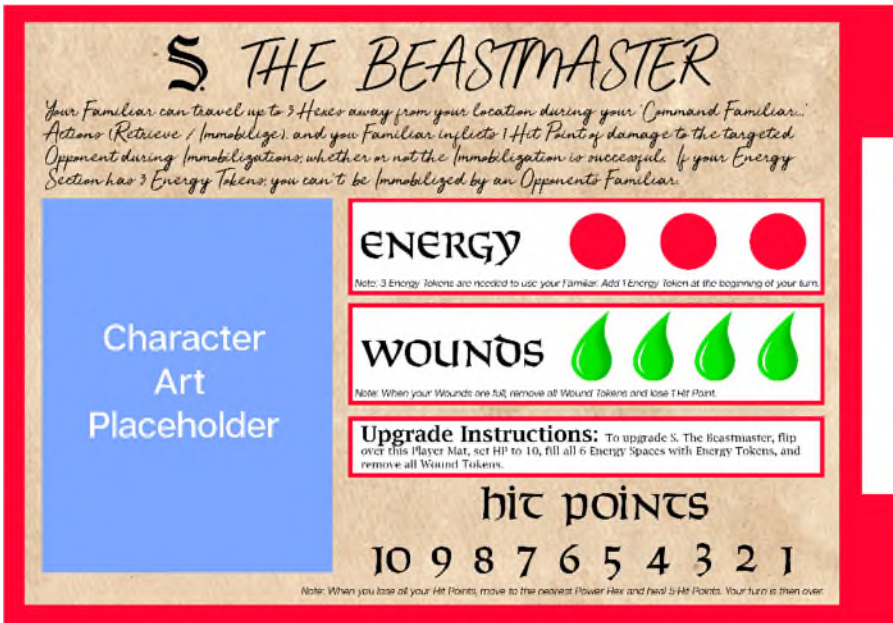


Inaccessible Hex: Pools of lava and giant steam-vents dot the island's landscape. Placed randomly, these Hexes cannot be entered.



Axis Mundi Hex: The Axis Mundi Hex is 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 so, your Character is transformed into a powerful entity – either an Angel or a Demon. When you exit the Hex, it immediately becomes an Accessible Hex. If you lose all your Hit Points, you revert back to your non-upgraded Character, and the Hex reverts back to being the Axis Mundi Hex.

The Character Mat

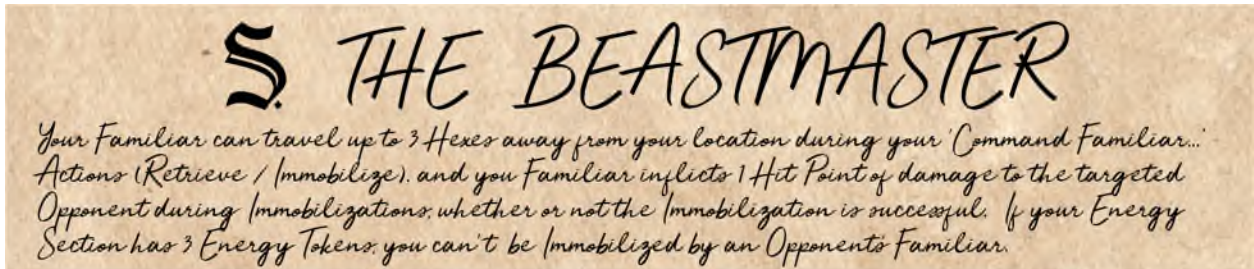


The Character Mat

During setup, each player will choose a color-coded Character Mat which will represent their Character.

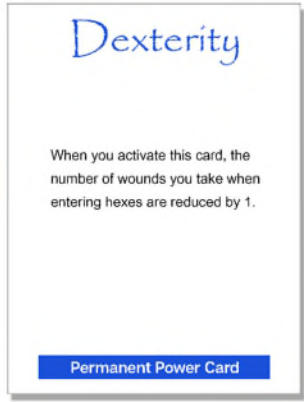
The color around the edge of your Character Mat matches the color of your Pier Hex and the base of your Character's Miniature.

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



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



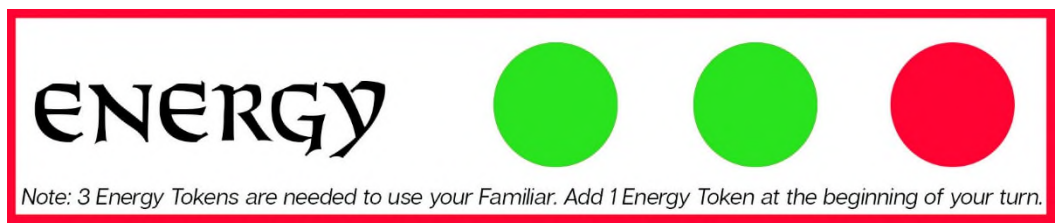


Activating Permanent Power Cards: On the edge of each Character Mat, there is a Slot for inserting Permanent Power Cards. This is referred to as Activation. Activation makes the Permanent Power Card's benefits immediately available to your Character.

Permanent Power Cards that you hold in your Hand provide no benefit – they only bestow their powers once they are Activated. If a Permanent Power Card is Deactivated (i.e., removed from the Mat's Slot) it provides no benefit. During the game, you will only be able to Activate 1 Permanent Power Card at a time (Note: there are 2 exceptions to this rule: The Angel's Other-Worldly Power and the Savant's Upgraded Player Power).

Most of the Character 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 her mortal brethren, as black as the void of space itself. You can command it to hinder your opponents in various ways. The Character Mat has a section, called the Energy Section, for green-colored Energy Tokens, 3 of which are required for you to order your Familiar to do your bidding. When you perform an Action that involves your Familiar, remove the 3 Energy Tokens. Each turn thereafter, during the Housekeeping Phase, 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 an Action with your Familiar. The maximum number of Energy Tokens this area can have is 3.



Wounds: On the Character Mat there is a section to hold 4 red Wound Tokens, which can be acquired in various ways (Ex: 1 Wound Token is acquired whenever Walking onto an Accessible Hex). Whenever a 4th Wound Token is placed in the Wound Section of your Character Mat, remove all of the Wound Tokens and decrease your Hit Points by 1 on the Hit Point Tracker.

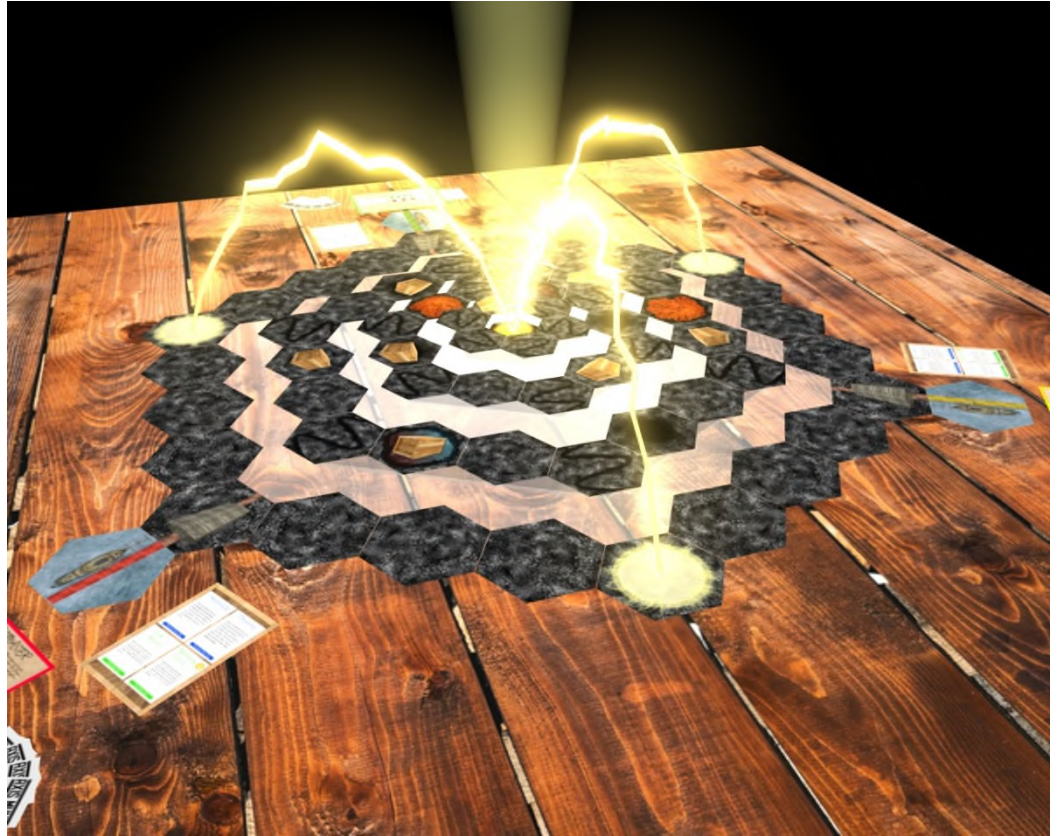


Game Setup

Setting Up the Board

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.

Place the loose Shelter and Inaccessible Hexes randomly to cover up Accessible Hexes on non-Sea Levels. Place 1 Cave Hex on each non-Sea Level and place another one on the opposite side of the Level. Alternatively, use the recommended setup below.

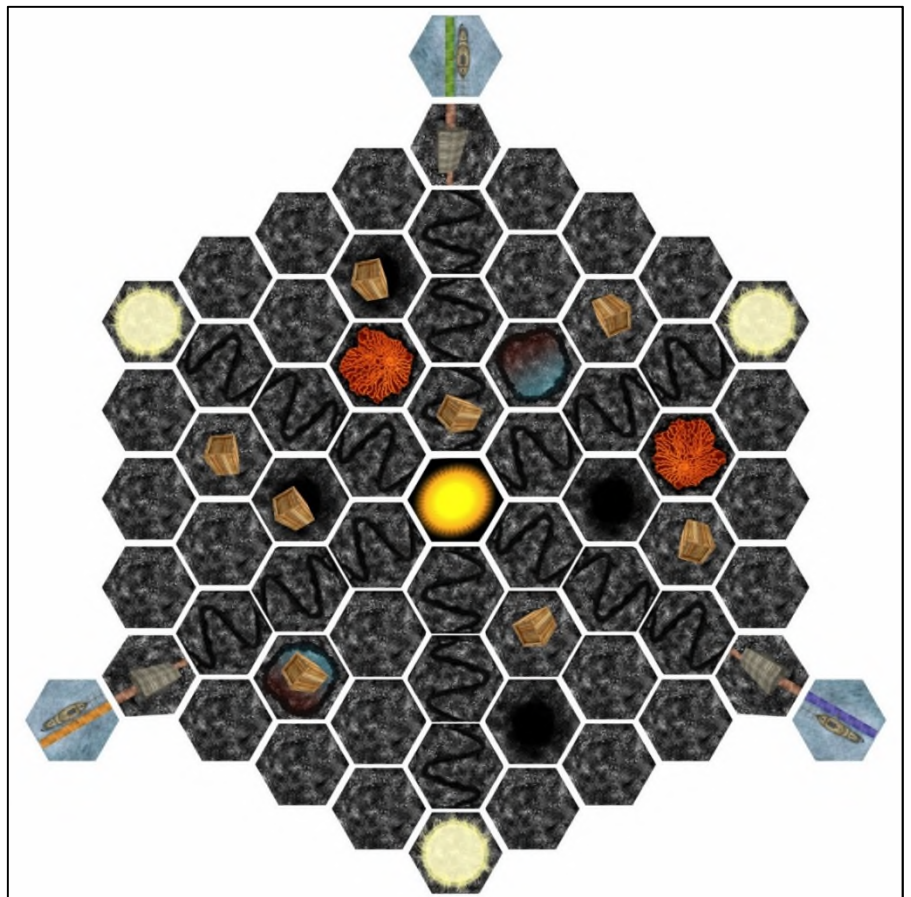


Treasure



Treasure Tokens are randomly placed face-down on top of Path

Hexes, Accessible Hexes, and/or Shelter Hexes, but not on Inaccessible Hexes, the Axis Mundi Hex, nor any Hexes on the Sea Level. Treasures grant in-game bonuses to Characters that take possession of them (see [Treasure](#)).



Top view of the recommended setup

Setting Up the Character Mat and First Player Marker

Choose your preferred Character, gather that Character's items (Miniature, Character Mat, and corresponding color-coded Pier Hex), and sit near any Warehouse Hex. Place your Pier Hex in front of the Warehouse Hex closest to you, and place your Miniature on that Warehouse Hex.

On your Character Mat, place your Hit Point Marker on the number 10. Place 3 Energy Tokens in the Energy Section. Leave the Wound Token Section and Permanent Power Card Slot empty.

The player who most recently read a fictional novel to completion is the First Player - they place the First Player Marker on their Character Mat. The First Player has 1 additional Move Action during their first turn of the game.

As a group, decide whether you want a lighthearted game or a competitive game. If your group consists of experienced Axis Mundi players, decide whether you want to play the Poison Variant, which puts pressure on you to take your turns as quickly as possible.

Building Your Starting Hand

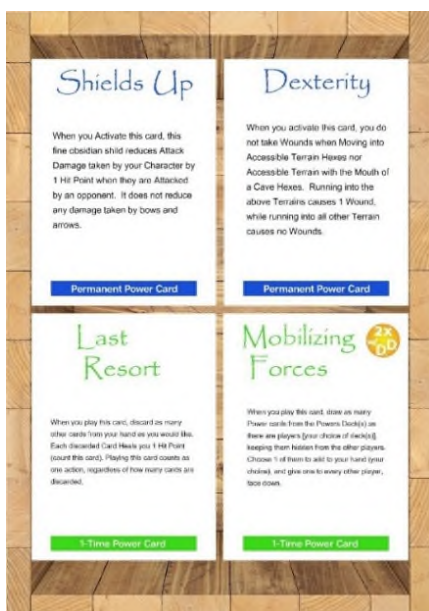
Build the Permanent Powers Deck by shuffling all of the Permanent Power Cards and placing them face down. Follow the same procedure with the 1-Time Power Cards to build the 1-Time Powers Deck.

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

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 your Starting Hand. If you are unhappy with your Starting 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.

Your Hand of Cards (hereafter referred to as your Hand) remains hidden from other players during gameplay.

Stocking the Warehouse Crates and Pre-game Crate Action



A Warehouse Crate Containing Power Cards

Each of the 3 Warehouse Hexes contains a Warehouse Crate Board that will always contain 4 Cards: 2 Permanent Power Cards and 2 1-Time Power Cards.

Place a Warehouse Crate Board near each Warehouse Hex. 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. Repeat the same procedure for each Warehouse Crate Board.

Before the game starts, every player **except the first player** has the option to add 1 Card of their choosing from the Warehouse Crate at their location to their Hand, but must then discard 1 Card from their Hand so they still have 5 Cards. Draw cards from the matching Deck to replace any Cards taken from the Warehouse Crates.

The game is now ready to begin.

Gameplay Overview

Round Overview

At the beginning of each Round except the first Round, the game's Rotation Mechanism is performed. Then, beginning with the First 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. The next Round begins, repeating the above process.

How to Win the Game

If you are the first player to retrieve the Other-Worldly Power from the Axis Mundi and return to your Pier, you win the game. You board the docked xebec, whose crew sail far and wide to unleash you upon the world.

As for the remaining players, they are not so lucky...

Out of nowhere, you feel the prick of a needle piercing into your neck. You reach for the spot, and pull out a dart. You turn around to see one of the ship's crewmen approaching you. He carries a blowgun in his hand. Everything starts spinning before you abruptly lose consciousness.

You awaken at sea, back on the orlop. Your stirring attracts the attention of the crew. They take you down below, into a cabin with unrecognized symbols drawn onto the walls with black ink, and force you into a chair. The stitched crew hums and thumps their fists against the floorboards with growing intensity. Maelstrom sets an ornate wooden box onto the table before you, opens it, and withdraws a needle and a spool of black thread.

The Game's Rotation Mechanism

In this geocentric world, the Axis Mundi rotates the Heavens above, and consequently twists the surrounding land to varying degrees. The closer to the Axis Mundi, the higher the degree of rotation. 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° brings a corner to the next corner over. Repeat the rotation on Level 2 and Level 3.

To see the Rotation Mechanism in action, visit: <https://youtu.be/2C65yR4jsfU>

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.

The Housekeeping Phase

During the Housekeeping Phase, add 1 Token of the corresponding type to every Section of your Character Mat if space allows, except for the Wound Section. For most Characters, this simply means to add 1 Energy Token to the Energy Section. For the Scrounger Character, this includes Scrounge Tokens. Sections can only hold as many Tokens as there are colored spaces on the Character Mat.

The Action Phase

You have 3 Actions to use during the Action Phase of your turn. The Actions you take can be any combination in any order. 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.

Scavenge: This Action can only be performed once per turn and only when you are on a Warehouse Hex. Scavenging allows you to add 1 card of your choice to your Hand from that Warehouse's Crate Board. Immediately replace the Crate Board's taken Card with one drawn from the matching Deck. If taking a Card from the Warehouse Crate leads to more than 5 cards in your Hand, discard a Card of your choosing.

Command Familiar to Retrieve: If there is a Treasure Token or a Card Marker located within 2 adjacent Hexes of your location, you can Command your Familiar to retrieve it. The Treasure Token or Card is placed onto your Character Mat or Hand, respectively, at the end of your turn. You can move further away from the Treasure Token/Card Marker in later Actions of your turn - your Familiar will return to you with the Treasure Token or Card irregardless of return distance. Your Familiar can only retrieve 1 item per Command. This Action requires 3 Energy Tokens – remove them from your Character Mat when you perform this Action.

Command Familiar to Immobilize: If there is an Opponent within 2 adjacent Hexes of your location, you can send your Familiar to immobilize them during their next turn. An immobilized Opponent cannot perform any Move Actions (Walk, Run, etc.). You can move further away from the Opponent in later Actions of your turn - your familiar will return to you irregardless of return distance. This Action requires 3 Energy Tokens – remove them from your Character Mat when you perform this Action.

Pick Up Item: When you are located on a Hex that has a Treasure Token or Card Marker, you may perform this action, which allows you to pick it up and add it to your Character Mat or Hand, respectively. It can be used immediately thereafter.

Play a Card: Play a 1-Time Power Card from your Hand to receive its benefit, following the rules on the Card, then place the Card into the Discard Pile. 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. If drawing a Card leads to more than 5 Cards in your Hand, discard a Card of your choosing.

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, discard down to a Hand of 5 Cards. 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 you are on an Accessible, Cave, or Shelter Hex, and if that Hex does not have a Harvested Marker placed on it, you can Harvest the Hex. To do so, roll a 3-sided die. If the result is:

1: add the top Card of the 1-Time Powers Deck to your Hand.

2: add the top Card of the Permanent Powers Deck to your Hand.

3: Heal 1 Hit Point.

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

Activate, Deactivate, or Swap a Permanent Power: A Permanent Power Card can be Activated by placing it from your Hand into the Slot on the edge of your Character Mat. If you have an Activated Permanent Power Card, you may Swap it with one from your Hand. Alternatively, you may Deactivate it by placing it into your Hand. Each of these Slot activities use 1 Action.

Place Timebomb / Disarm Timebomb: One Treasure Token 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 a 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 - destroying 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 the same Warehouse Hex as

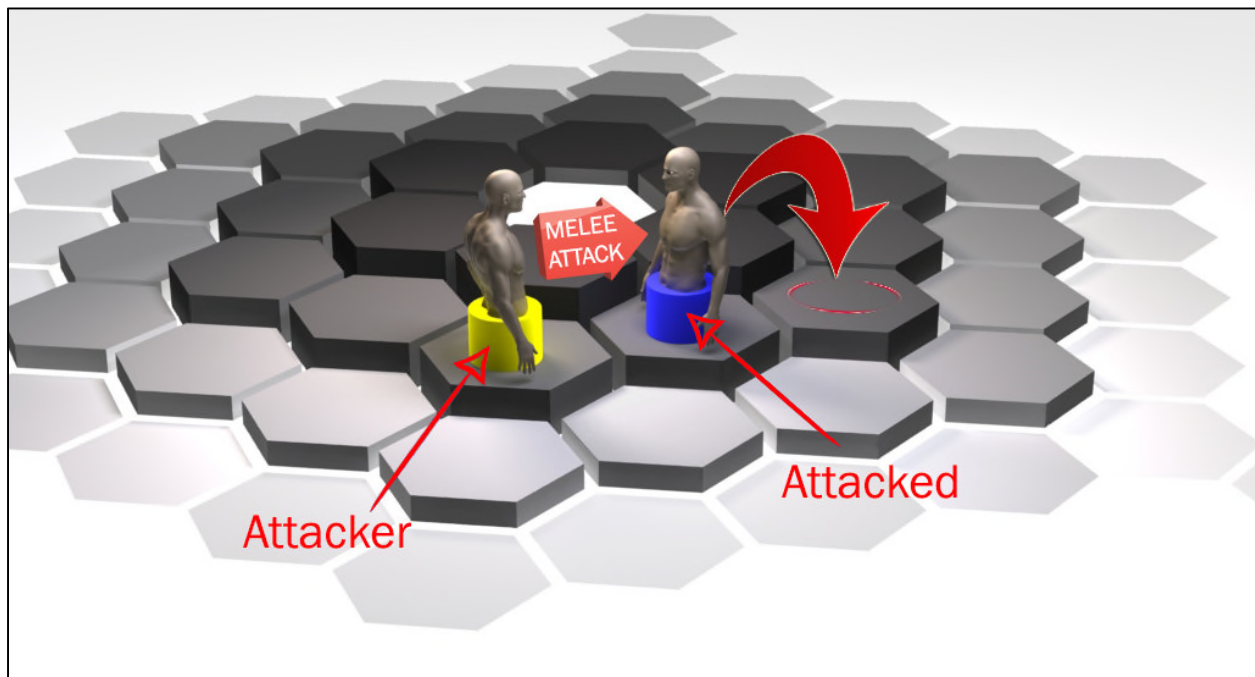
the Time Bomb. If the Timebomb destroys a Warehouse, its Warehouse Crate Board is removed from play and its Power Cards are placed into the Discard Pile. The Warehouse Hex immediately becomes an Accessible Hex. If your Character is inside the Warehouse Hex during the explosion, you lose 5 hit points. If you Disarm the Timebomb, you gain it for future use - place the Time Bomb Treasure Token on your Character Mat.

Attack Actions

Actions that reduce an Opponent's Hit Points and/or give them Wounds are collectively referred to as Attack Actions. Attack Actions automatically hit their intended target and deal a set amount of damage - no die roll needed. Attack Actions are a subset of Actions, and include the following: Melee Attack, Shooting an Arrow, and Throwing a Grenade.

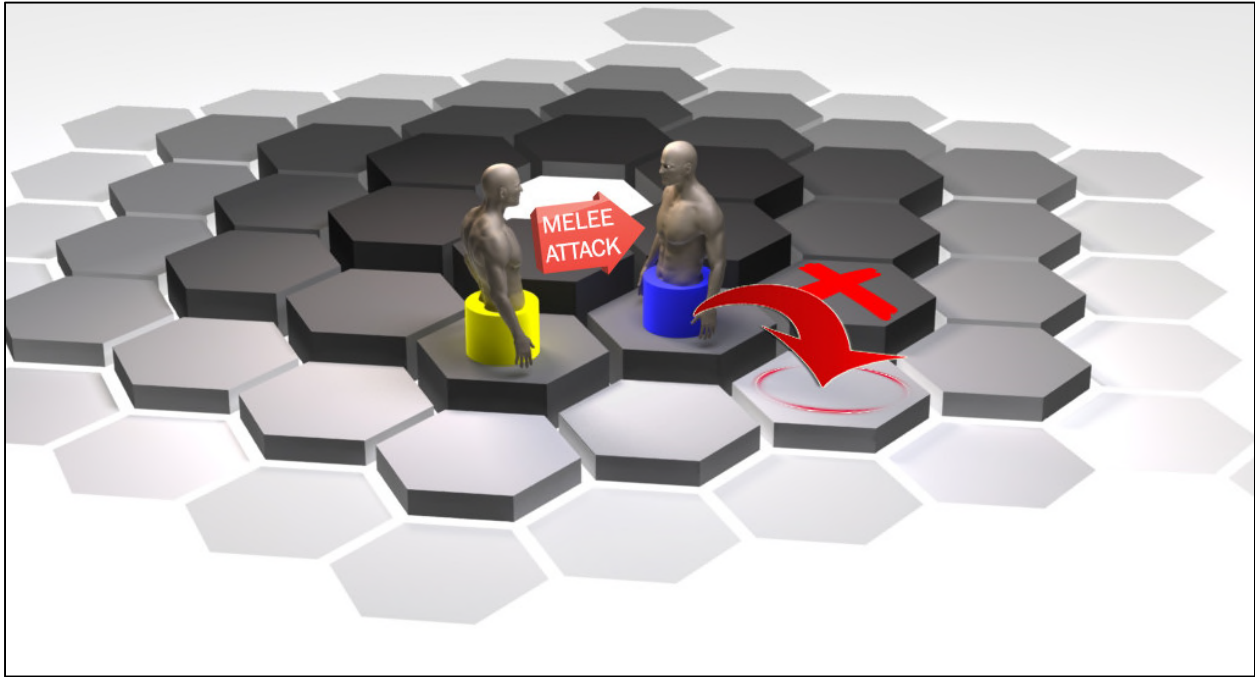
Melee Attack: Your character carries a hand-held weapon that can be used to Melee Attack an Opponent that is located in an adjacent Hex on the same Level or an adjacent Hex above the Level you are located on. **You cannot Melee Attack an Opponent that is on a lower Level than you.** When you Melee Attack, you lose 1 Hit Point and the Attacked Opponent loses 2 Hit Points. In addition, the Attacked Opponent is moved, generally 1 Hex distance away from you. This is called a Push, and it operates in various ways depending on the location of the characters involved in the Melee Attack.

If both the Attacker and the Attacked are on the same non-Sea Level, the Attacked is Pushed 1 Hex straight back from the Attacker. On the [Sea Level](#), there is no Push except in [1 situation, covered later](#).



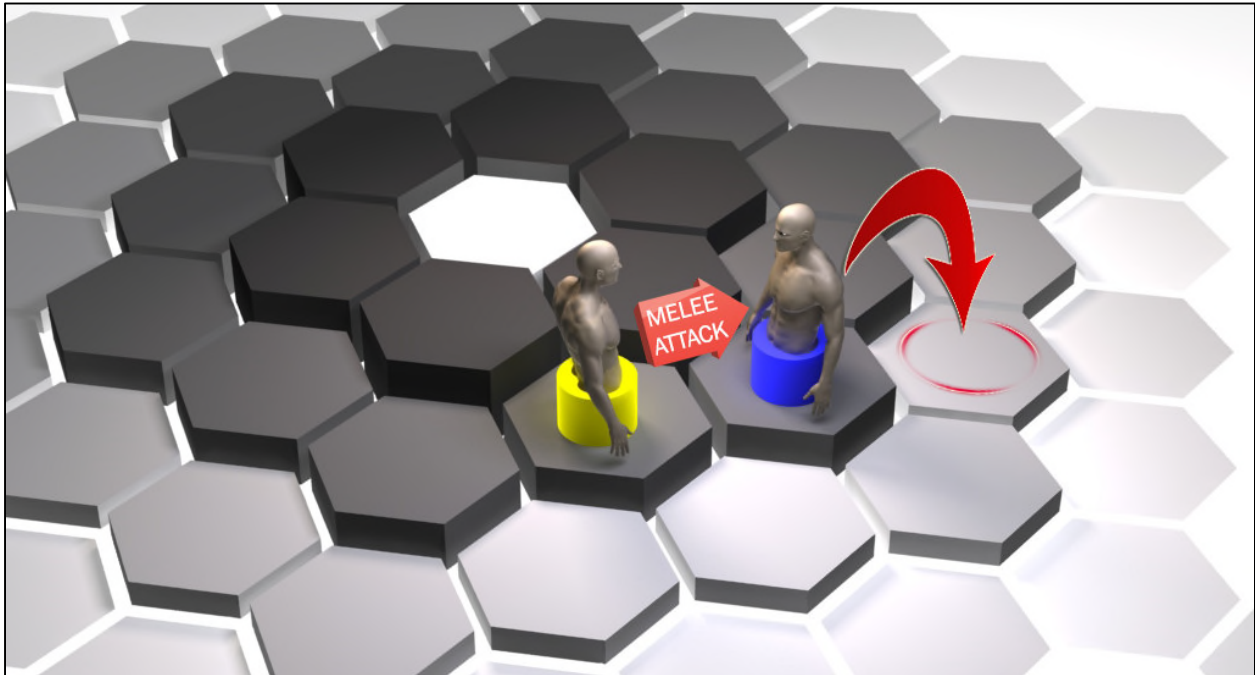
A Melee Attack Pushes the Attacked Opponent one Hex away from the Attacker.

In the previous situation, if the Hex that the Attacked should be Pushed into is occupied by another player, or if it is an Inaccessible Hex, the Melee Attack Pushes the Attacked onto the adjacent Hex further away from the Attacker on the Level below:



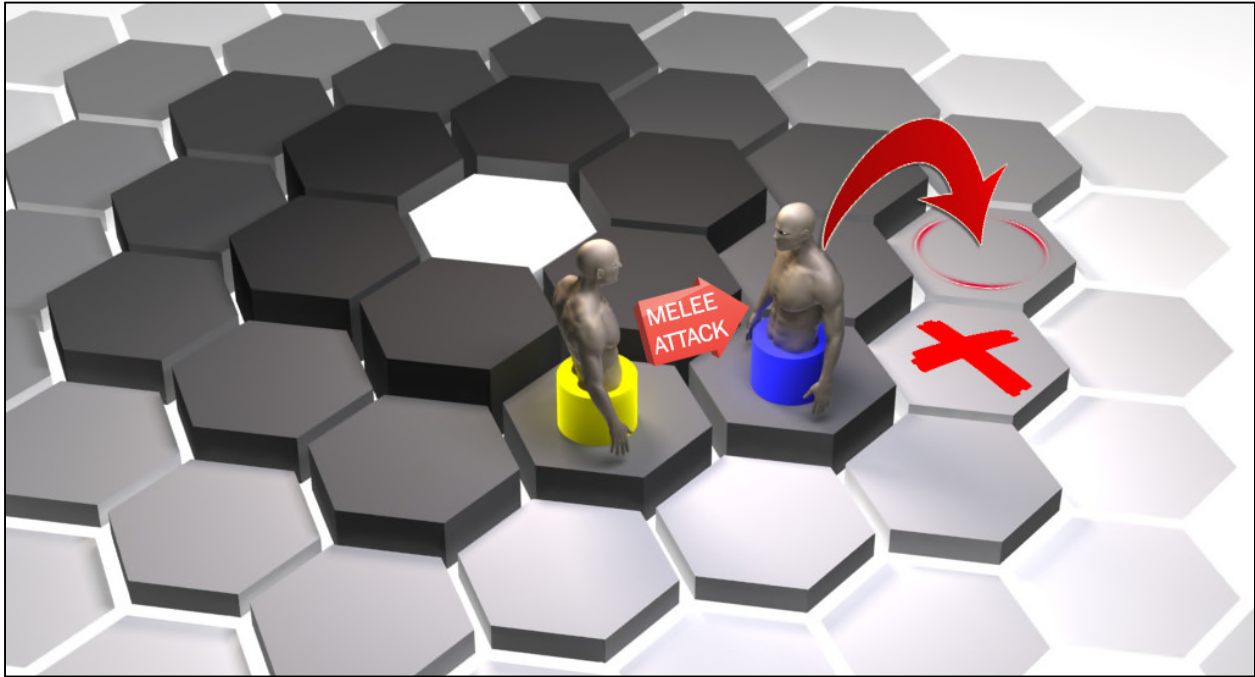
The Attacked is Pushed to the lower Level, into the adjacent Hex further away from the location of the Melee Attack, if the usual Hex they should be moved to is occupied or an Inaccessible Hex (represented by the red x).

If the Attacked is on a Corner Hex on the same Level as the Attacker, the Attack Pushes the Attacked Character straight back to the Level below:



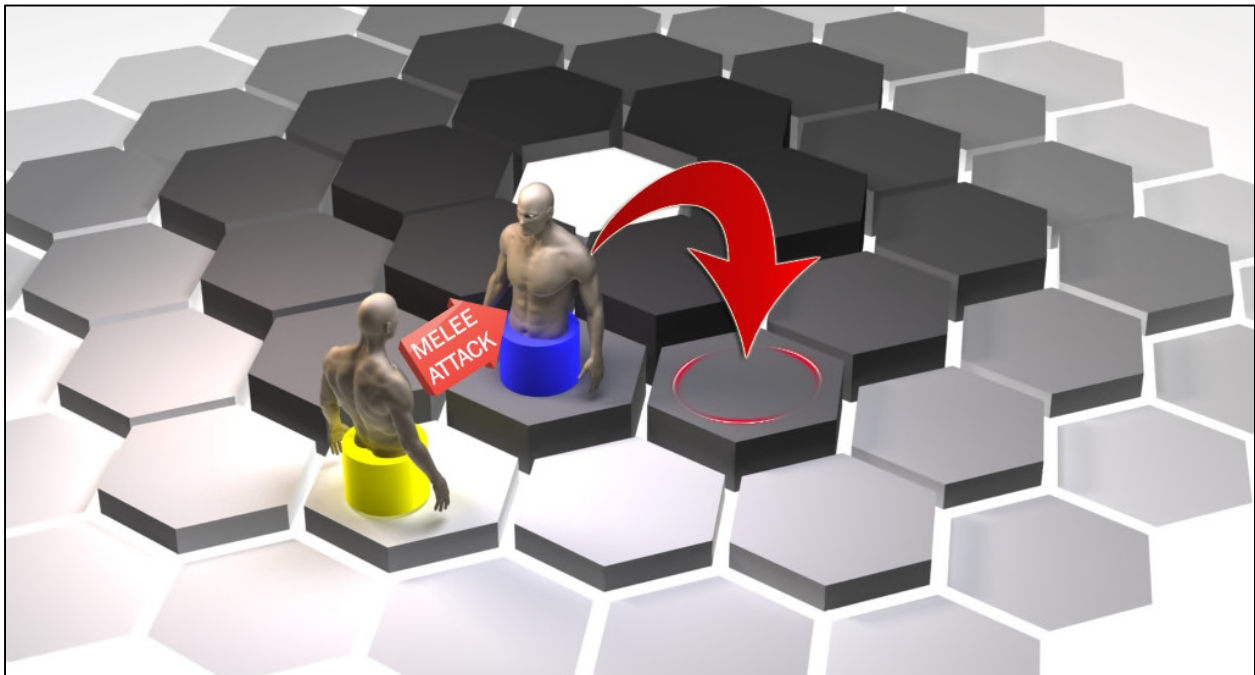
If the Attacked is on a Corner Hex and the Attacker is on the same Level, the Attacked is Pushed straight back onto the lower Level.

In the previous situation, if the Hex that the Attacked should be Pushed onto is occupied by another Opponent, or if it is an Inaccessible Hex, the Melee Attack Pushes the Attacked Character to the lower Level and 1 Hex further away from the point of the Melee Attack:



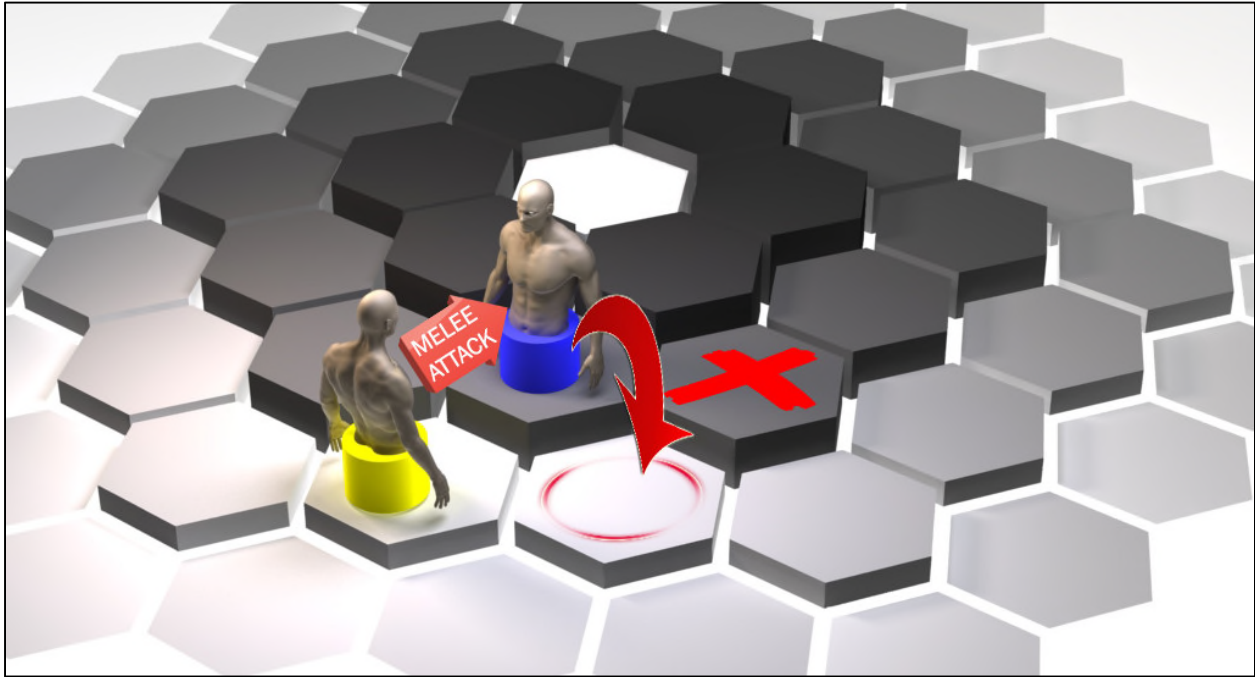
The Attacked is Pushed 1 Hex further away from the location of the Melee Attack if the usual Hex they should be moved to is occupied or an Inaccessible Hex (represented by the red x).

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



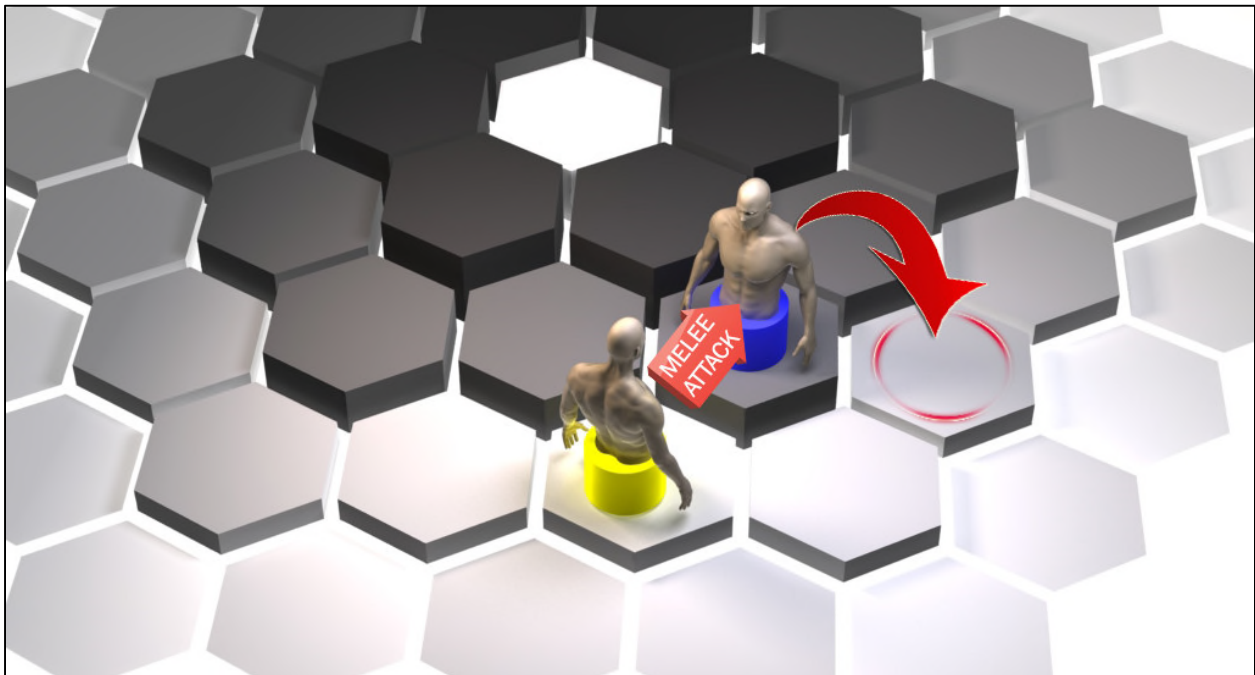
When the Attacked is above the Attacker, the Push moves the Attacked sideways, away from Attacker.

In the previous situation, if the Hex that the Attacked should be moved to is occupied by another Opponent, or if it is an Inaccessible Hex, the Melee Attack Pushes the Attacked down a level, to the Hex adjacent to the Attacker:



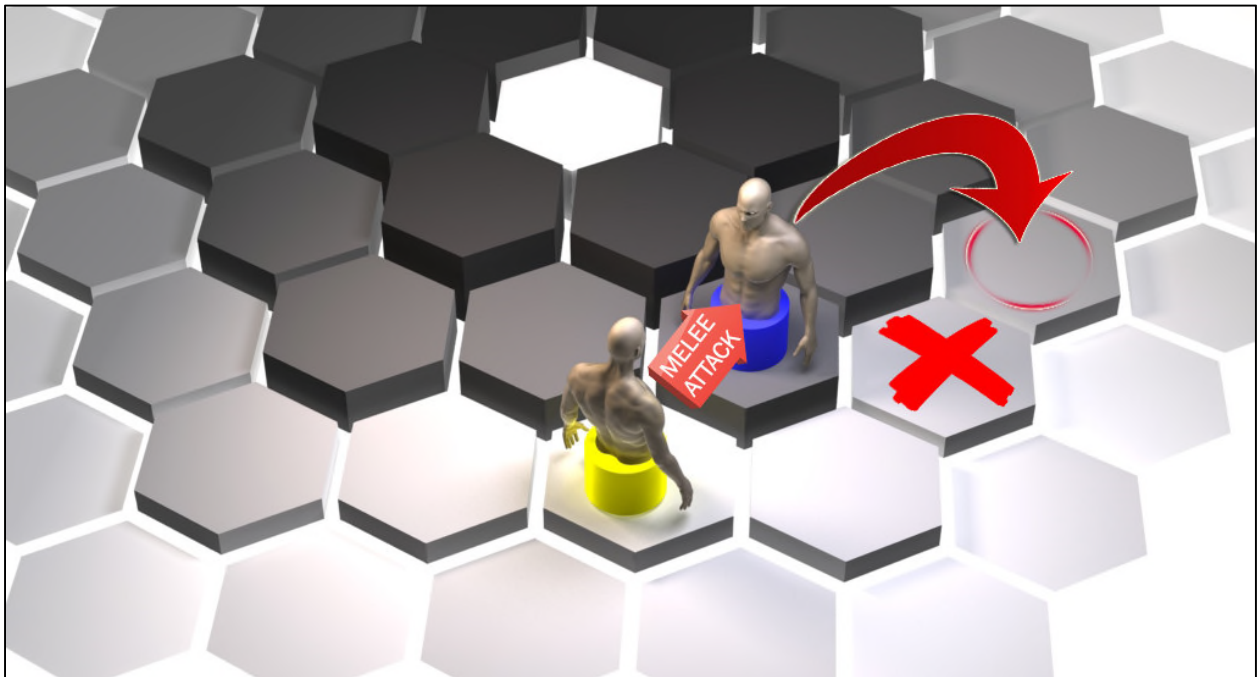
When the Attacker Attacks an Opponent on a higher Level, and the Hex that the Attacked should be Pushed into is occupied or an Inaccessible Hex (represented by the red x), the Attacked is Pushed to the Hex adjacent to the Attacker.

If the Attacked is on a Corner Hex and the Attacker is on a non-Corner Hex on the Level below, the Attacked is Pushed to the lower Level, to the Hex next to the Corner Hex on the Attacker's Level:



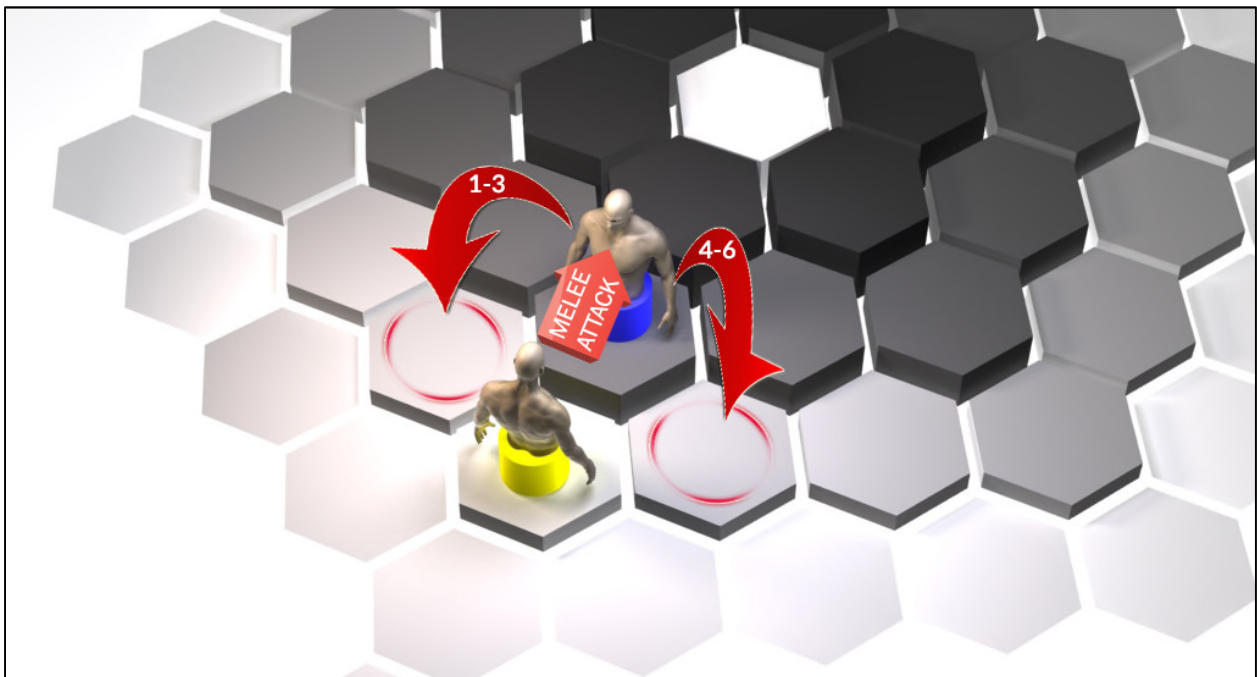
If the Attacked is located on a Corner Hex, an angled Melee Attack from below Pushes the Attacked down a Level, to the Hex next to the Corner Hex on the Attacker's Level.

In the previous situation, if the Hex that the Attacked should be Pushed onto is occupied by another Opponent, or if it is an Inaccessible Hex, the Attacked is Pushed 1 Hex further away from the point of the Melee Attack:



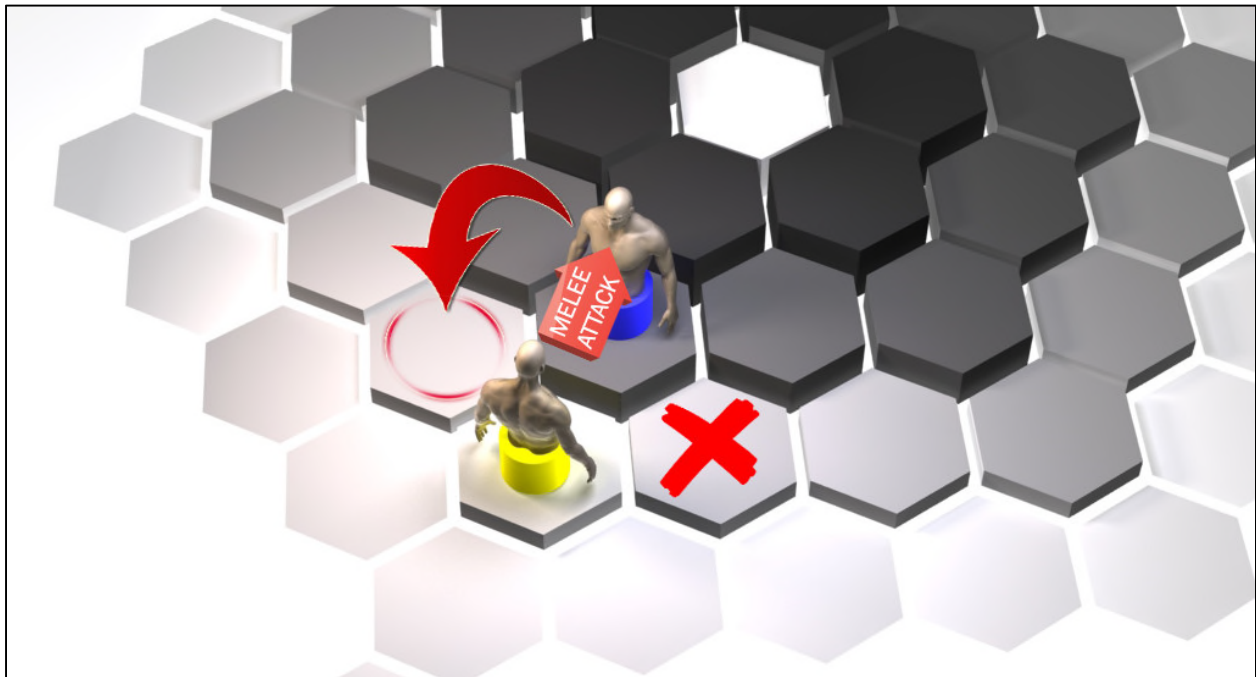
The Attacked is Pushed 1 Hex further away from the location of the Melee Attack if the Hex that they should be moved to is occupied or is an Inaccessible Hex (represented by the red x).

If the Attacked is on a Corner Hex and the Attacker is on the Corner Hex on the Level below, roll a 6-sided die. If the roll is 1-3, the Attacked is Pushed down and to the left; if the result is 4-6, the Attacked is Pushed down and to the right:



A die roll determines the Push for a Character Attacked on a Corner Hex by an Attacker on the Corner Hex directly below.

In the previous situation, if one of the Hexes that the Attacked could be Pushed onto is occupied by another Opponent, or if it is an Inaccessible Hex, the Attacked is Pushed to the non-occupied, non-Inaccessible Hex, no die roll needed:



If one of the possible Hexes is Inaccessible or is already occupied by a Character, the Attacked is Pushed onto the other Hex.

Important Note: If a Melee Attack Pushes the Attacked onto an Accessible or Cave Hex, **the Attacked must add an additional Wound Token to their Character Mat, as if they had Walked onto the Hex.** This Terrain damage via Push is cancelled-out if your Character has an Activated Dexterity Card.

Shoot an Arrow: *Note: Shooting an Arrow requires a Long Bow or Short Bow Permanent Power Card to be Activated on your Character Mat.* The Arrow automatically hits your target, dealing 1 Hit Point of damage and inflicting 2 Wounds. An Arrow does NOT Push the shot Opponent. Short Bows shoot Arrows a distance of 1-2 Hexes from your location, while Long Bows shoot Arrows a distance of 2-3 Hexes from your location. See [Permanent Power Cards: Bows](#) for illustrations.

Throw a Grenade: *Note: 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 in that Hex.

Move Actions

Actions that change your Character's location are collectively referred to as Move Actions. They are a subset of Actions, and include the following: Walk, Climb, Spelunk, and Run.

Walk: Uses 1 Action to move 1 Hex adjacent to your location, either on the same Level or to the Level below. If you Walk onto an Accessible Hex or a Cave Hex, put 1 Wound Token on your Character Mat.

Climb: Uses 3 Actions to move onto an adjacent Hex that is one Level above your current location. Move Actions, which are occasionally granted as bonuses throughout the game, require additional Actions to reach the required 3 to perform this Action (ex: the Gain 2 Move Actions Treasure requires one more Action). If you Climb onto an Accessible Hex or a Cave Hex, put 1 Wound Token on your Character Mat.

Spelunk: If you are located on a Cave Hex, you can use 1 Action to Spelunk through the Cave and immediately emerge from the Cave Hex found 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 3 Wounds on your Character Mat (2 for Spelunking through the Cave plus 1 for Walking onto the Cave Hex on the opposite side of the board). Performing a Spelunk Action ends your turn and any unused Actions are lost. If the opposite Cave Hex has an Opponent on it, the cave exit is effectively “blocked”, and the Spelunk Action cannot be performed.

Run: Uses 1 Action to move 2 Hexes adjacent to your location, either on the same Level or to the Level below. For example, you can Run 2 Hexes to the left on your current Level, or Run 2 Levels down, or Run a combination of 1 Hex to your right and 1 Hex down. Running causes more Wounds than Walking or Climbing:

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

Walk Onto the Axis Mundi Hex: Uses 1 Action to Walk onto the Axis Mundi Hex from an adjacent Hex. This Action is the first step toward winning the game. If your group decided to have a purely competitive game during setup, skip Step A and go directly to Step B. Otherwise, complete Step A. *Note: The Poison Variant always skips Step A.*

A) Immediately after you take the Walk Onto the Axis Mundi Hex Action, roll a 6-sided die. If the result is:

1: Your attempt to enter the Axis Mundi Hex was unsuccessful and you have been ejected - landing on a random Power Hex. The normal Power Hex rules apply; your wounds are cleared and half of your lost Hit Points are healed (rounded up). Number the Power Hexes, then roll a 3-sided die. Use the results to determine which Power Hex you have landed on.

Your turn is now finished - on your next turn you can take any possible Actions as usual. Play resumes with the next players turn.

2-6: You have entered Axis Mundi successfully. Proceed to Step B.

B) Determine whether you have entered Heaven or Hell by again rolling a 6-sided die. If the result 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 available. If you have an Activated Power Card, add it to your Hand. Put aside your Character Mat and replace it with the Angel Character Mat, which has 3 slots available for Activating Permanent Power Cards.

Immediately draw 2 Permanent Power Cards from the Permanent Power Deck and add them to your Hand. Then, from your Hand, choose and Activate up to 3 non-duplicate Permanent Power Cards into the Angel Mat's 3 slots.

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 Character Mat. Set the Hit Point Tracker to 25.

When you perform the 'Activate, Deactivate, or Swap a Permanent Power' Action, you may Activate, Deactivate, or Swap up to 3 Permanent Power Cards using just 1 Action, but you can never Activate a duplicate of an already-Activated Power Card.

If you have entered Hell: You have become a Demon. While you are a Demon, your Character's Variable Player Powers are no longer available. Put aside your Character Mat and replacing it with the Demon Character Mat, transferring your Activated Permanent Power Card into the slot on the Demon's Character 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 Character Mat and set the Hit Point Tracker to 25.

As a Demon, you have 2 unique Attack Actions that you can perform an unlimited number of times:

- **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 3 Hexes 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 addition, both Angels and Demons share a **Special Ability:** When you Play a 1-Time Power Card, draw a Card from either the Permanent Power Deck or the 1-Time Power Deck (your choice), except if the Card you Played had an effect that added 1 or more Cards to your Hand. Such exceptional Cards have the symbol to the right. Drawing a Card using this Special Ability does not count as an Action.



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 immediately changes into an Accessible Hex. Place an Accessible Hex Tile on the Hex as a reminder. 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 Walk Action to a lower level uses 3 Actions
- The Climb Action 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](#)). 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 Character Mats have specific instructions describing how to Upgrade their particular Character.

Additional Rules

Hex Limitation: Your Character may never occupy a Hexagon occupied by an Opponent. This rule also applies to the Angel and the Demon.

Hand Management: If you have more than 5 Cards in your hand, normal gameplay stops and does not resume until you discard down to 5 Cards. *Note: In the Poison Variant, Opponents continue rolling for Poison while you discard.* Discarding Cards is not counted as an Action. You may only Discard when required by the 5-Card limit, or when permitted by the abilities of a card that you play. Discarded Cards are placed into the Discard Pile face-up.

Pushing: If the Push cannot be completed as described in the Melee Attack section, there is no Push. Immobilized Characters can be Pushed by Melee Attacks.

Familiar Path Rules: Regarding the 'Command Familiar...' Actions, the Familiar's path to the Treasure, Card, or 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.

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 individually shuffle them to create new decks. *Poison Variant Rule: Stop mixing poisons while the decks are being rebuilt.*

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 Character 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 unoccupied Power Hex, clear your Wounds, and regain half of your lost Hit Points (i.e. 5). If you are equidistance from 2 Power Hexes, roll a 6-sided die: If the result is 1-3, move to the left Power Hex, if it is 4-6, move to the right Power Hex. If you die while on a Power Hex, you remain there. If you have an Activated Power Card in a slot of your Character Mat, it is returned to your Hand – discard down to 5 Cards if need be. In the Poison Variant, your poisons are not lost if you die. 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, half of their lost Hit Points are restored. For example, if a 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). The Power Hex is the only type of Hex that Demons/Angels can be Pushed out of. If an Opponent Melee Attacks them from an adjacent Hex, they are Pushed one Hex further away from the Attacker on the Sea Level (the Hex must be unoccupied). For this, and only this Melee Attack, the Attacker does not lose the 1 HP that is normally lost when performing a Melee Attack, while the Angel/Demon takes normal damages.



Axis Mundi Hex: When a Demon or Angel leaves the Axis Mundi Hex, it becomes an Accessible 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 Axis Mundi collects their life-force to re-constitute itself 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 no longer Push the Attacked**, except for the [Angel/Demon on a Power Hex](#). The Demon/Angel can Melee Attack Characters on a higher or lower Level Hex adjacent to their location; Upgraded Characters cannot Melee Attack an Opponent, including the Angel or the Demon, if the Opponent is located on a Level beneath them.

Immobilizing an Angel/Demon: In order to immobilize the Angel or the Demon, **ALL** the Opposing Players must perform the Command Familiar to Immobilize Action during the same round. Performing this Action against an Angel/Demon requires the standard number of Energy Tokens (in most cases, 3), but has an additional cost of 1 Hit Point from a Retaliatory Strike. The Angel/Demon becomes Immobilized during the following round. The Angel/Demon can avoid the immobilization with the 'Unstoppable' or 'Elusive' cards.

Wounds: Wounds are acquired when a Character (both Upgraded and non-Upgraded), Angel, or Demon moves onto a Terrain Hex that produces Wounds, not when they move out of a Wound-producing Hex.

Area of Effect (AoE): The Demon and The Malignant Character do AoE damage to Opponents in the affected Area. Except for the following two situations, AoE cannot be deterred or thwarted in any way – if you are in the Area, you receive the damage. 1) The Angel/Demon is protected from AoE until it moves out of the Axis Mundi Hex, and 2) the God-Mode 1-Time Power Card negates AoE damage. The Malignant and The Demon's AoEs have different sized Areas, inflict different amounts of damage, and also behave 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: *Note: The number of Wounds an Opponent receives from The Malignant's AoE is dependent on a number of factors, see [The Malignant](#), but the maximum is 2 Wounds per Round.*

Example 1) The Malignant/Upgraded Malignant moves or is rotated close enough to an Opponent to put them inside their AoE. The Opponent receives (a) Wound(s). At the beginning of The Malignant's turn in the next Round, the Opponent will again receive (a) Wound(s) if they are still inside the AoE.

Example 2) If an Opponent moves inside The Malignant/Upgraded Malignant's AoE, they immediately receive (a) Wound(s). At the beginning of the Opponent's turn in the next Round, the Opponent will again receive (a) Wound(s) if they are still inside the AoE. Use this method if the Angel/Demon enters the Upgraded Malignant's AoE when departing from the Axis Mundi Hex. **Example 3)** If the Upgraded Malignant and the Opponent become 2 Hexes apart, the Opponent receives 1 Wound, as described in example 1 or 2 above. If, on a following turn, they are moved into adjacent Hexes, the Opponent receives a 2nd Wound. Remember who's turn it was when the second wound was received. At the beginning of that Character's turn in the next Round, the Opponent will again receive (a) Wound(s) if they are still inside the AoE.

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**, an Upgraded Character 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 Upgraded Character(s) (sending them to a Power Hex, see [Dying](#)) in order to advance to their Pier Hex and achieve victory. Similarly, you can place the Time Bomb in the Warehouse Hex and remain there in order to block Opponents from 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.

Treasure

Before the game begins, place the 8 Treasure Tokens face down randomly on Path, Accessible, Cave, or Shelter Hexes, but not on Hexes on the Sea Level, Inaccessible Hexes, nor The Axis Mundi Hex.

If it is close enough, A Treasure Token can be [retrieved by your Familiar](#). Alternatively, you can move to its location and use the [Pick Up Item Action](#). Once attained, put the Treasure Token face down on your

Character Mat such 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.

Once used, Treasure Tokens are removed from the game play area, not to be used again.

Treasure Tokens:

- 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) that causes 2 extra Wounds.
- 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 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. Any Character inside the Warehouse Hex during the explosion loses 5 hit points. After an explosion, remove the Warehouse's Crate Board from play, put its Power Cards into the Discard Pile, and place an Accessible Hex where the Warehouse Hex used to be. Disarming the Time Bomb uses 1 Action and can be performed by an Opponent when they are on same Warehouse Hex as the Time Bomb. The Opponent that Disarms the Time bomb gains it for future use, placing the Time Bomb Token on their Character Mat.

Characters and Their Variable Player Powers

S — **The Beastmaster:** Your Familiar can travel up to 3 Hexes during your 'Command Familiar...' Actions (Retrieve/Immobilize), and your Familiar inflicts 1 Hit Point of damage to the targeted Opponent during Immobilizations, whether or not the actual Immobilization is successful. When you have 3 Energy Tokens on your Character Mat, your Familiar defends you, making you impervious to Immobilization. **Upgraded Beastmaster Power:** When another player is a Demon or an Angel, you gain two more Familiars. Your 3 Familiars retain their previous abilities, but they only require 2 Energy Tokens to Command, and they can be Commanded to travel up to 3 Hexes to Harvest un-harvested Accessible, Cave, and Shelter Hexes using the standard die roll to determine Harvest outcome. If any one of your Mat's Energy Sections has 2 Energy Tokens, you cannot be Immobilized. 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). *Your share of the task of [Immobilizing a Demon or Angel](#) requires you to Command all 3 of your Familiars to Immobilize, which costs 3 Actions, all 6 Energy Tokens, and 1 Hit Point from the Retaliatory Strike, but does 3 Hit Points of damage to the Angel/Demon.* **To upgrade your powers,** flip over your Character 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 Character 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). It can be performed after you complete all your other Actions, just before the next player's Turn. Additional 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 Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** flip over your Upgraded Character Mat and transfer your Hit Point(s), Wounds Tokens, and Energy Tokens.

S — **The Malignant:** Afflicted by an infectious yet unidentified disease, your Melee Attacks deliver an additional 2 Wounds to your target (total damage: 2 Hit Points and 2 Wounds). Place an Infection Marker on each Hex you depart during your turn. If you are moved during an Opponent's turn, place an Infection Marker on each Hex you depart. *Note: Power Hexes and the Axis Mundi Hex cannot have Infection Markers placed upon them.* Every Opponent loses 1 Hit Point when they enter a Hex that contains an Infection Marker. A Hex can only contain 1 Infection Marker. At the beginning of your next turn, remove all Infection Markers from the board. In addition, you have an "always on" Area of Effect (AoE). Any Opponent on a Hex adjacent to 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 Markers. Your AoE grows in area and intensity: any Opponent 2 Hexes away from your location suffers 1 Wound, and any Opponent 1 Hex away from your location suffers 2 Wounds. **To upgrade your powers,** flip over your Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the Hit Point Counter on 10. **To Downgrade,** flip over your Upgraded Character 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, Deactivate, 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 in the second Slot on your Updated Character Mat from a Card in your Hand as a free Action. (The 2 Activated Permanent Power Cards cannot be duplicates.) 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 Character Mat with the S. The Savant Upgraded Character Mat, fill the Energy Token Section 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 Character 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 Character 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 Character Mat with the downgraded Character 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 into your Hand, called “Scrounging”. Scrounging uses 1 Action. When you perform the Scrounge, remove all Scrounge Tokens from your Character 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. You may Scrounge at a cost of 1 Action. **To upgrade your powers,** flip over your Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the Hit Point Counter on 10. In addition, place 3 Scrounge Tokens in the Scrounge Section. **To Downgrade,** flip over your Upgraded Character Mat and transfer your Hit Point(s), Wounds Tokens, Energy Tokens, and Scrounge Tokens.

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...

Familiar Attack: “Seek and Destroy” Play this Card to Command your Familiar to Attack an Opponent up to 3 Hexes away from your location, doing 1 Hit Point of damage. This Card cannot be played unless your Character Mat has a full Energy Section. When playing this Card, remove all Energy Tokens from the Energy Section. If you are the Beastmaster, replace the “3 Hexes” above with “5 Hexes”. If you are the Upgraded Beastmaster, replace the “3 Hexes” above with a “6 Hexes”, and the “1 Hit Point” above with “2 Hit Points”.

+1 Hex Familiar Flight Path: “Godspeed” When you perform the Command Familiar to Retrieve/Immobilize Action, Play this Card to increase the Familiar’s maximum Flight Path by 1 Hex. If you are the Beastmaster, replace the “1 Hex” above with “2 Hexes”. If you are the Upgraded Beastmaster, replace the “1 Hex” above with “3 Hexes”. Playing this Card does not count as an Action.

Hidden Cave: “Now You See Me...” Play this Card to Spelunk 4-6 Hexes (card will state the exact number) to the left or right (on the same Level) of your current location, via a cave with a hidden entrance. Roll a 6-sided die to determine direction: 1-3: Left, 4-6: Right. If one of the possible Hexes has an Opponent on it, or is Inaccessible, automatically Spelunk to the other Hex. You acquire 2 Wounds for the Spelunk, plus a Wound for Walking onto the Hex you emerge from, if applicable. Playing this card immediately ends your turn.

Stronger Melee Attacks When Low HP: “Desperate Measures” When your Hit Point(s) are 3 or less and you perform a Melee (or Demonic Melee) Attack Action, Play this Card to add 1 additional Hit Point of damage to your target. All other aspects of the Melee Attack follow the normal rules. This Card “stacks” with Character Variable Player Powers and Activated Permanent Powers (‘Honed Blade’, ‘Cornered Animal’), meaning that this and all other factors that modify the strength of the Melee Attack’s damage are added together. 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 you invisible. Place this Card Face Up on your Character Mat during the duration of your Character’s Invisibility. Put an Invisibility Marker on the Hex that your Character is located when they turn invisible and remove your Character Miniature from the board. Perform any other 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 you are located on when you finish your Turn, along with the number of wounds you acquired during your turn. If you play Cards while you are invisible, place them face down in front of you. Any Wounds you acquire through Movement or AoE are placed on your

Character Mat at the beginning of your next turn. While invisible, you can Attack an Opponent, 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 Cards you played into the Discard Pile. In the event that an Opponent is occupying the Hex that you wrote down, roll a 6-sided die: a result of 1-3 means that you move 1 Hex to the left, a result of 4-6 means that you move 1 Hex to the right (on the same Level). **Special Attack rules when you are invisible:** Opponents can Attack Hexes where they surmise you are located. You must inform the Attacker whether or not their Attack targeted your location. If it did, you immediately become Visible and take damage from the Attack as normal. Attackers do not lose the hit point normally lost during a Melee Attack, whether or not they hit you.

Choice of Harvest: “Harvester” When you perform a Harvest Action, play this Card 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. If you are the Cultivator, playing this Card allows you to draw 2 Cards (each from either Deck), Heal 2 Hit Points, or draw 1 Card and Heal 1 Hit Point. Playing this Card does not count as an 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 you 1 extra Move Action during your turn. Choosing this option does

not count as an Action. Alternatively, 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. Playing this Card does not cost an Action.

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 Character Mat...If Played with a “Holistic Herbs” Card, Heal 3 Hit Points and remove 3 Wounds from your Character 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 Character 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 Melee (or Demonic Melee) Attacks you, play this Card to reduce the damage you take by 1 Hit Point. Playing this Card does not cost an Action.

Shield from Melee Attack: “Hickory Shield” When an Opponent Melee (or Demonic Melee) Attacks you, play this Card to reduce the damage you take by 2 Hit Points. Playing this Card does not cost an Action.

Lose No Hit Points When Melee Attacking: “Perfect Counter” When you perform the Melee Attack Action, play this Card to avoid losing the Hit Point normally lost. Playing this Card does not cost an Action.

Receive 1 Extra Energy Token: “Morsel of Vermin” Your Familiar has found a small meal - add 1 Energy Token to the Energy Section of your Character Mat.

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

Avoid Immobilization: “Elusive” When an Opponent performs the “Command Familiar to Immobilize” Action targeting you, play this Card to evade the immobilization. Playing this Card does not cost an Action.

Disarm: “#4 Danzig – Berlin, Oct 1908” When you perform a Melee Attack Action, play this Card to disarm your target. Choose one of their Activated Permanent Power Cards, remove it from their Character Mat, and place it near the game

board. Place a numbered Card Marker on it, and put a matching Card Marker onto the Hex that the Attacked is Pushed into/occupies. It can be Picked Up or Retrieved by your Familiar in a following Action. Playing this Card does not cost an Action.

Sub-Machine Gun: “Hafdasas C-4” When you play this Card, you spray bullets in every direction, dealing 1 Hit Point of damage to all Opponents that are 1-2 Hex(es) from your location.

Change Your Hand: “Hurry. Change. We haven’t much time.” When you play this Card, discard up to 4 additional Cards from your Hand, then 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 if The Scrounger is the chosen Character. Your original powers are no longer available during your turn. This Card cannot be played when an Angel or Demon is in play. Playing this Card does not cost an Action.

Steal Energy from Opponents: “Ethereal Drain” When you play this Card, each of your opponents lose an Energy Token from their Energy Section, and the Energy Section on your Character Mat becomes full of Energy Tokens. The Upgraded Beastmaster chooses one Energy Section to fill.

Take from Warehouse: “Crates” When you play this Card,

add 1 Card from any Warehouse Crate Board to your Hand.

Everyone Gets a Card: “Mobilizing Forces” When you play this Card, draw 3 Power Cards from 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. Discarded Cards are not Played, and therefore are not replaced by the Angel’s/Devil’s Special Ability.

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 1-Time Power Cards from your Hand as you want. Playing this card and all the others counts as just 1 Action. Play the cards’ effects in the order of your choosing. Discard this Card with all the others that you play. *Note: Cards that require an Action to be played cannot be played using this card’s ability (e.x. Godspeed, as it requires a Command Familiar Action), nor can ‘Hurry. Change. We Haven’t Much Time’, ‘Last Resort’, nor another ‘The Phrygian Tumble of Notes’.*

Extra Attack Action: “Follow the Monkey” When you Play this Card, 1 extra Attack Action (Melee Attack, Shooting an Arrow, or Throwing the Grenade) is added to 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 cost 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:

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, 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 Character Mat. Their benefits “stack” with your 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 Walking nor when Pushed into any type of Hex. When Running into Accessible or Cave Hexes from the same Level, you take 1 Wound. Running onto all other types of Terrain from the same Level causes no Wounds.

Shield: “Shields Up” When you Activate this fine obsidian shield, damages you take when you are Melee (or are Demonic Melee) Attacked by an Opponent are reduced by 1 Hit Point. It does not reduce any Damage from Arrows, the Grenade, Familiars, nor the Time Bomb.

1 Extra Move Action: “Alpinist” When you Activate this Card, you gain 1 extra Move Action during your Action Phase.

Deadlier Melee Attack: “Honed Blade” When you Activate this sword, your Melee Attacks inflict 3 extra Wounds onto the Attacked.

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

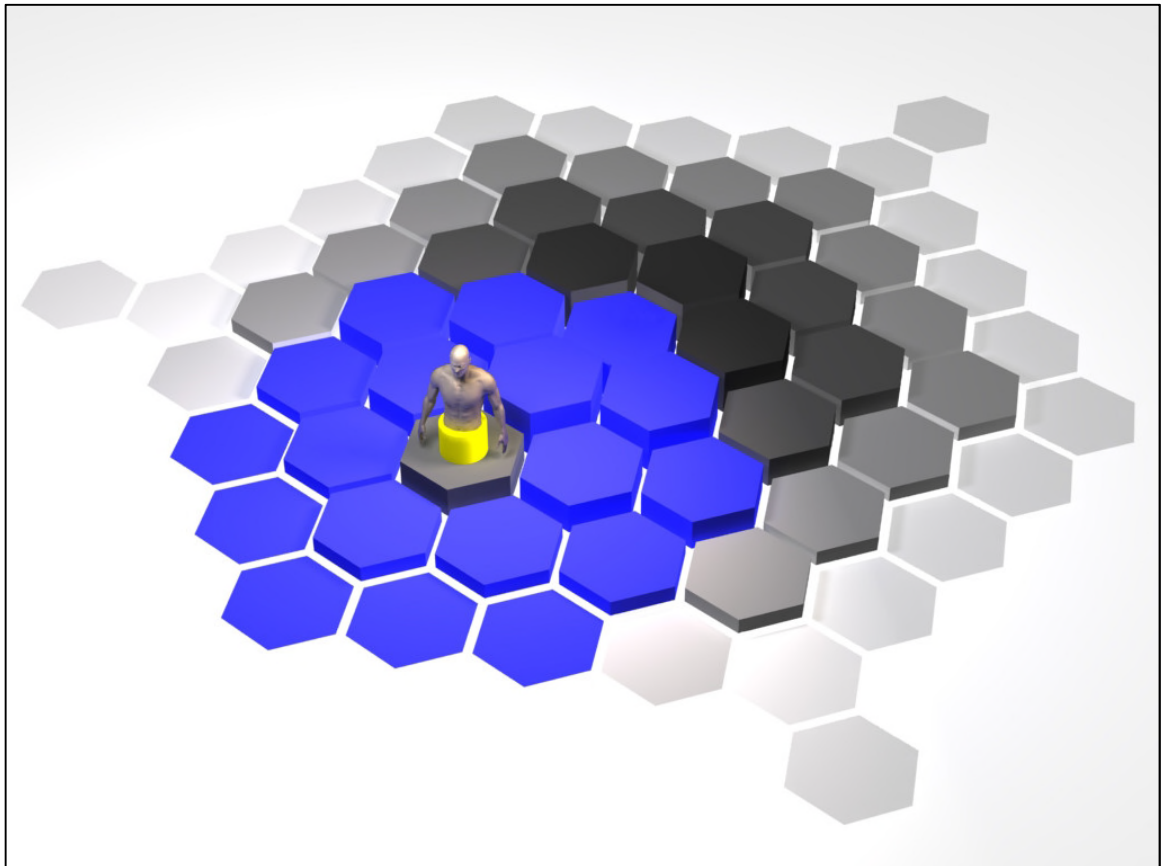
Melee Attack with No HP Loss: “Perfect Execution” When you Activate this Card, you do not lose the Hit Point normally lost when performing a Melee Attack.

Familiar 1 Extra Hex Path: “Hail Anemoi” When you Activate this Card, your Familiar’s Flight Path limit is increased by 1 Hex. Enhances all relevant Actions (“Command Familiar to...Retrieve/Immobilize”) 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.

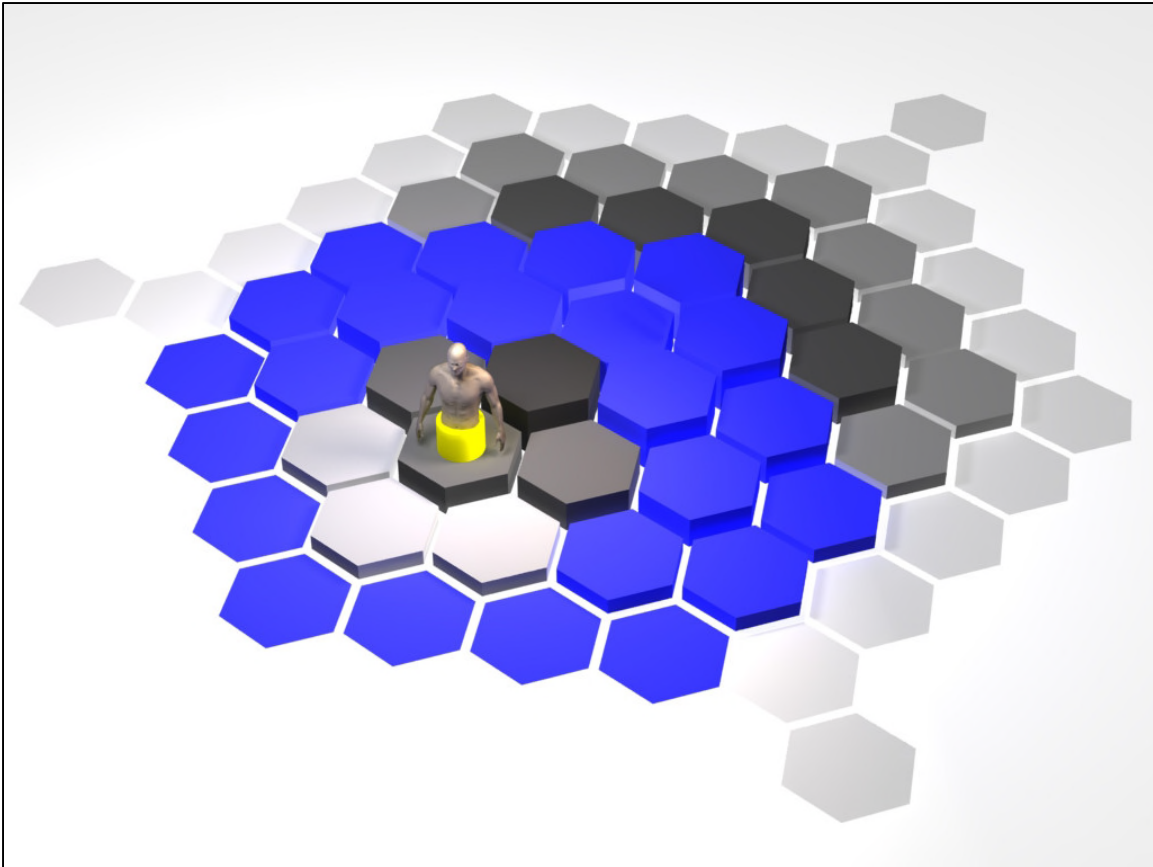
Arrow Attack:

“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 the targeted Opponent that is 1-2 Hex(es) distance from your location, irregardless of Level. An arrow does not move the shot Opponent.



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 the targeted Opponent that is 2-3 Hexes distance from your location, irregardless of Level. An arrow does not move the shot Opponent.



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

Game Components

- Game Boards (4 – Sea Level + 3 Higher Levels)
- Character Mats (8 – includes the Demon & Angel)
- Scrounge Tokens (3)
- Treasure Tokens (8)
- Energy Tokens (12) + 2 extra
- Wound Tokens (12) + 2 extra
- Invisibility Markers (3)
- Card Markers (6)
- 1-Time Power Cards (113)
- Permanent Power Cards (60)
- Harvested Markers (54)
- Infection Markers (14)
- Warehouse Crate Boards (3)
- Reference Sheets (3)
- 6-sided Dice (3)
- 3-sided Dice (either jellybean style or 6-sided D3) (3)
- Pen & Paper (1)
- Poison Mats (3)
- Drop Cubes (72) +8 extra
- Dose Cubes (96) +8 extra

The “Poison” Game Variant

If your group has mastered the base game and you desire an even greater challenge, you may play the “Poison” Variant. It serves as a challenging distraction from the game’s main action, punishes you for taking too long on your turns, and satisfies your dice-chucking habit...

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 just 1 Hit Point of damage. However, they can be made deadlier with Poison, which is made by mixing ingredients 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 Character Mat**. Opponent Players can see what poisons you are creating.

The diagram illustrates the 'Poison Mat' used in the game. It is divided into two main sections: 'The Mixture' and 'Poisoned Arrows'.

The Mixture: This section shows three columns of ingredients, labeled 1, 2, and 3. Each column has a 3-sided die next to it. The ingredients are represented by colored squares: blue for 2 Doses and white for 1 Dose. The dice are numbered 1, 2, and 3.

Poisoned Arrows: This section shows five arrows, each with a 3-sided die next to it. The arrows are labeled with their respective poisons and effects:

- 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 each ingredient are separately added to The Mixture by rolling a 3-sided die. Rolling a 1

means 1 Drop of an ingredient is added to the mixture, a 2 means 2 Drops of an ingredient, and a 3 means 3 Drops. Once all 3 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 Poisoned Arrow can be shot. When a Poison Arrow is shot, all its Dose Cubes are removed from the Poison Mat.

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.

Round Summary

Each player takes their turn counter-clockwise around the table, starting with the First Player.

At the beginning of each Round after the first 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...

- **Scavenge**: Take a Card from a Warehouse Hex you occupy (limit 1/turn).
 - **Command Familiar**: to travel 1-2 Hexes to retrieve Treasure/Card Marker; or, to immobilize opponent (each Command requires/uses 3 Energy Tokens)
 - **Pick up**: Treasure Token or Card Marker on your location
 - **Play**: a Card from your Hand
 - **Draw 1 Card**: from the Permanent or 1-Time Power Deck
 - **Draw 5 Cards**: each from either deck, uses 3 Actions
 - **Harvest**: occupied Accessible, Cave, or Shelter Hex. Uses D3 die roll: 1: 1-TimePower 2: Permanent Power 3: Heal 1 HP
 - **Activate, Deactivate, or Swap**: a Permanent Power Card
 - **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 adjacent Hex on same level or above. Attacker loses 1 HP, Attacked loses 2 HP and is Pushed
 - **Shoot an Arrow**: 1 HP + 2 Wounds - requires an Activated Bow
 - **Throw Grenade**: into adjacent hex, does 3 HP damage – requires Grenade Treasure Token

Move Actions

- **Walk**: 1 adjacent Hex on the same level or lower
- **Run**: 2 adjacent Hexes, either to the same level (+1 Wound per Hex) or to a lower level (2 Wounds per Hex)
- **Climb**: Up 1 Level - uses 3 Actions
- **Spelunk**: emerge from the Cave Hex on the other side - acquire 3 Wounds and end turn
- **Walk into the Axis Mundi Hex**: (Optional) Roll D6: 1=ejected to Power Hex, 2-6 Enter. Then re-roll: 1-3= Entered Heaven & become Angel 4-6= Entered Hell & become Demon

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- Attack Actions**
- **Melee Attack**: an Opponent in adjacent Hex on same level or above. Attacker loses 1 HP, Attacked loses 2 HP and is Pushed
 - **Shoot an Arrow**: 1 HP + 2 Wounds - requires an Activated Bow
 - **Throw Grenade**: into adjacent hex, does 3 HP damage – requires Grenade Treasure Token

Move Actions

- **Walk**: 1 adjacent Hex on the same level or lower
- **Run**: 2 adjacent Hexes, either to the same level (+1 Wound per Hex) or to a lower level (2 Wounds per Hex)
- **Climb**: Up 1 Level - uses 3 Actions
- **Spelunk**: emerge from the Cave Hex on the other side - acquire 3 Wounds and end turn
- **Walk into the Axis Mundi Hex**: (Optional) Roll D6: 1=ejected to Power Hex, 2-6 Enter. Then re-roll: 1-3= Entered Heaven & become Angel 4-6= Entered Hell & become Demon

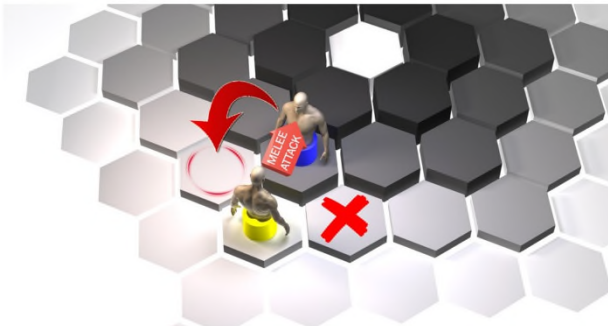
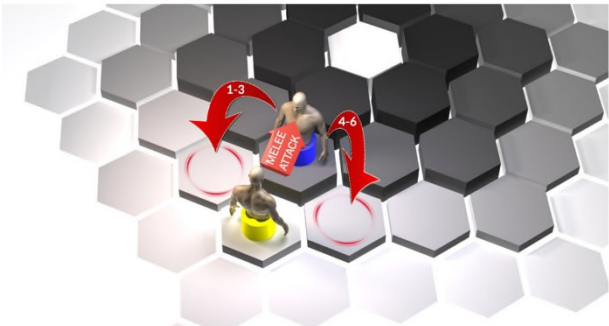
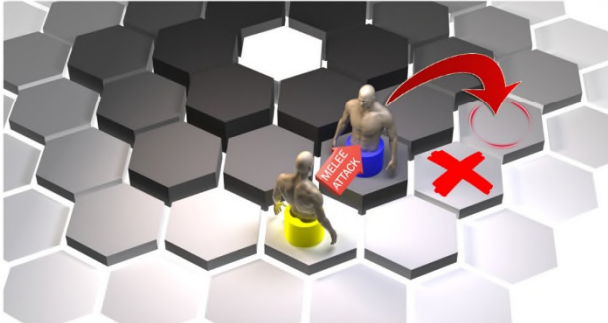
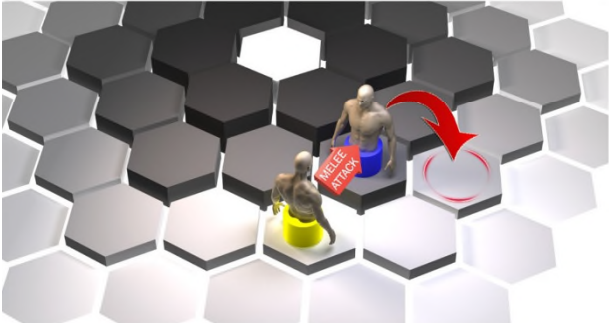
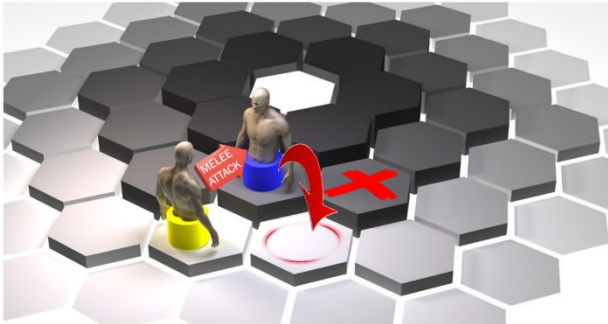
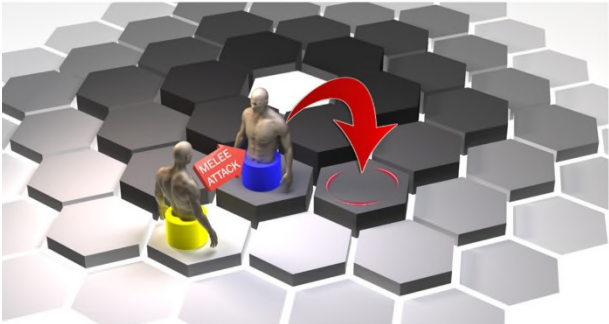
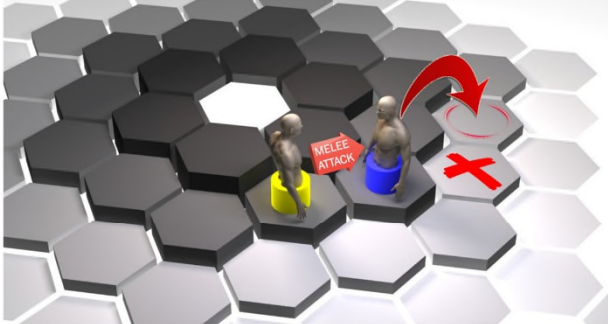
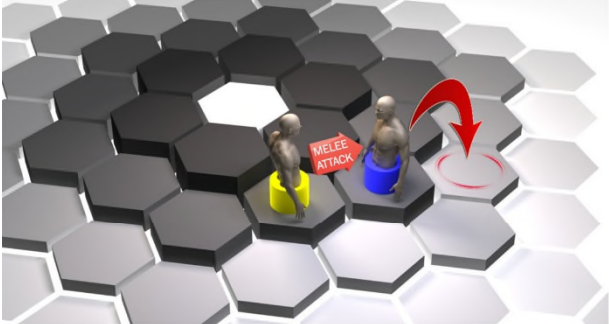
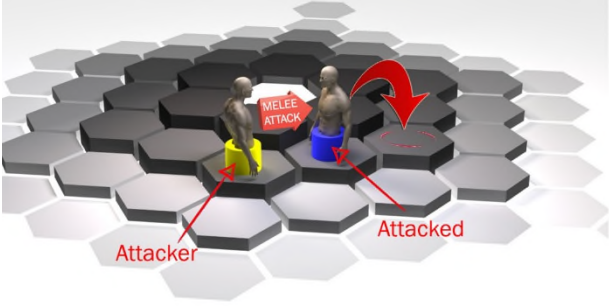
The Number of Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Walk, Climb, or Push	Entered Using Spelunk (Includes Wounds from Spelunking Through the Cave)	Entered Using Run - From Same Level	Entered Using Run - From Above
Warehouse, Path, Shelter	0 / 0 w/Dexterity	N/A	1 / 0 w/Dexterity	2 / 1 w/Dexterity
Accessible	1 / 0 w/Dexterity	N/A	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Power	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	0 / 0 w/Dexterity
Pier	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	N/A
Cave	1 / 0 w/Dexterity	3 / 2 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Axis Mundi	0 / 0 w/Dexterity	N/A	N/A	N/A
Inaccessible	N/A	N/A	N/A	N/A

The Number of Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Walk, Climb, or Push	Entered Using Spelunk (Includes Wounds from Spelunking Through the Cave)	Entered Using Run - From Same Level	Entered Using Run - From Above
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Accessible	1 / 0 w/Dexterity	N/A	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Power	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	0 / 0 w/Dexterity
Pier	0 / 0 w/Dexterity	N/A	0 / 0 w/Dexterity	N/A
Cave	1 / 0 w/Dexterity	3 / 2 w/Dexterity	2 / 1 w/Dexterity	2 / 1 w/Dexterity
Axis Mundi	0 / 0 w/Dexterity	N/A	N/A	N/A
Inaccessible	N/A	N/A	N/A	N/A

Forced Movements from Melee Attacks



Appendix: Definitions

1-Time Power Card: Cards that can be played during your turn for a one-time benefit

Action: The majority of gameplay consists of Actions that you can choose whether or not to take

Activation: Placing a Permanent Power card from your Hand into your Character Mat's Slot in order to receive its benefit

Axis Mundi: The Hex inside the volcano's crater, it turns you into an Angel or Demon

Card: Either a 1-Time or Permanent Power, they are usually drawn from their respective Deck, Played/Activated, and lastly, discarded

Character: The avatar that represents you in the game world, each Character has Variable Player Powers, Hit Points, Wounds, and a location on the board

Character Mat: A game board that keeps track of your Character and Familiar's vital information

Discard: To place a card into the Discard Pile, face-up. 1-Time Power cards are Discarded after they are Played, cards are Discarded to reduce a Hand to 5 cards, and cards are Discarded without being Played in order to grant the benefits of certain Played cards

Energy: A resource, represented with tokens, that is required for your Familiar to complete your commands

Familiar: A bird of prey from another dimension that you can command to complete a variety of tasks

Hand: Short for Hand of Cards, these are the Cards you hold in your hand

Hex: Short for Hexagon, a collection of these constitute the game's boards. Each Hex is a type of Terrain

Level: The game boards that are set at various heights. The lowest is the Sea Level, the next higher is Level 1, the next higher is Level 2, etc.

Miniature a.k.a. Mini: The plastic figurine that represents your Character on the game board

Opponent: The players, and, by extension, their Characters, that you are playing against

Permanent Power Card: Cards that grant abilities that last as long as they are Activated

Play: An Action that grants you the benefit of a 1-Time Power Card. Played cards are then Discarded

Slot: The space on the side of Character mats. Permanent Power Cards are placed in the Slot in order to Activate them

Terrain: The physical features and game characteristics of game board Hexes

Treasure: One-time bonuses that are scattered throughout the island. Once acquired, they are used at any time during any of your turns and then they are lost

Variable Player Powers: The unique special abilities of each particular Character

Warehouse Crate Board: Represents the contents of a Crate within a corresponding Warehouse

Wound: represented by Wound Tokens, when you acquire 4 Wound Tokens, you lose one Hit Point