

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.