

## The “Free Will” Module

*The Free Will Module adds random rejection, which can be mitigated if you are willing to pay the price...*

Before the game begins, shuffle the 6 ‘Free Will’ 1-Time Power Cards into the 1-Time Power Deck.

**Free Will:** When performing the Walk on the Axis Mundi Hex Action, Play this 1-Time Power Card to enter Heaven or Hell [your choice – no die roll(s) needed]. Or, Play this card to override any 1 die rolled during your turn to the outcome you desire (includes Harvest, Shelter Hex, Push, and killing an Opponent. Excludes Poison). Playing this Card does not cost an AP.

In this variation of the game, when you perform the Walk onto the Axis Mundi Hex Action, immediately roll a 6-sided die. If the result is:

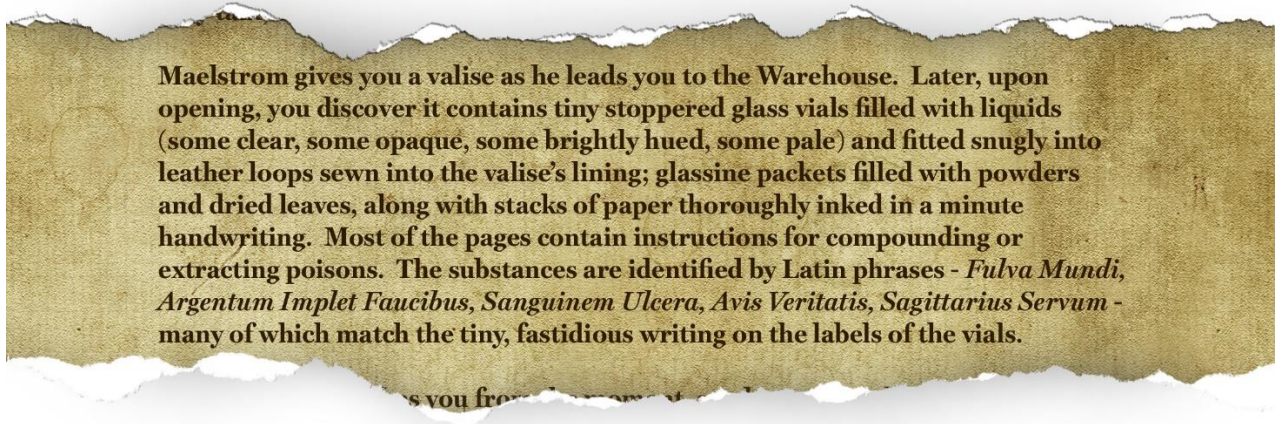
**1:** Your attempt to enter the Axis Mundi Hex was unsuccessful and you have been ejected - landing on a random Power Hex. Number the Power Hexes, then roll a 3-sided die to determine which Power Hex you have landed on. Your wounds are cleared and half of your lost Hit Points are healed (rounded up).

Your turn ends.

**2-6:** You have entered the Axis Mundi Hex successfully. Follow the [‘Walk onto the Axis Mundi Hex’](#) rules.

# The "Poison" Module

If your group has mastered the base game and you desire an even greater challenge, you may play the "Poison" Module. It rewards quick thinking and will satisfy your dice-chucking habit...



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 Module, place a Poison Mat and a 3-sided die next to each Player's Character Mat. Opponent Players can see what poisons you are concocting.

## The Mixture

INGREDIENTS

## Poisoned Arrows

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

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

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

*The Poison Mat*

All poisons consist of 3 "Ingredients", which must be mixed together in the correct ratio to successfully make the poison. This is called "The Mixture" and takes place in The Mixture Section on the left side of the Poison Mat. "Drops" of each ingredient are separately added to The Mixture by rolling a 3-sided die. Rolling a 1 means

that 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 during your turn using the 'Shoot an Arrow' Action. When a Poisoned 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 additional Wound. Another 2 Doses can be added to create an Arrow that causes 2 additional Wounds. A maximum of 5 Arrows can have this poison at any one time.

#### Rules:

1. During your Opponents' turns, roll a 3-sided die for Drops of Ingredients.
2. For each roll, choose which Ingredient the Drops will be and add that number of Drop Cubes to the lowest squares of 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 remove all Drop Cubes from the Mixture Section.
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 from the Mixture Section and start over.
5. When it becomes your turn, place (a) Drop Cube(s) from an outstanding die roll, if applicable, then complete your turn (refraining from mixing poisons). After finishing your turn, continue mixing poison.

Example: At the start 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 2<sup>nd</sup> 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 1<sup>st</sup> Ingredient column. As denoted by the blue color in the 3<sup>rd</sup> space, 3 Drops is the exact amount needed for the 1<sup>st</sup> Ingredient for 1 Dose of Poison. You place 3 Drop Cubes in the lowest 3 spaces of the 1<sup>st</sup> Ingredient column and roll again. Again, you roll a 3. If you add the 3 Drop Cubes to the 2<sup>nd</sup> 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 3<sup>rd</sup> 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 each of the 3 Ingredients. 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.