

Peter N. Thull's

AXIS MUNDI



Version 6.7 © 7/9/2020

60-180 min.

For 3 Players Ages 14+

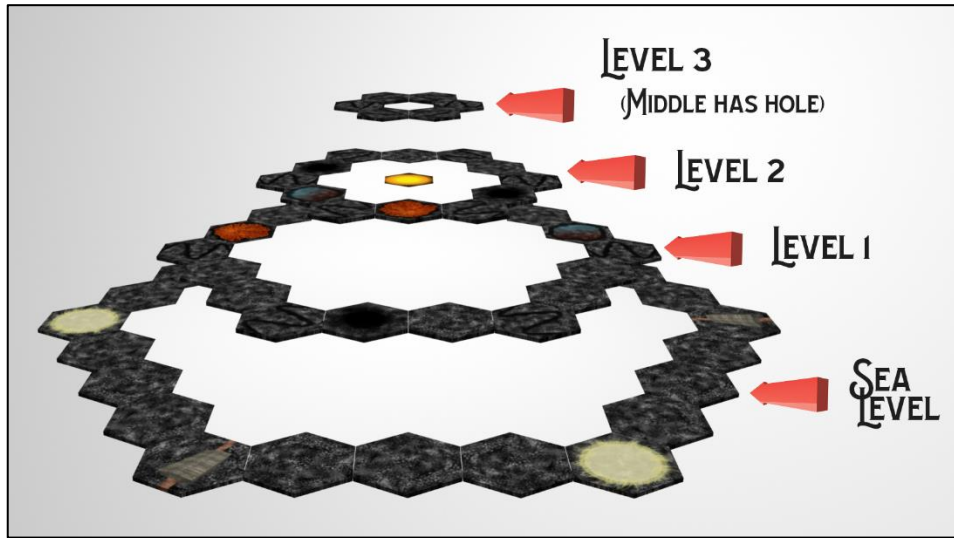
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Main Components



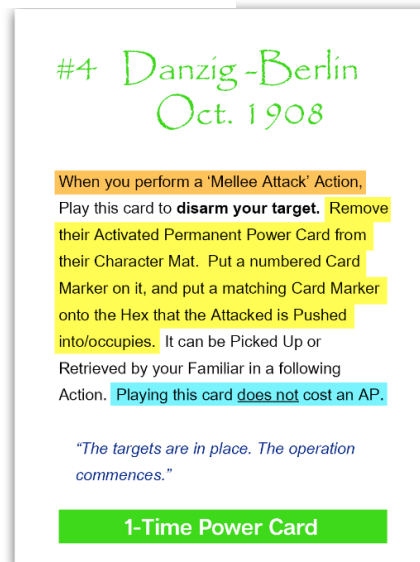
Multi-Level Game Boards (4)



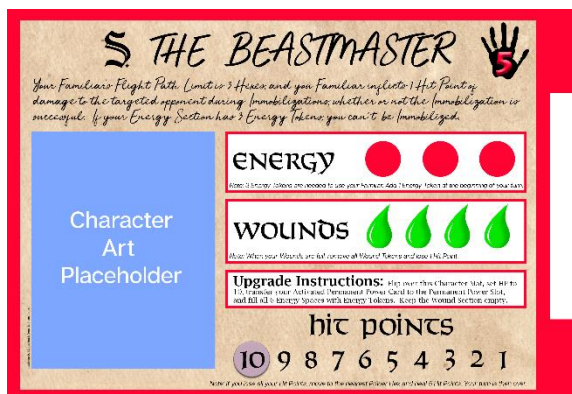
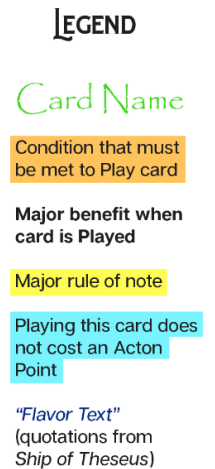
Permanent Power Cards (60)



Warehouse Crate Boards (3)



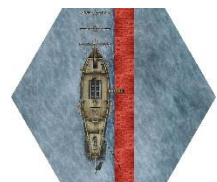
1-Time Power Cards (113)



Character Mats [8 (inc. Demon & Angel)]



Character Miniatures (5)



Pier Hex Tiles (5)



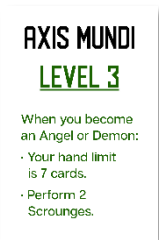
6-Sided Die (1)



Angel Miniature (1)



Demon Miniature (1)



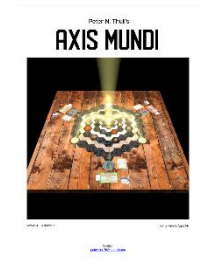
Axis Mundi Level Deck Cards (4)



First Player Marker (1)



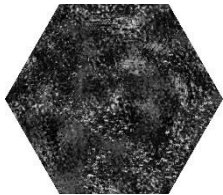
Treasure Tokens (8)



Rule Book (1)



Pushes Cheat Sheet b/w Glossary (1)



Accessible Hex Tiles (2)



Pen & Paper (1)



Player Aid b/w Wound Matrix (1)



Hit Point Markers (9)



Energy Tokens [14 (inc. 2 extra)]



Wound Tokens [14 (inc. 2 extra)]



Scrounge Tokens (3)



Card Markers (6)



Invisibility Markers (3)



Demand Card Tile (1)



3-Sided Die (1)

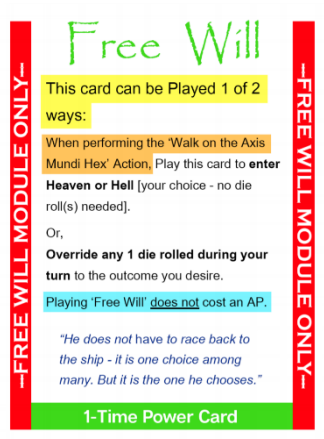


Harvested Markers (54)

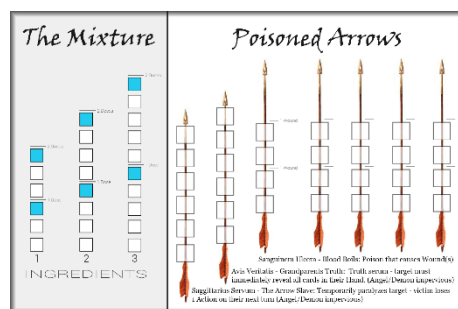


Infection Markers (56)

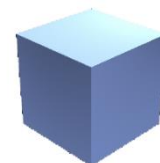
Components for Modules



Free Will 1-Time Power Cards (6)



Poison Mats (3)



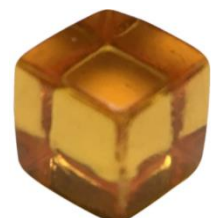
Drop Cubes [80 (includes 8 extra)]



3-Sided Dice (2)



6-Sided Dice (2)



Dose Cubes [104 (includes 8 extra)]

Notice to New Players

1. The following backstory contains some uncommon words:

xebec: a small three-masted Mediterranean sailing ship
shanghaied: forced to join a ship by drugging or using other underhanded means

hypoxia: a condition in which a region of the body is deprived of adequate oxygen supply at the tissue level

osnaburg: a coarse, plain-weave fabric

conchoidal: having elevations or depressions shaped like the inside surface of a bivalve shell

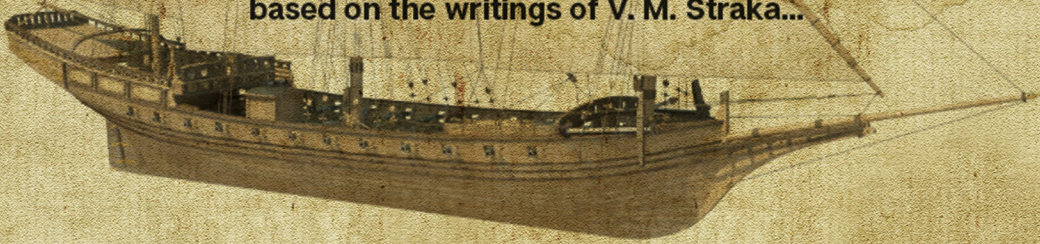
There is a “Cliff Notes” version of the backstory located after it (p. 6), if you prefer something quicker.

2. There are “Cheat Sheets” available during the game, so you don’t need to memorize the following:

- a. Pushes
- b. Actions
- c. Wounds
- d. Definitions (a Glossary is provided)

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 main deck 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 lack the stitching in a gap just large enough to accommodate a small wooden whistle, which hangs on a necklace around his neck.

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

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

"Me?"

You. S——.

“That’s my name?”

The sailor nods.

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

“What’s the name of your vessel?”

Int mine, the sailor says.

“What’s the name of this vessel?”

Dunt ten’a name.

“No name?”

Dun once, haps. Dunt n’more.

“What’s your name?”

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

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

“Why was I brought here?”

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

“What do you mean, take me?”

Take y’.

“Take me where?”

No where.

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

Int na captain.

“How can there be no captain?”

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

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

Sailing. Weeks of harnessing the wind to parts unknown. 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 notice a loose nail in one of the floor planks, and pry it free. 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 have been altered. They are now, inexplicably, statements that mock you and your predicament.

You begin going mad. Frightening hallucinations plague you.

And then, landfall.

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

The ship has docked at a decrepit-looking pier on a small, gray island that looks to be the very definition of Nowhere. At roughly the island's geographic center, a monolith of volcanic rock rises a steep thousand feet from the surface, then terminates abruptly in a deep, irregular crater, from which rises an intense beam of yellow light that reaches the swirling clouds 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' make ways a'top 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 as he boards 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: an unworldly raptor of humongous size, 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.



Backstory Summary

Warning: Contains Spoilers

You have been shanghaied and have amnesia. The ship's crew do not speak because their lips have been sewn shut. Except for a giant man, who tells you your name is S. and that they have instructions to take you. Where and why, he won't say.

After weeks of sailing, you arrive at a small island of jagged volcanic rock in the middle of nowhere. At its center is a steep mountain with a deep, irregular crater at its peak. Energetic arcs issue from the crater and make landfall to your right and left. The only sign of habitation on the island is a low-slung warehouse connected to the pier by a plank walkway.

The big man forces you to walk with him to the warehouse, which is filled to the brim with crates, and tells you to go to the top of the mountain. He won't give you a reason.

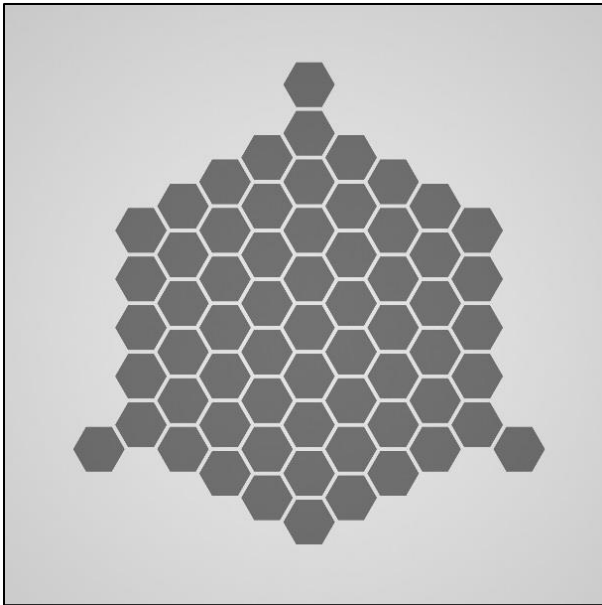
As he walks back to the ship, you notice a speck in the sky that rapidly gets bigger. You see that it is a massive bird of prey that is swooping in to attack you. You raise your arms in a poor defense and close your eyes in fright, but feel only its giant talons gripping your forearm.

Opening them, you see an unworldly raptor of humongous size, aflame with a blaze as black as the great void of nothingness, perched on your trembling appendage ready to do your bidding.

THE AXIS MUNDI Rule Book

What is AXIS MUNDI?

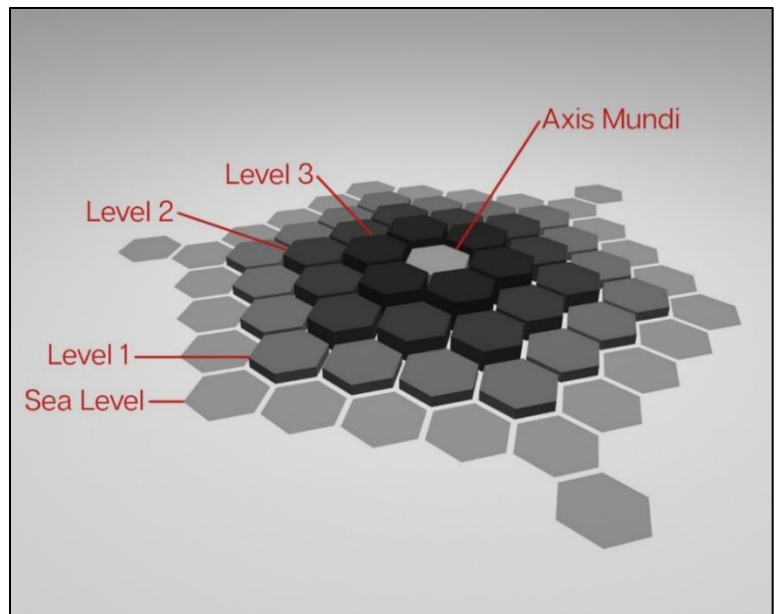
AXIS MUNDI is a competitive, turn-based multi-stage racing board game for 3 players, played on a map of hexagons that represents a small island with a towering, dormant volcano at its center.



Top View of hexagonal layout

The gameplay focuses on movement and otherworldly powers, gained by entering the Axis Mundi hexagon, a gateway to Heaven or Hell.

The hexagons (hereafter referred to as Hexes) that make up the volcano are set at different vertical Levels.



Perspective view showing the Levels of hexagonal layout

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

The first Angel or Demon to return to their Pier wins the game.

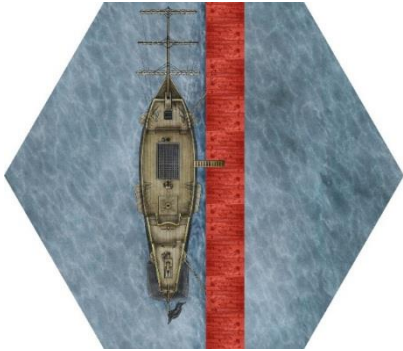
Your Surroundings

The island that you have been taken to 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.

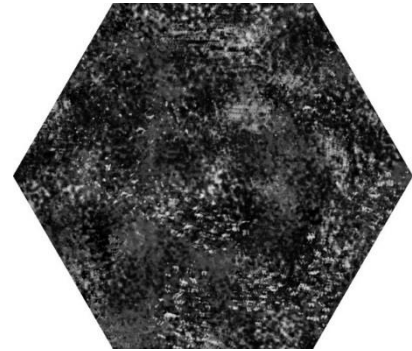
From the mouth of the volcano rises a beam of light that shines into the heavens. Curling tendrils of energy arc from that beam to uniformly placed locations on the Sea Level. These spots are called Power Hexes.

Types of Terrain

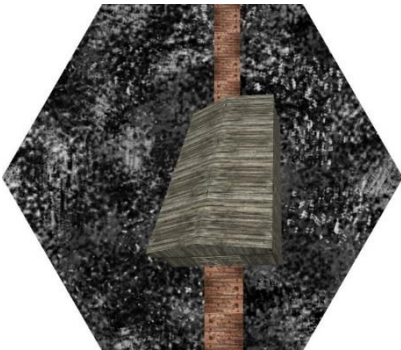
Each Hex on the game board is a certain type of Terrain, which determines its special properties.



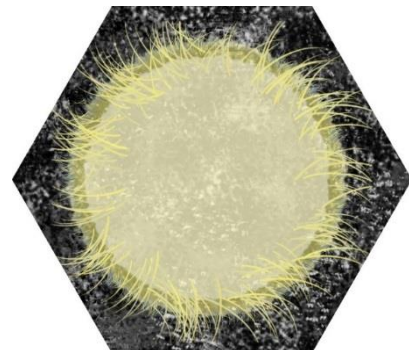
Pier Hex: The nameless sailboat, whose silent crew shanghaied you, has docked here. Your Character Mat and the base of your Character Miniature are color-coded to match your Pier's color. The first Player to reach their pier as an Angel or Demon wins the game.



Accessible Hex: Can be traversed, but doing so will Wound you 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.



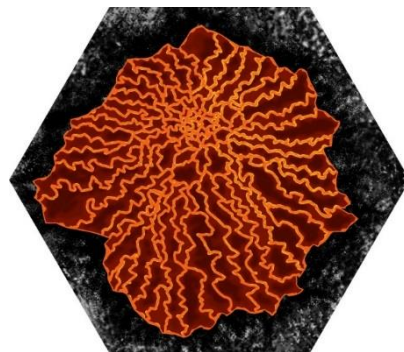
Warehouse Hex: Rising above the island's inhospitable surface is a wood plank walkway that connects the pier to a low-slung Warehouse made of weathered wood. While on a Warehouse Hex, you can perform the 'Scavenge' Action, which allows you to add a card from that Warehouse's Crate Board to your Hand.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



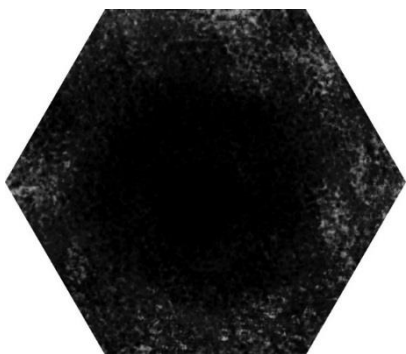
Power Hex: When entered, all of your wounds are removed, and half of your lost Hit Points (HPs) are healed, rounded up. *For Example, if your Character has 3 HPs when entering a Power Hex, you are healed 4 HPs. [10 (your starting HPs) minus 3 equals 7 lost HPs. 7 divided by 2 equals 3.5. 3.5 rounded up becomes 4].* Each Power Hex can only heal once per turn. If you begin your turn on a Power Hex, you can spend 1 Action Point (AP) to perform the 'Power Hex Heal' Action, which heals you as described above.



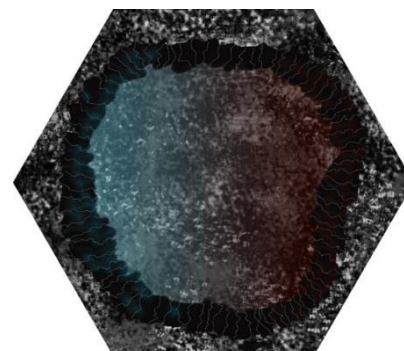
Path Hex: Found on Levels' corners, Path Hexes contain narrow paths of smooth but scored rock which wind up to the volcano's peak in lazy, inconsistent switchbacks. 'Walking' onto a Path Hex does not cause Wounds, but it does leave you vulnerable to the "Push" of an Opponent's Melee Attack (see [Melee Attack Action](#)).



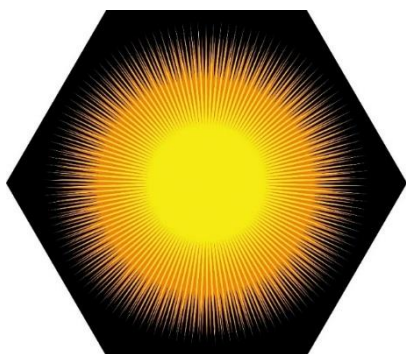
Inaccessible Hex: Pools of lava and giant steam-vents dot the island's landscape. These Hexes cannot be entered.



Cave Hex: Found on Levels 1 and 2, these Hexes contain an entrance to a cave. When you are located on one of these Hexes, you may perform the '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: While on a Shelter Hex, you cannot be the target of any type of attack except Area of Effect (AoE) attacks, and you can only hurt Opponents by using AoE attacks. The preceding rule overrides all conflicting rules. If you begin and end your turn on the same Shelter Hex, at the end of your turn you are pushed to the adjacent Hex on the same level of the Shelter Hex (roll a 6-sided die: 1-3=pushed left, 4-6=pushed right. If one of the Hexes is occupied, you are automatically pushed to the other. If both, there is no push.) Shelter Hexes offer no protection against Immobilization; if you are immobilized while on a Shelter Hex you will be pushed out of it as described above.



Axis Mundi Hex: The Axis Mundi Hex is located at the center of the island, inside the mouth of the dormant volcano. It is the center of the world; the location between Heaven, Hell, and Earth. Entering it is your first goal of the game. When you do so, you are transformed into a powerful Angel or a deadly Demon. When you exit the Hex, it immediately becomes an Accessible Hex. If you lose all your HPs, you revert back to your original Character, and the Hex reverts back to being the Axis Mundi.

The Character Mat

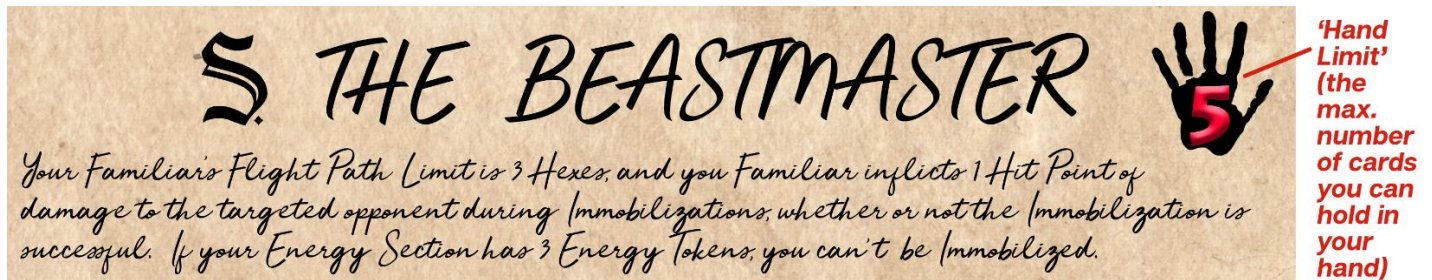


The Character Mat

You will have a Character Mat which represents and keeps track of your Character's attributes.

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 the Character's name and a block of text that explains the Character's unique abilities, which are referred to as Variable Player Powers:

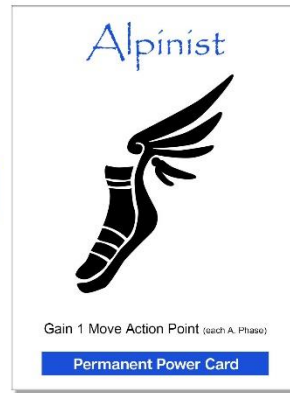


The Name and Variable Player Powers found on the Character Mat

Hit Point Tracker: The Character Mat has a Hit Point (HP) Tracker, which shows the Character's current HPs:



The Hit Point Tracker found on the Character Mat



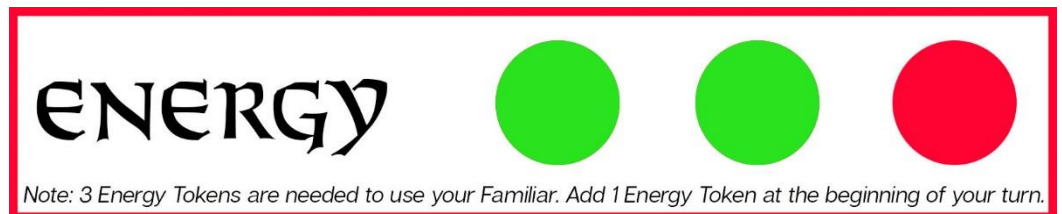
Permanent Power Slot: On the edge of each Character Mat, there is a Slot for inserting a Permanent Power Card. This insertion is referred to as 'Activation'. Activating a Permanent Power Card makes its benefit(s) available immediately.

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), then it provides no benefit. You are only able to have 1 Permanent Power Card Activated at a time (*Note: there are 2 exceptions: The Angel and the Upgraded Savant*).

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 are accompanied by a Familiar (a spirit animal) in your travels: a fierce raptor that dwarfs her mortal brethren, as black as the void of space itself. Commanding your Familiar requires an Energy Section to be full of Energy Tokens, which are then removed and replenished in the following rounds. The Energy Section cannot contain more Energy



Tokens than the spaces for them it provides. Your Familiar has a **Flight Path Limit**, which is the maximum number of Hexes your Familiar may travel from your location to a Treasure Token, Card Marker, or Opponent when you perform a 'Command Familiar...' Action. A Familiar's Flight Path can be a straight or curved line through occupied or unoccupied Hexes on any Level. The default Flight Path Limit is 2 Hexes.

Wounds: On the Character Mat there is Wound Section that holds up to 4 red Wound Tokens, which can be acquired in various ways (*Ex: 1 Wound Token is acquired when 'Walking' onto an Accessible Hex*). Whenever a 4th Wound Token is acquired, remove all of the Wound Tokens from the Wounds Section and decrease your HPs by 1 on the Hit Point Tracker.



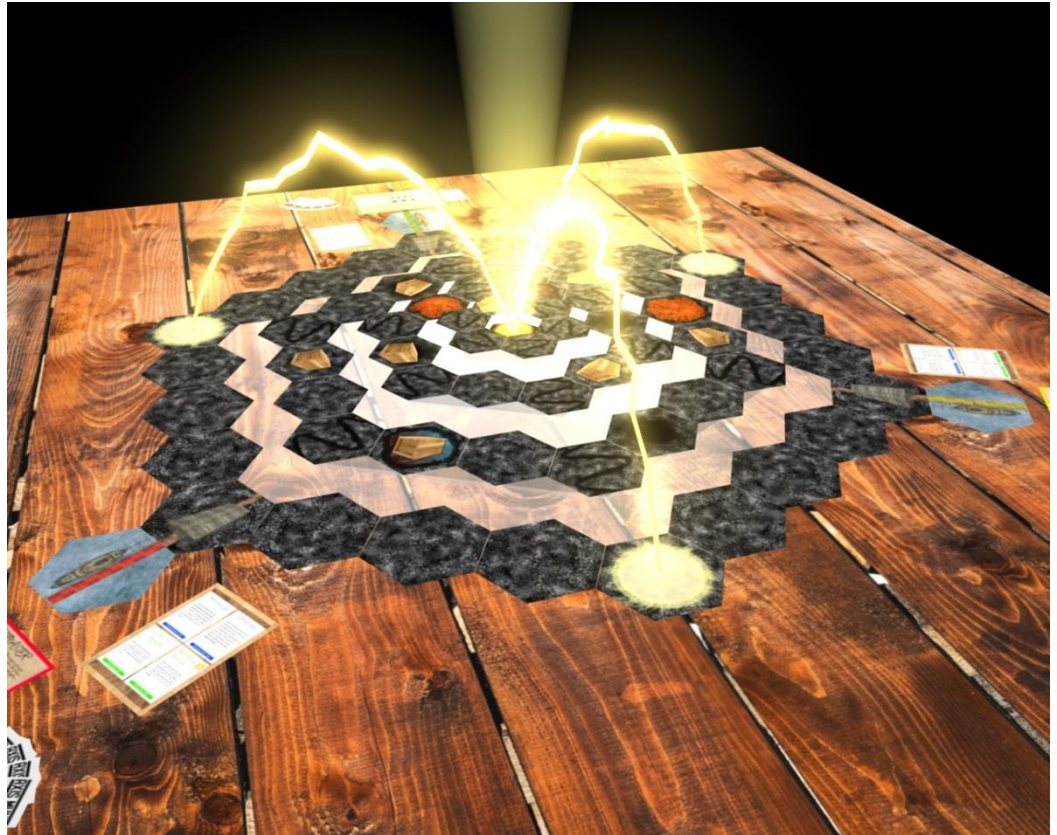
Game Setup

Boards & Level Deck

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 center of the Level 1 board. Repeat the process for the 3rd Level.

Create the Axis Mundi Level Deck by arranging the 4 cards in ascending numerical order, and place it face up in a highly visible location, starting with the Level 1 card.

For a quick game (120 min.), remove the Level 1 Card from the Axis Mundi Level Deck. For an even quicker game (60 min.), also remove the Level 2 Card (recommended for most players).



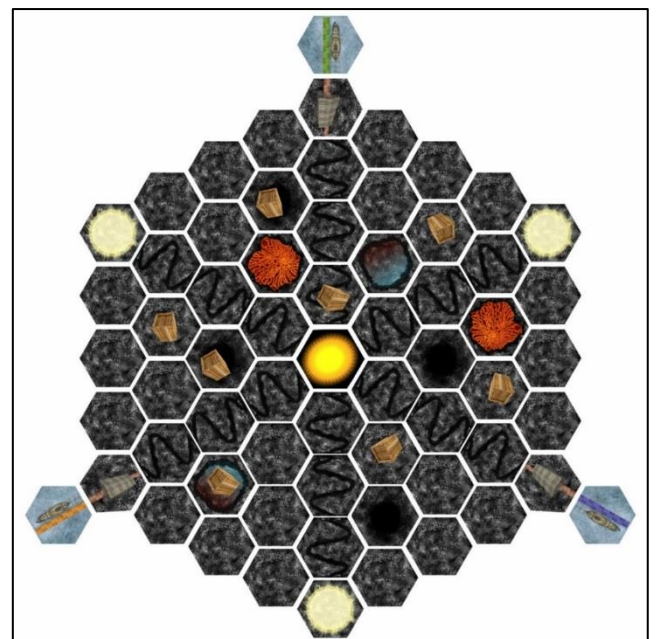
Placing Treasure Tokens



A Treasure Token

Eight (8) unique Treasure Tokens grant 1-time bonuses to Characters that take possession of them (see [Treasure](#)). They 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. Alternatively, use the recommended placement of Treasure Tokens found in the illustration to the right.










The recommended Treasure Token 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.

For each Level Deck Card () that was removed from the Axis Mundi Level Deck, randomly chose 5 non-duplicate Accessible () , Shelter () , or Cave Hexes () . Place 1 Harvested Marker () on each of the 5 Hexes. If the Malignant Character was chosen, do the same but with Infection Markers () and also include Path Hexes. If the Axis Mundi Level Deck wasn't reduced, skip the instructions in this paragraph.

Set the Hit Point Markers on each Character Mat to 10. Place 3 Energy Tokens () in each Energy Section. Leave Wounds Sections and Permanent Power Slots empty.


The Player who most recently read a fictional novel to completion is the 1st Player - they place the 1st Player Marker on their Character Mat. The Player to their right is the 2nd Player, the one to their left is the 3rd.

If your group consists of experienced **AXIS MUNDI** Players, decide whether you want to add the [Poison Module](#), which adds real-time crafting and punishes “analysis paralysis”. You may also add the [Freewill Module](#), which randomizes the Axis Mundi Hex.

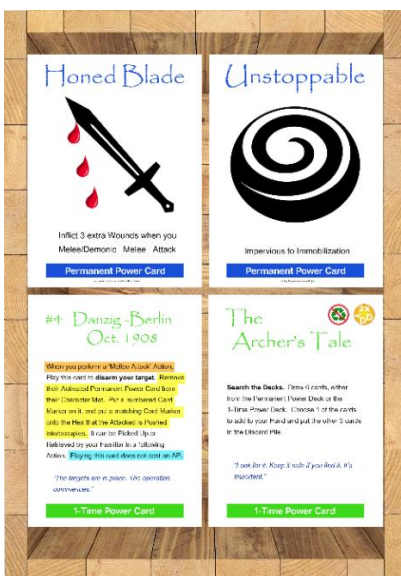
Building Your Starting Hand

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

Each Player, beginning with the 1st Player and then continuing with the Player to their right, builds their Starting Hand in the following manner:

Draw 5 Cards () , either from the Permanent Powers Deck, the 1-Time Powers Deck, or a combination of the two decks. Examine them only after you have drawn all 5 Cards., keeping them hidden from the other Players. If you are unhappy with your Starting Hand, you may discard any number of your Cards into the Discard Pile - face up - 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 Starting Hand (hereafter referred to as your Hand) remains hidden from other Players during gameplay.



A Warehouse Crate Containing Power Cards

Stocking the Warehouse Crates and Pre-game Crate Action

Each of the 3 Warehouse Hexes has a corresponding Warehouse Crate Board that will always contain 4 Cards: 2 Permanent Power Cards and 2 1-Time Power Cards. During the course of the game, refill empty spots on the Warehouse Crate Board with cards drawn from the necessary deck.

Place a Warehouse Crate Board near a Warehouse Hex. Draw 2 Permanent Power Cards and 2 1-Time Power Cards and place them on it, face up. Repeat the procedure for the 2 remaining Warehouse Crate Boards.

Before the game starts, the 2nd and 3rd Players have the option to add 1 Card of their choosing from the Warehouse Crate Board at their location to their Hand, but must then discard 1 Card from their Hand so they still have 5 Cards. Refill the Warehouse Crate Board(s). The 3rd Player may Activate a Permanent Power Card from their Hand into their Permanent Power Slot. The game is now ready to begin.

Gameplay Overview

Rounds: At the beginning of each Round except the first Round, the game's Rotation Mechanism is performed. Then, beginning with the 1st 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.

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

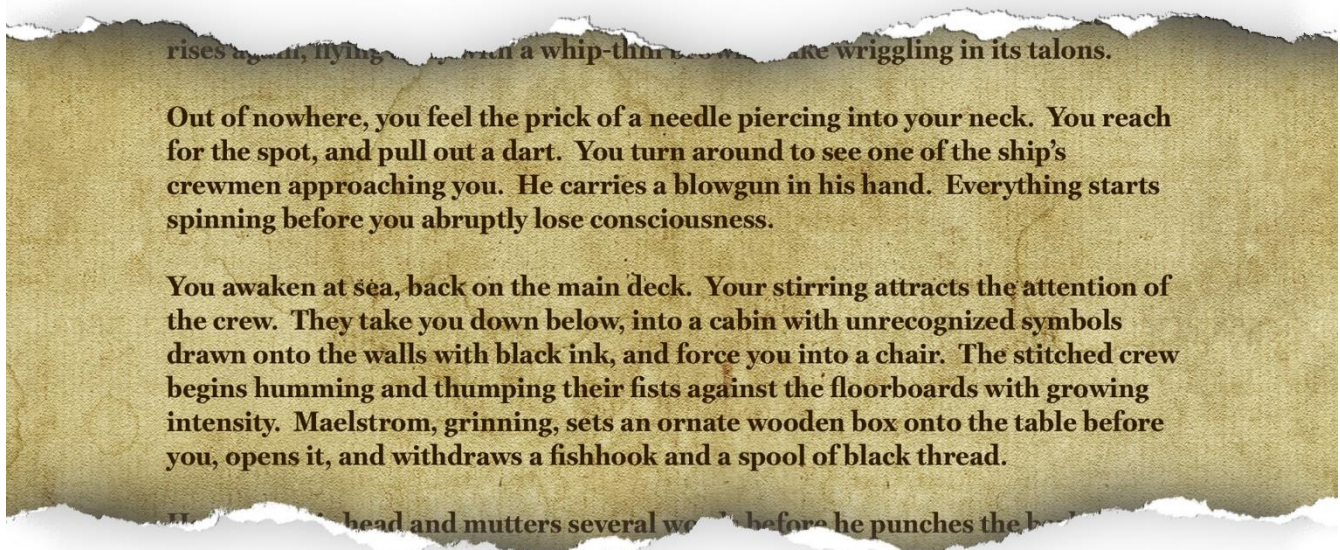
In any order, rotate Level 1, 2, and 3 60° counter-clockwise. 60° brings a corner to the next corner over. To see the Rotation Mechanism in action, visit: <https://youtu.be/2C65yR4jsfU>

Turns: Turns consist of 2 Phases, The Housekeeping Phase and the Action Phase, played in that order.

The Housekeeping Phase: Add 1 Energy Token to the Energy Section of your Character Mat. The Scrounger Character also adds a Scrounge Token to their Scrounge Section. Do not add if the Section is already full. The Housekeeping Phase is skipped in the first Round.

The Action Phase: You have 3 Action Points (APs) to spend on Actions in any combination or order. Unless otherwise noted, every Action can be repeated multiple times during the Action Phase. Some Actions cannot be performed unless certain requirements are met, such as being in certain locations or possessing certain items. You may end your Action Phase having spent fewer APs than you possess, but those APs are then lost and cannot be used in later turns.

How to Win the Game: The first Player to transform into an Angel or Demon and enter their Pier, or enter the Axis Mundi when it is Level 4, wins. As the victor, you board the docked xebec; its crew sail you far and wide, assigning you missions to assassinate those that exploit the Earth and its most vulnerable inhabitants. As for the remaining Players, they are not so lucky...



Actions

Performing an Action costs 1 Action Point (AP), unless otherwise noted. Throughout the course of the game, it is possible to gain Attack Action Points or Move Action Points, which are Action Points that can only be spent on Attack Actions or Move Actions, respectively.

Scavenge: This Action may only be performed once per turn and only when you are located on a Warehouse Hex. Add 1 card of your choice from the corresponding Warehouse Crate Board to your Hand. Refill the Warehouse Crate Board.

Command Familiar to Retrieve: Retrieves a Treasure Token or Card Marker that is located within your Familiar's Flight Path Limit. The Treasure Token or Card is placed onto your Character Mat or Hand, respectively, at the end of your turn. Your Familiar can only retrieve 1 item per Command. This Action requires a full Energy Section – remove all Energy Tokens from it when you perform this Action. Familiars can retrieve said items from Hexes occupied by an Opponent. Commanding Familiar immediately makes you Visible. *(Note: Invisibility is a benefit of the 'You Have Only This Empty Vessel of Yourself' 1-Time Power Card. See p. 29.)*

Command Familiar to Immobilize: Immobilizes an Opponent that is located within your Familiar's Flight Path Limit. An immobilized Opponent cannot perform any Move Actions (Walk, Run, etc.) during their next turn. This Action requires a full Energy Section – remove all Energy Tokens from it when you perform this Action. Commanding Familiar immediately makes you Visible.

Pick Up Item: Pick up 1 Treasure Token or 1 Card Marker on your location, adding 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 benefits – following the rules on the Card – and then place it into the Discard Pile, face up. Some Cards do not cost an AP to Play – those exceptions are noted on the Card (highlighted in blue).

Activate, Swap, or Deactivate a Permanent Power: Activate a Permanent Power Card in your Hand by placing it into the empty Permanent Power Slot on your Character Mat. If your Slot already contains a card, you may Swap it with one from your Hand.

Alternatively, you may Deactivate it by placing it into your Hand. Each one of these Slot Actions use 1 AP.

Draw a Card: Draw a Card from either the Permanent Power Deck or the 1-Time Power Deck.

Draw 5 Cards: (Cost: 3 APs) Draw 5 Cards from either the Permanent Power Deck, the 1-Time Power Deck, or any combination of the 2 decks.

Power Hex Heal: Heals half of your lost HPs, rounded up. May only be performed as your turn's first Action, and only if you are located on a Power Hex at the start of your turn.

Harvest: If you are located on an Accessible, Cave, or Shelter Hex that does not have a Harvested Marker on it, you may perform this Action to Harvest the Hex. 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 HP.

A Hex can only be Harvested once per game. Once it is Harvested, place a Harvested Marker on it. *(Note: Only The Upgraded Cultivator can Harvest un-Harvested Path Hexes).* Harvesting immediately makes you Visible.

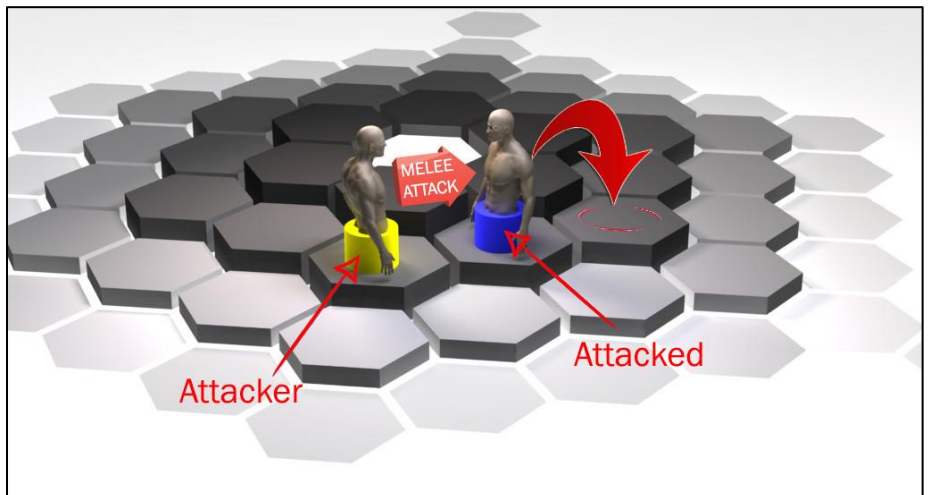
Place Timebomb (Cost: 2 APs) / Disarm Timebomb (Cost: 1 AP): If you are located on a Warehouse Hex, and have acquired the Timebomb Treasure Token, place it there and inform the other Players of your Action. It will explode at the beginning of your next turn - thereby removing the corresponding Warehouse Crate Board from the game – unless an Opponent moves to the Warehouse Hex and Disarms it before it goes off. After the Timebomb explodes, the Warehouse Hex immediately becomes an Accessible Hex. Place the Power Cards on the removed Crate Board into the Discard Pile. Anyone located on the Warehouse Hex during the explosion loses 5 HPs. 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 (HPs) and/or give them Wounds are collectively referred to as Attack Actions. Dice are not rolled when an Attack Action is performed. Attack Actions automatically hit their intended target, deal a set amount of damage, and include the following: Melee Attack, Shooting an Arrow, and Throwing the Grenade. Performing an Attack Action immediately makes you Visible.

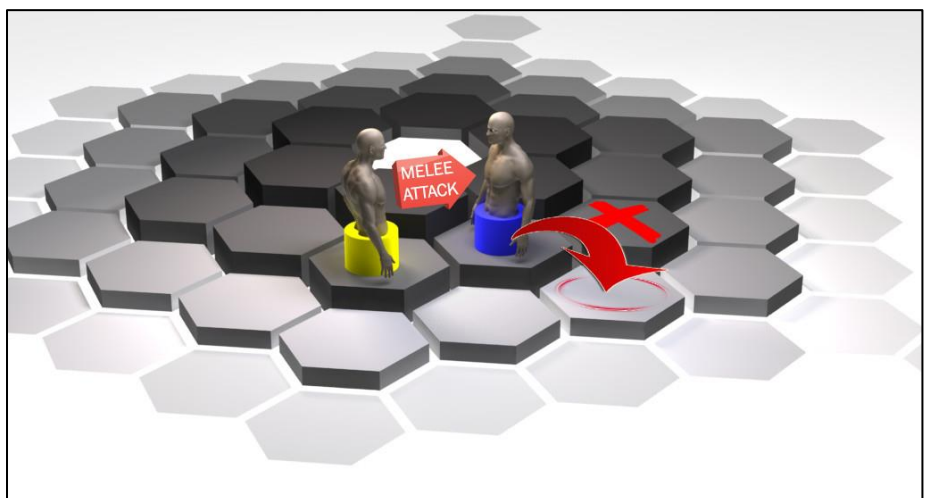
Melee Attack: You wield a weapon that can be used to Melee Attack an Opponent that is located on an adjacent Hex to your location – either on your Level or the one above you. **You cannot Melee Attack an Opponent that is on a Level lower than you.** When you Melee Attack, you lose 1 HP, while your target, the Attacked Opponent, loses 2 HPs. 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 (see the following examples). There is no Push if the Attacked is on the [Sea Level](#), except when [the Angel or Demon is Melee Attacked when they are located on a Power Hex](#). If a Melee Attack Pushes the Attacked onto an Accessible or Cave Hex, the Attacked adds a Wound Token to their Character Mat, as if they had Walked onto the Hex. If the Attacked has Activated Dexterity, this wound is avoided. If the Push cannot be completed as follows, there is no Push. Immobilized Characters can be Pushed.

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.



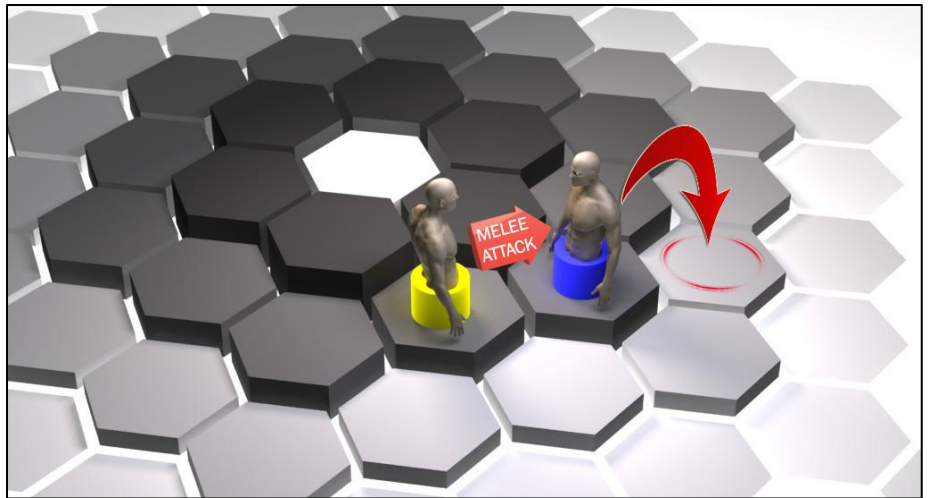
A Melee Attack Pushes the Attacked Opponent one Hex away from the Attacker.

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.



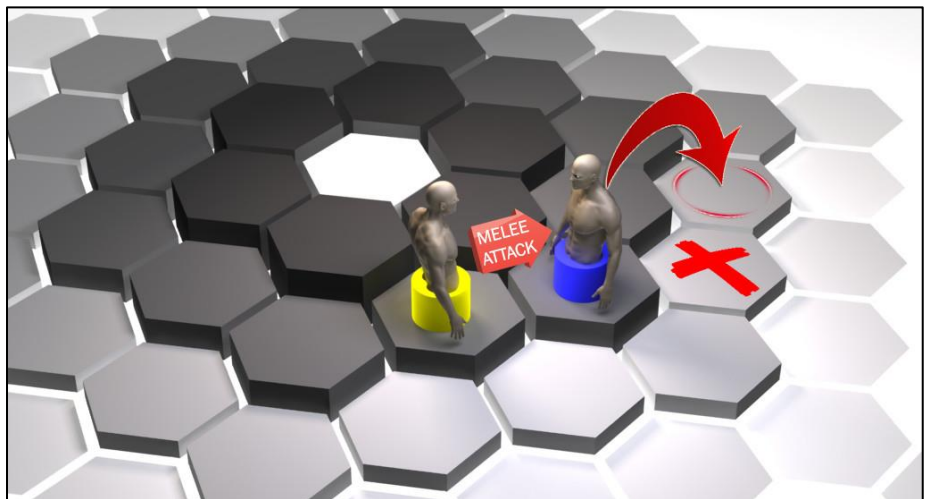
The Attacked is Pushed to the lower Level, into the adjacent Hex further away from the location of the Melee Attack, if the usual Hex they should be Pushed to is occupied or an Inaccessible Hex (represented by the red X).

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.



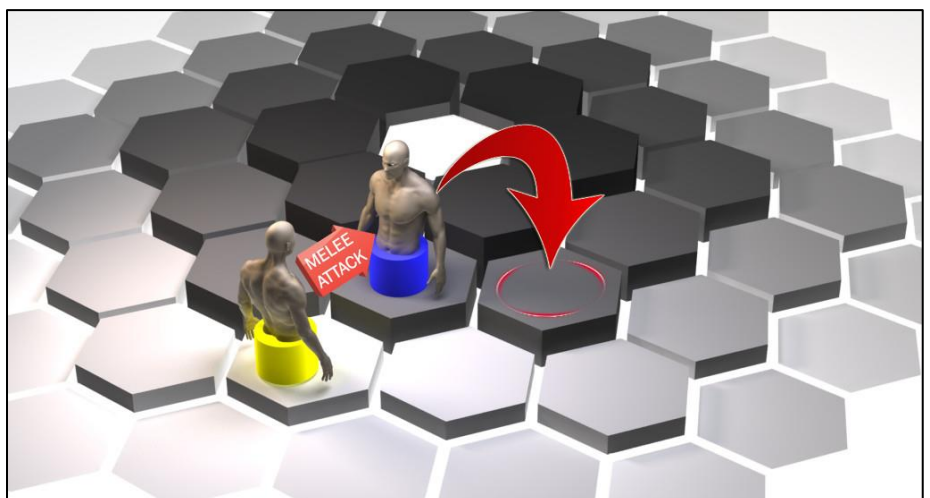
If the Attacked is on a Corner Hex and the Attacker is on the same Level, the Attacked is Pushed straight back onto the lower Level.

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.



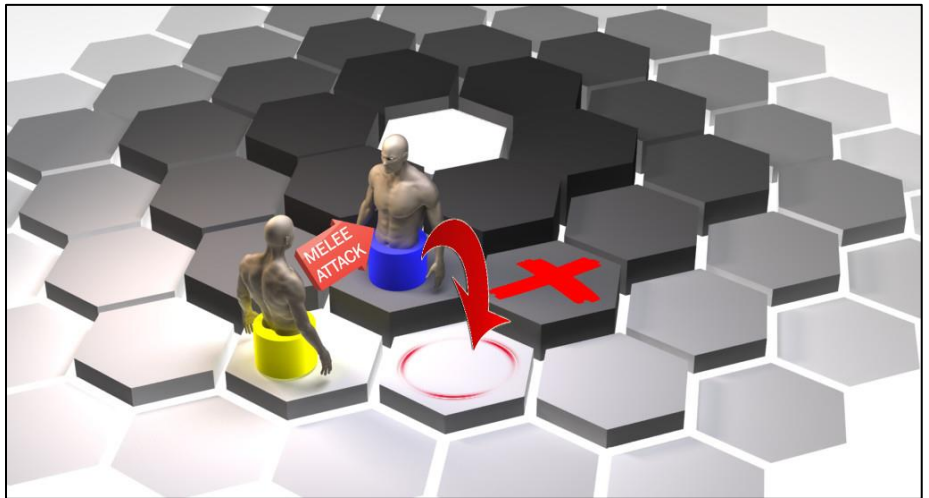
The Attacked is Pushed 1 Hex further away from the location of the Melee Attack if the usual Hex they should be Pushed to is occupied or an Inaccessible Hex (represented by the red X).

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.



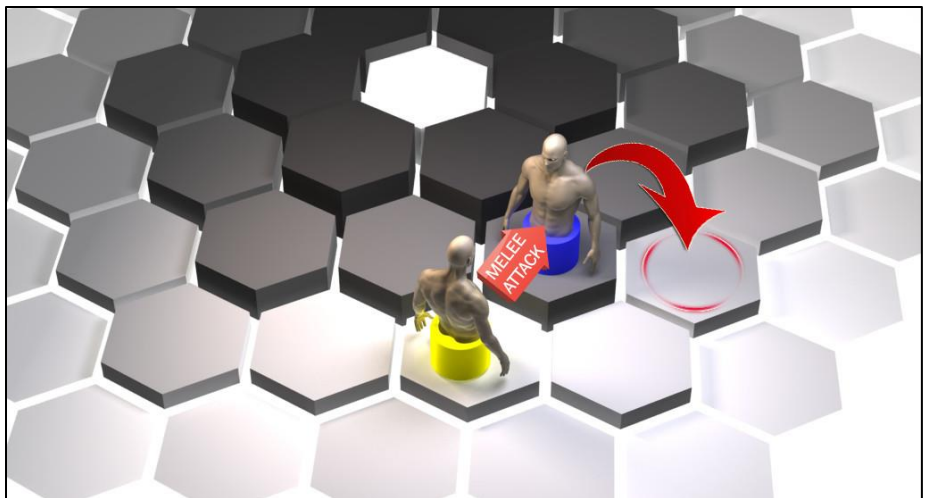
When the Attacked is above the Attacker, the Push moves the Attacked sideways, away from the Attacker.

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.



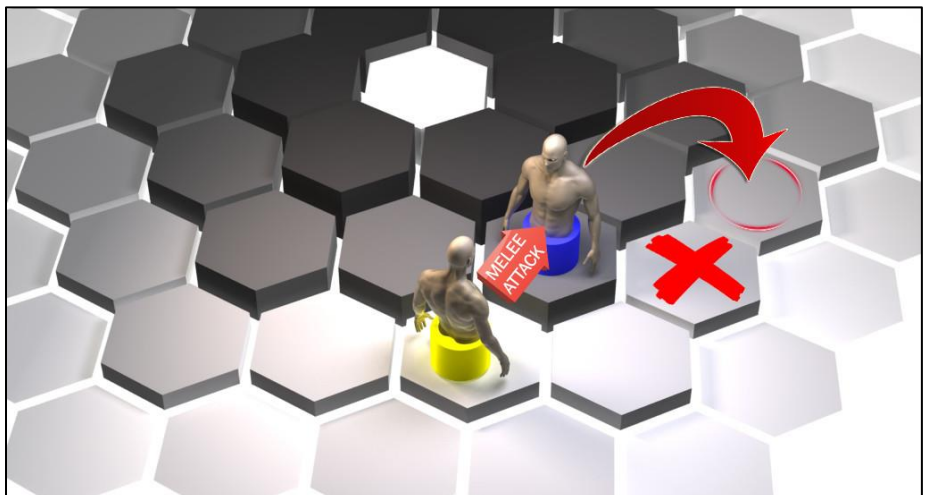
When the Attacker Attacks an Opponent on a higher Level, and the Hex that the Attacked should be Pushed into is occupied or an Inaccessible Hex (represented by the red X), the Attacked is Pushed to the Hex adjacent to the Attacker.

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 adjacent to the Corner Hex on the Attacker's Level.



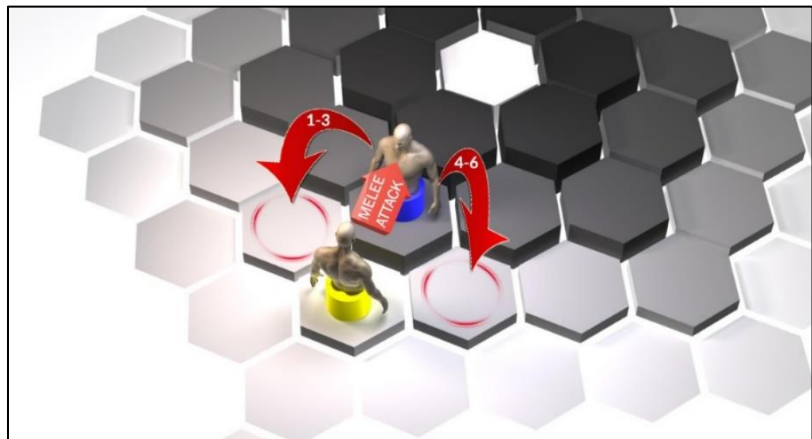
If the Attacked is located on a Corner Hex, an angled Melee Attack from below Pushes the Attacked down a Level, to the Hex next to the Corner Hex on the Attacker's Level.

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.



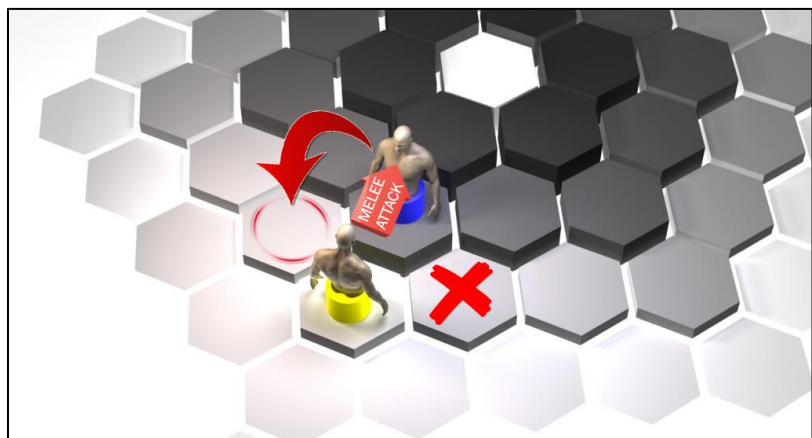
The Attacked is Pushed 1 Hex further away from the location of the Melee Attack if the Hex that they should be moved to is occupied or is an Inaccessible Hex (represented by the red X).

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.



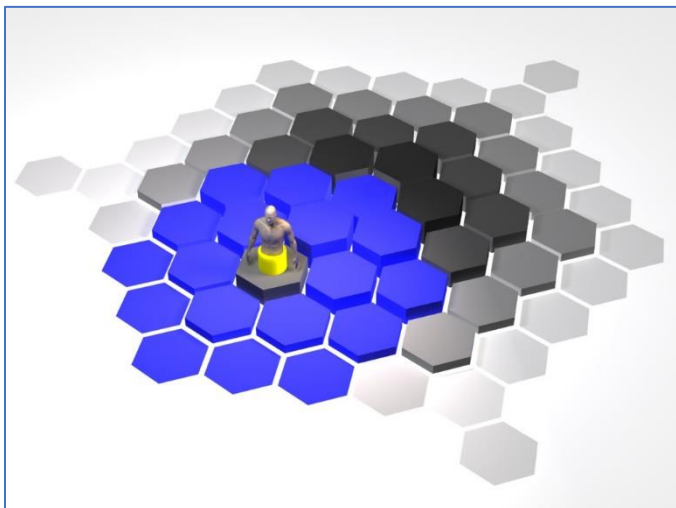
A die roll determines the Push for a Character Attacked on a Corner Hex by an Attacker that is directly below.

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:

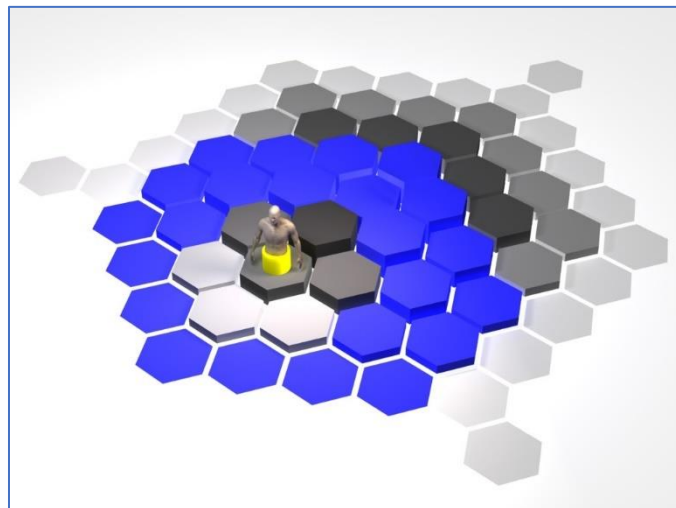


If one of the possible Hexes is Inaccessible or is already occupied by a Character, the Attacked is Pushed onto the other Hex.

Shoot an Arrow: *Note: Shooting an Arrow requires a Short Bow or Long Bow Permanent Power Card to be Activated on your Character Mat.* The Arrow automatically hits your target, dealing 1 HP of damage and inflicting 2 Wounds. Arrows do **NOT** Push shot Opponents. Short Bows shoot Arrows up to 2 Hexes from your location, while Long Bows shoot Arrows a distance of 2-3 Hexes from your location.



The hexes (in blue) that can be shot when using a Short Bow.



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

Throw the Grenade: *Note: Throwing a Grenade requires a Grenade Treasure Token.* The Grenade can be thrown into an adjacent Hex. The resulting explosion does 3 HPs 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 include the following: Walk, Climb, Spelunk, and Run.

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

Climb: **(Cost: 3 APs)** Move onto an adjacent Hex that is a Level above your current location. If you Climb onto an Accessible Hex or a Cave Hex, put 1 Wound Token on your Character Mat. *Note: Move Action Points are occasionally granted as bonuses throughout the game, but using them for Climbing may require additional APs (ex: the 'Gain 2 Move Action Points' Treasure Token can be spent to Climb, but doing so requires spending 1 more AP).*

Spelunk: If you are located on a Cave Hex, Spelunk to immediately emerge from the Cave Hex found on the opposite side of the same Level. The cave contains dangerous animals and intense heat; 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). Spelunking immediately ends your turn and any unused APs 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. It is possible to Spelunk from a Non-Cave Hex by Playing a 'Now You See Me' 1-Time Power Card.

Run: Move 2 Hexes adjacent to your location, on either on the same Level or the Level below (*ex: 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 location, 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 location, you receive 2 Wounds, irregardless of the type of Terrain the Hex is.

Walk Onto the Axis Mundi Hex: **(Costs 2 APs)** Walk onto the Axis Mundi Hex from an adjacent Hex. This Action is the first step toward winning the game. **Note: The Free Will Module adds rules here** Roll a 6-sided die. If the result is:

1-3: You have entered Heaven

4-6: You have entered Hell

Next, look at the benefit granted by the current Axis Mundi Level Card:

Level 1 = No benefits. Your Hand Limit is 5 Cards.

Level 2 = Your Hand Limit becomes 6 Cards. Perform a Scrounge.

Level 3 = Your Hand Limit becomes 7 Cards. Perform 2 Scrounges.

Level 4 = You immediately win. Game Over.

For each Scrounge, place 1 Card of your choice from the Discard Pile into your Hand. All Scrounges that cannot be performed due to an empty Discard Pile are lost.

If you have entered Heaven: You have become an Angel. Replace your Character's Miniature with the Angel Miniature. 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, temporarily disregarding your Hand Limit. 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, Activate up to 3 non-duplicate Permanent Power Cards from your Hand.

As a hovering Angel, you take no Wounds when entering Terrain nor Spelunking. You may enter Inaccessible Hexes but may not end your turn on one. 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 cannot have duplicate Cards Activated at the same time.

If you have entered Hell: You have become a Demon. Replace your Character's Miniature with the Demon Miniature. 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.

As a Demon, you have two unique Attacks, each of which cost 1 AP:

- **Demonic Melee Attack:** If you are located adjacent to an Opponent on a non-Shelter Hex, you can spend 1 AP to perform a Demonic Melee Attack targeting them; they lose 2 HPs and gain 3 Wounds. Unlike regular Melee Attacks, you are unharmed.
- **Demonic Area of Effect (AoE) Attack:** When you spend 1 AP to perform the Demonic AoE Attack, each Opponent Character within 3 Hexes from your location loses 1 HP.

For both the Angel and the Demon: Discard down to your Hand Limit, if necessary. Put 3 Energy Tokens in the Energy Section of the Angel/Demon Character Mat. Set the Hit Point Tracker to 25. *Note: Activating 'Alpinist' does not grant its Move Action Point until your next turn.*

[A coordinated effort is required by Opponents to Immobilize an Angel or Demon.](#)

Additionally, The Angel and Demon both have a **Special Ability**, called **Recycling**: immediately after 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 icon shown to the right. Drawing a Card using this Special Ability does not cost/spend an AP.



Card Can't Be
Recycled

Your turn immediately ends – all unused APs are lost. Until you leave the Axis Mundi Hex, you are impervious to any type of damage and cannot be immobilized. On your next turn, your first Action must be to Climb out of the Axis Mundi Hex, which then immediately becomes an Accessible Hex. Place an Accessible Hex Tile on the Hex as a reminder. Your goal is now 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**
- **Walking to a lower Level costs 3 APs**
- **Climbing costs 1 AP**

...and the Opponent Players will attempt to thwart you by reducing your HPs to zero. To that end, they may verbally coordinate with each other, as long as you can hear what they are saying. *Tip: To have a fighting chance of defeating an Angel or Demon, attack them as soon as they exit the Axis Mundi Hex, and don't let up!*

When you become 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 HPs are restored to 10, all of their Energy Tokens are restored, and all of their Wounds are removed. Their Activated Permanent Power Cards remain Activated. Each Character Mat has specific instructions for Upgrading.

Additional Rules

Hex Limitation: You may never occupy a Hexagon occupied by an Opponent's Character Miniature.

Hand Management: Unless otherwise noted, your Hand Limit is 5 Cards. If exceeded, normal gameplay stops until you discard down to your Hand Limit. You may choose which card(s) to discard. *Note: In the Poison Module, Opponents continue rolling for Poison while you discard.* Discarding Cards is not counted as an Action. You may only Discard when required by your Hand Limit, or when permitted by the abilities of a card that you Play. Discarded Cards are placed into the Discard Pile face-up.

Free Actions: All Actions that do not cost an AP to Play (such as The Scrounger's Scrounge, The Upgraded Cultivator's Harvest, duly noted 1-Time Power Cards, etc.) can be performed during your Action Phase after all your APs are spent, before the next player's turn begins.

Replenishing Decks: If either the 1-Time Power Deck or the Permanent Powers Deck becomes depleted, rebuild both decks by sorting the Discard Pile by card type, combining with the unused cards from the corresponding deck, and shuffling. *Poison Module 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 HPs, you and all Opponents immediately revert back to your Downgraded Characters, called Downgrading. Each Angel/Demon/Upgraded Character Mat has specific instructions for Downgrading. If you had an Axis Mundi Level Card Hand Limit bonus, you lose it (see Dying rules, below, for discard instructions). Remove the top Axis Mundi Level Card from play (revealing the next Level's benefits), remove the Accessible Hex Tile from the Axis Mundi Hex, and proceed to the following Dying instructions.

Dying: If you lose all of your HPs, either due to damage taken from Opponent Players or from self-inflicted Wounds, you die and thematically "fall down the volcano". In gameplay this means that you move to the nearest unoccupied Power Hex (The Malignant places an Infection Marker on departed Hex), clear your Wounds, and regain half of your lost HPs (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 your Hand Limit. *Note: In the Poison Module, 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 HPs, your turn ends and the next Player begins their turn.

Demon/Angel on Power Hex: If a Demon or Angel enters a Power Hex, their wounds are cleared and half of their lost HPs are restored. For example, if a Demon (maximum HPs =25) has 8 HPs when they enter the Power Hex, they gain 9 HPs ($25-8=17$, $17\div2=8.5$, 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 Sea Level Hex, they are Pushed one Hex away from the Attacker (the Hex must be unoccupied for the Push to occur). During 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 located on Level 2. This means that there can never be more than one Demon or Angel in the game at the same time. When a Demon/Angel is defeated, the Axis Mundi Hex collects life-force and re-constitutes itself. Remove the

Accessible Hex Tile covering the Axis Mundi Hex; if it is occupied during the switch, follow the rules of the 'Walk onto the Axis Mundi Hex' Action.

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/Demonic 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, that is located on a Level beneath them.

Immobilizing an Angel/Demon: **BOTH** Opponents must successfully perform the 'Command Familiar to Immobilize' Action before the Angel/Demon's next turn. (Immobilizations fail if blocked by the 'Unstoppable' or 'Elusive' cards). Performing this Action against an Angel/Demon requires the standard number of Energy Tokens (in most cases, 3), and has an additional cost of 1 HP from a Retaliatory Strike. If successful, The Angel/Demon immediately becomes Immobilized. The Immobilization lasts for 1 Angel/Demon turn.

Wounds: Wounds are acquired when a Downgraded/Upgraded Character or Demon moves onto a Terrain Hex that produces Wounds, not when they move out of that Wound-producing Hex.

Treasure Tokens: Once a Treasure Token is acquired, examine it and put it face down on your Character Mat so that other Players cannot see its benefit. Treasure Tokens can only be used during the Action Phase of your turn. Unless otherwise noted, using a Treasure Token does NOT cost an Action Point (AP). Once used, Treasure Tokens are removed from the game.

Area of Effect (AoE): The Demon and The Malignant Character do AoE damage to Opponents in the affected Area, except when: 1) The Angel/Demon is protected from AoE until it moves out of the Axis Mundi Hex, and 2) the Opponent has played the God-Mode 1-Time Power Card. 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 costs an AP when 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/Upgraded 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). If the Opponent's breach was due to the Rotation Mechanism, the Opponent takes the appropriate number of wounds at the beginning of their turn. 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: Since **no two Players can ever occupy the same Hex**, (an) Opponent(s) can block a Demon/Angel from reaching Warehouse and Pier Hexes by moving onto said Hexes. The Demon/Angel will need to kill the blocker(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, you will lose 5 HPs when the Time Bomb explodes at the beginning of your next turn.

Modules: There are 2 Modules that can be added to the game, either separately or together: '**Poison**' and '**Free Will**'. Poison is for advanced players. It adds real-time mixing of poisons and increases the game's difficulty. In Free Will, the Axis Mundi Hex occasionally ejects those that set foot in it. This can be avoided by Playing a Free Will Card, which also allows you to choose whether to enter Heaven or Hell.

AXIS MUNDI

Component Details

*The material in this section is **NOT** required to be read before the game begins, with the exception of the 'You Have Only This Empty Vessel of Yourself' 1-Time Power Card (p. 29), which grants Invisibility and initiates a game-within-a-game you should know about.*

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.
- **Gain 1 AP**
- **Heal 4 Hit Points (HPs)**
- **Gain 2 Move Action Points**
- **Gain 1 Attack Action Point** - the Attack it is spent on causes 2 extra Wounds. Stacks with Variable Player Powers and Activated Permanent Power Cards.
- **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** – costs 1 AP to Throw into an adjacent Hex. Its explosion does 3 HP damage to the Opponent in that Hex.
- **Time Bomb** – costs 2 APs to Place; 1 to Disarm. See [Actions: Place/Disarm Timebomb](#).

The Character Mat: Characters' Variable Player Powers

S — The Beastmaster: Your Familiar's Flight Path Limit is 3 Hexes, and your Familiar inflicts 1 HP of damage to the targeted Opponent when you perform the 'Command Familiar to Immobilize' Action, whether or not the Immobilization is successful. When you have 3 Energy Tokens on your Character Mat's Energy Section, 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. 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 just 1 of your Familiars to Immobilize, which costs 1 AP, 2 Energy Tokens from 1 Energy Section, and 1 HP from the Retaliatory Strike, but does 1 HP of damage to the Angel/Demon, regardless of the immobilization's success.* **To Upgrade:** flip over your Character Mat, fill each of the 3 Energy Sections with 2 Energy Tokens and place the HP Counter on 10. Transfer your Activated Permanent Power Card to the Upgraded Character Mat's Slot. Keep the Wound Section Empty. **To Downgrade:** flip over your Upgraded Character Mat and transfer your Activated Permanent Power Card, HP(s), Wound Token(s), and Energy Token(s) (3 maximum). For example, if you have 4 HPs, 3 Wounds, and each of your Energy Sections have 1 Energy Token, your Downgraded Beastmaster will have 4 HPs, 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 HP (no die roll needed). **Upgraded Cultivator Power:** When another Player is a Demon or an Angel, you can 'Harvest' Path Hexes. In Addition, once per turn you can perform a 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 HPs (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 cost an AP, grant your choice of harvest (no die roll needed), and yield 1 Card or 1 HP healed. **To Upgrade,** flip over your Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the HP Counter on 10. Transfer your Activated Permanent Power Card to the Upgraded Character Mat's Slot. Keep the Wound Section Empty. **To Downgrade,** flip over your Upgraded Character Mat and transfer your Activated Permanent Power Card, HP(s), Wound Token(s), and Energy Token(s).

S — The Malignant: You spread an infectious and as-yet-unidentified disease. Your Melee Attack delivers an additional 2 Wounds to your target (total damage: 2 HPs and 2 Wounds). Place an Infection Marker on each Hex you depart or are Pushed out of, except for Power Hexes and the Axis Mundi Hex. Characters (including The Angel/Demon but excluding The Malignant), gain 1 Wound when they Move onto a Hex that contains an Infection Marker. A Hex can only contain 1 Infection Marker. 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 HPs of Damage. You continue placing Infection Markers. Your AoE grows in area and intensity: every Opponent 2 Hexes away from your location suffers 1 Wound, and every Opponent adjacent to your location suffers 2 Wounds. **To Upgrade:** flip over your Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the HP Counter on 10. Transfer your Activated Permanent Power Card to the Upgraded Character Mat's Slot. Keep the Wound Section Empty. **To Downgrade:** flip over your Upgraded Character Mat and transfer your Activated Permanent Power Card, HP(s), Wound Token(s), and Energy Token(s).

S — The Savant: Your Hand Limit is 6 Cards. (Start the game with 5 Cards). Every turn, you have 1 free ‘Activate, Deactivate, or switch a Permanent Power’ Action, which can be used during your Action Phase, including after you have spent your APs, before the next Player's turn begins. Once per game, you can demand that a Player give you 1 of the Cards from their Hand – their choice. Then, cover the ‘Demand Card’ Space with the ‘Demand Card Tile’. (The tile is just to remind you that the demand has been used.) **Upgraded Savant Power:** When another Player is a Demon or an Angel, your Hand Limit is 7 Cards, and you have a second Slot on your Character Mat to ‘Activate, Deactivate, or Swap’ a non-duplicate Permanent Power Card. You can perform the ‘Activate, Deactivate, or Swap a Permanent Power’ Action an unlimited number of times during your turn for free, including after you have spent all your APs, before the next Player's turn begins. You can demand your once-per-game Card; after doing so, cover the ‘Demand Card’ Space. **To Upgrade:** replace your Character Mat with The Savant Upgraded Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the HP Counter on 10. Transfer the placed ‘Demand Card Tile’. Keep the Wound Section empty. Activate/Swap any 2 of your Permanent Power Cards to the 2 Permanent Power 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 HP(s), Wound Token(s), Energy Token(s), and Activate the other Permanent Power Card.

S — The Scrounger: When you perform the ‘Scavenge’ Action, you can add up to 4 Cards from the Warehouse Crate Board to your Hand. With a maximum frequency of every 3rd turn (see [Housekeeping](#)), you can place 1 Card of your choice from the Discard Pile into your Hand, a free Action called ‘Scrounging’. In order to Scrounge, your Character Mat must contain 3 Scrounge Tokens, which are all removed from the Character Mat when the Scrounge is performed. Start the game without any Scrounge Tokens. **Upgraded Scrounger Power:** Each Action Phase, you gain 1 Move Action Point in addition to the standard 3 APs. Scrounging, still a free Action, requires only 2 Scrounge Tokens. ‘Scavenge’ 4 Cards as before. **To upgrade:** flip over your Character Mat, fill the Energy Token Section with 3 Energy Tokens, and place the HP Counter on 10. Place 2 Scrounge Tokens in the Scrounge Section. Transfer your Activated Permanent Power Card to the Upgraded Character Mat's Slot. Keep the Wound Section Empty. **To Downgrade:** flip over your Upgraded Character Mat and transfer your Activated Permanent Power Card, HP(s), Wounds Token(s), Energy Token(s), and Scrounge Token(s). If it is your turn, and you have not yet spent 3 APs, spend until you have done so. Otherwise, your turn ends.

1-Time Power Cards

Once Played, 1-Time Power Cards are Discarded. Unless otherwise noted, Playing a 1-Time Power Card costs 1 Action Point (AP). Listed alphabetically...

#4 Danzig – Berlin, Oct 1908

Disarm: When you perform a Melee / Demonic Melee Attack Action, Play this Card to disarm your target immediately after the Melee Attack is resolved. 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 AP.

2nd Time's the Charm

Retrieve Discarded Card: When Played, add any Card from the Discard Pile to your Hand, hiding your selection from your Opponents.

Crates

Take from Warehouse: When Played, add 1 Card from any Warehouse Crate Board to your Hand.

Desperate Measures

Stronger Attack Near Death: When your HP(s) are 3 or less and you perform a Melee (or Demonic Melee) Attack Action, Play this Card to add 1 additional HP of damage to your target. Stacks with Character Variable Player Powers and Activated Permanent Powers ('Honed Blade', 'Cornered

Animal'). Playing this Card does not cost an AP.

Double Double

Copy Another Card: Play this Card with another 1-Time Power Card from your Hand, and Double Double will grant the same abilities as that Card. Playing the Double Double Card does not cost an AP, however the Card being copied may cost an AP 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 6 HPs and removes all Wounds), Suture Kit, Makeshift Wooden Shield, Hickory Shield, Morsel of Vermin, Vermin, Hafdas c-4, Crates, Mobilizing Forces, The Archer's Tale, Follow the Monkey

Elusive

Avoid Immobilization: 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 AP.

Ethereal Drain

Steal Energy from Opponents: When Played, each of your opponents

remove 1 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 reduce/fill.

Follow the Monkey

Extra Attack Action: When Played, you gain 1 Attack Action Point to spend during your Action Phase. Playing this Card does not cost an AP.

Free Refills

Draw 3 Cards: When Played, draw 3 Cards from the 1-Time Power Deck or the Permanent Power Deck, or any combination of the two decks.

God-Mode

Invincibility: Playing this Card puts you in a temporary state of invincibility. You do not lose HPs nor take Wounds until the beginning of your next turn. The preceding rule overrides all conflicting rules.

Godspeed

+1 Flight Path Limit: When you perform the Command Familiar to Retrieve/Immobilize Action, Play this Card to increase your Familiar's Flight Path Limit 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 cost an AP.

Hafdasas C-4

Sub-Machine Gun: When you Play this Card, you spray bullets in every direction, dealing 2 HPs of damage to each Opponents that is 1 to 2 Hexes from your location.

Harvester

Choice of Harvest: 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 HP. *If you are the Cultivator, instead draw 2 Cards (each from either Deck), Heal 2 HPs, or draw 1 Card and Heal 1 HP. If you are the Upgraded Cultivator, this Card cannot be used with your Action-free Harvest.* Playing this Card does not cost an AP.

Hickory Shield

Shield from Melee Attack: When an Opponent Melee (or Demonic Melee) Attacks you, Play this Card to reduce the damage you take by 2 HPs. Playing this Card does not cost an AP.

Holistic Herbs

Heal 1 Hit Point: When Played, heal 1 HP...If Played with a "Salve" Card, heal 3 HPs and remove 3 Wounds from your Character Mat. It costs 1 AP to Play alone, or with Salve.

"Hurry. Change. We haven't much time".

Change Your Hand: 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.

Inspiration

Extra Action: When Played, an extra AP is added to your turn. Playing this Card does not cost an AP.

Last Resort

Hand Cards → Health: When this Card is Played, discard it along with any number of additional Cards from your Hand. Each discarded Card Heals 1 HP (count this Card). Playing this Card costs 1 AP, regardless of how many Cards are discarded. Discarded Cards are not Played, and therefore aren't replaced by the Angel's/Devil's Special Ability.

Makeshift Wooden Shield

Shield from Melee Attack: When an Opponent Melee (or Demonic Melee) Attacks you, Play this Card to reduce the damage you take by 1 HP. Playing this Card does not cost an AP.

Mobilizing Forces

Everyone Gets a Card: When Played, draw 3 Power Cards from your choice of deck(s), hiding them from your Opponents. Add 1 to your Hand (your choice), and add 1 to each Opponent's Hand.

Morsel of Vermin

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

Now You See Me...

Hidden Cave: Play this Card to Spelunk 4-6 Hexes (card states 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, Spelunk to the other Hex. If both, the card cannot be Played. Unless you're the Angel, you acquire 2 Wounds for the Spelunk, plus an additional Wound if you emerge onto an Accessible or Cave Hex. Cannot be Played when Immobilized. Playing this card immediately ends your turn.

Options

Extra Move or Heal 1 HP: When Played, you have 2 options to choose from: gaining 1 Move Action Point to spend during your Action Phase, or Healing 1 HP. If the free move is chosen, then Playing this Card does not cost an AP.

Peek-A-Boo

Sneak Peak of Decks: When Played, look at the top 2 Cards of both Power Decks, keeping them hidden from your Opponents. Return them in the order of your choosing. Playing this Card does not cost an AP.

Perfect Counter

No HP Loss Melee Attack: When you perform the Melee Attack Action, Play this Card to avoid losing the HP normally lost. If you have an Activated 'Perfect Execution', or are The Demon, Play this Card to gain 1 HP when you perform a Melee / Demonic Melee Attack (stacks with 'Perfect

Execution'). Playing this Card does not cost an AP.

Salve

Remove 2 Wounds: When Played, remove 2 Wounds from your Character Mat...If Played with a "Holistic Herbs" Card, heal 3 HPs and remove 3 Wounds from your Character Mat. It costs 1 AP to Play alone, or with Holistic Herbs.

Seek and Destroy

Familiar Attack: Play this Card to Command your Familiar to Attack an Opponent up to 4 Hexes away from your location, doing 2 HPs of damage. This Card cannot be Played unless your Character Mat's Energy Section is full, nor against an Opponent located on a Shelter Hex. When Playing this Card, remove all Energy Tokens from the Energy Section. Playing this Card immediately makes you Visible. *If you are the Beastmaster, replace the "4 Hexes" above with "5 Hexes". If you are the Upgraded Beastmaster, replace the "4 Hexes" above with a "6 Hexes", and the "2 HPs" above with "3 HPs".*

"So, S., who are you, then?"

Change Your Identity: When Played, this Card immediately replaces your Variable Player Powers with the Variable Player Powers of an Opponent of your choosing. The Variable Player Powers written on your Character Mat are unavailable during the replacement, which lasts until the beginning of your next turn. If The Savant is chosen, you can demand a Card from an Opponent. If The Scrounger is chosen, you can perform a Scrounge Action without Scrounge Tokens. This Card cannot be Played

when an Angel or Demon is in play. Playing this Card does not cost an AP.

Suture Kit

Heal 2 Hit Points: When Played, heal 2 HPs.

The Archer's Tales

Search Decks: When you Play this Card, draw 6 Cards, either from the Permanent Power Deck or the 1-Time Power Deck. Add 1 to your Hand (your choice) and Discard the others.

The Phrygian Tumble of Notes

Play Unlimited Cards: When Played, simultaneously Play as many other 1-Time Power Cards from your Hand as you want, spending just 1 AP. Play the cards' effects in the order of your choosing. Discard this, and all other Played Cards. *Note: Cards that require an accompanying Action 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'.*

Vermín

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

You Have Only this Empty Vessel of Yourself

Invisibility: Playing this Card makes you temporarily Invisible, during which time your Actions are hidden and you can't be targeted for Immobilization. 1) Place an Invisibility Marker on your current location and remove your Character Miniature from the board. Spend your remaining APs (as usual, you cannot move into an occupied Hex), but don't actually perform any. Instead, notate your AP expenditures, Hexes traveled (using the Hex Number on the board, ex. V, 1P, 2G, etc.), and Wounds acquired on a piece of paper kept hidden from your Opponents. *Note: Attack Actions, Commanding Familiar, Harvesting, and playing 'Seek and Destroy' will immediately turn you Visible. If you 'Play a Card' while you are Invisible, remove it from your Hand, placing it face down. 2) You become Visible at the beginning of your next turn. At that time, remove the Invisibility Marker, and, if an Opponent does not occupy your ending location, place your Character Miniature there and resolve all the Actions you wrote down (placing Markers as necessary). Discard Played Cards and place any Wounds you acquired (through Movement, AoE, etc.) on your Character Mat. If an Opponent is now occupying the Hex that you turned Visible, all the Actions you wrote down become void and unresolved; Treasure Tokens and Cards that would have been Played are lost/Discarded. Place your Character Miniature on the Hex you turned invisible. 3) Take your current turn as normal. **Special Attack rules while you are Invisible:** Opponents can Melee / Demonic Melee Attack unoccupied Hexes where they surmise you are located (your ending location on your hidden paper). Attackers do not lose the HP normally lost during a Melee Attack, whether or not they hit you. You must inform the Attacker whether or not their Attack targeted your location. If it did, you immediately become Visible, take damage from the Attack as normal, but are not Pushed. Playing this Card does not cost an AP.*

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. Listed alphabetically...

Alpinist

1 Extra Move Action: When Activated, you gain 1 Move Action Point to spend during your Action Phase each turn, including the turn the card is Activated; the Move AP is not forfeited on a turn that Alpinist is Deactivated.

Long Bow

Arrow Attack: When Activated, you may perform the ['Shoot an Arrow'](#) Action, shooting a targeted Opponent that is 2-3 Hexes from your location – inflicting 1 HP and 2 Wounds of damage.

Cornered Animal

Multiple Powers When Low HP: When Activated, if you have 3 HPs or less, your Melee (or Demonic Melee) Attacks inflict 2 extra Wounds, you do not lose the HP normally lost when you perform a Melee Attack, and you gain 1 Move Action Point (see “Alpinist” for rules). If Activated while you have 4 or more HP, Cornered Animal provides no benefit.

Perfect Execution

Melee Attack with No HP Loss: When Activated, you do not lose the HP normally lost when performing a Melee Attack. If you are the Demon, gain 1 HP when you perform a Demonic Melee Attack.

Dexterity

Take Less Wounds from Terrain: When Activated, you receive 1 less Wound from a Hex's terrain when you enter it. Therefore, you do not take Wounds when Walking, nor when Pushed into any type of Hex. You receive 1 Wound when Running into Accessible and Cave hexes, and from Warehouse, Path, and Shelter Hexes if ran into from a higher Level (see [Wound Matrix](#)). If you are the Angel, remove 1 Wound Token from your Character Mat when entering a Hex, unless the Mat does not have any.

Shields Up

Shield: When this fine obsidian shield is Activated, you lose 1 less HP when Melee (or Demonic Melee) Attacked. It does not reduce any Damage from Arrows, the Grenade, Familiars, nor the Time Bomb.

Short Bow

Arrow Attack: When Activated, you may perform the ['Shoot an Arrow'](#) Action, shooting a targeted Opponent that is 1-2 Hex(es) from your location – inflicting 1 HP and 2 Wounds of damage.

Hail Anemoi

Familiar 1 Extra Hex Path: When Activated, your Familiar's [Flight Path Limit](#) is increased by 1 Hex. “Stacks” with 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).

Unstoppable

Impervious to Immobilization: When Activated, you cannot become Immobilized. The Unstoppable Card can be Activated when you are immobilized but doing so doesn't cancel out your current immobilization.

Honed Blade

Deadlier Melee Attack: When this razor-sharp sword is Activated, you inflict 3 extra Wounds when you Melee (or Demonic Melee) Attack.

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:

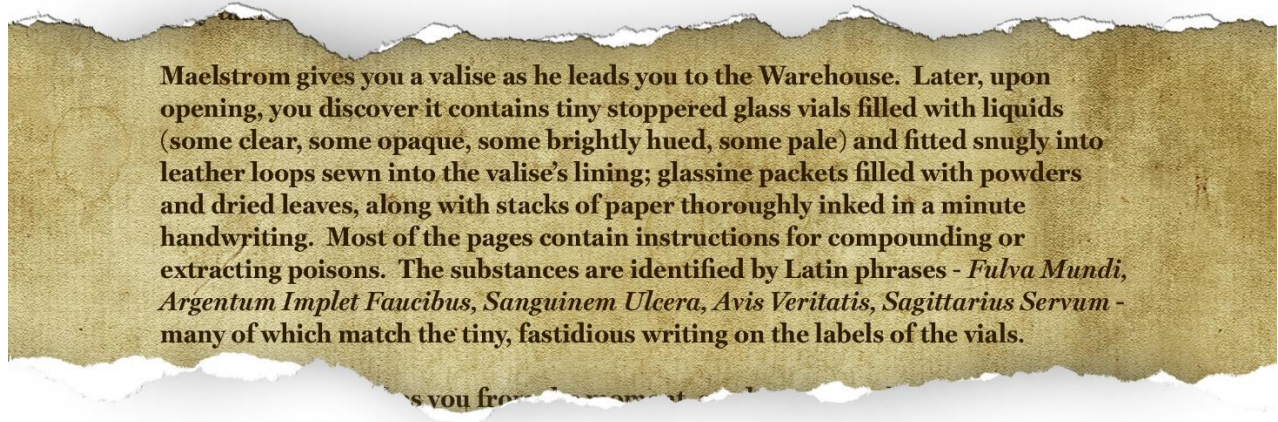
1: Your attempt to enter the Axis Mundi Hex was unsuccessful and you have been ejected - landing on a random Power Hex. Number the Power Hexes, then roll a 3-sided die to determine which Power Hex you have landed on. Your wounds are cleared and half of your lost Hit Points are healed (rounded up).

Your turn ends.

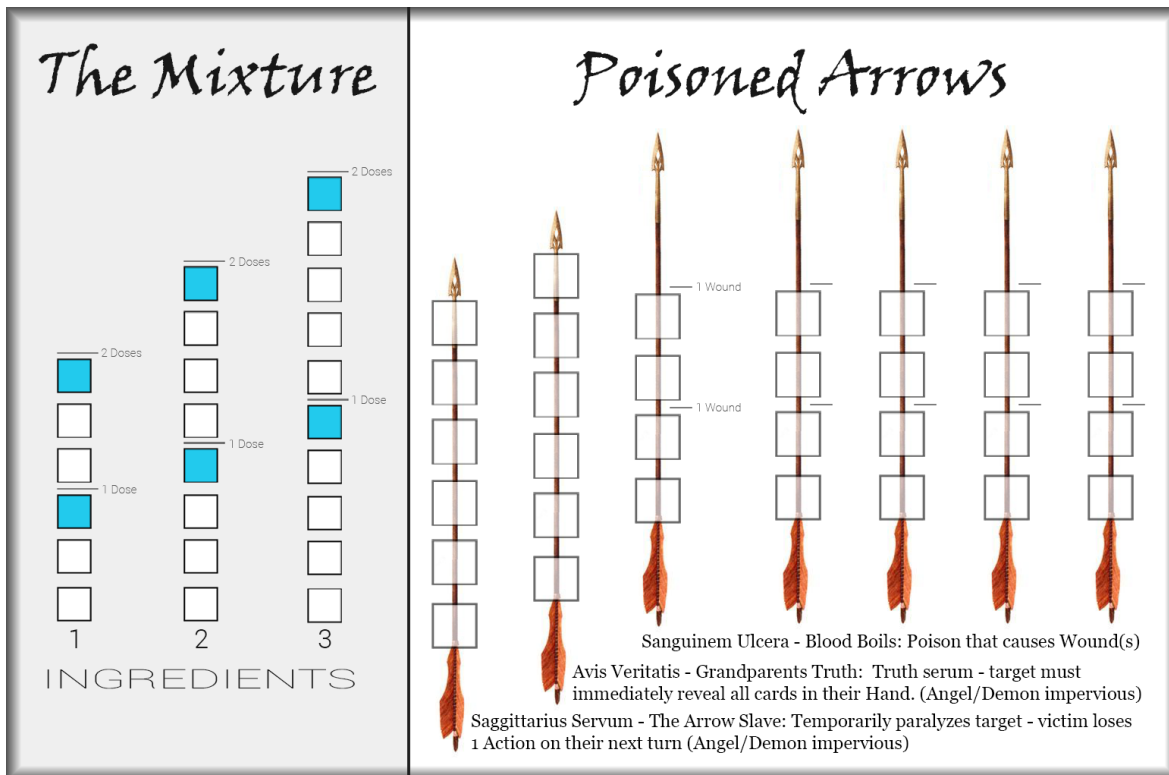
2-6: You have entered the Axis Mundi Hex successfully. Follow the ‘[Walk onto the Axis Mundi Hex](#)’ rules.

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 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 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 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.

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 Energy Section not full.

Scrounger: Add 1 Scrounge Token if Scrounge Section not full.

Action Phase – Gain 3 APs. Spend them on the following Actions, which each cost 1 AP unless otherwise **noted**...

- **Scavenge**: If on Warehouse, take 1 Card from corresponding Crate Board (limit 1/turn).
 - **Command Familiar**: to travel 1-2 Hexes to retrieve Treasure/Card Marker; or, to immobilize an opponent (a Command **costs 3 Energy Tokens**)
 - **Pick up**: Treasure Token or Card Marker at your location
 - **Play**: a 1-Time Power Card from your Hand
 - **Draw 1 Card**: from the Permanent or 1-Time Power Deck
 - **Draw 5 Cards**: each from either deck, **costs 3 APs**
 - **Harvest**: If on Accessible, Cave, or Shelter. Uses D3 die roll: 1: 1-TimePower 2: Permanent Power 3: Heal 1 HP
 - **Activate, Deactivate, or Swap**: a Permanent Power Card
 - **Place/Disarm Time Bomb**: If on Warehouse. Placing requires Time Bomb & **costs 2 APs**
 - **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 may be Pushed, per rules
 - **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 - **costs 3 APs**
- **Spelunk**: If on Cave, emerge from the Cave on the opposite side - acquire 3 Wounds and end turn
- **Walk into the Axis Mundi Hex**: **Costs 2 APs**. Roll D6: 1-3= Entered Heaven & become Angel, 4-6= Entered Hell & become Demon. Follow instructions on Angel/Demon Mat. Ends Turn. Next turn's first Action must be to Climb

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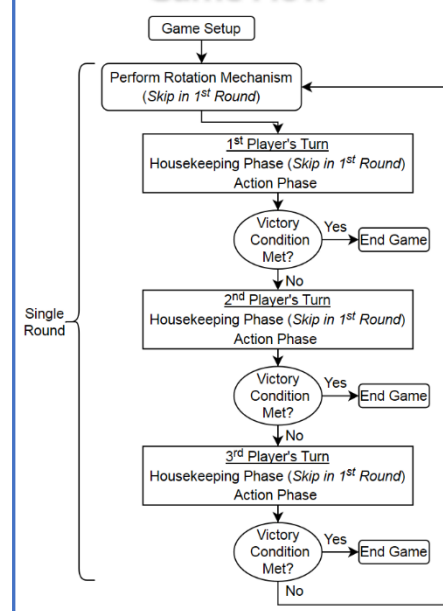
The Number of Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Walk, Climb, or Push	Entered Using Spelunk (Includes Spelunking Wounds)	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

Hex Icons



Game Flow



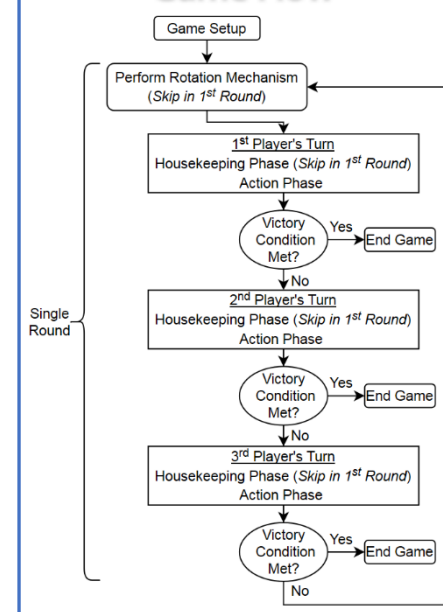
The Number of Wounds Taken When Entering a Hex

Terrain Type Entered	Entered Using Walk, Climb, or Push	Entered Using Spelunk (Includes Spelunking Wounds)	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
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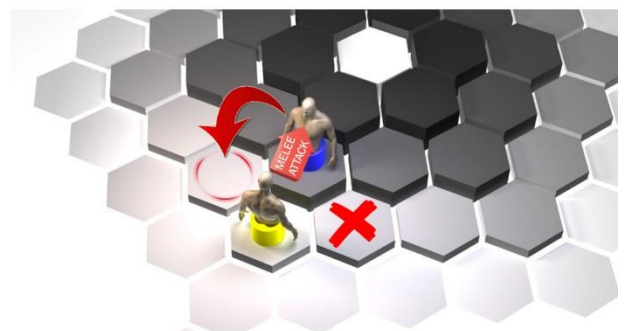
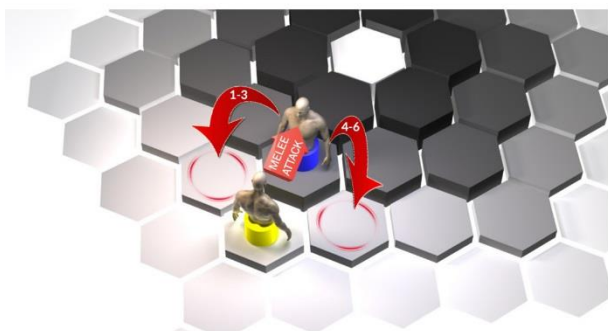
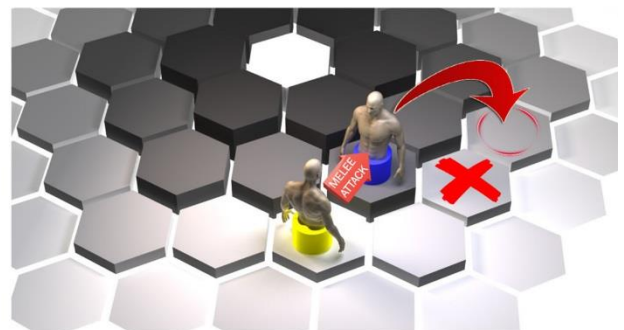
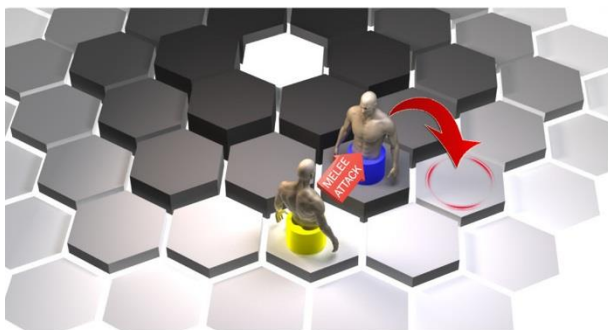
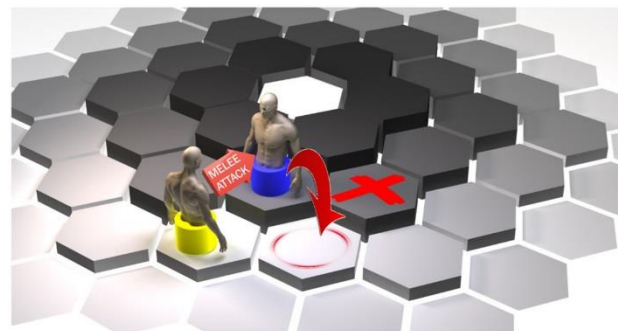
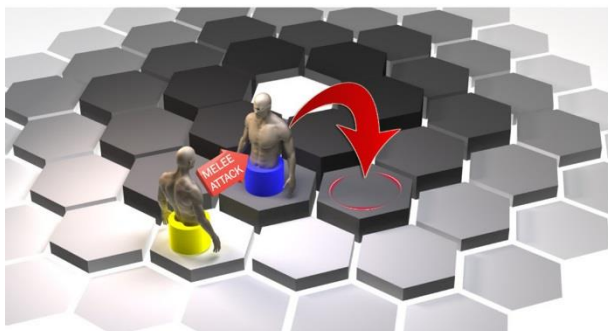
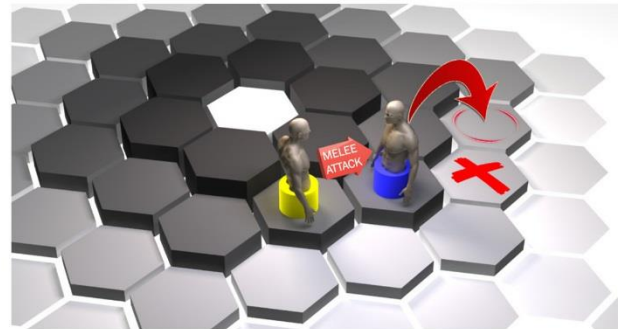
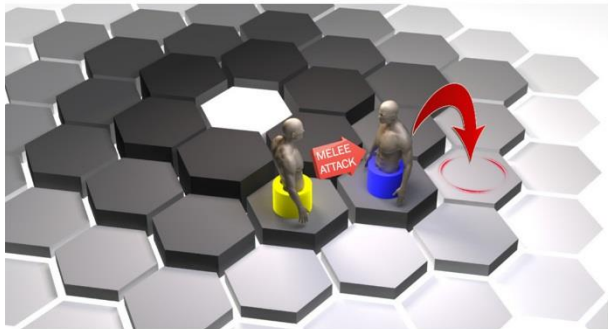
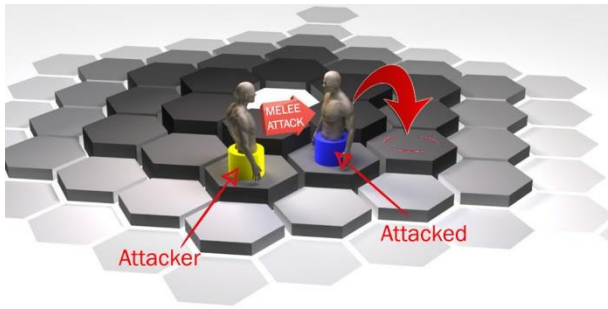
Hex Icons



Game Flow



Melee Attack Pushes



Glossary

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

Action Point (AP): During the Action Phase of a Turn, you gain 3 Action Points, which can be spent on Actions in any order

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

Attack Action Point: An Action Point that can only be spent on an Attack Action (Melee Attack, Shoot an Arrow, Throw the Grenade)

Axis Mundi: The Hex inside the dormant 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, HPs, 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 its Hand Limit, 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

Flight Path Limit: the maximum number of Hexes your Familiar may travel from your location when you perform a 'Command Familiar...' Action

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

Hand Limit: the maximum number of Cards you may hold in your Hand. The default is 5.

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

Immobilization: A deleterious effect, caused by a Familiar, that prevents Move Actions

Level: 1) The various heights that the game boards are set at. The lowest is the Sea Level, the next higher is Level 1, the next higher is Level 2, etc. 2) In a full length game, the Axis Mundi Hex starts the game at Axis Mundi Level 1; as Angels and Demons perish, the Axis Mundi Level rises, which increases the strength of future Angels and Demons

Move Action Point: An Action Point that can only be spent on a Move Action (Walk, Climb, Spelunk, etc.)

Permanent Power Card: A card that grants a benefit that lasts as long as it is 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

Stack: Modifications effecting the same game property are added together

Terrain: The physical features and game characteristics of Hexes found on the game's board

Treasure: Tokens that are scattered throughout the island. Once acquired, they can be used at any time during your Action Phase to grant 1-time bonuses; they are then removed from the game

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 1 HP