Malhya
Lands of Legends

RULE BOOK

When the balance of the planet Malhya is threatened, a group of heroes awakens...

You are among the exceptional beings capable of mastering the Aura, the vital energy of the planet. Mission after mission, you'll be called upon to thwart the plans of your enemies, and push ever forward up the path of an incredible destiny.

In this immersive narrative adventure game, you'll enjoy an experience full of twists and surprises. You will play a group of heroes, the Awakened, engaged in an epic quest where your talents, courage, and resilience will be put to the test through a number of events.

Your choices will be the common thread through your adventures, and each path you take will depend on your exploits... but also on a dash of luck.

Prepare to face the unknown, sneak into dungeons, explore hostile lands and locations, solve complex puzzles, and overcome countless challenges. You'll craft, negotiate and, perhaps, sometimes follow less heroic instincts. But above all, prepare to face the growing forces that threaten the lands of Malhya.

Your hero will evolve through their adventures and trials. They'll grow stronger, more agile, master the power of magic, and wield legendary weapons and mysterious artifacts.

And don't forget that developing their intelligence and knowledge could save you in the most unexpected moments!

Every adventure is unique. It's up to you to shape yours.

Good luck, Awakened Ones.

Summary

WHAT THE GAME OFFERS

Your adventure in *Malhya Lands of Legends* is written across a series of booklets through which you will tell your story. Every action will take you from one to the next, following rules that will be explained to you.

The game consists of a 9-book campaign, plus an introductory booklet. We advise you to start with that one for your first game. It will lead you straight to the start of the campaign once you've played it.

The game also features independent missions in the Events booklet.
These missions, ranging from 1 to 3 hours in length, will enable you to enjoy a more condensed experience, over the course of an evening for example. These missions have no connection with the campaign's story.

As the campaign is very long, we recommend that you take the time to prepare for it. Reading the rules beforehand is essential to properly grasp all the concepts.

You can stop play at any time, due to the game's save system. However, it's easier to restart your adventure from the beginning of a booklet.

THE GROUP OF HEROES

Each player can play one or more heroes. In a solo game, you must play at least 2 heroes. A group is always made up of at least 2 heroes, and 5 heroes at most.

It's possible to add other heroes to the group if new players wish to join the game, and also to remove heroes just as easily (see associated part, p. 21).

BEFORE PLAYING

PREPARING THE COMPONENTS

STICKERS

You will find a sheet of stickers in the box, which you will stick onto the cubes. Before playing, place the stickers on the Action, Movement, and Initiative cubes. Explanations of these cubes can be found on page 10.
You must put an element on the opposite side of each cube as shown here:

'Heads' side   Action cube   'Tails' side   Movement cube   Initiative cube
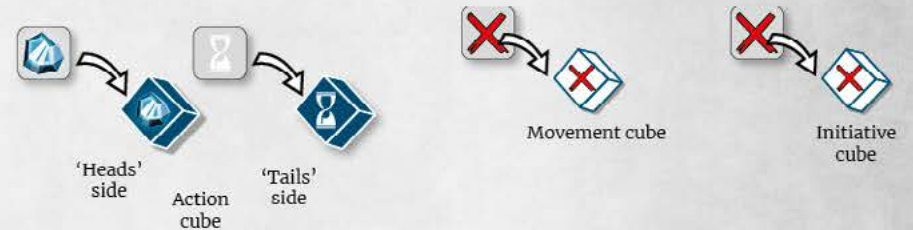
You must also place one on each Resource cube. Because there are so many of these, we suggest placing them as you need them, and when the need for a double cube arises (see Specific Cubes, p. 11). [x2]

The last part of the stickers is there in case they are needed.

TOKENS TO BE PUT ASIDE

Remove the 4 blank Upgrade tokens ■. Do not use the Titan token ♻ for the start of the campaign.

DOUBLE-LAYERED BOARDS

Remove the pre-cut parts on the double-layered boards before playing.

CHOOSING THE GAME MODE

The game is set at a 'Normal' difficulty setting. This can be changed to 'Easy' or 'Difficult' through Scenario card 73. The use of this card is detailed on p. 68.

Components

Event Booklet

Exploration booklet

46 Common Object cards

26 Rare Object cards

87 Scenario cards

8 Event cards

1 Game Mode card

10 Campaign booklets: 9 Adventure booklets and 1 Introduction booklet

18 Common Weapon cards

11 Rare Weapon cards

10 Basic Weapon cards

4 Attack Spell cards
12 Spell cards

30 Action cards

5 Barehanded/Claws cards

42 Talent cards (5 classes)

1 Crafting card

13 Enemy cards

12 Day cards

8 Night cards

1 Rest card

5 People cards

1 Region board

5 Knapsacks

5 Hero boards

1 Block of Save sheets

1 Stealth board

1 Timeline

1 Exploration wheel

3 Power dice

3 Dodge dice

3 Defense dice

3 Attack dice

3 Stealth dice (2 white, 1 black)

2 Difficulty dice

5 Skill dice

20 Gold coin tokens
(10 x 1, 5 x 5, and 5 x 10)

14 Corpse/Noise tokens

20 Interest/Vigilance

12 Success and
3 Stop tokens

43 Aura tokens
(33 singles and 10 doubles)

12 numbered Scenario tokens

20 Enemy Damage tokens
(12 x 1/3 and 8 x 5/10)

3 Travel tokens

4 Access tokens
(2 of each)

8 Invocation tokens
(2 of each)

20 Upgrade tokens

24 Initiative tokens

1 Titan token

1 Group token

1 Weather token

4 Open/Broken door tokens

30 Crystals (value 1)

10 large Crystals (value 3)

35 Yellow cubes

35 Red cubes

25 Purple cubes

35 Green cubes

30 Blue cubes

10 White cubes

3 C tiles double sided

4 E tiles double sided

4 A tiles double sided

3 D tiles double sided
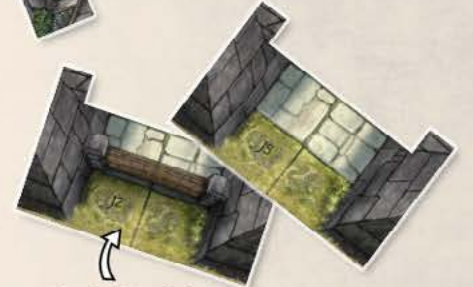
2 J tiles double sided

4 g tiles

5 F tiles double sided

2 I tiles double sided

6 B tiles double sided

2 Dungeon tiles double sided

2 H tiles double sided

6 Z tiles double sided

Wallen

Ancient

Ür-berg

Sulk

Yoktal

The Immortal

10 Predators

5 Black hand archers

5 Black hand swordsman

5 Black hand lancers

Sisters of Shadow

Two blades colossus

5 Haugs

3 crossbowman of the Ox

3 Assassins of the Ox

3 Ox Mhaÿs

3 Charans

5 monks of the Cult

10 Zouls

The dragon

During your adventures, not all game component will be used, or have the same degree of use. All game elements are shown here. When you're in certain game modes, you'll need to install the relevant parts in the playing area. It's possible that a lot of equipment will be cohabiting in your play area at the same time. Make sure that each item is easily visible to all players

Player area

Unique for each hero, presentation on following pages.

This area will be set up at the start of each game.

Card decks

Tokens pool

Save sheet

Travel phase

Presentation and explanation page 24.

Booklets

Presentation and explanation
page 17.

Stealth mode

Exploration Phase

Exploration, Stealth and Combat modes,
explained from page 36.

Enemy space

Playing area

Must be accessible to all players,
with all game elements placed there
at given times.

Dice and cubes pool

Combat mode
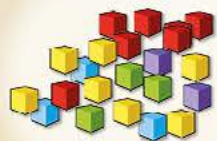
THE HEROES AND HOW THEY WORK

1. HEROES' COMPONENTS

During a game of Malhya you will be taking on the roles of numerous heroes. To do this, you will have to put together all the components associated with each hero, which are a Hero board, a Knapsack, as well as the People card of the associated hero.

▶ 1. THE HERO BOARD

The Hero board is made up of different zones showing the characteristics of your hero, represented by cubes. You can make them evolve throughout your adventure.

5 Action Points.

Each hero has 6 of these, and spending them allows you to perform actions.

6 Initiative Characteristic.

The Initiative value is used in Combat Mode. This determines the characters' turn order.

7 Movement Characteristic.

The indicated value represents the free base movement of each hero.

8 Equipment and Card spaces (see Around the Hero board, p. 12).

▶ 2. THE KNAPSACK

The Knapsack, identical for each hero, lets you carry equipment and resources.

1 Hero's Name and Illustration **2** Hero's Emblem

3 Hero's Characteristics. 5 in number, they are chiefly used for Skill Checks (see Skill Checks, p. 30).

Strength
Dexterity
Perception
Intelligence
Knowledge

4 Special Skill. This is unique to each hero.

1 **Life Point and Damage space** (details p.12).

2 Slots for storing **Equipment cards** (see Around the Hero board, p. 12).

3 **Carrying zone** (see Focus: Carrying and Encumbrance, p. 14).

4 **Potion** effect reminder (see Healing, p. 12)

5 **Resource storage space** (see Resources, next page).

6 **Special Arrow** and **Lockpicks** (see Special Arrows, p. 57, and Lockpicking, p. 35).

7 **Unequipped Weapon** card space (see Around the Hero Board, p. 12).

▶ 3. PEOPLES CARDS

This card is given to the chosen hero, according to their People. The front has information on how to set up a new hero (see Setting up a New Hero, p. 21). On the back is the evolution table and the effects of Aura points (see Peoples card – Leveling Up, p. 16).

1. **People's Emblem**

2. **Hero's Name**

3. Starting number of **Aura tokens** (see Aura Tokens, p. 15)

4. Starting number of **Life Points** (see Life Point and Damage Space, p. 12)

5. Starting **Carrying Capacity value** (details on next page)

6. **Evolution Table**

7. **Aura Zone**

2. FOCUS ON THE KNAPSACK

A Hero will carry different types of Equipment and Resources during their adventure. These elements will be placed in spaces in the Knapsack, according to certain rules.

▶ 1. RESOURCES

The hero can collect or craft resources. They will be represented by colored cubes. Each cube must be placed on one of the available spaces in the zone specific to that type of Resource.

Resource cube colors

TYPES OF RESOURCES

Raw Materials

Key and Lockpick

Potion

Special Arrow

Plant

Example: This Red Plant cube must be placed in an available space in the Plant line.

SPECIAL CUBES

Some cubes will have a x2 sticker on one of their sides. This means that the cube counts for 2 Resources. If the players run out of cubes of a particular color, they can use this side to indicate that they have 2 of that color.

⚠ A x2 cube does not change the amount of space you have in your Knapsack. The cube indicates 2 Resources of the same color, so the cube takes 2 storage spaces for that Resource.

Example: The heroes each gain 2 Red Plant. There aren't enough red cubes for all the heroes to have 2 each.
A player turns a red cube to its x2 side ① and places it in their Knapsack, leaving one space empty.

They know that cube is worth 2 Plants.

Later, this hero gains a Yellow Plant. They know that there is an unavailable space in their Knapsack ② because it represents the first Red Plant of their x2 cube. They therefore place the Yellow Plant into this space ③.

The Plant space in their Knapsack is full ④.
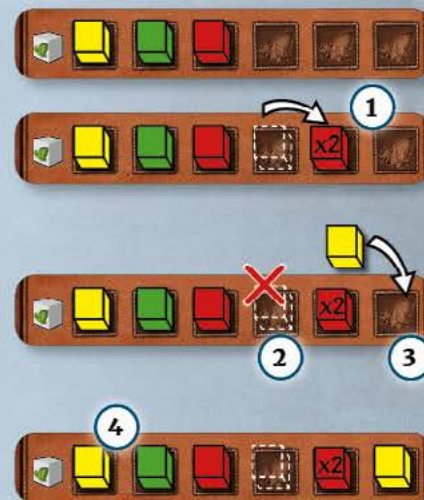
When the hero uses this double Resource, they move the cube one space to the left to show it has been used. They turn the cube so that a neutral side is showing.

▶ 2. OBJECTS

Common Object 🛡 or Rare Object 🔶 cards have different types: Armor (see Armor, next page), Artifact (see Artifacts, p. 14), or Consumable.

a) Object Category reminder

b) **Purchase Value** in Gold Coins.

e) **Quality Indicator**
Some Common Objects are called 'Quality' which is indicated by a crown. The way they are used will be explained later (see Saving, p. 22).

d) Object's **number.**

c) Object's **effect.**

FOCUS: CONSUMABLE OBJECTS

f) For the most part, Objects are one-use.

At any time during their turn, a hero can **consume or use it**, and the Object is **discarded** and mixed in with the draw pile of its category.

Sometimes an object has a usage condition, like spending Action points or being in a specific game mode, for instance.

Example: To use this object, the Heroes must be in Combat mode, spend 1 Action point, and then discard it.

ORGANIZING OBJECTS IN THE KNAPSACK

Objects are placed in the slots

Unused or Unequipped Objects are stored in the Knapsack.

A hero **cannot carry more Objects than their carrying capacity.**

If a hero gains an object after they have reached their carrying capacity, they must either discard an Object to take the new one, or discard the newly-acquired one (see Focus, next page).

CARRYING CAPACITY

Carrying Capacity **determines the number of Objects and Raw Material cubes ⬘ that a hero can carry in their Knapsack.** All spaces below the value of the hero's carrying capacity are not available. It is represented by a cube.

For this hero, the base carrying capacity is 2.

Example:
Here, the hero has 2 Object spaces ① and 2 Materials spaces ② available (because their carrying capacity is 2 ③). They are already carrying 2 Objects, so they can't carry another one. ④.

The hero gains a new Object ⑤ but there is no more room. They choose to keep it, so they discard another card to make the necessary room for it ⑥.

▶ 3. LIFE POINT AND DAMAGE SPACE

LIFE POINTS

Heroes have a number of Life Points, which are represented by crystals.
These Life Points represent the health of the Hero. A hero that has no more crystals in their Health Point zone can no longer act (see Unconscious Hero, p. 54).
Crystals move from one space to another, depending on the type of damage the hero suffered (see Applying Damage and Healing, p. 53).

Choc

Damage
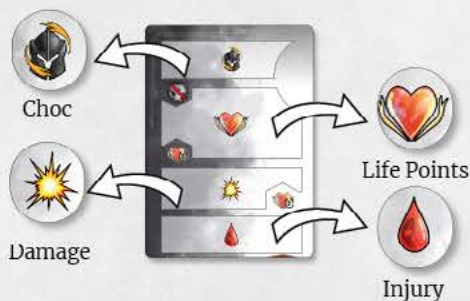
Life Points

Injury

HEALING

Life Points are recuperated differently depending on the type of damage suffered (see Healing Heroes, p. 54).
The Healing effect ♥ allows a crystal to move one zone per Healing effect (from the Injury zone to the Damage zone or the Damage zone to the Life Points zone).

POTIONS

A hero can use potions on their turn for themselves or for an adjacent hero. This action does not cost action points. Once used, discard the cube representing the potion and apply the associated healing. The generic effects are shown on the Knapsack.

A Yellow potion gives 2 Healing.

A Red potion gives 4 Healing.

Sometimes during your adventure, the booklets will also allow you to Heal:

Example: Here, each hero Heals 3 Life Points.

The details concerning damage is explained in the Combat Mode, page 50.

3. AROUND THE HERO BOARD

Different cards will be placed around your hero board.

YOKTAL

1 WEAPONS

OVERVIEW

Weapons are your **hero's primary pieces of Equipment** They fall into 3 categories: Basic, Common, and Rare. As Common Objects, Common Weapons can also have a Quality status.

Base Weapon   Common Weapon   Rare Weapon

Stored Weapon

Equipped Weapon

Each hero may have a maximum of 2 Weapons. **One equipped, and one stored in the Knapsack.** If the chance arises to get others, the hero must choose the ones they will keep and discard the extra.

A hero may switch Weapons as many times as they wish, but only during their turn.
In Stealth or Combat modes, changing Weapons costs 1 Action point.

Tip: It might be a good idea to have a melee Weapon and a Distance Weapon to give more options during play.

THE WEAPON CARD

a Purchase Value in Gold coins

b Number and possible Quality status

c Encumbrance (if applicable)

⚠ The encumbrance of a Weapon always counts, whether it is equipped or stored

d Some Weapons have effects. These are primarily used during Skill checks (see Skill Checks, p. 30), or during Stealth mode (see Stealth Mode, p. 44) and are only active if equipped.

e Armor Icon

f Weapon's Passive Effect in Combat.

g Weapon's Combat Table.
This contains details of attacks and defenses, as well as their application conditions.

How Weapons are used in combat is explained in the Combat mode section, p. 50.

THE BAREHANDED CARD

Heroes always have a Barehanded card. This card is used in the same way as a Weapon card, but isn't considered one. It does not count towards the 2-weapon maximum.
Whenever a hero does not have a Weapon equipped, they must immediately (and at no cost) equip their Barehanded card.

Important: the back of the card 'Claws' is specifically associated with the Ancient Heroine.

This card can be voluntarily equipped by placing the equipped Weapon card in the Knapsack if the slot is available (this action costs 1 Action Point in Stealth or Combat mode).
If the hero is wearing Armor, this slides under the Barehanded card.

Barehanded side

Claws side

2 ARMOR

⚠ **Limit**: No more than one Armor may be equipped. Equipping them costs nothing.

a Object Category reminder

b **Purchase value in Gold Pieces**

Potential Encumbrance (see Focus, next page)

d **Special Effect**

⚠ An Armor's Encumbrance always counts, whether it is equipped or stored in the Knapsack.

e **Activated Defense Effect** (see Attack and Defense Overview, p. 52)

f **Number** and **Quality** status.

When a hero equips Armor, simply slide it under the Weapon card. This way it makes its defense line bigger. This effect is always active as long as the Armor is equipped.

Example: This hero will have supplementary elements to add to their defense, if required

EQUIPPING ARMOR

A hero may immediately equip Armor as soon as they acquire it, as long as they don't already have one equipped.
In the Travel phase, a hero can change Armor or unequip it after having resolved all the effects of a Travel card and/or finished the current Event and before drawing a new Travel card (see Travel cards, p. 25).

In the Exploration phase, a hero can change Armor or unequip it before entering a new room once all miniatures are off the board.

⚠ If the hero changes or loses their Weapon, the Armor is not lost. It is immediately equipped onto the new Weapon or onto the Barehanded card, if necessary.

FOCUS: CARRYING AND ENCUMBRANCE

Carrying capacity determines the number of Objects and Materials each Hero can carry in their Knapsack.

There are 2 icons representing encumbrance:

Encumbrance capacity:
This icon appears on the Knapsack and some special Skills. It is cumulative and represents **the maximum capacity** of a hero to carry heavy Equipment.

This capacity can change during the game, as you go up levels.

Heavy Equipment:
This icon symbolizes a piece of heavy equipment. It is found mainly on Weapons and Objects. **A hero can never carry more heavy equipment (red icon) than their encumbrance capacity (green icon).**

Carrying capacity   Encumbrance capacity   Heavy Equipment

These encumbrance icons don't have any special effects except if a game element refers to it. In that case, simply follow the booklet instructions.

⚠️ Object and Weapon cards with a Heavy Equipment icon always count, whether they are equipped or in the Knapsack.

Example: The Yoktal has a carrying capacity of 2 (1), which gives them a carrying capacity of one piece of Heavy Equipment. In addition to that, their special skill (2) increases their Encumbrance Capacity by one additional piece of Heavy Equipment (2 in total).

The more you increase your carrying capacity, the more you increase your encumbrance capacity.

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③ ARTIFACTS

- **a** — Effect of Equipped Artifact
- **b** — Purchase value of the card in Gold Coins
- **c** — Type of Artifact
- **d** — Number and Quality status

Artifacts can be equipped by heroes. When they are, their effects are **immediately applied to the hero**. This continues as long as the Artifact is equipped.

A hero may equip more than one Artifact, but they cannot wear more than one Artifact of the same type (ring, amulet).

An extra Initiative point, shown.

Ring type   Amulet type

Example:
To equip an Artifact, place it half-under the indicated space on the Hero board

Once equipped, immediately apply the effect.
Here, the Initiative level increases by 1 as long as the Artifact is equipped.

When a **non-equipped** Artifact is acquired, **it is placed in the Knapsack** like a classic Object.

An Artifact that is unequipped or lost is discarded and re-shuffled into its deck.

4 TALENTS

OVERVIEW

Talent cards represent Skills acquired by your hero. They are divided into Classes, each with their own deck of cards:
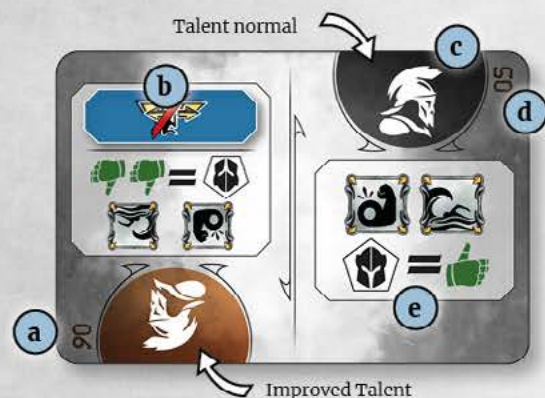
TALENT CLASSES

Rogue Ranger Warrior

Scholar Mhaÿ

The Talent's Class is shown on the back of the card. During Setup, place the cards in face-down piles according to Class.

Talent cards have **two sides**. A **Normal** Talent side and an **Improved** Talent side. Heroes always equip the card on the Normal Talent side to begin with.

Talent normal

Improved Talent

a Talent **Number**

b Improved Talent **effect zone**

c Talent **Class**

d Talent **Number**

e Normal Talent **effect zone**

⚠ Some Talents have activation conditions.

ACQUIRING A TALENT

When a hero acquires a Talent 🔴 they must draw 3 cards from the Class deck (s) of their choice, then they choose one of those 3 and add them to the appropriate space.

The other cards are re-shuffled back into their respective decks.

A hero can have Talents of different Classes

⚠ **Important**: You can only have a **maximum of 2 heroes in your group with one or more Mhaÿ Talents**

At certain points during your adventure, you'll be able to improve a Normal Talent of your choice. To do this, turn the card around.

Improving a Talent

⚠ **Important**: Acquiring a new Talent, through Leveling up for example (details next page), does not allow you to improve a Talent you already have.

Talents are always active. However, some of them require conditions to be met for them to be used.

MHAŸ TALENTS

Mhaÿs, the magical entities of Malhya, are part of a particular Class that allows for the learning of Spells (see Spell Cards, p. 64).

Mhaÿ Talents, like all other Talents, are compatible with other Classes.

5 AURA TOKENS

These tokens represent the hero's unique ability, as an Awakened One, to concentrate their Aura to do incredible things. A used token is exhausted, but not lost. It can be reactivated either by a potion, or by instructions in the booklets.

Usable token → Spent token

Discarding a Green Potion allows 2 Aura tokens to be reactivated.

Example: here, each hero reactivates 2 aura tokens

⚠ **Important**: Never discard your Aura tokens when used. Only turn them to their spent side to show that they need to be reactivated.

⑥ PEOPLE CARD - LEVELING UP

After setting up the hero (see p. 21), flip over their People card and slide it under the Player board, leaving only the Aura zone visible.

AURA ZONE

The Aura zone is always visible. This is where you will find the useful effects that will help you throughout your adventure; to make a Skill Check, a Combat, or even Stealth a little easier.

Each icon is explained in the Icon Glossary, p. 70.

To make use of one of the effects in their Aura zone, a hero must spend an Aura Point by turning a token to its spent side.

Example:
This hero decided to spend an Aura token to add elements to their defense (a die and 2 Shields).

They have 3 Aura tokens. They spend one and flip it over.

⚠ **The applied effect is not permanent** and only lasts as long as the Action. Only one Aura token can be used per Action. This token is not reactivated until the adventure allows it.

This effect, common to all People, allows heroes to temporarily increase a characteristic, for the length of an Action. For example, for a Skill Check (see Skill Checks, p. 30), they would get an extra Skill die. This could also allow the hero to acquire a prerequisite to Handle a Weapon (see Handing Weapons, p. 56).

EVOLUTION TABLE

The top part of your People card shows your hero's Evolution Table. You will use it every time you Level Up.
It shows the bonus associated with the increase of every characteristic.

BONUS POSSIBILITIES

+ ♥ Extra Life Point

+ 🎒 Extra Carrying Level

+ 👢 Extra Movement Level

+ ⚡ Extra Initiative Level

+ 🟢 Extra Aura Point

+ 🛡 Extra Talent Card

+ 🛡⬆ Improve a Talent

Example: When the Hero gets to Level 3 of their Strength 🛡, characteristic, they immediately acquire a Talent.
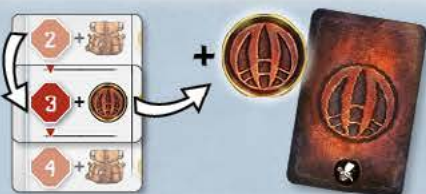
LEVELING UP

When this icon appears during your adventure, it means that all Heroes Level Up (unless the booklet states otherwise).

When Leveling Up, always do the following:

• – Each Hero **increases** one of their characteristics by 1, by moving the corresponding cube on their Hero board (s) one space to the right.

• Then each Hero consults their Evolution Table, and gains the bonus associated with the value of the characteristic they just increased.

• Finally, the People card is placed back under the Hero board.

Example: The Yoktal has the opportunity to Level Up. They choose to increase their Strength 🛡 characteristic from Level 3 to Level 4 ①. They also increase their Carrying Capacity by 1 as a bonus ②.

The Malhya adventure takes place in the different booklets that make up the game. You are going to have to move from one to another, or even use many at once.

I. THE BOOKLETS AND THEIR SPECIFIC FEATURES

► TYPES OF BOOKLET

⚠ There are QR codes on the back cover of each booklet. They will give you access to any possible updates. We suggest consulting this as soon as you open up a new booklet.

ADVENTURE BOOKLETS

There are a number of Adventure booklets in Malhya (the 'The Awakening' booklet, and the campaign, comprising 9 others). If you play the campaign, you will use these booklets in the indicated order.

Important: There is a fast mode that can be set up at the beginning of the adventure. If you decide to use this mode, you will not be able to change your mind until the end of the campaign. This mode will allow you to experience the same adventure, but more quickly, by cutting out some episodes.

THE EXPLORATION BOOKLET

This booklet contains the various maps and plans representing the places you will visit, their setup, the challenges, and sometimes the creatures the heroes will come across.

You will use this booklet when your adventure calls for it. Its usage will be explained in detail later (see Exploration Booklet, p. 36).

THE EVENT BOOKLET

This booklet will be used throughout the campaign, and even further. In fact, in these pages you will find the different independent missions that Malhya has to offer, as well as the Events you will have to brave during your voyages and adventures.
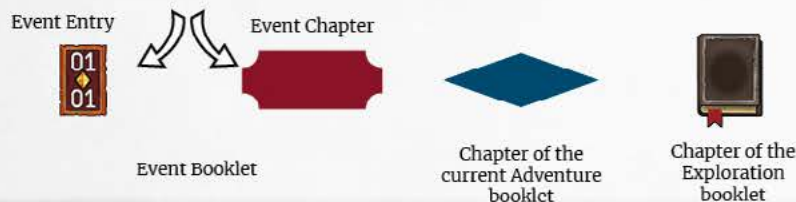
► CHAPTER NUMBERS

The booklets work with numbered chapters that will allow you to move through your adventure. When a chapter, an Action, or a choice sends you to a number, go and read that number's chapter to continue your adventure.

THE NUMBERS' SHAPES

There are a few shapes that surround the numbers. Each shape represents the type of booklet to be consulted to move forward in the adventure.

Event Entry

Event Chapter

Event Booklet

Chapter of the current Adventure booklet

Chapter of the Exploration booklet

THE CHAPTERS

To use the Adventure and Event booklets, one of the players will read the current chapter aloud, including any options that present themselves, so that everyone can hear.

All players may look at and read the booklet. In certain specific cases, reading might be restricted to only a certain number of heroes. When this happens, make sure to respect the instructions.

Beginning of a chapter

22

You hit the lock with a strength born of desperation... And you finally hear the sound of a mechanism, immediately followed by an enormous explosion that throws you into the air.

Go to 10.

End of chapter and reference to the next one.

Chapters are not always read in their entirety. Once an instruction obliges you (or you propose and the group agrees) to go to another chapter, to finish your turn, or to hit the road again, you must do this without reading the rest of the current chapter.

⚠ **Only read the indicated numbers.** You are not allowed to leaf through the pages to look at a number, and then go back to where you were unless it is specifically permitted by the text.

CHOICES AND CONDITIONS

In all booklets, you will be given two types of proposals. You will either have choices on how to progress the adventure, or you will have conditions to submit to.

Many possible choices

You can pull on the chain:
• If the basin and the totem's Interest tokens are discarded, go to 7
• If at least one of them is still present, go to 2
• Otherwise, you can do nothing.
Your turn ends.

A condition is applicable

► Set out 54.

► *Go into Standard Stealth mode.*

• If you hold 🄴, go to 171
• Otherwise, go to 163

• If you hold 🄴, go to 171.
• Otherwise, go to 163.

When a condition is presented and you satisfy the criteria, you must carry out the instructions. Often, you will be directed to a particular chapter.
When more than one condition is presented, read them in order. As soon as you satisfy one, immediately perform the required action, without looking at the rest of the chapter.

a
• If you hold 🄴, go to 171.
• Otherwise, go to 163.
b

Example:
In this situation, the group does not satisfy the first condition (a), so they go to the next one (b) and follow the instructions

and go on to the doge and ballroom, where you will find your suspe

c
• If you hold these 5 tokens 10 11 1 12 7, discard it, and take 3, then, go to 27

• Otherwise, you can see that the cradles are not yet ready for y to alight.

You still have some time to re the to d pursue your investig You decide to leave this own and come back later.

d

► *Use the Estoricia Scenario card to move to another*

In this case, the group satisfies the first condition (c), so they immediately follow the instructions without reading or worrying about what is left in the chapter (d).

ENTRIES IN THE EVENT BOOKLET

The specific feature of the Event booklet is that every Event starts with an 'Entry'. It has two numbers on the top and two numbers on the bottom.

Example of an Entry

You will access the Entries in the Event booklet during the Travel phase (see Travel Phase, p. 24), or during random Dungeons (see Dungeons, p. 68). All Entries are found at the beginning of the Event booklet.

When you must go to an Entry, open the Event booklet and read the corresponding Entry.

- If ⚫ : go to 168
- If ⚫ : go to 183

Event booklet Entry

MOVING FROM ONE BOOKLET TO ANOTHER

The Adventure, Event, and Exploration booklets can send you from one to the other. To navigate between these booklets, all you need to do is look at the shape surrounding the number. A diamond ◇ sends you to the current Adventure booklet, a rectangle ▭ to the Event booklet, and a book icon 📖 to the Exploration booklet.

Example:
The players are currently in the Event booklet ⓐ.

They have 2 options, ⓑ and ⓒ when they come out of this chapter.

If the condition is satisfied, they must go ti the current Adventure booklet ⓑ.

- If you checked off 🛡, go to 2 of the adventure booklet you're currently playing.
- Otherwise, go to 625

Or stay in the Event booklet ⓒ if the condition is not satisfied

Note: It is possible to have numerous booklets open at the same time.

CLOSING THE BOOKLETS

When this icon appears, it means you must close the booklet and go back to the stage of the game where you were.

This icon appears most often during the Travel phase, at the end of an Event.

Otherwise, a specific instruction can direct you to close the booklet.

▶ OTHER INSTANCES OF NUMBERS

Numbers can be found on these game elements outside of the booklets.
As with the other numbers, you can consult the chapter of the indicated booklet when the conditions are met.

Region board

Scenario card

HIDDEN NUMBERS

During your adventure, you may find illustrations containing hidden numbers, or puzzles leading to secret numbers. If you think you have found one, go immediately to the chapter of the number you discovered in the booklet you are currently playing, without finishing reading. Keep in mind the chapter where you were so that you can come back to it in case you don't find the number.

Example:
There are two numbers hidden in this illustration. If you can make them out, go to the indicated chapter in your current booklet.

A magnifying glass icon at the beginning of the chapter will indicate that you correctly spotted it. If this is the case, read this chapter. If it's not, go back to the chapter that you just left, and continue.

⚠️ There are no hidden numbers in the Event booklet.

GOLDEN RULES

If it has not been outlined in the rules, it is not allowed.
When there is a draw, the heroes choose.
Text in the booklets or on the cards override the basic rules.

1. STARTING THE ADVENTURE

To start a game, players must decide between going on an independent mission or starting the campaign.

Note: Many short missions are available at the beginning of the Event booklet.

All the other missions (including the ones that make up the campaign) are presented as Adventure booklets.

▶ 1. BEGINNING

We suggest starting with the booklet 'The Awakening' which is an accessible Adventure booklet, perfect for learning the rules as you go. It is also the introduction scenario for the campaign.

When you have chosen the mission, the players must take a Save sheet, where they will write down the date, the players, and the name of the mission.

The elements of the Save sheet will be explained bit by bit throughout these rules.

▶ 2. PLAYER SPACE SETUP

① THE PLAY AREA

All the elements which belong (or are relevant) to the group are placed in this area. This is where you will place game elements you come across.

The Gold coins supply is shared by the group. The Gold coins acquired or spent, regardless of which hero does it, are removed from or placed in this supply. It is also possible that the heroes possess cards that are for the group, like Scenario cards.

This common area must be accessible to all heroes ②.

② HERO SPACE

③ PREPARING OBJECT AND WEAPON CARD DECKS

At the start, and every time you get back into your game, perform the following actions:

• **Remove** the 'Quality' 👑 Weapons from the deck of Common Weapons, and the 'Quality' Object cards from the Common Object deck ⓐ.

• Then refer to the Domain Upgrades section on the Save sheet. Here you will find the number of Quality cards of each type you will have to place randomly into their respective Common Weapon ⓑ and Common Object ⓒ decks.

By default, this number is 2 cards for Weapons, and 4 for Objects. This number is likely to increase during your game. If this happens, follow the instructions. All the other Quality cards are to be put back in the box.

If you decide to pause your game, when you get back into it the Weapon and Object cards your group already possesses do not count towards the number of cards to be added.

• Then, place the decks of cards so that they are **accessible** to all players.

The other elements of the Save sheet will be explained in their own section, on page 22.

④ SCENARIO CARDS

Scenario cards will come into the game throughout your adventure. They come in different categories. You'll have to put them into their corresponding zones (for example, in a hero's Artifact zone, if it's an Artifact).

If no zone has been specified, the card goes into the play area (generally, these are cards relevant to the current Mission).

You will not necessarily need to keep Scenario cards for your entire adventure. You might be asked to discard them back into the Scenario card draw deck.

Card number

▶ Take *Scenario card 55.*   Card gained

Cards discarded ▶ Discard *Scenario cards 70 and 55.*

Each Scenario card is different, but some elements will appear on most of them.

a   **Card Type Reminder**

b   **Card Number**

c   When the bottom of the card has a **Knapsack element**, this means that this is an Object to be carried in the Knapsack. A hero can take it if they have the necessary Carrying Capacity.

Tip: Some cards have a cost, they can therefore be sold in the market (see The Market, p. 68), at the risk of compromising their real use. If they are sold, return them back into the Scenario card deck.

d   **Special symbol**
Adventure booklets will sometimes ask if you have certain items. This may be the icon of a Scenario card. If you have it, you can apply the effect of the instruction in question, or ignore it.

Other elements can be found on the cards. Their use will be revealed during play.

⚠   Apart from the cards that can go in the Knapsack, all the Scenario cards in play are available in the Play area and are accessible to all heroes. They cannot be discarded or lost, unless specifically indicated.

Details of specific Scenario cards will be explained in the 'Specific Scenario Cards' section, p. 67.

⑤ SCENARIO TOKENS

These tokens are to be kept in a pile near the Play area. Like the Scenario cards, they will come into play and be discarded on a regular basis. Acquired tokens will be placed in the Play area.

▶ Take 🪙. Then, go to ⟨52⟩.   Acquired token

Discarded token   ▶ Discard 🪙✗.
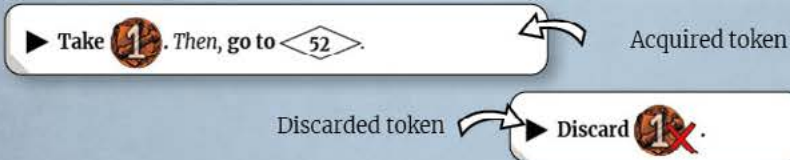
The booklet will ask if you have them. If you do, follow the instructions. Otherwise, ignore them.

⑥ ACTION CARDS

These cards are used regularly during all phases of play or in the various booklets. Their role is to create randomness in different ways, and to provide treasure during searches.

Another main effect will be used during Stealth mode. It is also possible to use them during the Travel phase.

These cards are omnipresent throughout the game. Always keep them nearby. Never shuffle the deck unless instructed to do so (going into Stealth mode, deck exhausted, or booklet instruction), and always keep the same draw deck and discard.

GEMS

The Gem part of the Action card is the area of the card that will be most used during your Malhya adventures. These 4 icons will be used for your randomization needs.

The 4 Gems

Whether it is in the various booklets or for any other element of the game, you will be asked to draw these cards and refer to the gem that is shown there. It will then give you the result you require.

Example:
The instructions tell us to draw an Action card. The revealed Gem is a black one, so the 4th choice is applied.

Each hero **draws** 1 Action card and **checks** the result in the table below:

⚪	You dropped your purse full of gold in the skirmish. **Discard** 10 gold Coins.	10✗
🔷	One of the blows shattered part of your equipment. **Discard** 1 equipped Artifact.	✗
🔺	Your clothes are in shreds. **Discard** your equipped Armor.	✗
⬟	Your weapon breaks in the fight and is beyond repair. **Discard** your equipped Weapon.	✗

⬟ Your weapon breaks in the fight and is beyond repair. **Discard** your equipped Weapon.

SEARCHING

The Search part of the Action card allows players to gain treasures when the booklets allow it. They draw the indicated number of cards and gain what is shown.

There are many possible types of treasure: Object cards, Weapons, resources, Gold Coins...

Example:

► *You search the bodies, draw 2 Action cards.*

The booklet says to draw 2 Action cards.

The hero therefore gains 2 Gold coins, a Purple Plant, and a Yellow Plant.

2. SETTING UP A NEW HERO

Each player chooses one or more heroes (no more than 5 per group). A solo player must choose at least 2 heroes.

► I. BASIC ELEMENTS

① Start by taking the elements shown on the back of your hero's People card, bearing in mind that the Aura tokens ⓐ and the crystals represent Life Points ⓑ.

Place a colored cube (you may choose, but they must be different for each hero) into the Carrying zone, to represent the Carrying Capacity ⓒ. Finally, flip the People card and slide it under the Hero board, leaving only the Aura zone showing ⓓ.

② Place a cube into the first space to the left of each characteristic. For the Initiative and Movement cubes, the ✖ side must not be visible.

③ Place the Action cube into the furthest space to the left of its track, Action side visible.

► 2. ASSEMBLING EQUIPMENT

TALENT CARD

Each hero starts with a Talent card. Randomly draw:

· **1 Talent card** from the Mhaÿ deck 🐾

OR

· **3 Talent cards** from one or more decks of the Range 🐾, Warrior 🐾, Scholar 🐾, Rogue 🐾. Then choose 1 of those Talents and discard the 2 others.

The chosen card is equipped at the Normal level.

⚠️ You can never have more than 2 heroes with at least 1 Mhaÿ Talent in your group.

STARTING WEAPON CARD

In addition to their Barehanded card, the hero gets a Basic Weapon amongst those available. If none are available, a hero who has 2 must give them one, of their choice. This card is immediately equipped by the hero.

VARIOUS RESOURCES

Each hero starts with 5 Gold Coins for the group that they put into the Play area. They also get 2 Potion cubes (1 Red and 1 Yellow) to put into their Knapsack.

A CHOICE

To finish up the setup, each player must make a choice for their hero(es). Each one can:

· Draw 2 Common Weapon cards, keep one and discard the other

OR

· Draw 2 Common Object cards, keeping one and discarding the other and gain 2 Gold Coins for the group

OR

· Take a Plant cube of each color (5 in total) and gain 3 Gold Coins for the group.

► 3. ADDING OR REMOVING A HERO DURING A GAME

It is possible to add or remove one or more heroes during the course of a game (keeping within the minimum of 2 and maximum of 5 heroes in the group).

This can be done at any time, except:

· In the Travel phase during an Event (see Travel Phase Gameplay, p. 26).

·In the Exploration phase (see Exploration Phase, p. 36), during a Challenge or while a location/board is being installed; it can be done between the installation of 2 places).

ADDING A HERO

To add a new hero, follow the setup rules for a new hero, then refer to the level number written on the Save sheet (see 5. Adventure, below). Perform all the Level Ups for this new hero (see Leveling Up, p. 16). Now the new hero will be at the same level as the rest of the group. You can then pick up your adventure where you left off.

REMOVING A HERO

When a player leaves the game in the middle of a session, the rest of the group recovers its properties:

- The group must retrieve the Scenario cards from the hero's knapsack, as well as his personal Scenario tokens if he has any.
- If space permits, the group can divide up the departing character's effects (Weapon and Item cards, plus resources). It is also possible to set aside some for the character's future return to the game.
- Artifact cards equipped by the hero are not recoverable by the rest of the group, and are discarded and shuffled into their respective decks. It is also possible to set them aside for a future return to the game.
- The hero's Talent cards (and any associated Spell cards) are set aside for the hero's future return.

Any other cards not covered by the above conditions are reserved for this hero's future return to the game. If, on the other hand, the player leaves the game for good, these cards are shuffled back into their respective decks and made available again to the rest of the group when the opportunity to acquire them arises.

When the distribution is complete, the player creates a Character Save (see next page) and notes down any items that have not been recovered by the rest of the group. These can be retrieved when the player returns to the game. These cards and other items (crystals, cubes) are then returned to their respective decks and reserves.

If, on returning to the game, certain equipment is no longer available (e.g. a Weapon card recovered and used by another player during his absence), the player may not recover it, and will observe the rules for setting up a new hero for these missing items.

Future situations relating to the number of heroes or enemies encountered are immediately adjusted to the size of the new group.

▶ 4. SPECIAL ADVENTURE SETUP

Each adventure, whether it be an independent mission or one in an Adventure booklet, has its own specific setup, shown on its first page. Players must respect every aspect of this setup. Once this setup is complete, the game can start.

Note: A single special setup for each independent mission is available at the beginning of the Event booklet.

3. SAVING AND GETTING BACK INTO A GAME

During an adventure, whether it's an independent mission or in a Campaign booklet, players will be asked to write down or check off elements on the Save sheet. These elements must be noted down immediately, as they also influence gameplay.

One side of the Save sheet is reserved for saving your hero, while the other for saving your current Adventure. This way, if you decide to finish a game session, you will be able to note down all the elements for when you pick it up again.

⚠ Properly noting down information/elements is crucial. Certain elements (in zones with a yellow background) influence gameplay in your adventure, and could lead to a complete dead-end if you do not have them. Every time you take a new Save sheet for the same Adventure, you must transfer these elements to it.

Some elements, when they are checked off, will provide you with bonuses or will send to you a specific chapter.

▶ SCENARIO SAVE

This section is for noting down all the events important for your group's advancement in your adventures.

① Information on the current Campaign

② PLAY AREA

Here you will note the group's elements in your Play area.

Note down the group's Gold Coins ⓐ, the different tokens and crystals collected along the way, as well as any cards present ⓑ. These will usually be Scenario cards. Some of them have special effects which must also be indicated ⓒ.
Finally, a section for Scenario tokens ⓓ.

③ POINTS

This space is for the various points that the heroes can gain over the course of their adventures. The information on how to note them down will be explained in the booklets.
These elements are to be transferred from one Save sheet to another.

④ INFILTRATION

This section is for noting down the advances made in Stealth. The level of the Threat track **(e)** must be noted down, as well as the Stealth difficulty and the number of Action cards left in the draw deck **(f)**.

> When you pick up your game again, create the draw deck with this information **(t)**, without taking into account which cards were already in the discard. Shuffle the deck of Action cards only, and make the draw deck again, as well as the discard.

⑤ ADVENTURE

Here the group will write the adventure they are currently going through. There's a space to write the name of the booklet **(g)**, the overall level of the group **(h)** and the number of the current chapter of the booklet **(i)**.

⑥ DONJON

The group of heroes could be adventuring in dungeons whose organization is random (see Dungeons, p. 68). There are two parts here. A temporary section and one to carry forward.

PART I

In this part you'll note down the elements of the current Dungeon, in particular any crystals, cubes, and Damage tokens placed on the Dungeon tile **(k)**. Then you must indicate the number on the tile of the current Dungeon and check off the Event cards in the deck being played (which have not yet been used) **(j)**.

When the game starts up again, before starting to explore the Dungeon, you must construct the draw deck using only the unused cards.

PART II

For this section, you will check one space **(l)** every time you finish a Dungeon. This information needs to be transferred to each new Save sheet you use. As the check marks accumulate, more chapters will become available to you. It's the only way to get there.

> **Example:** When the group checks off the 6th space: Go to the indicated chapter.

⑦ TRAVELLING

This section is for your Travel phase. You will note down your group's hexagon space **(m)** on the Timeline, as well as the Titan **(n)** if applicable.
The Rest card **(o)**, will be checked off as well, how many crystals are on the Timeline **(p)**, and if you have any Travel tokens **(q)**.
Finally, we note the current weather **(r)**, as well as the last space used on the Timeline **(s)**.

> When you start your game again, slide your first Travel card into the first available space, based on where you were. You don't need to fill the preceding spaces (more details on the Travel phase on p. 24).

⑧ THE DOMAIN

If the heroes acquire a Domain, the information tied to this will be noted here, and must be transferred to every subsequent Save sheet. The instructions on how the Domain works will be explained in due time.
You can also refer to information checked off here to know the number of Quality cards to add to each deck (see Player Space Setup, p. 19).

⑨ THE TRIANGLES

These elements represent key moments that will influence how your adventure plays out. You will be instructed when to check them off, and later on, when you have to check to see if you have checked them off to follow a specific path. These elements should be transferred from one Save sheet to another.

> ▶ Check off 26 on the save sheet.

▶ HERO'S SAVE

This part is reserved for your hero. Before putting your Hero board away, note down all the elements on it. These are general information **(1)**, characteristics **(2)**, Life Point elements **(3)**, Equipment **(4)** or Resources **(6)**. The heroes can also be subject to the effects of certain Scenario cards **(7)**.

Finally, this part has space for taking notes **(5)** which could come in useful.

GETTING BACK INTO A SAVED GAME

To pick up a saved game, perform the following steps:

- Player Space Setup.

- Setup of Heroes according to their Hero Save sheet.

- Setup of the Play Area according to the Scenario Save.

- Pick the Adventure up where you left off. Possibly at a booklet number or in a Travel phase.

The Travel phase is the time your group of Heroes spends travelling through the Lands of Malhya. This phase is played on the Region board.
During this phase, the Heroes will move from terrain to terrain to try to accomplish their missions. They will suffer through the hazards of various events, enter dark dungeons, gather resources, craft potions and arrows, or take a well-deserved rest.

The Travel phase begins or continues when your Adventure booklet asks you to close it and to start or resume your journey, particularly when you see this icon.

Important: Do not put away the Travel phase components when you move to another phase, unless it is specifically stipulated. If you do decide to put them away anyway (because of lack of space, perhaps), fill out a Save sheet (see Saving a Game, previous page).

▶ THE REGION BOARD

The Region board represents the Lands of Malhya in which your heroes will grow and develop. The hexagons each represent a type of terrain: Forest, plains, mountains, swamps, sea, city.

Mountain hex

City hex

Forest hex

Swamp hex

Plains hex

Sea hex

The Sea hexes are inaccessible to the hero group.

The hero group never separates during the Travel phase (unless the story demands it). The group's position on the Region board is defined by **the Group token.**

Group token

The movement of the Group token is how you'll track your heroes' progress. You can move it as you wish to reach your destinations. Some are fixed (like Cities), while others will be presented through Scenario cards that will be **placed on the Region board.**

The icon on the card tells you on which hex to place it.

As long as the card is in play, it is part of the Region board.

I. THE ELEMENTS OF THE PHASE

▶ SETUP

· Take the **Region board** ① as well as the **Group token** ②. Your current booklet will tell you where to place it.

· Take the **Timeline** ③, and the **Group token** ④ on it. If the token's side is not specified, place it on the 'Fair Weather' side ⚬.

·Make draw decks of **Day** ⑤ and **Night** ⑥ cards on their respective spaces.

· Take the Event cards, remove the 🛡 card, then shuffle the remaining cards and place them next to the board ⑦.

· Keep the Rest ⑧ and Crafting ⑨, cards nearby, as well as the Travel tokens ⑩, and the Exploration Wheel ⑪.

Other elements might be added to this phase, in particular the various booklets in which your Adventures will unfold.

When your Group token lands on a hex with a chapter number (on the board or on a Scenario card), you must immediately go to the corresponding chapter in the current booklet.
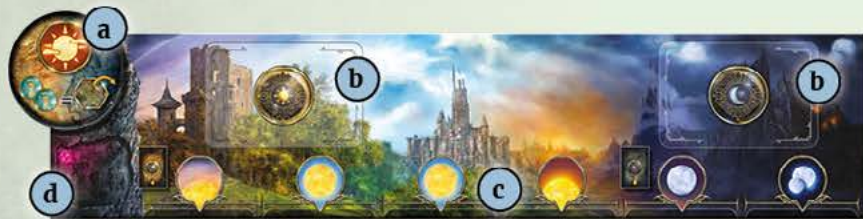
Example: Go to chapter 53 in your Adventure booklet.

Example: Go to chapter 947 in the Event booklet.

► THE TIMELINE

The Timeline shows the advance of the day during your heroes' journey. It also has information about the weather. Different cards will be associated with this board to create random events and to simulate the passage of time.

a WEATHER TOKEN

In the upper left corner, we find the **Weather token**. This token allows us to know if the weather is Fair or Bad (depending on the side showing). Movement on the Region board will be more or less difficult, depending on the weather.

Fair Weather

Bad Weather

b TRAVEL CARD SPACES

Place the draw decks of the Day and Night cards onto their spaces on the Timeline. Shuffle each deck.
These cards will tell you how fast the group is moving, if you're passing a village, or triggering an event.

c THE DAY'S PROGRESS

There are 6 spaces on the Timeline. 4 for the Day part, and 2 for the Night. This is where the different cards are placed. When a day is over (when there are no more spaces available), the cards are reshuffled into their respective decks and a new day begins (see End of the Day and Starting a New One, p. 29).

When this happens, place a crystal on space d, which is used to count the passing days

► TRAVEL TOKENS

The Travel tokens are found next to the Region board. These tokens will be acquired through the booklets or on Travel cards, and allow the group to move (see Movement, in the following pages).

⚠ There are only 3 Travel tokens in total, so use them wisely! If an Action tells you to take one, but there are already 3 in your Play Area, you do not gain anything.

Once a token has been acquired, place it in your Play Area. Travel tokens are also used in other situations which will be explained later.

► TRAVEL CARDS

There are 2 types of Travel cards: Day cards and Night cards. These each represent a specific type of terrain out of the 4 possible (mountain, forest, plains, and swamp). Depending on whether or not the terrain your group is on matches with that of the card, the card's effect will be different.

Day card

Night card

Side used if the terrain matches (icon)

This part is used to create a random Event.

Side used if the terrain does not match.

This part offers different effects (gain a Travel token, change of Weather, etc.).

If the side used allows it, these cards can be linked to Event cards to create a chapter entry that will be your Event for these cards.

► EVENT CARDS

Event cards determine the second part of the Event's entry depending on the Weather. A reconstructed chapter entry can always be found in the Event booklet.

Event card

a ASSOCIATED NUMBER

To create an Event entry, join one of these parts of the card with the Travel card already in play.

b TURNING THE CARD

To know which side to use, simply refer to the current Weather. All you need to do then is turn the card in the corresponding direction.

Fair Weather

Side used

Bad Weather

Side used

Other elements are present on the Even cards which will be explained in the Dungeon section, p. 68.

Example: If you are on the plains ① and it is Fair Weather ②, link the cards like this to create an Entry.③

2. TRAVEL PHASE GAMEPLAY

During this phase, you can choose to perform several actions. You can draw a Travel card, move, use the Rest card, Harvest, and Craft. These steps aren't all mandatory and you can do them if you want or are able to.

TRAVEL PHASE SUMMARY

1· Draw a Travel card Day/Night/Rest (see Using a Rest card, next page): Apply the effects or trigger an Event
2· If an Event is triggered: Draw a new Event card and resolve it.
3·Optional (Move – Harvest – Craft – Rest)

► DRAW A TRAVEL CARD

In order to Travel, you must draw a **Travel card** corresponding to the period of the day you are in (Night or Day). Slide each Travel card under the next available space on the Timeline.

The card will be placed on one side or another, based on whether it meets the required condition.
There are 2 possibilities:

POSSIBILITY 1: UNMATCHING TERRAIN

If the terrain type does not match the one beneath the Group token (on the Region board), the card is turned 180° and slid under the first available space, with the board covering the illustration

Example:
The players draw a Travel card.
It's a Plains card (1).

The group are on a Forest space (2), the card is turned around before being placed under the Timeline (3).

At this stage, no Event has been triggered. You will simply look at the card and resolve any effects showing on this part of the card.

FOCUS: TRAVEL CARD EFFECTS

WEATHER CHANGE

If indicated, turn the Weather token to the side shown.
If the token is already on this side, do nothing.

Turn the Weather token to the Bad Weather side

GET A TRAVEL TOKEN

No Condition
Simply take a Travel token. This option can stack with the other options listed below.

Condition 1: terrain
If your group is on the Terrain shown, you can take a Travel token.

If your group is on a Mountain hex, take a token.

Condition 2: Timeline Space
If the card is placed in the requested location, at the right time of day, you can take a Travel token.

If it is this space, take a token.

Condition 3: Going to the Village
Here, you must make a choice. Either take a Travel token, or take the option to go to the village. **It's one OR the other.**

POSSIBILITY 2: MATCHING TERRAIN

if the Terrain type **matches** the one beneath the Group token, **slide the card under the first available space**, only leaving the illustration showing.

Example: The players draw a Travel card. It is a Plains card (1).

The Group is on a Plains hex (2), so the card is placed under the Timeline (3).

In this situation, the first Event card is drawn. This one should be turned in the direction of the corresponding current Weather (Fair or Bad) before being slid under the Timeline. You should then refer to the indicated Entry in the Event booklet.

Event entry

⚠ You should resolve this event before performing any other action.

► MOVEMENT

STAGES ON THE REGION BOARD

When the Group wants to move on the Region board, they first must consult the conditions on the Weather token.

Fair Weather Side 🔆 : Spend 2 Travel tokens 👣 to move onto an adjacent hex.

Bad Weather Side 🌧 : Spend 3 Travel tokens 👣 to move onto an adjacent hex.

Example: The Weather token is on **Bad Weather**, the players decide to spend 3 Travel tokens to move ahead 1 hex. They leave the Plains to go into the Forest, and move their Group token onto the adjacent Forest hex.

The Group can move to one adjacent hex **in any direction**. By default, the hero Group cannot move onto the Sea hexes, or onto the half-hexes (around the edge of the Region board).
Once the Group has moved, they may draw a new Travel card.

FOCUS: MOVEMENT - RANDOM, FORCED, OR CHOSEN FROM A BOOKLET

During your adventure, you might have to move your Group token without having passed through the previously-listed steps, because of instructions from the booklets.

Example: Here, an instruction from the book tells us to go directly to 'City hex 500'.

▶ Place your Group token on the city of Daedalus, which is hexagon 500 of the Region board. (Do not look at number 500.)

Other instructions are less specific. Some icons will only tell you to move out of the hex you're in:

When this happens, if it's an icon with only a hex ①, the Group moves onto an adjacent hex of their choice.

Group's choice

If there is a hex with a question mark ②, the Group must move onto a random adjacent space. In this case, draw an Action card and move in the direction indicated on the ring around the North icon.

Random movement

All possible directions

Example:
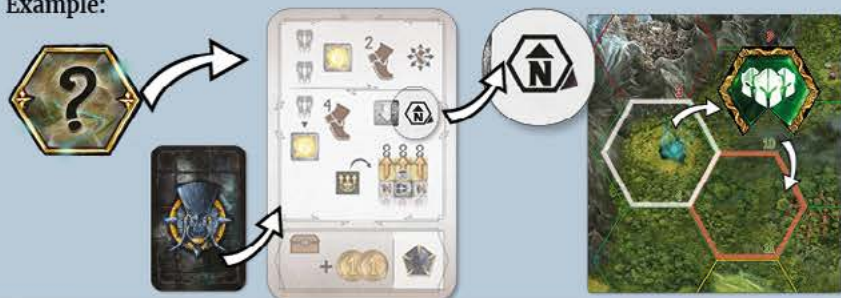
If the Group is instructed to leave the board or enter a Sea hex, draw a new card.

▶ USING THE REST CARD

The Rest card is a card that works exactly like a Travel card. Like its name indicates, it allows players to rest during their adventure and, amongst other things, to regain Life Points. There are 2 ways to use it: Either your adventure tells you to use it at a specific moment, or you can play it instead of a Travel card, Day or Night.

They have 2 sides:

Inn side

Campfire side

↘ Like Travel cards, the Campfire side creates an Event Entry number when combined with an Event card.

⚠ The Rest card may only be used once per day. If it has already been slid into a space on the Timeline, it can no longer be used, either voluntarily or by a scenario instruction.

CAMPFIRE SIDE EFFECTS

The Campfire side can be used at any time during the Travel phase, if the card is available. To use it, slide it under the first empty space of the Timeline.

(1) The effects of the Campfire allow the heroes to roll dice to regain Life Points and reactivate Aura tokens **(2)** for each Threat sign revealed.

(3) If it is Night, the special sides of the Stealth dice are activated and they are worth 3 ∨.

When the Campfire side is played, and after its effects have been applied, you must draw an Event card. It is turned and slides depending on the current Weather (the same as with a Travel card). Then you must go to the Entry that has been created in the Event booklet.

INN SIDE EFFECTS

The Inn side is only accessible in 2 ways: Through a booklet that tells you can use it, or when you access the Village on the Exploration wheel (see Focus, next).

The effects of the Inn are similar to the Campfire. The difference is that the heroes regain all their Life Points and can reactivate all their Aura tokens, without having to roll a die.

Once the card has been used, the Group resumes its journey.

The Rest card is also placed in the first empty space of the Timeline.

Do not associate an Event card to it at that point.

FOCUS: THE VILLAGE

The Village is on the other side of the Exploration Wheel. The heroes can access this when a Travel card proposes it, or by an instruction from a booklet.

Here, the players can choose to take a Travel token or go to the Village.

When the Village option has been taken, the heroes can use the wheel, whose 4 steps must be performed in order. These steps can be ignored if the heroes cannot or do not want to do them.

(1) THE MARKET

This market is available to the players as soon as they arrive in the Village. In addition to being a classic market (see The Market, p. 69), this one offers the group the opportunity to sell their Resources, Plants, and Materials, as many times as the heroes can or want to.

(2) THE INN

At the Inn, the heroes will be able to eat and recover from their fatigue. This action can only be used once per Village phase.

The Group spends 2 Gold Coins so that each hero can recuperate 2 Life Points and reactivate 1 Aura point.

(3) THE ROOM

This option is only possible if the Rest card has not been used.

The Group can use a Room to completely recuperate, but must spend 2 Gold Coins per hero.

At that moment, the Rest card is slid under the first available space on the Timeline, with its Inn side face up. Each hero regains all their Life Points and their Aura points.

(4) DEPARTURE

Once all the Village actions have been completed, the heroes resume their journey

▶ HARVESTING

Once the heroes have resolved the event on the Travel card, they can Harvest. When they do this, they must use one of the sides of the Exploration wheel.

① HARVEST COST

To Harvest, the team must spend 1 Travel token.

② TERRAIN

The Harvest is done based on the Terrain the Group is on. The players will turn the wheel so that it corresponds to the Terrain on the Region board.

③ HOW TO HARVEST

The Harvest is entrusted to one hero. They must draw Action cards twice the value of their Knowledge characteristic in Action cards, which reveals gems.

Each gem allows the recovery of one (and only one) Resource, as indicated on the Exploration Wheel ④. The Group chooses the Resource they want, out of the ones being offered. The Resources collected this way are split amongst the heroes as they see fit.

The 4 gems

Example:
The heroes find themselves in the Forest and decide to perform a Harvest. They turn the Exploration Wheel accordingly.

They decide that the Yoktal will do the Harvest, because they have the highest Knowledge 🐢. They draw 2x2 Action cards and collect the Resources.
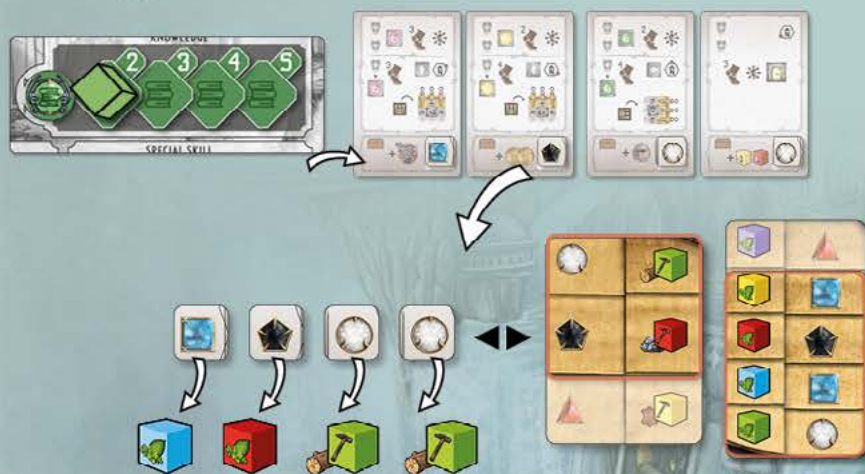
▶ CRAFTING

When the heroes have resolved the Event on the Travel card, they may Craft. This action transforms the Group's Resources into Potions, Arrows, Keys, and Lockpicks.
To Craft, refer to the Crafting card and convert your Resources to gain the corresponding elements. Resources Crafted in this way must be placed in the heroes' Knapsacks as they wish. Any Resource Crafted that does not have a corresponding space available in the Knapsack is lost.
You may discard an element to make room for a new one.

A hero wishes to Craft a special Green Arrow cube.

They discard the required cubes (a Green Material and Plant).

They then place the new Resource into the appropriate space.

Tip: Crafting is collective; you may transfer Resources from one hero to another.

▶ END OF DAY AND STARTING A NEW ONE

The spaces on the Timeline will fill up bit by bit. When there are no spaces available to slide a new card, the day is over.

When this happens, perform the following 2 steps:

• **1.** Place a Crystal into the space on the Timeline used for tracking the days. Each Crystal represents 1 day. This allows players to track how many days a journey has taken.

• **2.** Collect all the cards used for this day and shuffle them back into their respective decks. If the Rest card is amongst those collected, it becomes available again. A new day starts by drawing a new Travel card, or by playing the Rest card.

When you have reached your destination, leave the elements on the Timeline visible (unless instructed to do otherwise). That information (current Weather, etc.) might be useful.

SKILL CHECKS

Your heroes will face challenges or choices represented by Skill Checks. These checks are performed with the 12-sided dice, with the main goal being to get the required number of Successes 👍 without getting the number of Stops ✋ that would cause you to automatically fail the check.

1. PREPARING A SKILL CHECK

Example of a check

Master the explosion

1 TYPES OF CHECK:

The banner indicates that the heroes will perform a **Skill check**. The color represents the **characteristic** being tested.

STRENGTH	DEXTERITY	PERCEPTION	INTELLIGENCE	KNOWLEDGE

WHO CAN PARTICIPATE?

The icon in the banner shows whether the check is **Solo**, **Individual**, or **Group**.

- **Solo Check**: Only one hero may participate (dodging an arrow, for instance).
- **Individual Check**: All heroes participate in the check, but each one applies their own result independently of the others (like climbing up a cliff).
- **Group Check**: All heroes participate in the check, but they pool their Successes and apply the result only once they have all finished the check (like lifting a heavy gate).

Some checks are also limited to a maximum number of heroes.

Max 2

Here, the check is limited to 2 heroes.

2 CHECK DESCRIPTION

3 HERO CHARACTERISTIC

The characteristic being tested is indicated for each check. It is worth noting that the color of the banner matches the color of the characteristic.

The hero must take the number of Skill Dice equal to the value of the characteristic being tested.

There are 3 sides on this die:

Success side (6 per die)

Blank side (4 per die)

Special side (2 per die)

This side can be activated by an effect (of a Talent or a Weapon, for instance). All the effects that activate this side can stack. Otherwise, it is considered a blank side.

Example: The Yoktal performs a solo check. Their Intelligence value is 2, so they will use 2 Skill dice.

4 ABILITIES

Some checks activate **Abilities** for your hero. If the same Ability **symbol** is visible on a piece of your hero's Equipment (on a Talent, Object, Weapon card...), you **can use the bonus for this Ability**. Bonuses can stack if you have more than one of the same symbol.

VIGILANCE	DEMOLITION	BALANCE	CLIMBING
ALCHEMY	CAMOUFLAGE	CHARISMA	MECHANICAL
SWIMMING	POWER	CRAFTING	KNOWLEDGE & LEGENDS

In this **example**, the Yoktal has 2 Talents ① with a Power ⓐ and Demolition ⓑ Ability on the first, and Power ⓐ and Swimming ⓒ on the second.
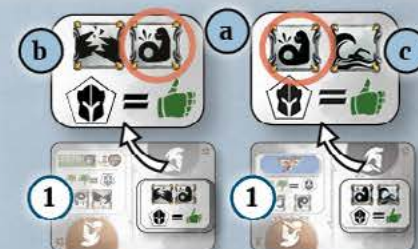
These two cards allow the Yoktal to change each Special side of the Skill dice to a Success ⓓ for any check that includes these specific Abilities.

This check activates a Power Ability ②, so the Yoktal can change any Special sides rolled to Successes ③ during their check.

Dodge the trap

The value of a Skill die's Special side is equal to 2 Successes for the Yoktal in this check.

5 CHECK DIFFICULTY

The hero must take the number of **Difficulty dice** indicated by the check. This represents **the difficulty they will face in this check**. The higher the number of Difficulty dice, the greater the difficulty of the check and the risk of failure will be.

There are 3 sides on this die:

Stop side (4 per die)

Blank side (6 per die)

Special side (2 per die)

This side can be activated by an effect (of a card or a Scenario, for instance). All the effects that activate this side can stack. Otherwise, it is considered a blank side.

Dodge the trap

Example: For this check, the Yoktal takes the 2 Difficulty dice.

2. SKILL CHECK GAMEPLAY

Heroes performing a check must roll the Skill dice and the Difficulty dice at the same time and collect the tokens corresponding to the sides of the dice that are showing. Their objective is to get the required number of Successes before attaining the check's failure condition.

Example:
The conditions

Master the explosion

6	🖐🖐	Go to 40
7	5-11 👍	Go to 173
	12+ 👍	Go to 8

► SOLO ⬤ AND INDIVIDUAL ⬤ CHECKS

In a Solo or Individual check, the hero must continue rolling the dice until either the success or failure condition is met. Once a success level has been attained, the hero may decide to stop and apply the result, or to reroll the dice to try to attain a higher level of success.

> The details of Group checks are explained further on.

6 CHECK FAILURE CONDITIONS

When the number of Stop 🖐 tokens of the check's failure condition have been collected, **the check ends immediately. The active hero's check is over, and they must immediately apply the result.** All of this hero's Success and Stop tokens are discarded, unless otherwise stated (in a Group check, for instance – see below).

> The hero applies the effect of the check's failure condition as soon as the indicated number of Stop tokens are collected, even if they were able to collect enough Success tokens to pass the check at the same time. **Failure always takes precedence over Success.**

Example:
2 Stops are enough to end this test.

🖐🖐 Go to 40

7 CHECK SUCCESS

When a hero attains a Success 👍 level (by collecting the minimum number of indicated Successes), they can end the check and apply its result. They may also continue in the hopes of attaining a higher level of Success.

Example:
In this test there are 2 possible Success levels. If the hero gets 12 Successes or more, the group must go to Chapter 8.

5-11 👍	Go to 173
12+ 👍	Go to 8

► SUCCESS AND FAILURE CONDITIONS

A check's Success conditions may have a number of forms.

1. NUMEROUS SUCCESS LEVELS

If the check has many Success levels, only the level attained is applied. You may not choose a result from another level (a lower one, for instance).

Example:
In this check, a result of 0-4 Successes will take the heroes to Chapter 42 ⓐ.

If the result is equal or superior to 5, they must go to Chapter 3 ⓑ.

Move the Obelisk

🖐	► Your turn ends. *You didn't really help the group.*	
0-4 👍	► Go to 42.	ⓐ
5+ 👍	► Go to 3.	ⓑ

2. END CONDITIONS

Some checks have a particular end, either when all the heroes have completed the check or all have failed, or because a specified number of heroes have attained a specific result.

Example:
The end of this check 'When all heroes have finished their check', is at the end of the Chapter.

> *Once all the heroes have finished this check, go to* 43.

3. LEVEL CONDITIONS

It is also possible that one or more Success levels have conditions attached to them. In this case, the condition must be respected to attain this level.

Examples of different possibilities
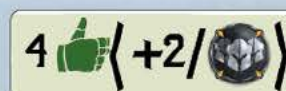
4 👍 ⟨ +2/⬤ ⟩
This check's base number of Successes is 4, to which you must add 2 more per member of the Group.

10 👍 ⟨ -1/🔷 ⟩
This check's base number of Successes is 10, from which you must subtract 1 per crystal the Group possesses (according to the test's instructions).

4. MULTIPLES

If the Infinity symbol is visible on the number of Stops 🖐 required to fail the check, the failure result is triggered, but it does not necessarily end the check. Apply the check's failure effect(s), discard all the Stop tokens and keep any Success tokens already collected. Continue the check, if necessary.
Repeat these instructions every time you have the indicated number of Stop tokens.

In the case where the Infinity symbol is visible on the required number of Successes 👍 the result is only applied once the check is finished. The potential gain is then multiplied by the number of times the Success level was attained.

Examples of potential situations

🖐∞ For each Stop token	5∞ For each time you attain 5 Successes	👍∞ For each pair of Successes

5. UNKNOWN

Finally, some Success levels are **hidden**. The hero(es) can stop when they want, and hope to have attained the required number of Successes. This information will be given in the Chapter.

Example:

 ▸ Go to ‹54›.
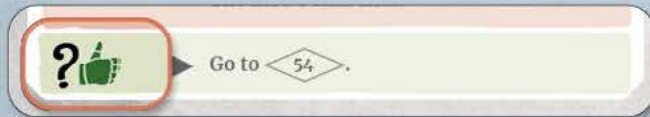
▶ USING AN AURA POINT IN A CHECK

In each check, a hero may use 1 (and only 1 for the whole check) Aura token to temporarily improve their characteristic and roll an additional Skill die. The extra die is kept for all rolls the hero performs for the rest of the check until they succeed, decide to stop, or fail.

If the hero restarts the check afterwards, they will not benefit from the extra die. They may, however, spend another Aura token to take an extra die. Because the maximum number of Skill dice is 5, a hero can never roll more than 5 dice.

⚠ Because the characteristic's improvement is only temporary, do not modify it on your Hero board (do not move the cube).

▶ ADDITIONAL CHECK INSTRUCTIONS

Some checks include additional instructions. You can (or must) apply them to your check, whether they be bonuses or penalties.

Some examples:

In this example, if the hero discards Purple Plants, they will gain automatic Successes.

If the hero performs this test during the Night (see Travel cards, p. 25), they will benefit from an effect on the Special sides.

If the Group is made up of 4 heroes or more, this activates the Special sides of the Difficulty dice. If it is showing after a roll, the hero gains 1 Stop.
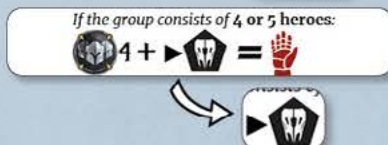
Sometimes, some additional instructions will influence the number of Stops or Successes required.

In this **example**, if the hero has this level of Dexterity, the test's difficulty changes. The number of Stops that will trigger a failure goes from 2 to 3.

Additional instructions

If the hero's **Dexterity** level is 3 or more, the check's difficulty changes:

Eventual consequence

As soon as you get onto the douk's back, it throws you with one powerful movement.
You **suffer** 2 Damage (non-defendable). The group takes 1. Your check ends.

All the effects of the additional instructions in a single check can be added together if the conditions are met. They may apply differently to different heroes.

⚠ For the most part, these instructions are imposed upon the heroes, and must be performed, even if they do not favour the players.

▶ ACTION POINT

You might be asked to spend Action points before performing the check. This will be either an option, or a requirement to continue the adventure.

The number of Action points to be spent could be followed by a + or a –. In this case, you must add or subtract the number of Action points to or from the initial number, according to the required condition.

In order to perform this check, you must spend 3 Action points

▶ GROUP CHECKS

The Group checks are slightly different from the Solo and Individual checks. A part (or the whole) of the Group must pool together their Success tokens in order to succeed at this type of check.

1. Check to see the maximum number of heroes that can participate in the check, and choose the participants. If nothing is indicated, all the heroes can (and should) participate. Each hero can only participate once in the check.

2. One after the other, in the order determined by the players, each participating hero performs the check as they would a Solo check.

For their check, the hero may:
   · Fail, by getting the number of Stops to trigger a Failure: They discard all their Success and Stop tokens.
OR
   · Stop their check by placing any Success tokens they acquired aside, and discarding any Stop tokens.
The Success tokens put aside in this way are considered 'validated' and will count toward the final result of the check.

When a hero has completed his check, it's time for the next hero to do the same.

⚠ Every hero in the group must take part in the check. Even if the Success condition has already been reached by another hero in the group. If there are any remaining heroes who have not participated, they roll their dice at least once and collect the Stop and Success tokens.

When the last hero completes his check, the validated Success tokens are accumulated to determine the outcome of the check. If the first Success level is not reached, the players consult the consequences of the failed check.

Example:
The heroes find themselves in front of a door that must be forced. It's a Group test with a maximum of 3 heroes ⓐ. The Group chooses which heroes will participate, and they start.
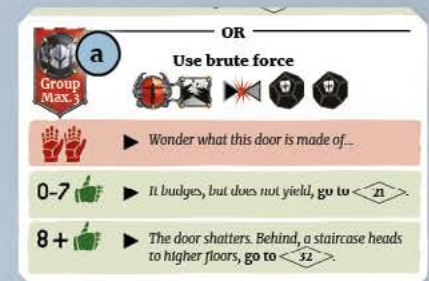
A hero that gets 2 Stops during their test must apply the effect, and discard all the Success and Stop tokens they acquired.

It's just a message with no consequences. Phew!
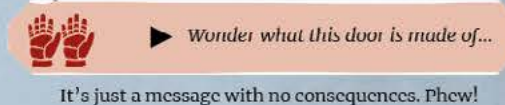
If a hero chooses to stop their test before they get 2 Stops, they keep the Success tokens they collected, which are considered validated. They discard their Stop tokens, if any, and cannot continue this test. Play moves on to the next hero.

When the third hero ends their check, the group checks the Success level(s) and compares them with their validated Successes. If the group validated between 0 and 7 Success tokens, they resolve the first level ⓑ.

If they validated 8 or more Success tokens, they resolve the second level ⓒ.

Here, 2 possible levels
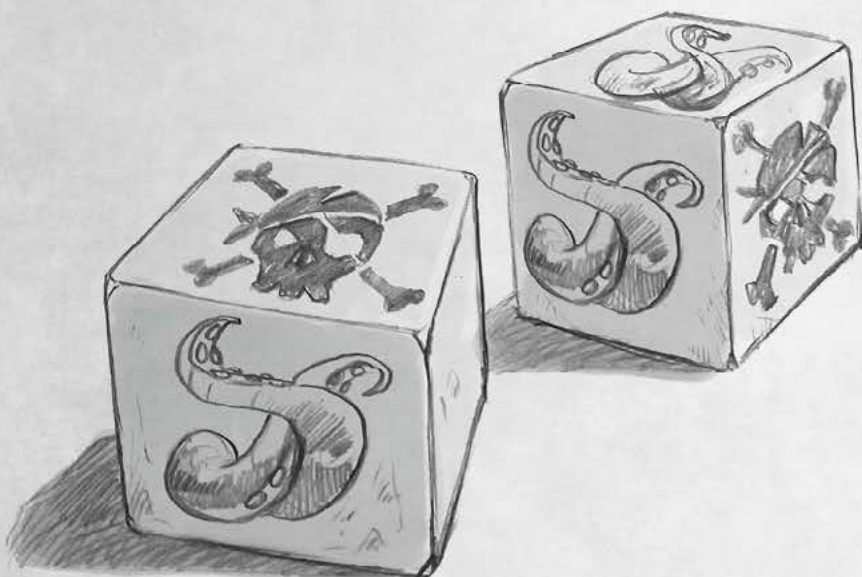
SUMMARY: STEP BY STEP

At any moment during your check you can use an Aura token to temporarily increase the required characteristic. This will allow you to add 1 extra Skill die. This effect lasts until the end of the check, is limited to 1 token per hero, and cannot result in more than 5 Skill dice.

Now move on to the following steps:

▶ **1.** Take the **Skill** and **Difficulty dice** into your hand.

▶ **2.** Roll the dice.

▶ **3.** Take as many **Stop tokens** 🛑 as you have Stop sides showing and as many **Success tokens** 👍 as you have Success sides showing. Think about taking their Abilities into consideration, as well as the instructions concerning bonuses and penalties.

▶ **4. Check for the check's Failure Condition.**

  ▶ **If it has been attained, this player's check is over;** all their tokens are discarded (not those that have already been validated in a Group check) and the check's failure effects are applied.
  ▶ **Otherwise,** the check continues and the hero must decide whether they want to continue or stop, if possible.

   • **If they continue,** they must reroll all the dice and refer to the previous steps (1 to 4), keeping all Success and Stop tokens already collected.

   • **If they stop,** the Stop tokens are discarded, and the number of Success tokens are counted.

HOW TO STOP A CHECK DEPENDING ON ITS TYPE

If the check is **Solo** or **Individual,** the hero cannot stop until they have reached a Success level. If this happens, they apply the indicated effect.

If it is a **Group** check, each hero performs the check in its entirety on their turn. Each one may stop when they wish, without having to attain a Success level.

Each hero that decides to stop, without having attained the Fail condition, validates their Successes and places them in a common pool. They also discard any Stops they accumulated, and pass the dice to the next hero. Each hero's Successes are added together to attain the Success level, and cannot be lost (unless otherwise stated).

Tip: In a Group check, each hero has a different number of Skill dice and Abilities. You can therefore choose the order of play that best favours success.

▶ DETAILED EXAMPLE

ANALYSIS OF CHECK

1. This is a Solo check ①, so only one hero can participate. For this check, they have 2 in Perception ②, and they don't have the Balance Ability ③.

Here are the dice that must be rolled for this check.

2. They have a Weapon card with a piece of Heavy Equipment ⓐ, but no corresponding Talent card ⓑ.

If the hero has two Warrior or Scholar Talents, the check's difficulty changes:

If the Special sides come up, they will become Successes

As a result, only the Additional Instruction ④ will be active during the check.

3. The check stays at the 1 Stop Difficulty, as the second Additional Instruction has not been activated ⑤.

If the hero has two Warrior or Scholar Talents, the check's difficulty changes:

▶ *You suffer an Injury (non-defendable).* **Your check ends.**

The conditions have not been met for this instruction to be taken into account.

4. Here, you'll need 2 Successes ⑥. to succeed at the check. This check does not send you to another chapter. The goal is to not receive an Injury when you fail.

There is also a condition here that is related to Stealth mode ⑦ (see Stealth Mode, p. 44). In that situation, it would be taken into account. It calls for a die to be rolled at the end of the check (which could have consequences). We will ignore it for this example.

PERFORMING THE CHECK

FIRST ROLL

The hero rolls the dice required by the check and checks the results:

① The Difficulty dice results do not trigger the end of the check, as neither of them show a Stop. The Special side ⓐ is not active (no check conditions activate it) and the blank side ⓑ does nothing.
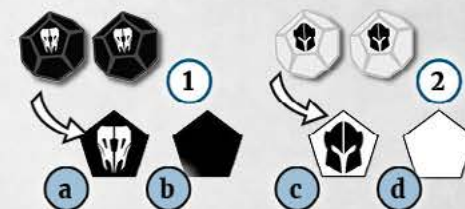
② The Skill dice give one Success to the hero, as the Special side ⓒ is active. The blank side ⓓ does nothing. The hero is only missing 1 Success to complete the check.

SECOND ROLL

③ The Difficulty dice produce a Stop ③. This is the check's End Condition. Despite the second Success rolled ④ at the same time, the hero has failed. They apply the fail condition and continue their turn.
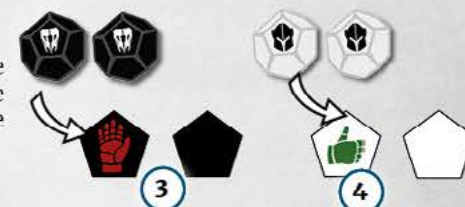
► EXAMPLES OF GROUP AND INDIVIDUAL CHECKS

The analysis of Group and Individual checks are identical to that of Solo checks. The only difference is that each Additional Instruction applies to each hero individually. Some conditions will be met by one hero, and not by another. Make sure to take these differences into account.

GROUP CHECKS

Healing the Huntress

If the hero **has 3 Scholar Talents**, the check's difficulty changes:

► You aren't able to do anything. **Your turn ends.**

8-12 ► You are able to administer first aid. This will be enough to keep her alive. She shows you the right path. Go to 109

13 + ► You heal her in record time. As well as showing you the right path, she offers you something she found on her travels. **Gain** a Travel token. Then, go to 71

This check is a Group check with a maximum number of heroes ① that can perform it. In this case, only 2 heroes can participate.

Each hero will perform the check. Here, the Yoktal has 3 Knowledge and the Ancient One has 1. This will therefore be the number of dice that each will be able to use for this check against 2 Difficulty dice ②.

The dice that will be rolled for this test.

THE ANCIENT'S CHECK

The Ancient One rolls first. The Additional Instruction applies because the Ancient One has 3 Scholar Talents (see Talents, p. 15). The number of Stops will therefore be 3 for her.

If the hero **has 3 Scholar Talents**, the check's difficulty changes:

► You aren't able to do anything. **Your turn ends.**

After a number of rolls, the Ancient One gets 2 Stops and decides to stop her check because she's too close to the check's fail condition, which is 3 Stops. She doesn't want to take the risk. She keeps the Successes she got, which are validated for the Group, and discards her Stops.

The Ancient One collected 5 Successes before getting the 3 Stops for her check

THE YOKTAL'S CHECK

It's the Yoktal's turn to take his check. He rolls 3 Skill dice. The Additional Instruction does not apply to him. Because of this, the fail condition of his check is 2 Stops.

If the hero **has 3 Scholar Talents**, the check's difficulty changes:

► You aren't able to do anything. **Your turn ends.**

After a number of rolls, he gets 4 Successes and 1 Stop. He checks to see if they have attained a Success level, which they have. The heroes add together their Successes and refer to the check objectives ③.

The Yoktal collected 4 Successes before deciding to stop his check, giving a total of 9 Successes

---

With what they were able to accumulate, they attain the first Success level. The heroes apply the indicated result.

► You aren't able to do anything. **Your turn ends.**

8-12 ► You are able to administer first aid. This will be enough to keep her alive. She shows you the right path. Go to 109

13 + ► You heal her in record time. As well as showing you the right path, she offers you something she

The second Success level wasn't reached, they would have needed at least 13 Successes.

Reminder: Each hero (2 in this check) must roll at least once, even if the other heroes have already reached the number of required Successes.

INDIVIDUAL CHECKS

These checks are similar to Group checks, but with each hero performing it. The only difference is that the result will only apply to the hero that performs it. It is possible, however, that the consequence of either a Success or a Failure in the check could affect the Group as a whole, and prevent the other heroes from performing the check.

Unlock the trapdoor

③ ► Your repeated and increasingly clumsy attempts finally break the lock. No more tests are possible. Go to 20.

0-4 ► Despite your best efforts, the lock resists. **Your test ends here.** Perhaps another hero will be more successful

5 + ► You successfully remove the lock. Go to 47.

If all the heroes failed this check, go to 22.

This is an Individual Dexterity check ① against one Difficulty die ② with unlimited participants. Each hero will perform the check in turn order.

⚠ Successes are not pooled; each result is specific to each hero

Here, when a hero gets 2 Stops ③, the check ends immediately, regardless of whether it is the first or last hero to take the check.

► Your repeated and increasingly clumsy attempts finally break the lock. No more tests are possible. **Go to 20.**

There are 2 Success levels ④ The first applies at 0 Successes. Each hero can then decide to stop after each die roll to avoid attaining the Fail condition.

The first Success level is not ideal, but at least has no consequences attached. If a hero decides to stop, the next one can always try to attain the second one.

0-4 0-4 ► Despite your best efforts, the lock resists. **Your test ends here.** Perhaps another hero will be more successful...

5 + ► You successfully remove the lock. Go to 47.

5 + ► You successfully remove the lock. Go to 47.

If a hero attains the second Success level, there is a consequence for the entire group.

Finally, if no heroes reach the second Success level and that the Fail condition is not triggered (no hero had 2 Stops), an instruction is applied ⑤.

If all the heroes failed this check, go to 22.

All the checks are different and their resolutions won't always have this format. Specific instructions will be explained when necessary.

▶ LOCKPICKING

During your adventure you will be able to force open chests or locks. Brute force is not always the solution! To pick a lock, you must use lockpicks (see Resources, p. 11) that will be discarded after the check. The color of your lockpick will give you the value of the number of Stops, and therefore the Fail condition of the check. This value is indicated on your Knapsack.

Lockpicking symbol

A blue Lockpick is worth 1 Stop

A purple Lockpick is worth 2 Stops

Lockpicking symbol

Pick the lock

You missed the spot: the lock won't budge and your lockpick breaks off with a dry snap.

In Stealth mode, roll an additional white Threat die at the end of your turn.

The door is now unlocked.

For this test the hero decides to discard a purple Lockpick, so the value of the test is 2 Stops.

Regardless of the test's outcome, you must discard the Lockpick 🗝 you used.

Careful, you cannot perform a Lockpicking check if you do not possess a Lockpick.

ESTORICIA

MONTESSAN

THE EXPLORATION PHASE

Throughout your adventure your Group will be adventuring in various places (dungeons, caves, sewers, etc.). For most of these, you'll be playing with your miniatures and having encounters, meeting enemies, and creatures.

This game phase is made up of 2 main modes, Stealth mode, and Combat mode, whose specifics are detailed below. The different places you'll explore will be presented to you in the Exploration booklet. These two modes share certain rules but also have their own specificities.

I. THE EXPLORATION BOOKLET

▶ OVERVIEW

The Exploration booklet outlines the setup of each location. It is used to either show how to set up the tiles to make the game board, or that the encounter will be played out directly on the booklet itself. In both cases you will need to use your miniatures and those of the enemies.

When you see an 'Exploration' icon 📖, go to the corresponding number in the Exploration booklet.

The page might be a double one, in which case you must simply open the booklet to show the 2 pages in question.

▶ Set out 📕 54.

Example: The booklet instructs us to open the Exploration booklet to Chapter 54.

▶ MAKING A LOCATION MAP

Some locations are represented in the Exploration Booklet as a plan to assemble. Each plan indicates which tiles to use as well as other elements to place in the playing area.

PLACING TILES

In the top left corner you'll find the tiles to be used to create your Location map ①. All the tiles are numbered ② and are double-sided. You can use the overview visual to find the necessary tiles to set up your Location.

Note: In the upper left corner you will also find what direction North is for this Location, which will help when moving enemies during the Stealth phase (see Enemy Phase, p. 47)

PLACING TOKENS

Once the tiles have been set up, you can place the indicated tokens on the Location map:

① INTEREST TOKENS:

These represent an area of interest which the heroes can interact with. Most of the time, they will be attached to a Chapter number indicated on the Location.

Interest token

When a hero moves onto this Interest token, they must immediately interact with the number, if there is one. If the number is surrounded by a diamond shape, it is in the current Scenario booklet. Otherwise it will be in the Event booklet.

132 — Chapter in Event Booklet

24 — Chapter in Adventure Booklet

Note: For the Exploration booklet, Interest tokens are often represented by a white icon, these are still the same tokens.

② ACCESS TOKENS:

These tokens are points of reference, particularly during Stealth mode. In addition to this, they are sometimes used as indicators of exits from certain Locations (usually associated with an Interest token).

Note: It is possible to have many of the same Access tokens on the same Location map.

The 2 Access tokens

③ INVOCATION TOKENS:

These tokens are used as deployment points for enemy miniatures. They can also have other uses in Stealth mode.

Note: The Location maps may evolve during the game phases. Your actions can lead you to you adding or removing elements.

the 4 Invocation tokens

INSTRUCTIONS

The Location maps have different instructions depending on the Location, but most of the time you will have the two main ones:
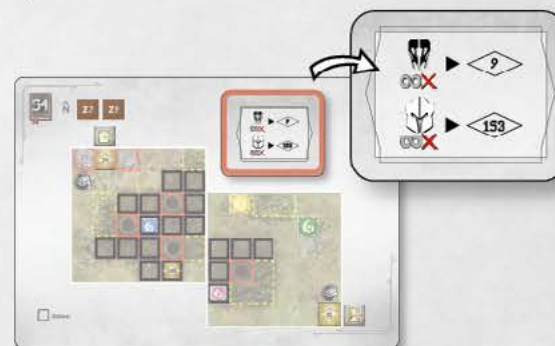
All the Enemies are neutralized

All the heroes are at 0 Life Points

If the condition(s) indicated in an Instruction are met, regardless of when it happens, you MUST immediately apply the Instruction's effect. Most of the time it will indicate a Chapter number to consul.

Some Instructions can be specific to a game mode (ⓐ), or to a specific instruction, like eliminating a particular enemy ⓑ, a rule on a Scenario card ⓒ, or to move onto an Access token ⓓ.

This Access token is only usable in Stealth mode.

When all the specified enemies have been neutralized, go to the Chapter.

End of Turn-tracker Scenario card (see Special Scenario cards, p. 67).

These Access tokens indicate exits

Some Scenario cards may have Additional Instructions to take into account.

All these Instructions, whether they be on the Location map or Scenario cards, take precedence over all other rules.

ZONES
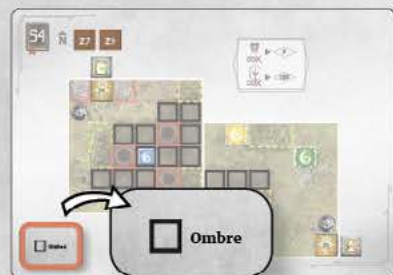
Not all the tile spaces are accessible to the players, or they may have specific conditions to be able to move onto them. The Location maps have a key, indicating what each of these spaces corresponds to.

The three zones to take into account are Shadow, Water, and Rifts. Zone effects are all explained in the Combat and Stealth mode phases (see Zones p. 40).

▢ Shadow   ▢ Water   ▢ Rift

In addition to Zones, the Location maps also show obstacles that both block and impede. Their explanations will also come later (see Obstacles, p. 40).

► FACING CHALLENGES

Sometimes the Exploration booklet won't give you a Location map, but a Challenge. All the Challenges are different and are played directly on the booklet.

A hero can be represented in different ways. It could be with their miniature, or their Initiative token (see Combat mode, p. 50) or the cube of their color.

Most of the time, Challenges will have their own specific rules that will be present in the Chapters, or directly on the booklet.

The Challenges (Encounter or Trial) also have instructions that can put an end to the event or help it evolve.

CHALLENGE 1: ENCOUNTER

Some challenges represent particular monster combats that have a particular way of working.

Example of a page of the Exploration booklet where the heroes will encounter a creature.

① Generally, your challenge will be accompanied by **game rules** explaining the setup and the specific instructions for your challenge.

Number matching

② **Enemy section.**
Here you will find all the enemy's combat information: Their different attacks, their particular effects, and the possible evolutions during combat. This part is in relation to the instructions of the current booklet.

③ **Attackable Zones.**
These zones are the places where the heroes will position their miniatures (or other elements that represent them). The hero icons indicate how many heroes there can be.

A maximum of 2 heroes

As many heroes as desired

Tip: Each creature has different zones with different instructions, so read all the rules well before starting combat!

CHALLENGE 2: TRIAL

Another type of Challenge, Trials, are possible, and are different from Encounters. A chase, a drinking contest, sneaking into a camp of bandits, or simply closely surveying the landscape. These Challenges are also accompanied by specific rules.

Example of Trial pages in the Exploration booklet

You will not always be asked to play on the pages. Make it so that all players can access it easily; the page's orientation and/or the space around the booklet could be important too.

STARTING AND FINISHING

S Start   **F** Finish

Often, a Challenge will have a beginning and an end. Depending on the instructions, the aim may change, but certain elements will recur, such as the start and finish. These Zones must be taken into account for the setup and the goal of the Challenge.

Example:
In this Challenge, there is a pre-set Start Zone and Finish Zone.

2. EXPLORATION PHASE GENERAL RULES

▶ 1. PLACING HERO AND ENEMY MINIATURES

In general, a Chapter in the Exploration booklet will be accompanied by a table outlining the deployment of the enemy and hero miniatures.

① PLACEMENT INFORMATION
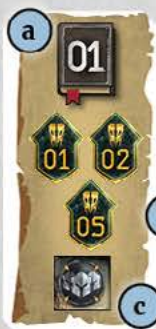
a Event booklet Chapter number.

b These **symbols** allow you to know which types of enemy are present.

c Hero deployment icon
This icon is not always present. Sometimes it will be given in the instructions or in another Chapter. It shows where to put the hero miniatures. Some Location maps have many different deployment points. The icon will show a number to let you know which deployment point you must use (see Hero Deployment, p. 39).

Example: On this Location map, there are a number of possible deployment points, indicated with icons. The booklet will instruct you as to which one to use when setting up.

② THE TABLE

This table shows how many enemies your Group will face, and where to place them. The more heroes in your group, the more enemies there will be.

a The number of heroes in your group.

b Invocation tokens in the Location

c Enemies to be placed

Each number corresponds to the symbol of an enemy. Place the indicated enemy miniatures from the appropriate column (corresponding to the size of your Group) on the Location.

Example: The Group is made up of 3 heroes. We start by reading the first column, the one for a Group of 2 heroes, and we place the indicated enemies. A 01 and 02 enemy on the Blue Invocation token, and a 05 enemy on the Green Invocation token.

Then we move on to the next column. The Group places another 02 enemy on the Green Invocation token. You don't need to read the other columns.

PLACING THE ENEMY MINIATURES

There can never be more than one enemy miniature on the same space. If you must put more than one enemy on the same Invocation token, place the first one on it, and then the rest of them on the valid adjacent spaces of your choice. If you cannot put them on adjacent spaces, put them on the nearest possible space.

Example:

The first column in the table instructs you to place a 05 enemy on the Green Invocation token.
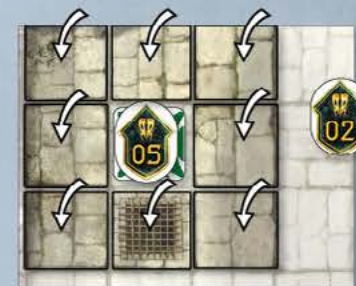
The second column of the table tells you to place a 02 enemy on the Green Invocation token.
Because that space is already taken, you must place it on an adjacent space of your choice.

HERO DEPLOYMENT

Your heroes' figurines are placed after the enemy setup (unless otherwise stated in the booklets). From the deployment point indicated in the instructions or the table, place your heroes in the order of your choice by placing the first one on the point, then the others on valid adjacent squares (and then the next nearest) of your choice, the same as for the enemies.

⚠️ **Important**: 2 squares separated by a red line, a blocking obstacle (see Obstacles, p. 40), are not adjacent. This is therefore not an option for placing heroes near the deployment point.

Example:
The Deployment table says that the Group must place themselves on Deployment point 1.
The deployment is done on this point (point number 2 can be ignored in this case).

The Group is made up of 3 heroes and one of them will be on the Deployment point. The rest of the Group chooses where to place themselves.
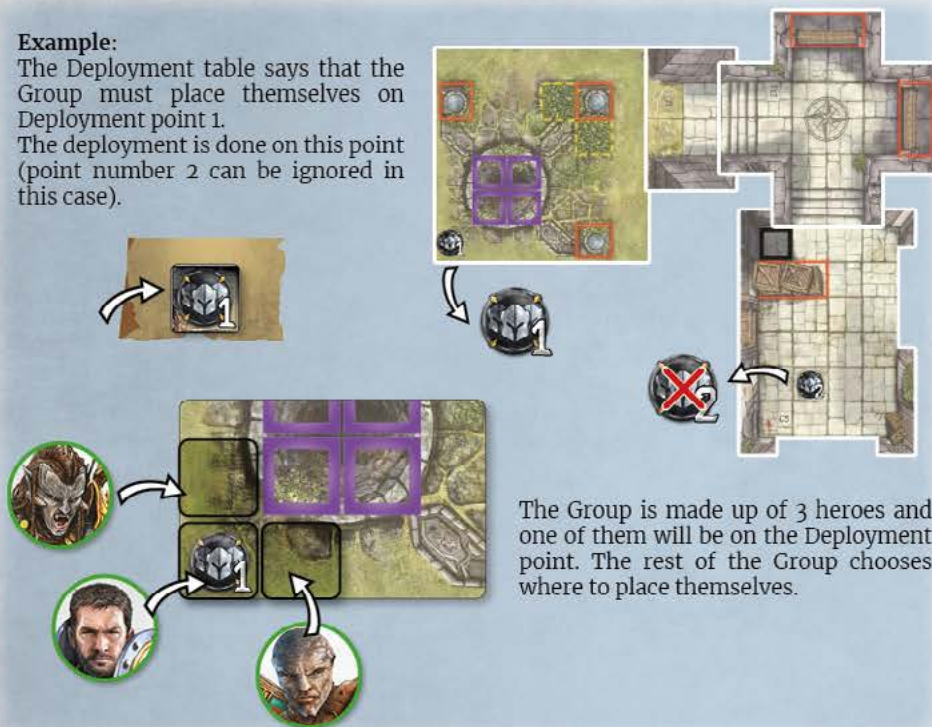
► 2. MINIATURE MOVEMENT

ADJACENT SPACE

The heroes and the enemies move from one adjacent space to another. A movement can be made horizontally, vertically, or diagonally.
A space is adjacent to another if it shares at least one corner, as long as there are no obstacles blocking it (red line, wall, see Obstacles, p. 40). Other types of obstacles (like Hindering Obstacles, see Obstacles, p. 40) do not affect adjacency.

Wall

Blocking obstacle

Hindering obstacle
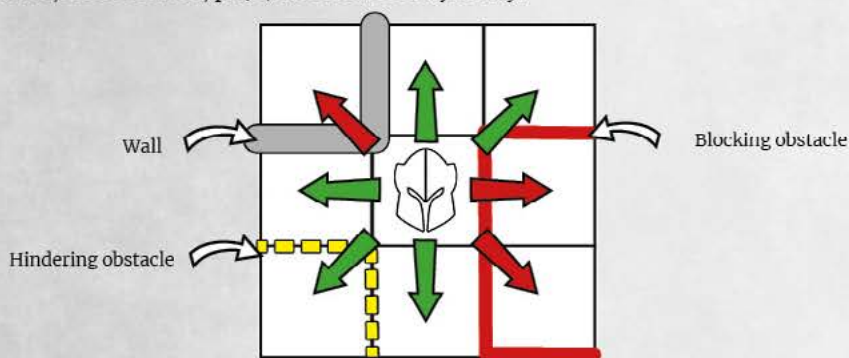
GENERAL MOVEMENT RULE

· A space can only be occupied by a single miniature. It is therefore impossible to end a move on a space already occupied by a miniature.
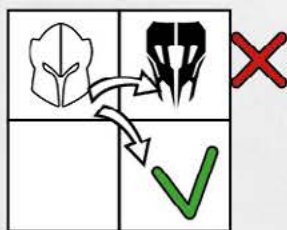
· A character may not move through a space occupied by an enemy miniature, but can move through a space occupied by an ally.
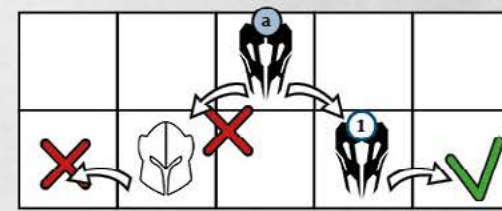
Here, enemy (a) can go through the space of enemy (1)

HEROES

FREE MOVEMENT

Each hero has 1 free movement per turn. Its value indicates the number of spaces they can move on their turn.

The Yoktal currently has a free movement value of 5 spaces.

· This movement can be performed at any time on the hero's turn.

· It doesn't cost any Action points.

· If the hero ends their free movement without having moved the maximum number of spaces allowed, the unused movement is lost.

Example: In situation (1) the Yoktal uses his 5 movements all at once.
In situation (2), he decides to only use 1. He loses the other 4 that were left over.

· If the hero starts their free movement and they perform an Action that requires the use of at least 1 Action Point (check, attack, weapon change, etc.), they lose the rest of their free movement.

Note: The hero does not need to perform their free movement at the beginning of their turn. Depending on their needs, they may move by spending Action points, perform actions, then do their free movement.

· The free movement is **automatically lost** if the hero is adjacent to an enemy, is waiting (see Waiting, p. 46), or ends their turn.

· This movement will be available again on their next turn.

ADDITIONAL MOVEMENT

In addition to their free movement, a hero can spend Action points to acquire additional movement spaces. They can spend X Action Points to get X spaces, as indicated on their Hero board.

· The additional movement can be taken at any moment during the hero's turn, including when they restart their turn after Waiting (p. 46).

· The movement cost is indicated on the Hero board.

· It can be used as many times as desired as long as the Action point cost can be paid

For each Action point spent the Yoktal can move one space.
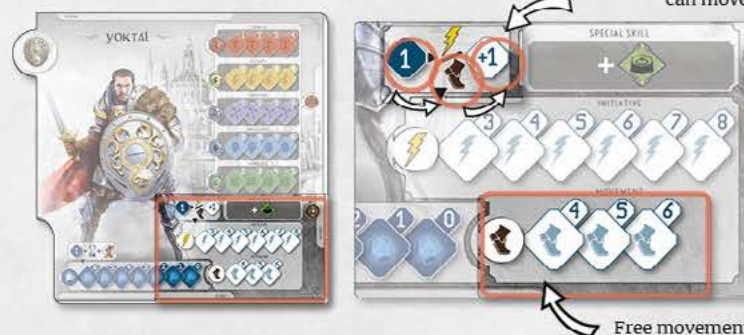
Free movement

⚠️ Each hero is different, and the cost of additional movement might be different from one hero to another. Refer to the information on the Hero board.

Example: The Yoktal wants to move 8 spaces. He has 5 free movements.

He spends 3 Action points to get to 8 and does his movement.

⚠️ Because the additional movement is temporary, do not move the cube along your Movement track.

ENEMIES

Enemies have a movement value indicated on their Enemy card.

Enemy movement is only available in Combat mode (see Combat, p. 50). In infiltration mode, it's managed by the Action cards (see Enemy phase, p. 47).

▶ 3. THE TILES

The elements in this section sometimes refer to the concept of Line of Sight, which will be explained later (p. 42).

I. OBSTACLES

Two types of obstacles can be found on the tiles: Blocking Obstacles, and Hindering Obstacles. They will affect Line of Sight and character movement.

A· BLOCKING OBSTACLES

These obstacles are indicated by solid red lines. They block movement, Line of Sight, and shooting.

A character cannot access a space if they have to pass through one of these obstacles.

Walls and doors are also blocking obstacles.

The hero cannot move through a blocking obstacle.

Examples:

Wall in the middle of the tile
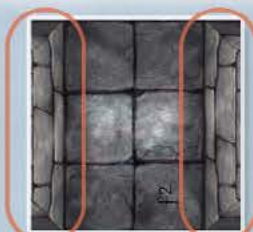
Walls on the sides of the tile
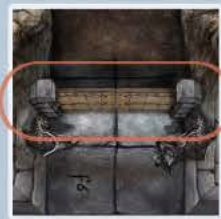
Door

B· HINDERING OBSTACLES

These obstacles are represented by a broken yellow line. It impedes movement and Line of Sight, but are not impassable.
A character must spend one more movement point than they would normally spend.

In Stealth mode 👁, a Line of Sight is cancelled if it touches or passes through a hindering obstacle.
In Combat mode 👁, a Line of Sight is impeded if it touches or passes through a hindering obstacle.

Example:
The Yoktal wants to take the path indicated to the right. He uses 2 movements ① to get through the hindering obstacle.

He uses 1 movement ② to move into the next space.

Then, because he has to move through a hindering obstacle again, he uses 2 movements ③.

Even though his path only takes him through 3 spaces, he must use 5 movements.

OBSTACLES AND DIAGONAL MOVEMENT

Diagonal movement past a space with an obstacle (hindering or blocking) is possible. There is no extra movement cost.

Diagonals are possible with blocking obstacles ① and there is no extra cost for the corner of a hindering obstacle ②.

Corners are taken into account for Line of Sight, however.

2. ZONES

Water, shadow, and rift zones have specific rules for movement and Line of Sight. They are explained in the Exploration booklet. All miniatures are subject to them.

A· WATER SPACE

Water spaces are indicated by blue squares. They have no effect on Line of Sight.

Entering into a Water space costs an extra movement point. Leaving a Water space has no extra cost.

Example:
The enemy wants to move through this Water zone. They use 2 movements ① to enter into the first Water space.

They use 2 movements ② to move into the second Water space.

Then they use a normal movement to move into the third space ③.

Even though their path was only 3 spaces, they used 5 movements.
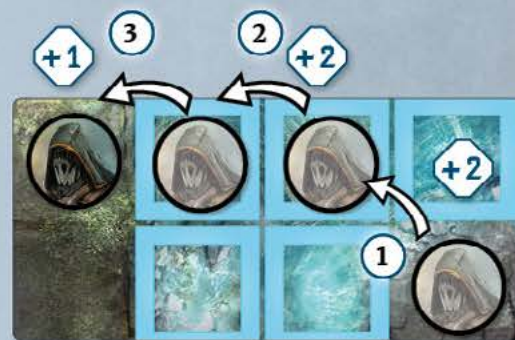
B· RIFT ZONE

Rift zones are represented by crevasses, edges, wells, or the inaccessible void. The rift spaces are indicated by purple squares. They have no effect on Line of Sight.
It is possible to jump over them, but no miniature can end their movement on a rift space, they must be able to land on a valid space (otherwise, the movement is not allowed).

Entering into a rift space costs 1 extra movement point. An enemy or a corpse token pushed into a rift space is eliminated, and is removed from the board; a hero in this situation loses all their Life Points, and their Initiative token is placed on the closest valid space.

Example: The Yoktal wants to get away from danger. He has to jump over a rift. First, he uses 1 movement ①.

Then he uses 2 movements ② to advance one space and jump over the rift space.

Finally, he uses 1 movement to end his path in the 3rd space ③. Even though he only moved through 3 spaces, it cost him 4 movements.

⚠ The jump must be performed in a straight line. You cannot change direction during the jump. The landing space (outside of the rift zone) must be directly opposite. A straight line remains straight and a diagonal goes from corner to corner.

Valid jumps

Impossible jumps
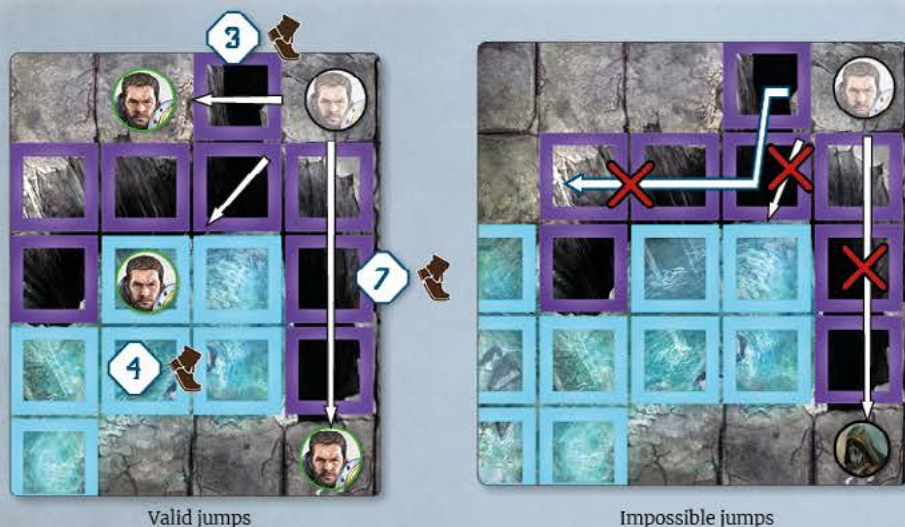
SPECIAL CASE: LIGHT MOVEMENT

A character with this icon is not affected by hindering obstacles, water spaces, or rifts. There are no extra movement cost.

They cannot end their movement on a rift space. They must stop before reaching it, or cross the rift completely.

C· SHADOW ZONE

These zones, indicated by black squares, are only taken into account in Stealth mode. There is no extra movement cost to move through them. A hero or a Corpse token (see Stealth Mode Elements, p. 44) in a shadow zone do not come into an enemy's field of vision unless they are adjacent (see Enemy Vision Distance, p. 44). They do not block Line of Sight.

Shadow zones only affect Stealth mode, and will be explained later in these rules, on p. 44.

► 4. SPECIAL CASE: MINIATURES WITH 4-SPACE BASES

If a character has a miniature whose base covers many spaces, apply the following rules in addition to the general movement rules.

GENERAL RULE

Regardless of their movement, these miniatures must move from 4 valid spaces and end their movement on 4 valid spaces (without obstacles, other miniatures, etc.).

Miniature with a 4-space base

To count the movement, take one of the spaces of the base as a movement reference and perform a movement as though the miniature had a one-space base. This space becomes the reference at the end of the movement. The miniature does not turn around the axis of this space.
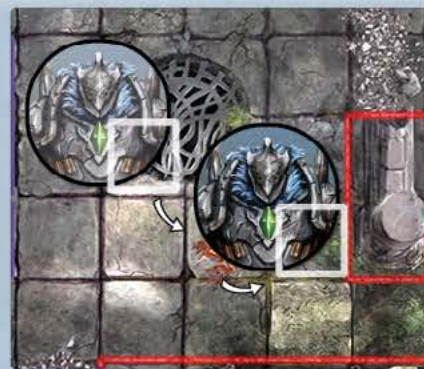
In this example the enemy moves 2 spaces; the white space is the reference. This is the 'furthest' in the movement
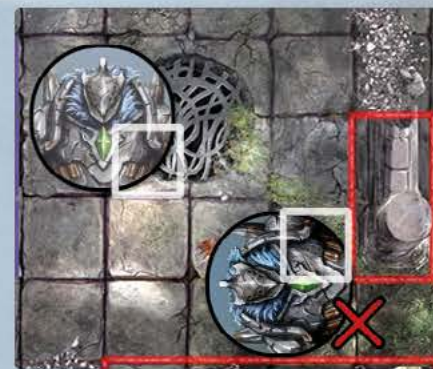
In this case, the same movement is not valid because the miniature turns on the reference space, so it is no longer the 'furthest' in the movement

These characters all have Light Movement, and are therefore not subject to the penalty of moving through zones or hindering obstacles.

ON RIFT ZONES

These characters can stop their movement on one or more rift spaces, as long as their base is on at least one valid space.
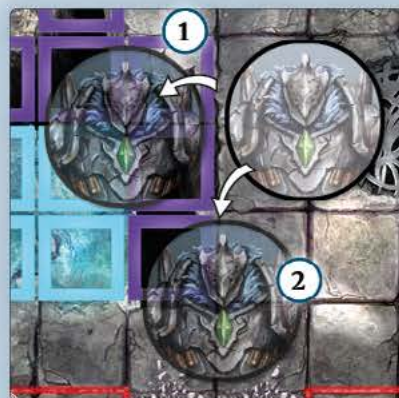
Example: These 2 movements are valid for this enemy.
In case ①, one of the spaces of its base is on a Water space. In case ②, only one space of their base is on a Rift space.

3. LINE OF SIGHT

Line of Sight is a way of judging whether two characters can see each other. A valid Line of Sight allows characters to perform ranged attacks, using a Weapon (see Ranged Attacks, p. 55) or a Spell (Spell cards, p. 64).

Some Line of Sight rules apply differently depending on the game mode being played.

▶ 1. DETERMINING LINE OF SIGHT

If the characters are in **the same row or column ①**, the Line of Sight is measured from the **centre of the space to the centre of the other space**.
If the characters are on **different rows or columns ②**, the line of sight is measured **between the two closest corners**.

A Line of Sight is only required when the attacker and their target are more than one space apart. If they are on adjacent spaces there is no need for Line of Sight.

Hero and Enemy are adjacent, no need for Line of Sight.

Hero and Enemy one space apart, Line of Sight required

▶ 2. LINE OF SIGHT AND OBSTACLES

To know whether a Line of Sight comes into contact with an obstacle, all you need to see is whether it touches or crosses that space. If the Line of Sight comes into contact with the space, that is to say, if it runs along the edge or if it brushes a corner, it **touches** it. If the Line of Sight passes through the middle of the space, it **crosses** it.
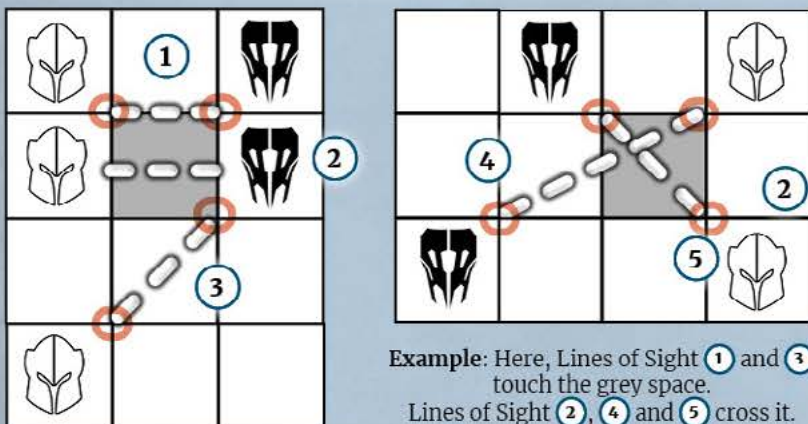
Example: Here, Lines of Sight ① and ③ touch the grey space.
Lines of Sight ②, ④ and ⑤ cross it.

A. BLOCKING OBSTACLE

A Line of Sight that **touches** or **crosses a blocking obstacle** (red line, wall, or door) is **not valid**.

Examples:
Hero ⓐ is in the Line of Sight of enemy ⓓ but not of enemy ⓔ.
Hero ⓑ is in the Line of Sight of enemy ⓓ but not of enemy ⓔ.
Hero ⓒ is not in the Line of Sight of enemies ⓓ and ⓔ.
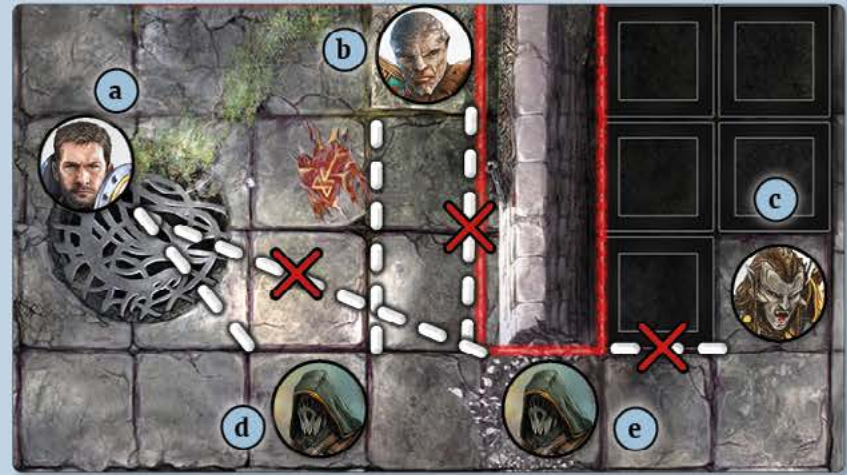
B. HINDERING OBSTACLE

A Line of Sight **that touches a hindering obstacle** (broken yellow line) is considered differently depending on the game mode:

IN STEALTH MODE

The line of sight is considered **non valid**, as though it were a blocking obstacle.

Examples:
Enemy ⓐ does not see hero ⓑ. The same thing applies between enemy ⓒ and hero ⓓ

On the other hand, ⓐ can see ⓓ and ⓒ can see ⓑ (because this last pair is adjacent, the hindering obstacle has no effect).

IN COMBAT MODE

The Line of Sight is considered **valid**. This allows for attacks with a **Ranged Weapon** (see Ranged Attacks, p. 55). The attack will have a penalty attached to it, however, with a single dodge die.

⚠ If many penalties accumulate, one single dodge die is added to the target's hand.

This point will be explained in detail in the Combat mode section

In this situation, enemy (a) can use their Ranged Weapon on all heroes

The Line of Sight to heros (b) does not come near any obstacles (because the characters are on the same row see 1. p. 42).

The Line of Sight to hero (d) goes through 3 lines of hindering obstacles. Hero (d) must use 1 die when defending (despite all the hindering obstacles).

The Line of Sight with hero (c) touches a hindering obstacle (the corner of the space), so she uses an extra die when defending.

C. LINE OF SIGHT AND CHARACTERS

Line of Sight is not blocked or hindered by allied characters. A line of sight is valid if it passes through an allied character.
However, if a Line of Sight passes through (not just touches) a space containing an adversary, the space is treated like a hindering obstacle.

Ally (b) is not an obstacle for enemy (a) if they want to shoot past to hit adversary (c).

Hero (d) is a hindering obstacle for enemy (a) if they want to shoot past to hit adversary (e).

On the other side, (b) hinders (c) to hit (a) and (d) does not hinders (e) to hit (a)

Ally (f) is not an obstacle for enemy (a) if they shoot at her (g) because the line of sight touches – but does not pass through – the space of hero (f).
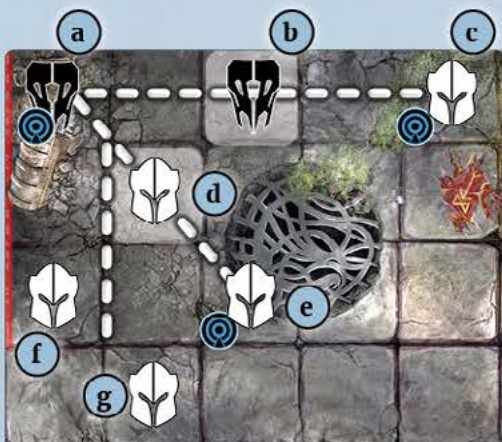
SUMMARY TABLE OF MOVEMENT AND LINE OF SIGHT IN EXPLORATION MODE

	blocking obstacle	hindering obstacle	rift space	water space	shadow space
Crossing Movement	✗	✓ (+1 👢)	✓ (+1 👢) Stop forbidden	✓ (+1 👢)	✓
Touching, passing alongside Movement	✓	✓	✓	✓	✓
Line of Sight Validity	✗	✗ Non-valid unless adjacent / ✓	✓	✓	✗ Non-valid unless adjacent / ✓
Ranged Attack	✗	✗ Impossible / ✓ Possible + penalty for the attacking miniature +📦	✓	✓	✓

4. STEALTH MODE

The entry in to Stealth Mode will always be indicated in the booklet you are currently playing. There are 2 levels of Stealth difficulty: Normal and Extreme.

Leaving Stealth mode will be indicated, or even forced if you move into Combat mode.

Stealth mode
Leaving Stealth mode
Normal Stealth
Extreme Stealth

▶ 1. STEALTH MODE ELEMENTS

Every time you enter into Stealth mode (even if you were already in it), do the following actions:

(1) Place the Stealth board into the play area on the side corresponding to the indicated level (Normal or Extreme).

(2) Place a cube of your choice on the first available space of the Threat track.

(3) Place the Stealth dice, the Noise/Corpse tokens, and the Interest/Vigilance tokens nearby.

(4) Take all the Action cards and shuffle them to create a draw deck. Set it up with a space nearby for discards.

⚠ **Important**: Perform these actions only if you see the instruction «enter/go into Stealth mode ».

▶ Go into **Standard Stealth mode**.

You can be in Stealth mode without actually playing on the tiles (by moving from one room to another, for example). Remember to keep the Stealth board within reach, without resetting it (unless there are instructions to the contrary, or entry into a new Stealth mode, are indicated).

▶ 2. THE STEALTH BOARD

All the information required for each step of the Stealth mode is found on this board. You can plot your progress on it, and its consequences on any enemies who are present.

The Stealth board has two sides: **Normal Stealth and Extreme Stealth**. The two work the same way, only the Threat track is different.

(a) THE THREAT TRACK 🔺

The cube on the track indicates the Threat level for enemies. The higher the level, the more their visual range increases and the more they activate. The Threat increases depending on the actions the heroes perform during their turns.

(b) ENEMY VISUAL RANGE ✴

Depending on the position of the cube on the Threat track, enemies will be able to see a greater or lesser distance. This simulates their attention level. The higher the Track, the further they can see. The number on the table indicates how many spaces the can see. It is important to note that they can see 360°, and not just in one direction.

> Enemies' Visual Range follows the rules of Line of Sight (see Line of Sight, p. 42).

At this Threat level, the enemies can only see one space away.

Increasing the Threat allows enemies to see 2 spaces away.
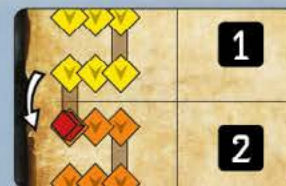
Associated zones of vision

FOCUS: SHADOW ZONES

In Stealth mode, enemies can't see what's in a Shadow space (character, corpse token, equipment, etc.), unless if they are adjacent to it. A Shadow space does not break Line of Sight. If an enemy can see past a Shadow space, they can see all the spaces behind it, until its limit or an obstacle.

Example:
The enemy has a Visual Range of 3 spaces around him. They can't see what is in the Shadow spaces (1) but they can see what is in the Shadow spaces (2), because they are adjacent.

Don't forget, no character can see through Blocking obstacles (3).
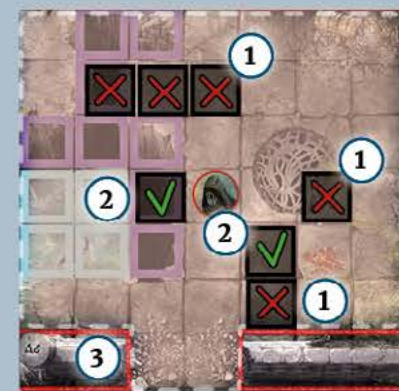
Shadow spaces are indicated on the Location map and the tiles. If an Invocation token is on a Shadow space, flip it onto its Shadow side.

c — NUMBER OF ENEMY ACTION CARDS

Another consequence of the position of the cube on the Threat track is the number of Action cards the enemies will use during their phase (see Enemy Phase, p.47).

d — HERO PHASE ACTIONS

In Stealth mode, heroes can perform 4 specific actions, which may or may not cost Action Points:

- **Move**
- **Ranged Kill** (with a Ranged weapon)
- **Melee Kill** (with or without weapon)
- **Move an enemy corpse**

This icon indicates that each different Action line activated requires a Stealth die roll. Depending on the result, this will move the cube forward on the Threat track.

The more different Actions there are, the more dice there will be to roll, and the more the Threat will increase. Each Action will be detailed below.

e — TRIGGERING AN ALARM

An alarm is triggered if:

· The cube reaches the end of the Threat track (h).

· A hero or a Corpse token is spotted (by coming into an enemy's field of vision) (f).

· The draw deck of Action cards is exhausted (i).

· A hero rolls a Special side on the black Stealth die (g) (see Rolling Stealth dice, next page).

When this happens, the entire group immediately enters Combat mode (j) and starts the Combat turn with 0 Initiative (k) (see Combat mode, setup, p. 50).

► 3. STEALTH MODE GAMEPLAY

Stealth Mode is played in turns made up of 3 Phases:

A. Heroes' Main Phase
B. Enemy Phase
C. Heroes' Secondary Phase

You will continue taking turns until you leave Stealth mode, either by triggering an Alarm, or by leaving the Location without having been spotted.

3. A. HEROES' MAIN PHASE

The heroes will each play their turns in the order of their choice. They must all start their turns in this phase. At the start of the phase, all the heroes get their 6 Action Points back.

During their turn, a hero can perform the various Stealth-specific Actions (shown on the table to the right) of their choice, and in the order of their choice. The hero must spend Action points to perform them. The same Action may be performed multiple times as long as the number of Action points allows for it. A hero can also decide to Wait (details on next page) and pick up their turn again when they want.

⚠ For each type of Action on the table, the die is only ever rolled once, and not as many times as the Action was performed.

(1) MOVE

A hero can move according to the movement rules. Once per principal phase (and only if they aren't Waiting - see below), each hero can use their free movement.

> **Reminder**: The movement can be shorter than the hero's free movement, but the relic is lost. A hero can add movement by paying the cost their hero requires.
> The hero can choose to use their free movement at any time, depending on their situation.

If they want to perform numerous movements (or do a longer movement), a hero can use paid movements. They can repeat the operation as many times as they wish, as long as their remaining Action points allow it.

The (extra) movement action is the only one whose cost is not shown on the Stealth board, because it is already written on your Hero's board.

(2) RANGED KILL

Only a hero with a Ranged Weapon ◎ (a) can perform this action. The Line of Sight to the target must be valid and without penalties (no hindering obstacles or adversaries along the path). The hero spends 5 Action Point (b) to eliminate the target. The enemy miniature is removed from the board and replaced by a Corpse token (c). The corpse collapsing to the floor generates a Noise token (d) that is placed on the same space as the Corpse token.

(3) MELEE KILL

All heroes can perform this action, regardless of their weapon (even barehanded).
The target must be in an adjacent space. The hero spends 4 Action points (a) to eliminate their opponent. The enemy miniature is removed from the board and replaced by 1 Corpse token (b). This does not generate a Noise token because the attacker lowers their target to the ground to stay quiet.

FOCUS: STEALTH RULES FOR WEAPON AND ENEMY CARDS:

Some cards have special Stealth rules. They will often indicate that it is impossible to perform a Kill action (Distance and/or Melee), that the Action Point cost changes, or even that Actions cannot be performed.

The Ranged Kill action is not possible with this Weapon.

Ranged Kill is possible with this Weapon.

Melee Kill costs one fewer Action Point.

Enemy cards also have this kind of instruction, that also change their behaviour in Sneak mode.

This enemy cannot be hit with a Ranged Attack.

This enemy cannot be Killed in Stealth mode.

Killing this enemy in melee costs 2 extra Action points.

This enemy can see one space further than is indicated on the Stealth board.

This enemy can move one more space than is indicated on the Action card (regardless of the zone on the Action card, details in part 3.b. Enemy phase, next page)

(4) MOVING A CORPSE

All heroes can take 1 Corpse token on their space or an adjacent one (a) n on their space or an adjacent one (a) and place it on their space or an adjacent one by spending 1 Action point (b).

A Corpse token placed on a rift space is discarded from the tile (c) for good. Placing Corpse tokens in rift zones makes them disappear. This reduces the chances that an alarm will be triggered. It is also possible to pile up Corpse tokens. A hero can move onto it (an enemy will trigger an alarm).

⚠ Corpse tokens, even if they are not in play, can still count in game instructions, or for counting things on some Action cards. Think to keep them near the tile so they won't be forgotten.

Reminder: In Stealth mode, hindering obstacles block Line of Sight. A Corpse behind a hindering obstacle isn't visible to a distant enemy (it remains visible if in an adjacent space).

In this example no Corpse tokens are visible to the enemy (a), because of the hindering obstacles that are blocking their Line of Sight.

Enemy (b) is adjacent to a Corpse token, however. They spot it, and the Alarm is triggered.

⚠ This is only possible in Stealth mode. Line of Sight through hindering obstacles is not blocked in Combat mode.

WAITING AND/OR ENDING YOUR TURN

WAITING

Waiting allows a hero to come back into play later on, to intervene during the turn of another hero or of an enemy. If they Wait, the player pays the number of Action points indicated on their board. To do this, they flip the Action cube on their Hero board to its Waiting side.

Waiting zone

Waiting side

The cost to Wait is different for each hero.

To Wait, the Yoktal must spend 1 Action Point.

The player loses their Free Movement if they haven't used it yet.

Tip: A hero can very well start their turn by Waiting if they wish.

ENDING YOUR TURN

If a hero decides to end their turn, they lose all their remaining Action Points. They then count their performed Actions to roll the Stealth dice and potentially increase the Threat level. If they haven't used it yet, the hero loses their Free Movement.

ROLLING THE STEALTH DICE

When they have finished their turn or chosen to Wait, the player must roll 1 Stealth die per different Action they performed. The hero rolls 1 die per Action line activated. A hero may, for example, move twice or more during a game phase, but will only roll a single die.

Each die has symbols, and for each Threat symbol ⋎ rolled, advance the cube one space on the Threat track. The more the cube advances, the more difficult it will be to remain in Stealth mode.

White Stealth die

4 Faces   3 sides   2 sides   1 side   Special side

3 sides   3 sides   3 sides   1 side   Special side

Black Stealth die

SPECIAL STEALTH DIE SIDES

If a hero has to roll 3 white Stealth dice, they replace the with 1 black Stealth die.

The black die's Special side automatically triggers an Alarm.

The white die's Special side increases the Threat track ⋁ by a number of spaces equivalent to the number of pieces of Heavy Equipment ◆ (equipped or not) owned by the hero who rolled the die (cumulative effect).

OTHER WAYS TO CHANGE THREAT LEVEL

The booklets will sometimes ask you to increase or decrease the Threat level. Simply perform the required action on the Threat track. If, during this action, an Alarm is triggered, finish the instructions, and then move into Combat mode.

LEAVING WAITING AND PICKING UP YOUR TURN

A Waiting hero can pick their turn up again for free. To do this, they turn their cube onto its Action side and play their turn.

They can interrupt the turn of an ally or an enemy at any time, before or after an action, or in the middle of a movement - but not between the rolling of dice and the application of a result. The turn of the hero or the enemy that was interrupted is suspended. When the hero who interrupted finishes their turn (or decides to Wait again), the turn of the character who was interrupted starts again where they left off.

Example of starting up again

On his turn, the Yoktal (a) wants to get to the white space. He become visible to the enemy (c). He already used his Free Movement this turn, and doesn't have enough Action points to kill the enemy and move.

The Ancient (b), who was Waiting, decides **to pick up her turn again** to kill the enemy (c).

(b) She spends 5 Action points to perform a Ranged Kill (she has a Ranged Weapon ◉).
A Corpse token and a Noise token are placed where the enemy was.

The hero (b) rolls a Stealth die for their Action (d). She doesn't have any Action Points, so she ends her turn.

The Hero (a) starts back up where they left off and spends 2 Action Points to move toward the white space (e).
He then rolls 1 Stealth die (f) because he only moved this turn (a Free Movement before the interruption and 1 Additional Movement afterwards).

A hero can also pick up their turn again during the enemy phase. They can even do it to interrupt an enemy's movement. They don't need to wait until the enemy has finished their movement or that an Action card has been fully applied (see below).

3. B. ENEMY PHASE

This phase deals with the movement of the enemies in the room where the heroes are. Draw as many Action cards as the Stealth board indicates, but keep them face-down. Flip the top card and apply the effects before flipping the next card and doing the same thing. After having applied the effects of an Action card, discard it.

At this level, draw 3 Action cards.

If the value of the Threat track changed during this phase, do not draw additional Action cards.

A Waiting hero can interrupt an action already underway to pick up their turn again. When the hero ends their turn or goes back to Waiting, the enemy phase starts back up again.

READING ACTION CARDS

The part of the card used in Stealth mode is the top part. It shows, often in 1 step, how to move the enemies.

(1) STEP 1

(a) Number of enemies

(b) Indicates both the target square to find out which enemy(s) are moving and what their movement will be.

(c) Maximum number of spaces the enemies will move to get to the target space.

(d) The enemies can move in any direction to reach the target space.

The reading of this card is: «**The two enemies closest to the green Invocation token move 2 spaces toward that token.**»

The enemies move toward the Invocation tokens, and if their movement brings them onto that space, they stop there. If the token is already occupied, they finish their movement on a free adjacent space, even if they have more movements to use.

When asked to move enemies closest to an Invocation token, ignore all the enemies who are already there, or who cannot get any closer (because they are adjacent, for example). Focus instead on all the other enemies who can get closer to the token by at least one space.

Example:
The two closest enemies are ② and ③. They move 2 spaces toward the green Invocation token.

FOCUS: MOVING ENEMIES IN STEALTH MODE

In Stealth mode, enemies don't use the movement value on their Enemy cards. Instead, the Action card defines the number of spaces they will move.

When an enemy moves in Stealth mode, it will always prioritize the clearest and shortest path possible. They will choose diagonal movements before horizontal or vertical ones.

⚠️ During their movement, enemies keep their visual range in each space they move into.

On the other hand, they can enter a water zone or cross over a rift zone if that is the best route toward the reference point given by the Action card, taking into account any movement penalties these spaces might have. If there is a route that is easier, that will gain priority.

Once this first step is done and has been resolved (and if they didn't trigger an alarm), move on to step 2.

② STEP 2

This step is different from the first because it's a more individual phase. It is concentrated on a single enemy whose behaviour will change. They will move in a specific direction and their visual mode will be different than the others during this turn.

Note: This enemy may already have moved in Step 1

ⓐ **Activation condition for this step.** If an enemy is on the Invocation token, they must perform this step. If there are no enemies, ignore Step 2 altogether.

ⓑ **Movement** the enemy must perform.

ⓒ **Enemy's movement direction** (here it is towards the left – taking the map's north as a reference). For this movement, the enemy follows the indicated direction. If they go through zones, they take into account the associated penalties. If the movement is impossible (blocking obstacle, not enough movement to cross a rift, etc.) the movement stops there.

ⓓ **Vigilance** token to place on a space **in in front of the enemy miniature** after its movement (place it in the same direction as the Action card, in this case, to the right, in relation to the north).

⚠️ This token is placed on a valid space not occupied by a miniature, with no Vigilance token, and which does not cross or is not a blocking obstacle.

If the space in front of the miniature cannot take a Vigilance token, do not place it, and keep the enemy's basic vision (as indicated on the Stealth board).

If an enemy moves and stops on this space afterwards, it is discarded. Finally, if the enemy associated with the Vigilance token moves again, discard the token and the enemy goes back to its basic vision.

ⓔ Enemy field of vision. They can now see infinitely in a straight line, 3 spaces wide, as long as their line of sight does not come in contact with blocking or hindering obstacles. On the other hand, because this enemy is so focused on what's in front, they cannot see spaces behind or beside them. Shadow zones do not block line of sight, but anything in a shadow space is still invisible.

The enemy's vision changes with the Vigilance token. They can see everything in the light area.
They can't see into the shadow zones and their vision is interrupted by obstacles.

Example:
The enemy is on the green Invocation token ⓐ, so they activate the second stage and move 3 spaces to the left ⓑ.
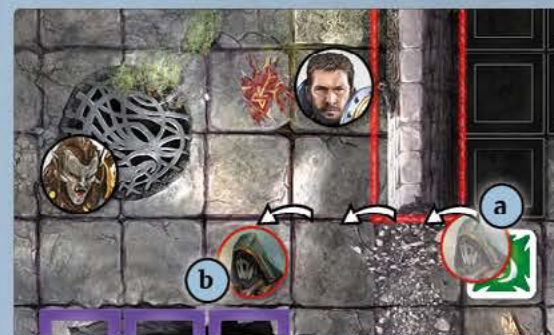
For now, on the first level of the Stealth board, the enemy can only see one space around them.
The hero is not visible at the beginning of the enemy's movement.

Because of this, place a Vigilance token ⓒ.
The Ancient ⓓ becomes visible.
If no heroes leave the Waiting state to try something, the Alarm is triggered.

⚠️ A Waiting hero can pick their turn up again just before the Alarm is triggered in order to avoid it. To do this, the next action must be to Kill the enemy. It cannot be another action (hero movement and moving a Corpse token)

SPECIAL CARDS

Not all cards have the same layout, some are special (no second step, for example, or different instructions).

In the first step of this card, the token for movement is the closest Noise token. The enemies will check the source of the noise.
This concerns all Noise tokens, but the enemies will move towards the closest ones.

The second step of this card is different. For each Corpse token on the board (including those in rifts), the Threat Level increases by 1. The enemies are concerned by the disappearance of their buddies. There is no movement scheduled.

This card only has one step; the first one.

3. C. HEROES' SECONDARY PHASE

Once all the enemies' Action cards have been played, and if an Alarm has not been triggered (see Triggering the Alarm, above), the heroes can play their Secondary phase.

Only heroes who were Waiting and who have sufficient Action Points to play can be active during the Secondary phase.
This phase plays the same way as the Main Phase, except for the fact that you are not allowed to use your Free Movement. At the end of this phase, any remaining Action Points are lost. Then the heroes move on to a new cycle and start again with the Heroes' Main Phase.

> **Reminder**: Stealth dice must be rolled when heroes go into Waiting mode or end their turn.

► 4. END OF STEALTH MODE

1. TRIGGERING THE ALARM

When the Alarm is activated, regardless of the cause, Stealth Mode ends immediately and the heroes move into Combat Mode. Regardless of the phase that the heroes and enemies are in, even if they haven't finished their turn, a new turn begins. In this first turn, all heroes start with 0 Initiative.

Reminder on the Stealth board

> It is possible that the instructions in the booklets or on the Scenario cards in play make you change the Mode, or follow a different process if you trigger the Alarm. Follow the instructions before doing all other actions.

2. PICKING UP YOUR TURN AGAIN TO AVOID THE ALARM

Picking up your turn again is possible at this exact moment, but only for killing actions (ranged or melee). A hero cannot move or move a Corpse token seen by the enemy.

If a kill action is possible, the Alarm is avoided and the current phase resumes.

> **Important**: An enemy eliminated to avoid the Alarm (becomes a Corpse token) can be seen themselves by another enemy in visual range, which means that enemy will now have to be killed to avoid triggering the Alarm.
> It is, however, impossible to eliminate 2 enemies at the same time. If a hero is adjacent to 2 enemies, the Alarm will be triggered, the next immediate action does not allow for the killing of these 2 enemies in a single action.

3. VOLUNTARILY ENDING STEALTH MODE

The heroes can voluntarily decide to end Stealth Mode during a hero's phase and if no hero is in an enemy's range of vision.

> If the hero decides to voluntarily end Stealth Mode, move into Combat Mode, start a new turn by getting back all your Action Points (see Combat Mode for more details).

► 5. ADDITIONAL RULES AND DETAILS

NOISE TOKENS

When a booklet tells you to do it, or when you perform a ranged kill on an enemy, place a Noise token on the space, on the Corpse token, if applicable.

Noise token   Reminder on Stealth board

> ⚠ Placing a Noise token on a Corpse token does not make the Corpse token 'disappear'. The Corpse token still counts

The token does not disappear at the end of the turn, but only when an enemy moves onto a space with a Noise token. When this happens, the token is immediately discarded.

IF A HERO HAS 0 LIFE POINTS

In Stealth Mode, when a hero loses their last Life Point, swap their miniature with their Initiative token. This hero can no longer do anything until they regain at least 1 Life Point.

This token is now considered a Corpse token, and follows the same rules (except that it cannot be placed in a rift space) for heroes and enemies. The heroes can be on the same space as the token, and they can move it.
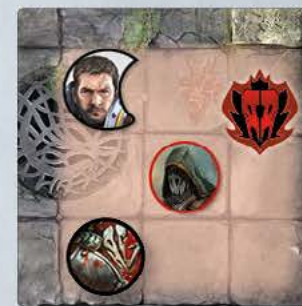
To come back into the game, another adjacent hero can spend their 6 Action Points so that the fallen hero can regain 1 Life Point. They get them back, if possible, from their Damage zone, otherwise from their Injury zone. Put their miniature back on the space.

A hero with 0 Life Points cannot leave a room. They must be healed by another hero to come back into play.

If the narrative forces you to leave the room, the hero gains 1 Life Point and the adventure continues.

LEAVING A BOARD

In Stealth Mode, the heroes can leave the tile board without having eliminated all the enemies. To do this, all heroes in play must be off the board.

> *You can use this access. In this case, place your miniature off the board. When all the heroes have left the board using this exit:*
>
> · go to [518]

Example of the directions in a booklet

You cannot leave the location before having healed a hero with 0 Life Points.

> ⚠ The heroes can leave with enemies still alive **only in Stealth Mode**. In Combat Mode, they must eliminate all the enemies before being able to leave the location.

WAYS OF LEAVING

There are always one or more exits from a room. This could be via an Interest token, which is linked to a an Access token or to a hidden exit. If this is the case, you must simply go to the chapter number of the current booklet.

If this explains that the hero can leave, they can then choose to leave. If they do, their miniature is placed next to the board and no longer participates in game turns. They can decide, at the beginning of a future turn, to come back onto the board by placing their miniature on the token that they used to leave. Only heroes can leave a room.

The Yoktal **b** reached an exit through an Interest token. They can place their miniature off the board and wait.
The Ancient **a** must also get to the token to be able to leave.
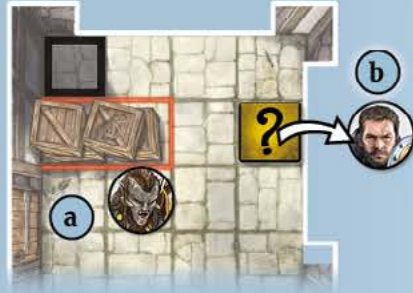
Different actions (checks, specific enemies being neutralized, missions, etc.) can also cause this to happen, and they will have their own specific rules explained, if necessary.

EMPTY ROOM

Sometimes all enemies will have been eliminated before all heroes leave. If you eliminate the last enemy in the room, the hero whose turn it is does not roll a Stealth die at the end of their turn (there is no-one left to spot him or to get suspicious).

Unless otherwise stated (Scenario turn-tracker cards (see Special Scenario cards, page 67), a specific instruction, for example), you can continue exploring the location without using your movements or the actions on the Stealth board.

If there are one or more Interest tokens, you can choose which hero goes on which token beforehand by checking the number.

PUTTING THE COMPONENTS AWAY

Once the group has left the location, unless otherwise stated or at the beginning of a Combat Mode, you can put away the tile board and the tokens (and any miniatures) on it.
Keep the Stealth board nearby and continue to modify the Threat if the booklet requires it. When you create a new Location, continue with the Stealth board as it is.

Finally, do not shuffle the Action cards at the end of a room and keep the deck as it is. The next time you use it, and for any action, draw the top card of the draw deck.

> You can go into Combat Mode even if the group is playing in a booklet, and not physically on the tiles. This means that the next location visited will be in Combat Mode, and not in Stealth.

⚠ Leaving a room or a Location doesn't mean leaving Stealth Mode. If the Alarm has not been triggered, continue in the same Mode.

5. COMBAT MODE

In the Exploration Phase, when you are not in Stealth Mode and there is at least one enemy miniature present, you are automatically in Combat mode.

Combat mode symbol

▶ I. SETUP

The board you were playing on might already be ready (with a Stealth exit, for example). In this case do not change anything unless otherwise stipulated.

After setting up the required Location for the Exploration phase, take the Combat-specific element.

> Special instructions may be given upon arrival in Combat Mode. Refer to the current booklet, the Exploration booklet, or even a Scenario card, and follow them.

GAME ELEMENTS

1 Take the Initiative track **a** and all the Initiative tokens **b** of characters in play, both heroes and enemies.

2 Place the cards of the enemies in play in view of all players.

3 Make a draw deck with the Upgrade tokens **c** placed face-down. Place the enemy damage tokens nearby **d**.

⚠ Leave aside the 4 blank Upgrade tokens. They are linked to a specific Spell card (see Icon Glossary, p. 70).

4 Finally, place all the 6-sided dice in easy reach of all players.

▶ 2. GENERAL COMBAT MODE RULES

ENGAGED CHARACTER

In Combat Mode, a character (hero or enemy) is engaged if at least one adversary is adjacent to them.

A character with no adjacent adversary is considered 'non-engaged'.

Engaged characters   Non-engaged characters

> If two characters are Engaged, they don't need Line of Sight. Line of Sight only applies if they are at least one space apart.

LOST MOVEMENT

When a hero becomes Engaged, they lose their Free Movement for the current turn. Losing Free Movement doesn't mean that the hero can no longer move, they can still spend Action Points for additional movement.
Enemies are also subject to this loss of movement rule.

LEAVING THE BOARD

Unless otherwise stated, by a Scenario card or an instruction in a booklet, heroes can leave combat locations once all enemies have been eliminated.

A HERO OFF THE BOARD AT THE START OF COMBAT

When the heroes move into Combat Mode, if one or more of them are off the board, they come back into play. Each one goes back onto the last occupied space or, if this is not possible, the closest free space.
If Combat Mode is triggered by an Alarm, heroes coming back into play this way keeps their Initiative for the first turn (they don't start at 0)

(1) The Ancient (a) just entered into the visual range of an enemy. The Alarm is triggered 🗲. The heroes move from Stealth Mode to Combat Mode. At this moment, the Yoktal is off the board (b).

(2) In the first Combat phase, the Ancient starts at 0 Initiative (c). The Yoktal comes back onto the board (on the space with the Interest token) with his Initiative intact (d) (4 in this case).

▶ 3. COMBAT MODE GAMEPLAY

In Combat Mode, the heroes use their Weapons, armor, and Talents to fight the enemies, which will act according to the characteristics indicated on their cards. In this mode, heroes and enemies take turns acting, depending on their Initiative: the higher the Initiative, the earlier the character will act. Their offensive and defensive power is determined by the attack and defense dice that go up against each other during these clashes.

The turns continue one after another always respecting the same 3 phases:

1. **Initiative Phase**
2. **Enemy Improvement Phase**
3. **Action Phase**

I. INITIATIVE PHASE

INITIATIVE LEVEL

Each hero and each enemy has an Initiative level that determines the order in which they will act during Combat Mode. A character with a high Initiative will act earlier than the others. In the case of a tie, the players decide the turn order of the concerned characters.

For the heroes, the Initiative level is indicated by the track on the Hero board, while for the enemies, is it specified on their Enemy card.

The hero has 4 Initiative   The enemy has 5 Initiative

At the start of each turn, all characters will place their Initiative tokens on the Initiative track. This way, the players will know the order of the Combat round... for now.

In this situation, the Ancient with 10 Initiative (1) plays first

Then the enemies take their turn, with 6 Initiative (2), before the Yoktal finally takes his turn with 5 Initiative (3).

TEMPORARY INCREASE

During this phase, each hero has the opportunity to temporarily increase their Initiative level for this turn. To do this, the hero must spend Action Points, according to their Hero board. As each board is different, the costs and benefits can differ.
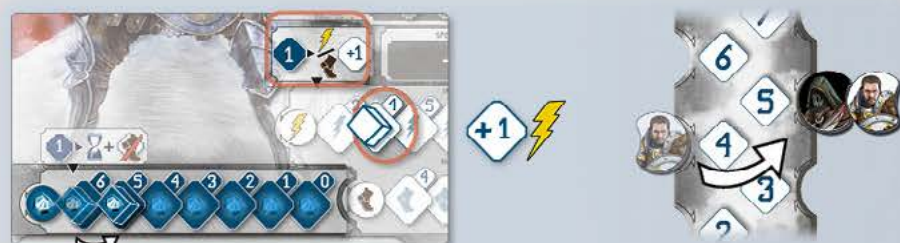
The hero spends one Action Point and increases their Initiative by 1.

They move their Initiative token up one space. They are now equal with the enemy. They can now start first (a tie allows them to choose).

⚠ Do not move your cube on the board, because it's only a temporary change.

Note: At the start of the next Initiative phase, the hero goes back to their normal Initiative level (as indicated on their Hero board)

CANCELLED OR MODIFIED INITIATIVE AT THE BEGINNING OF A TURN

It's possible that a hero's Initiative gets interrupted before or during their turn.

Some situations leading to this:

· If the heroes triggered the Alarm, therefore leaving Stealth Mode, they go to 0 Initiative, their Initiative token is immediately (and only on the first turn) placed on the 0 space of the Initiative track.

· The heroes can suffer effects that cancel their Initiative. When this happens, this effect will only be taken into account on the following turn. The hero turns their Initiative cube over to the other side. Thus, at the beginning of the next turn, the hero will remember this and place their Initiative token on the 0 of the track, then turn the cube over again.

Tip: Despite these obstacles, it is still possible to temporarily increase your Initiative by using Action Points during this phase.

Once all heroes have made their choice, the next phase begins.

2. ENEMY IMPROVEMENT PHASE

PLACING UPGRADE TOKENS

For each type of enemy present (and represented by their Enemy card), randomly draw an Upgrade token from the pile and place it face up on the Enemy card. These tokens will improve all the enemies (all the miniatures) of this type for the rest of the turn.

There are different types of possible improvements. They can be extra attack dice ⓐ or defense dice ⓑ, extra characteristics (like Movement or Initiative) ⓒ, or even Special enemy Actions ⓓ (see Focus, below).

Examples de faces possibles

⚠ Some enemies can have many Upgrade tokens on a turn. When this happens, it will be specified on their Enemy card.

Example: For this turn an Upgrade token was drawn at random. It increases Initiative by 1 and Movement by 2.

The enemy Initiative token is moved up to the next level.

They will be the first to play.

Repeat this action for each Enemy card, taking into account any changes. Once all enemies have their token, move on to the next phase.

The token is mixed back in to the draw pile for the start of the next turn.

⚠ The hero cannot change their Initiative during this phase, or until the next turn. Think about this during the Initiative phase!

FOCUS: SPECIAL ENEMY ACTIONS

When this token is revealed, it activates the Special Action on the Enemy card it is associated with. Without this, ignore this icon for this enemy. This Special Action can modify the enemy's configuration during this phase (like adding an Upgrade token that will have to be taken into account).

Example:
Here, and for this turn, this Special Action has been activated. This enemy will have an additional red die when Attacking

3. ACTION PHASE

In descending Initiative order (from highest to lowest on the Initiative track), each Character will perform all their Actions before moving on to the next character.

In the case of an Initiative tie, the players decide, as always. When one type of enemy acts, all the enemies of that type will act one after another in the order the players desire.

Each hero can perform the following actions, if they can, in the order they wish:
- **Move**
- **Attack: Ranged or Melee** (only for the heroes)
- **Use a spell**
- **Interactions**

The enemies follow behaviours explained below.

► 4. ATTACK AND DEFENSE GENERAL GAMEPLAY

THE DICE

THEIR SIDES AND EFFECTS

During this phase the Characters roll different six-sided dice to represent their attacks and defense. The Attack dice are rolled before the Defense ones

Attack die   Power die

Defense die   Dodge die

All the dice have special sides that can be activated if the conditions permit it. Otherwise those sides have no effect and are considered blank. All the dice also have blank sides that have no effect.

⚠ Heroes can never roll more than 3 dice of the same color.

The red Attack dice and yellow Power dice will be used when a Character attacks another one.

They have Damage sides with one or more Damage, blank sides that do nothing, and Special sides.

Blank side

2 Special sides

Attack die   Power die   Special side

2 sides with 2 Damage

2 Damage side   1 Damage side

2 sides with 1 Damage

2 sides with 3 Damage
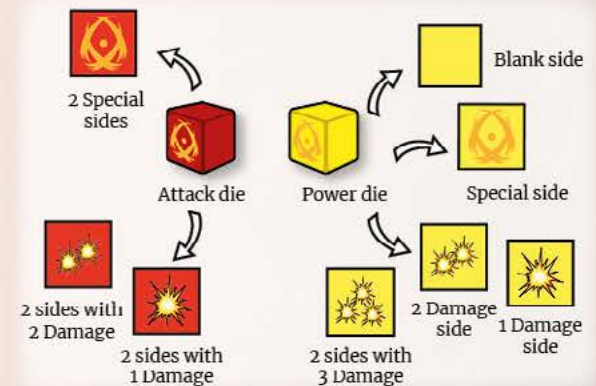
Example: On this Weapon card, yellow die's Special side gives an additional damage.
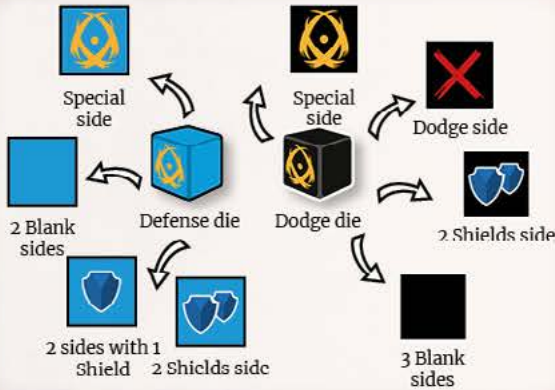
The blue Defense dice and Black Dodge dice will be used when a Character is attacked.

They have Shield sides with one or more Shields, blank sides – that represent a fail (no effect), and Special sides.

Special side

Special side

Dodge side

2 Blank sides

Defense die

Dodge die

2 Shields side

2 sides with 1 Shield

2 Shields side

3 Blank sides

Example: On this Weapon card, the blue die's Special side gives 2 additional Shields.

The black die has a Dodge side ❌. This cancels the entire attack and its effects against the defender.

Certain elements (Equipment, Talents, Aura tokens, etc.), and game situations (like being outnumbered, p. 55), are added to the dice results, in Attack or Defense.

Enemy cards can also have additional effects (damage, defense, etc.) to add during the course of combat (see Special Instructions, p. 60).

WOUNDS

In addition to Damage ☀, heroes can also suffer Injuries 🩸 and Shocks 🗡. These, together, are called 'Wounds'.

Enemies only suffer Damage.

ATTACK SEQUENCE GAMEPLAY

1. **The Attacker** selects their Attack and takes the corresponding dice.

2. **The defense** (the Characters that suffer the Attack) select their Defense.

3. **The Attack dice are rolled**. All effects that cancel the rolling of one or more defense dice are applied (see Loss and Cancelling, p. 60), then any un-Cancelled Defense dice are rolled. Finally, the results are compared.

RESULT

Each Shield 🛡 cancels a Wound, and if there is more than one type of Wound suffered (Damage, Injury, Shock), the players decide which are Cancelled.

The final result is applied:

❌ If the defender rolled at least one Dodge side, **the entire Attack is Cancelled**, and no Wounds or effects are applied to the defender. The defender can, for their part, trigger their effects, such as a counter-attack, for instance (see Bonuses, p. 63).

If the defender did not roll a Dodge:

Option 1: If there are more Shields than cancelled Wounds, the entire Attack is cancelled and the defender suffers no effect from the Attack. The defender can trigger any possible effects.

Option 2: If all the **Wounds and all the Shields are Cancelled**, then only the remaining Attack effects, such as push-back or loss of Initiative; or Defense effects such as the counter-attack, are applied.

Option 3: **If there is at least one Wound not countered by a Shield**, the defender suffers non-defended Wounds, and loses the equivalent Life Points. All other Attack or Defense effects apply as normal.

⚠ Wounds to be taken into account are not present only on the sides of the dice and are not only damage. Wounds from any hero's Equipment, Talents, Enemy cards, and Upgrade tokens must also be added. If applicable, damage related to being Outnumbered must also be added (see Being Outnumbered, page 55).

A defending hero wearing armor that can be destroyed can use it at that moment by discarding it. They apply its effects to increase its defense, or cancel an Attack (see Additional Armor Effects, next page).

▶ 5. APPLY WOUNDS AND HEAL

When a Character suffers Wounds during an attack, they lose Life Points.

ENEMIES

The Life Points for enemies are defined by their Enemy card. When an enemy miniature loses their last Life Point, remove it from the game area. They are considered defeated.

This type of enemy has 8 Life Points.

If the miniature hasn't been defeated, place the Damage tokens next to them to indicate the amount of Damage they have already suffered.

This enemy has suffered 4 Damage.

HEROES

The heroes have a certain number of basic Life Points given to them by their People card. It is possible to acquire others by going up in Levels. Some equipment provide it too (Artifacts, for example).

Shock

Life Points

Damage

Injury

The heroes have a certain number of basic Life Points given to them by their People card. It is possible to acquire others by going up in Levels. Some equipment provide it too (Artifacts, for example).

HEALING HEROES

To regain Life Points (put crystals back into the Life Point zone) heroes have a few options:

(1) Regaining a Life Point is possible through a Heal effect. A Heal effect allows you to move a crystal from the Injury zone to the Damage zone; or from the Damage zone to the Life Point zone. The most common way for a hero to get Healing is to use a potion by discarding it from their Knapsack.

Storage zone for Potion cubes

Potion values
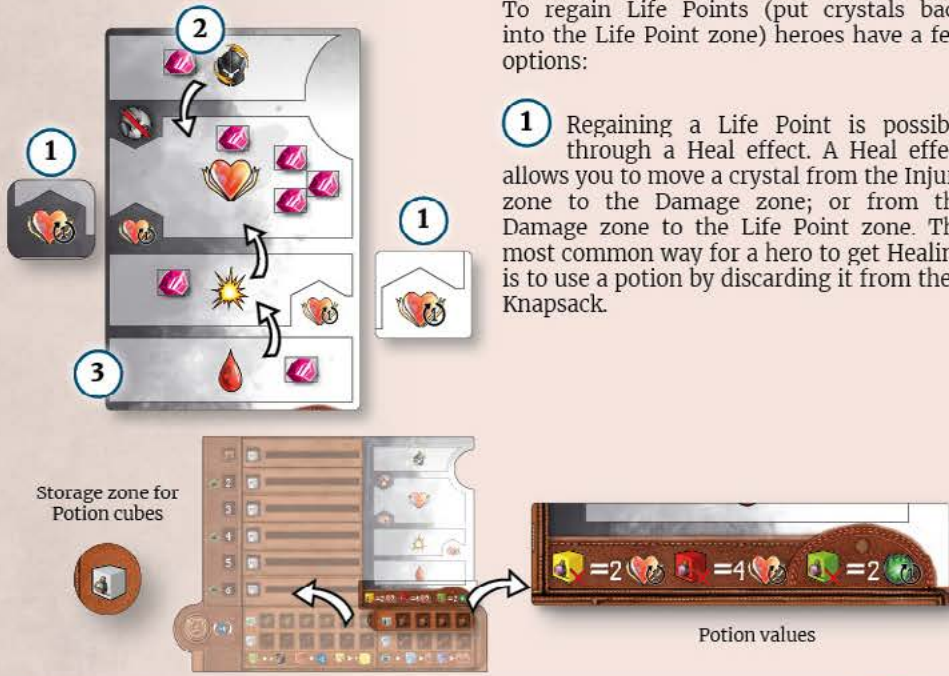
Reminder: Green potions can be discarded to reactivate Aura tokens.

(2) Heroes cannot recover from Shocks through Healing effects. They are fully recovered for all heroes when they are no longer in Combat mode (most commonly when all enemies in a room have been eliminated).
A hero with 0 Life Points who only suffered Shocks cannot be Healed by another hero.
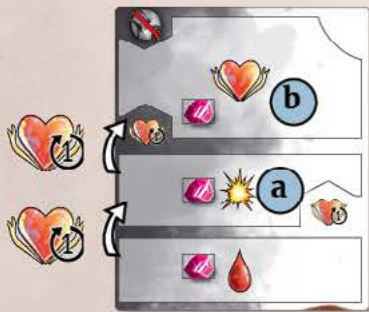
(3) An Injury changes back to a Life Point when 2 Healing effects have been obtained. It turns into a Damage with the first Heal **(a)** and then into a Life Point with the second one **(b)**.

UNCONSCIOUS HERO (0 LIFE POINTS)

When a hero loses their last Life Point, swap out their miniature for their Initiative token (from the Initiative track). This hero can no longer act until they have regained at least 1 Life Point.

Example: The hero loses their last Life Point. Their miniature swaps out with their Initiative token from the Initiative track **(1)**, and the token takes the place of the miniature on the board **(2)**.

The other miniatures can move through this space, and can stop on it. It does not give any bonuses or penalties for being outnumbered or Line of Sight.
A hero with 0 Life Points is still in play and is considered still in the group for the arrival of new enemies or for Skill checks. In the latter situation, they will not have bonuses or penalties connected to the check result

HEALING AN UNCONSCIOUS HERO

A hero with 0 Life points cannot Heal themselves. It is only possible for another hero on the same, or an adjacent, space to use one or more Healing potions for free during their turn. These potions can be either their own or those of the fallen hero, and they apply their effects to that hero.

To do this, the hero can trade with the unconscious hero to take the potions (see Trading Between Heroes, p. 69). It is up to the hero who is still conscious to spend the Action Point required for the trade. This way, they can take the potions from the unconscious player's Knapsack to administer them.

> **Tip:** The trade can be for other things than Potions. If the unconscious hero has an Object that might be useful, the other hero can take it.

If no hero has Potions, or if they don't want to use them on the unconscious hero, that hero will not come back into play until after the Combat.

RETURNING TO PLAY

When a hero has been healed, do not immediately swap their miniature with their Initiative token. This hero will come back into play then next time they are supposed to play, according to their Initiative. They will be placed on the same space, or the nearest space if that one is occupied.

Example: The hero was healed by their ally and can return to play on their next turn. The current turn ends, and a new one begins. The hero is still not in play. The enemy has a higher Initiative **(1)**, they play before the hero, and they do their Actions **(2)**. The unconscious hero has no impact on the enemy's actions.
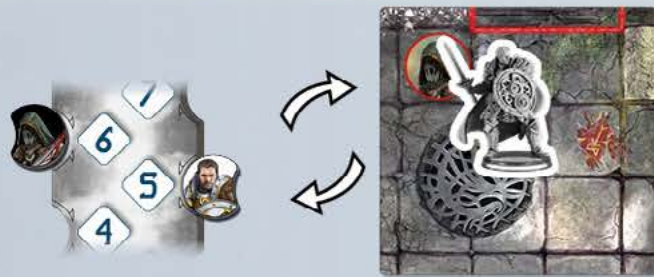
Example (cont'd): Then, when the Initiative order reaches the hero's turn, they return to play. They swap their miniature with their Initiative token on the board, and start their turn in the classic way.

If the turn of the hero who wants to come back has already passed (due to Initiative order), they must wait until the next turn to return to play. If, on the other hand, their Initiative level is less than the current on, they will come back this turn, when their Initiative level is played.

> The hero that comes back into Combat after being unconscious regains all their Action Points.

SHOCKS FOR UNCONSCIOUS HEROES

When an unconscious hero is Healed and returns to play during a Combat phase, all their Shock points turn into Life Points.
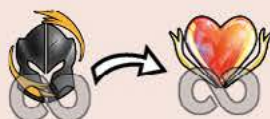
▶ 6. ATTACK

MELEE ATTACK

A Weapon card without the ⊚ icon is a Melee weapon that a hero can use only against an adjacent enemy.

An Enemy card without the ⊚ or ▣ icons indicate that those enemies will only engage in Melee Attacks.

SPECIAL MELEE RULES

Outnumbered:
A character inflicts 1 additional Damage to their Attack result per ally adjacent to their target.

Example:
Here, the Yoktal is adjacent to the enemy.
The Ancient One is also engaged and is Attacking.
She does 1 additional Damage because of the Yoktal's position.

RANGED ATTACK

A Weapon card with the ⊚ icon is a Ranged Weapon that a hero can use to attack an enemy if their Line of Sight is valid.

An enemy with the ⊚ or ▣ icon on their Enemy card can attack a hero if their Line of Sight is valid.
Generally speaking, Ranged Attacks have an unlimited range – unless the ✸ icon specifies a limited number of spaces.

The Attack range of this enemy is 4 space

These Ranged Attacks do not include the concept of projectiles used. So as long as the Character can do it, the use is unlimited.

LINE OF SIGHT

An **attacker adjacent** to an adversary always has a **valid Line of Sight**.

Further away than one space, Line of Sight must be **verified**:

> · If the attacker is in **the same column or the same row as their target**: The Line of Sight is drawn from the middle of the attacker's space to the middle of the defender's space.

> · If the attacker is **diagonal to their target**: The Line of Sight is drawn from closest corner to closest corner (of the attacker and their target's spaces).

AND:
> ·A Line of Sight that does **not touch an obstacle** is valid

> · A Line of Sight that **touches or passes through one or more hindering obstacles** (yellow dotted lines) is valid.

> · A Line of Sight that **touches or passes through one or more allies** of the attacker is valid.

> · A Line of Sight that **touches or passes through a blocking obstacle** (red line or wall/door) **is not valid**. The Ranged Attack is impossible.

RANGED ATTACK PENALTIES

> Regardless of the number of penalties, the defender can never have more than 1 additional black die.

During a ranged attack ⊚ with a valid Line of Sight, the attacker suffers a penalty if at least one of the following four situations arises:

> 1·The attacker is adjacent to their target.

Example: The enemy uses a Ranged Attack against an adjacent target. The Ancient One benefits from an additional Dodge die to defend herself.

> 2· If the target is adjacent to at least 1 of the attacker's allies

Example:
The Ancient One performs a Ranged Attack on the enemy. Because the Yoktal is adjacent, the enemy gets an additional Dodge die;

> 3· If Line of Sight passes through (not touches) at least one other adversary.

Example:
The Ancient One performs a Ranged Attack on the enemy furthest from her. Another enemy is in the trajectory. The defending enemy gets an additional Dodge die.

4· f the Line of Sight touches or passes through at least one Hindering Obstacle.

Example:
The enemy can perform a Ranged Attack on the 2 heroes. Each one will have an additional Dodge die to defend with.
If they have Ranged Weapons, the heroes can also attack their enemy, which will also benefit from an additional Dodge die.

► 7. COMBAT MODE - HERO SIDE

The heroes will use their Weapon cards to fight the enemies and pair them with the effects of their Equipment (Armor and Talents) and with any effects their Aura tokens provide.

They will also move and interact with the elements of the tiles upon which the game takes place. Special events can take place during the Combat. If a hero moves onto an Interest token, they must resolve it immediately.

HERO MOVEMENT

The heroes move using their Free Movements and by adding any additional movements their Action Points might grant them.

> **Reminder**: Free Movement is not divisible. If it is not used in its entirety, the excess is lost.

An engaged hero (either at the beginning of their turn, or during their movement) loses their Free Movement, or what is left of it, for this turn. On the other hand, they can always use Action Points to move and to disengage from their enemy by moving away from them.

WEAPON HANDLING

There are two types of Attack that are dependent on the hero's equipped Weapon:

· A **Ranged Weapon** is used for distance attacks, and is symbolized by this icon:

· A **Melee Weapon** is used for attacking engaged adjacent enemies (all non-Ranged Weapons are considered Melee).

USING YOUR WEAPON:

The hero can use the Combat lines of their Weapon. To do this, they must spend Action Points to attack their adversaries.

> Reminder: To use a line of your Weapon, you must have the prerequisites required by the line (see Weapons, p. 13).

> ⚠ The hero must plan the entirety of their Attack and spend any Action points (as well as any Aura tokens) before rolling the dice. They cannot add elements or go back on their decision afterwards.

ATTACKING

To use their Weapon, the hero must be adjacent to the enemy that they want to attack (unless with a Ranged Weapon, see below).

The hero chooses their Attack from the possible Attacks of their Weapon. Each line tells them what to do for their Attack. The first line is the basic Attack, the one that is always performed. If the other lines are possible (if the prerequisites are met), the hero can add the other lines. To do so, they only have to spend the required Action points.

Attack line zone

PASSIVE EFFECT

The grey line indicates the Passive Effect of each Weapon. The hero can apply this to each Attack and Defense.
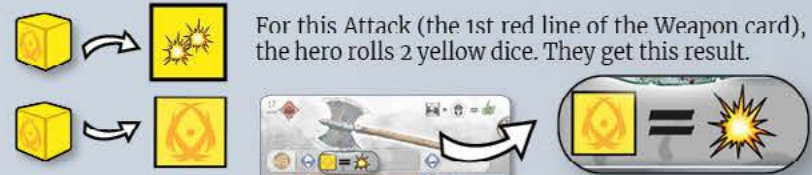
For this Attack (the 1st red line of the Weapon card), the hero rolls 2 yellow dice. They get this result.

The Passive Effect of the Weapon card activates the Special side of the yellow dice. The result of this Attack is therefore 3 Damage.

BASIC ATTACK

The first red line of each Weapon represents the Basic Attack of that Weapon. You must spend the required number of Action points to benefit from the Attack. Each Attack line outlines all possible effects and the dice the hero will roll against their adversary.

For the first line, the hero will play with 2 yellow dice, and spend 4 Action Points.

IMPROVING THE ATTACK THROUGH HANDLING

The following red lines are dependent on the way the Weapon is handled by the hero. They can have a prerequisite that the hero must fulfil.
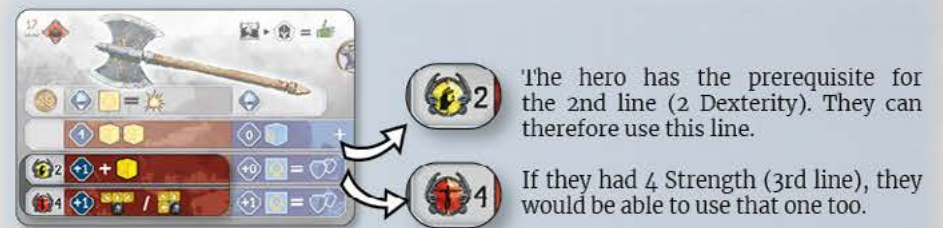
The hero has the prerequisite for the 2nd line (2 Dexterity). They can therefore use this line.

If they had 4 Strength (3rd line), they would be able to use that one too.

To use their Weapon's handling, the hero must spend the required Action Points. The effects of these lines ar added to the Basic Attack and the Passive Effect. The effects are cumulative.

The last Handling line (if the hero has the prerequisite) can be used independently of the previous Handling line by paying the indicated number of Action Points. The hero can also use the 3 Attack lines by paying all the associated costs.
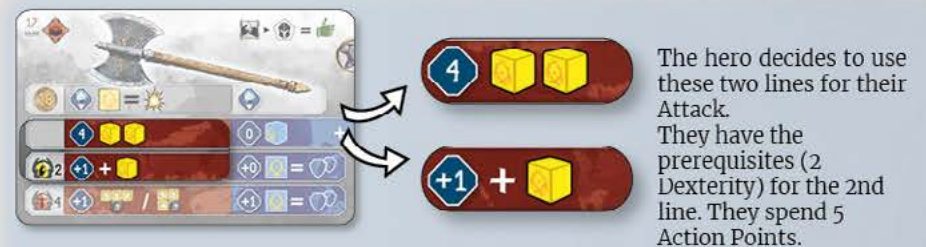
The hero decides to use these two lines for their Attack.
They have the prerequisites (2 Dexterity) for the 2nd line. They spend 5 Action Points.

For this Attack, the hero rolls 3 yellow dice. They get this result:

When the Special side is activated in the Passive Effect line, the result is 2 Damage.

> **Tip:** An Attack can be improved by using an Aura point. The hero chooses the effect listed in their Aura zone.

RANGED WEAPONS

Ranged Weapons work in the same way as Melee Weapons, except that the hero must have a Line of Sight on their target. If the Line of Sight is valid, the Attack can be performed from anywhere.

Blocking Obstacles block Line of Sight and Hindering Obstacles do not stop them, but give a bonus to the defender.

Ranged Weapons have the distance icon in their Passive Effect line.

FOCUS: SPECIAL ARROWS

Special Arrows can be made by the heroes or can be acquired over the course of their adventures, and are stored in the Knapsack. They can be discarded during an Attack to gain the associated bonus. As with the rest of the Attack, the choice to use them is made before rolling the dice. The hero cannot choose to add a Special Arrow after having rolled the dice. No more that one Arrow can be discarded per Attack.

 Discard a Green Arrow to cancel a defender's Dodge die roll.

 Discard a Red Arrow to reduce the cost of the entire Attack by 1 Action Point.

 Discard a Yellow Arrow to add a Power die to your Base Attack.

⚠️ Discard a Yellow Arrow to add a Power die to your Base Attack. 🎯 and who have those cubes in their Knapsack can use their Special Arrows.

The effects of Special Arrows are limited to one Attack. If the hero wants to use an effect for the next Attack, they must use another Arrow.

MANY ATTACKS IN THE SAME TURN

If they have enough Action Points, when their Attack has been resolved, a hero can launch another Attack.

> **Note**: It is sometimes a better idea to keep some Action Points aside for defense, rather than launching a second Attack.

DEFENSE - HERO SIDE

When attacked by an enemy, the hero will use the defense section of their Weapon card, and combine it with the elements of their Armor card, if they have one equipped.

DEFENSE ZONE

Defense line zone

As with Attack, the hero will spend Action Points for each defense line they wish (and are able) to activate according to the Weapon's Handling prerequisites that they fulfil.

These lines are also cumulative. By the same principle, it is possible to activate Special sides. The hero can defend against each Attack they sustain during their turn. They must pay the costs in Action Points for each defense performed.

Example: To defend themselves, the hero uses the first line of their Weapon card ① (that costs nothing).
They can activate the 2nd line because they have the prerequisites ②, but not the 3rd, because they don't have 4 Strength ③.
They don't have any Action Points to spend for this defense. If the die rolled is a Special side, that die is worth 2 🛡️.

ARMOR

In addition to the Base Defense indicated on the Weapon card, a hero benefits from the indicated bonus on their equipped Armor card. This bonus is always active and free.

The Base Defense of this hero is one defense die from the Weapon card, and one additional die thanks to the Armor card.

ADDITIONAL ARMOR EFFECTS

Some Armor has a discard effect that allows the armor to be destroyed to generate a powerful defense effect. This choice can be made after having rolled all the dice and seeing the result. The discarded armor is put back into the corresponding Object draw deck.

Discarding this Armor during Combat equals a Dodge result for the hero who discarded it.

In some cases, if a hero loses their last Life Point, they must discard their Armor, which is now destroyed, without applying any discard effects.

⚠️ This effect only applies in Combat mode. The hero keeps their Armor in Stealth mode.

WAITING IN COMBAT MODE

A hero can decide to Wait during Combat mode in the Action phase. It works exactly the same way as in Stealth mode, they must spend the required Action Points and the Free Movement is lost.

A Waiting hero can come back into the game for free. If this happens, they flip their cube to the Action side and play their turn. They can interrupt the turn of an ally or of an enemy at any time, before or after an action, in the middle of movement – but never during a Combat between 2 Characters. Combat begins when the first Attack dice are rolled.

Example: An enemy triggers a Combat between the Ancient One and rolls her dice. Because the Attack has started, it can't be interrupted. The Yoktal Waiting cannot pick up their turn again before the Attack's result has been applied.

Once the whole Attack and Defense has been resolved, the Yoktal can leave the Waiting state and do their Actions.
The interrupted turn (of the hero or the enemy) is suspended. Once the interrupting hero has finished their action (or goes back to Waiting), the interrupted character's turn starts back up where it left off.

INTERRUPTING MOVEMENT

If an enemy is moving toward the closest hero, who moves away (by picking up their turn again after Waiting) and is no longer the closest, the enemy will change direction toward the closest hero.

⚠️ If a Waiting hero picks their turn back up again during an enemy movement in order to move away after the enemy has come in contact with them, the enemy is not considered to be Engaged, so they can continue moving if they have any movement left.

Example: The Yoktal ① is Waiting. It's the enemy's ② turn to play, so they move ⓐ toward the hero closest to them, which is the Yoktal. They have a maximum movement of 4 and finish up next to the hero ⓑ. For their next Action, the enemy can attack the hero.

Example (continued):

The Yoktal ① decides to leave the Waiting state to avoid the Attack. They spend 2 Action Points for 2 movements, and distance themselves from the enemy. They stop their turn and the enemy picks theirs back up again.

Because they didn't attack yet, it's **the movement Action that was interrupted**, so the Enemy can keep moving.

The enemy's target moved away, so they will turn their attention to the Ancient ③, who is now the closest. They have 1 movement left ⓒ. They then Attack ⓓ.

Tip: Going into Waiting mode during Combat can allow you, when you take up your turn again, to 'flee an enemy, to wait until they get close in order to Attack, or to interact in some other way.

If the hero has interrupted another hero, that hero picks up their movement again, but can choose to modify the end as they wish.

PICKING UP YOUR TURN AGAIN TO ATTACK

If a Waiting hero picks their turn back up again to attack an enemy, but are unable to kill it with their attack, the enemy goes back to their action that was interrupted.

The Yoktal ① is Waiting. It's the Ancient's ② turn to play and she gets ready to attack the enemy ③. The Yoktal ① leaves Waiting mode by interrupting the Ancient One's action and moves before attacking the enemy.

For their Attack, the Yoktal benefits from the Outnumbered bonus because the Ancient One is also adjacent to the enemy. Now, the enemy suffers an additional damage ④ in this Attack.
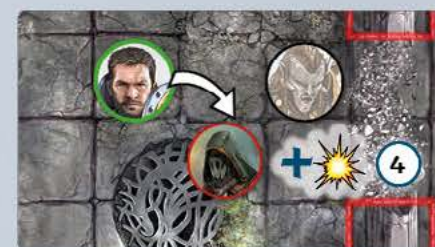
The Yoktal deals 2 Damage ⑤ to the enemy (plus the one for Outnumbering the enemy). This isn't enough to kill them, but it makes the task easier for the Ancient One. Her turns starts up again, and she Attacks the enemy ⑥.

She also benefits from the bonus for Outnumbering the enemy because of the adjacent hero.

► 8. COMBAT MODE: ENEMY SIDE

Enemies use their card containing all their characteristics. Like the heroes, they 'roll' their attack and defense dice (via the players) and apply any effects from their Upgrade token and the various penalties.

FOCUS: ENEMY CARDS

OVERVIEW

These cards are used as soon as the board of tiles is set up. They show all the specifics of one type of enemy. Their attack, their defense, but also their characteristics.

(1) **Enemy Insignia**
(Deployent table reference).

(2) **Stealth Instructions**
These effects only apply in Stealth mode.

(3) **Enemy Attack Line**
Some enemies have more than one Attack line.

(4) **Enemy Defense Line**

(5) **Enemy Characteristic Table**, their Initiative (a), their Movement (b) and their Life Points (c).

SPECIAL INSTRUCTIONS

Red background = Attack

(6) Enemies can have Special Instructions. They usually have to do with the special sides of the dice they'll play. These instructions can refer to attack or defense.

Some instructions have a white background, which indicates an effect that is always active, independently of attack or defense.

Blue background = Defense

(7) **Upgrade token Special Actions**
The effect in this section is triggered by each 'Special Action' placed on the enemy card

Reminder: Some enemies can get more than one token per turn.

ENEMY BEHAVIOR

Enemies are not free to choose their actions; they must follow a protocol. Their main objective is always to Attack, but they must follow the following rules to this.

MELEE ATTACK

FOCUS: ENGAGED ATTACK VARIANT

Some enemies have the 🗫 icon next to their Movement characteristic. The rules change for these enemies. These enemies relentlessly attack the same victim. Instead of moving towards the closest non-engaged hero, they will move towards the closest engaged hero.

Movement   Light Movement

The enemy will follow the behaviors of the following 3 options, in the order given:

► **Option 1. If the enemy is engaged with at least 1 hero.**
· This enemy attacks an adjacent hero.
· If there are many adjacent heroes, they will attack a hero that has not already been attacked by this group of enemies during this turn.
· If 🗫 or 🗫 the enemy attacks the engaged hero that has already been attacked, if possible, by this group of enemies.

► **Option 2. If there are no heroes engaged with the enemy.**
This enemy **moves**, using the movement indicated on their Enemy card.

· If 🗫 or 🗫: the enemy moves to engage and attack the closest **engaged** hero. Preferably a hero that has already been attacked by this group of enemies, if possible.
Otherwise
· They move towards **the closest non-Engaged hero**, to Engage and Attack them
Otherwise
· They move toward the closest **Engaged** hero, to Engage and Attack them. If there is more than one hero the same distance away, they will move towards the hero that has not yet been attacked by this group of enemies this turn.

► **Option 3. If no heroes are in Engagement range.**
This enemy moves the maximum of their movement capacity toward the closest hero.

RANGED ATTACK

Some enemies are equipped with a Ranged Auratic attack 🎯. This works like a Ranged Attack. It is explained in detail in the Spell section, p. 66.

The Enemy will follow the behaviors of the 4 following options, in the order given:

► **Option 1. If the enemy is Engaged with at least 1 hero:**

· If an Upgrade token on an Enemy card mentions a movement, the enemy disengages and moves X spaces (X being the number of spaces indicated on the Upgrade token). If there are several tokens, the value is added to the card's movements.
They cannot move to a space adjacent to a hero.
When disengaging, they move so as to create a Line of Sight without penalties to the hero with which they were engaged, if possible. Then they attack.

Here, the enemy will move 2 spaces

Otherwise
· If there is no Upgrade token obliging them to move, or if they cannot perform the indicated movement, the enemy stays on their space and launches their attack on an adjacent hero.

In both cases, the Attack is performed against a hero that has not yet been attacked by this group of enemies this turn, if possible.

► **Option 2. If the enemy is not Engaged, and does not have a valid Line of Sight on a hero:**

This enemy moves in order to get the closest hero in their Line of Sight (and in range, see Range, next page).
· If possible, they move onto a space without penalty for their short.
· They move away from their target (their Line of Sight must be valid at the end of their movement).
· If numerous heroes are the same distance away, they move to target a hero that has not yet been attacked by this group of enemies this turn.
· When moving, the enemy must not Engage a hero.
Then this enemy attacks the targeted hero.

► **Option 3. If the Enemy is not Engaged, and has a valid Line of Sight on a hero:**

This enemy does not move, and Attacks, in this order of priority:
· If they have this icon 🎯🗫, the closest Engaged hero.
· Otherwise, the closest hero without suffering a penalty.
· Otherwise, the closest hero with penalty.
If possible, they attack a hero that has not yet been attacked by this group of enemies this turn, if possible.

► **Option 4. If no heroes can be targeted, even by moving:**

The enemy moves as far as their movement will allow toward the closest hero.

ATTACK: ENEMY SIDE

If their behavior permits it, the enemy will attack a hero. To know the enemy's Attack, look at the corresponding Enemy card.

Enemies also have Passive Effects that can trigger Special faces on their dice.

This enemy's attack is 2 red dice and an additional Damage.

Here, each Special side rolled cancels a Defense die roll and a Dodge die roll (more details in the Defense section, below).

With Upgrade tokens, enemies can have additional Attack elements for every turn.

For this turn, this Upgrade token is given to this type of enemy.
As a result, their attack will be 3 red dice and one additional Damage.

AREA ATTACK

When an enemy has an Area Attack, they move within their movement limits (and their range) to attack the greatest possible number of adversaries.

Reference associated with the target: The 8 adjacent spaces are also affected by the Attack.

An Area Attack only affects adversaries and not allies.

RANGE

When an Attack has a Range icon, the attack can never reach any further than the given range. Compared to other ranged attacks, this one has a limited distance.

Range icon

SPECIAL INSTRUCTIONS

Special instructions are both Passive and Activable elements. Whether they come from Special dice sides or Upgrade tokens, they will give enemies bonuses or penalties during their attacks and defences.

Instruction on blue background: Only concerns enemy Defence.

Instruction on red background: Only concerns enemy Attacks.

Instruction on white background: Activated when the special Upgrade token is drawn.

LOSS AND CANCELLING

In addition to cancelling dice or shields, Enemies may have additional effects. These instructions mainly impact the heroes, who must discard elements and cancel certain dice and characteristics.

Cancellation of rolling Defense dice

Cancellation of Shields

Discard Equipment

Flip Aura tokens

Cancellation of Characteristics for the next turn or Hero phase

Suffer different Wounds

Spend Action Points

BONUS

In addition to constraints for heroes, some Special instructions give bonuses to enemies.

It is possible that enemies require several Upgrade tokens. In this case, the effects are cumulative.

All enemies gain 3 additional Initiative

All enemies regain all their Life Points

Draw an additional Upgrade token for this enemy

If an 11 enemy is present, they draw an additional Upgrade token

ADDITIONS TO ATTACK AND DEFENSE

When a ✚ comes before an instruction, the effect is added to the enemy's Attack (red line) or Defense (blue line)

In addition to the base Attack, the hero suffers 1 Shock that they must defend against.

SPECIAL CASE: MULTIPLE ATTACK LINES

First Attack line

Second Attack line

This enemy must resolve each line of Attack in its entirety

At the end of the their first Attack, they do the second one, if possible (without moving).

MULTIPLE ATTACK LINE EXAMPLE: FIRST LINE

This shows a Ranged Attack ① with a Range of 4 ② and the reference for the Area Attack is the target ③. This means that if the enemy attacks, all the spaces adjacent to the heroes also suffer the attack.

④ The enemy isn't engaged with any heroes ⓐ. Their potential targets, the heroes, are within the range of their attack, which is 4 spaces. The enemy doesn't need to move, and will Attack the Yoktal ⓑ, who is the closest non-Engaged hero (the Ancient is already Engaged ⓒ with another enemy).

⑤ The Attack consists of 1 Power die and 1 automatic Injury ⓓ. The Yoktal's defense is 2 Defense dice ⓔ (assuming, for the example, that he has the prerequisites for the entire Weapon, without the associated armor).

Result of the Attack and the Defense

The Yoktal suffers 1 Damage because he can block 2 with his Shields. He chooses to cancel the Injury and one of the 2 Damage. He comes out of it with only 1 Damage.

⑥ Because the Attack was an Area Attack, all the other Allies in the Area around the target ⓕ are also attacked. The Ancient ⓖ must also defend against the same attack.

⚠ The other heroes in the same area as the target defend against the same attack, so do not reroll the Attacker's dice.

---

⑦ The Ancient One defends herself. She is adjacent to an ally of the attacker, so she gets an additional Dodge die. The result of her roll (the Dodge side ⓗ) allows her to cancel the Attack.

Result of the (unchanged) Attack

Ancient's defense
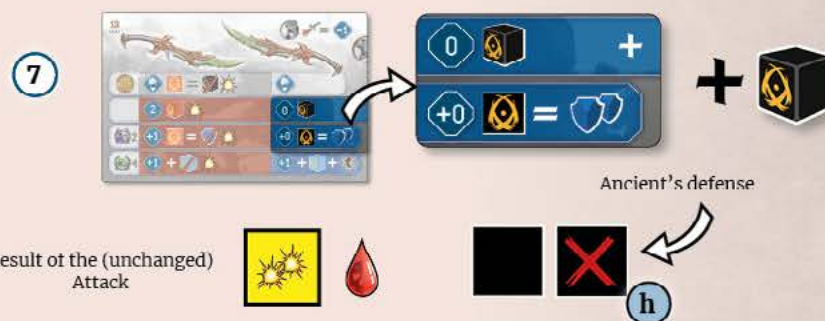
This roll of the dice ends the first line of the enemy's Attack. They then move on to the second line.

SECOND LINE OF ATTACK

① The second Attack is Melee. The Dragon can perform this Attack against a target located one or two spaces away because it has a Long Reach Attack icon ⓐ because it has a Long Reach Attack icon (a) (see Long Reach Attack, p. 63). The Yoktal is in range, so he is attacked.

Note: If no heroes were in Attack Range, the Dragon wouldn't have been able to perform its second Attack line.

② The enemy's Attack consists of 2 Power dice ⓑ against 2 Defense dice ⓒ (same defense as before for the hero). The dice are rolled, the Yoktal takes 2 additional Damage.

Result of the Attack and the Defense

The end of this second Attack ends this enemy's turn.

⚠ A Waiting hero can act between the 2 Attacks (once the first one is completely resolved)

DEFENSE: ENEMY SIDE

Enemies always defend to the maximum of their abilities. Take the dice given by the Enemy card and add all possible bonuses linked to Upgrade tokens. Think also about any potential Special effects.

Example:
For this turn, the Upgrade token gives this enemy an additional Defense die ①. Their base Defense is 1 Defense die and 1 Dodge die ②.

They roll the 3 dice at the same time. If they roll a Special side on the Defense die ③, this equals a Dodge result.

▶ 9. END OF COMBAT MODE

> As long as no condition ending the Combat is triggered, the turns follow each other in the same way.

The Combat can end in a number of ways that depend on the Location where you are, Special instructions in the booklet, or even active Scenario cards.

The most common are:

· When all enemies are defeated ①

· When all heroes have 0 Life Points ②

If any effects are achieved, trigger them immediately:

In this example, all enemies have been defeated; go to Chapter 9

Here, once all heroes have 0 Life Points, go to Chapter 153

Other effects can end Combat as soon as they take place, even if Combat isn't finished. This can be by exploring an Interest token, by eliminating a specific enemy, or getting to the end of the time assigned on the Turn-tracker cards.

Example of an end generated by the Scenario Turn-tracker card

When this condition is satisfied (the crystal reaches the symbol) go to Chapter 2.

> ⚠ Numerous options are usually proposed as a way of ending Combat. The first one triggered takes priority over the others

CONTINUING THE ADVENTURE

When Combat is finished, the hero leaves Combat mode.

> **Reminder:** All heroes transform their Shocks into Life Points.

LEAVING A LOCATION

As long as you don't have an indicator to leave the place you are in, you must stay there. Whether or not there are enemies, you must continue exploring until you find an indicator. There may be several for the same place.
When an indicator makes you leave a location, you can put away the game elements related to the current location (tiles, tokens, etc.).
If a hero has 0 Life Points at that moment, they regain one Life Point (prioritising the transformation of a Damage into a Life Point).

▶ 10. OTHER EFFECTS

PULL AND PUSH

Pull   Pull or Push   Push

This effect allows you to pull or push an adversary one space.
The direction of the movement is a straight line in relation to the person who triggers the effect (diagonally first, then orthogonally).

> Don't forget, a hero that is Engaged in Combat loses their Free Movement. If they disengage later in the turn, they don't get it back.

Example: This Weapon card has a Special capacity that gives an additional Damage and Pushes 1 space (these 2 effects happen every time a Special side is rolled).

The hero rolls the dice for this Attack (first Attack line of this Weapon card) and gets this result ①.
It is a Special side. A Damage ②, is added to this Attack, and the possibility of Pushing the enemy ③.

The enemy takes the 2 Damages ④ from the Attack, then the hero pushes the enemy 1 space to the right. ⑤

Just before the icon, it shows across how many spaces these actions are possible.

Here, the effect is possible up to 2 spaces.

For the Push or Pull icon 🗲, it's up to the player to determine the direction.

DETAILS

A character that is pushed or pulled against a blocking obstacle (or the edge of a tile) takes 1 automatic Damage (with no possible defense) per space he should have moved. Same goes if the obstacle is another character, who does not move or take any Damage. Hindering obstacles can be crossed and don't have any other effect.

An enemy pulled or pushed into a Rift zone is eliminated as though they fell into it (see Rift Zones, p. 41). The heroes become unconscious and swap their Initiative token and their miniature (by placing the miniature on the closest space to the rift).

Example:
In this configuration, the enemy can push the hero one space ①. The hero can't move because of the Blocking Obstacle, so he takes 1 automatic Damage ②.

Another example:
In this situation, the hero can pull the enemy ③ one space (diagonally, in this case). The enemy cannot make this move, because the space is occupied by the hero. The enemy takes 1 automatic Damage ④.
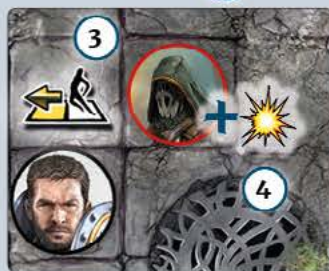
LONG REACH ATTACK

A character with a Long Reach Attack can perform a Melee Attack on an adversary who is either adjacent or 2 spaces away from them (not both). The attack can pass over another character with no penalty, but not over a Blocking Obstacle.
Note: The Outnumbered bonus applies.

SPECIAL WEAPON EFFECTS

CHOICE AND ACTIVATIONS

The Attack and Defense lines can propose multiple actions or choices to make. They can be passive, with or without additional activation costs, or even require certain elements to be available.

Here, the line cancels a Defense die and, by using an Aura token, you may apply this effect on one of the indicated Areas.

In this situation, the line cancels a Dodge die and if an enemy is eliminated by this Attack, the hero reactivates 2 Aura tokens.

By using an Aura token in this case, the hero gets 2 Shields.

BONUSES

Some Attacks and Defenses have bonuses

Once all the Action is resolved, the hero can move one space in the direction they wish.

Some Weapon cards have a counter-attack effect in their Defense. When an attack is finished and resolved, apply these effects even if the attack was cancelled.

This is a counter-attack. If a Defense Special side is rolled, once the action is resolved the enemy that attacked the hero takes 2 automatic Damage with no possible defense.

AREA EFFECT

Examples of Area Effects

Weapons with an Area Effect target all adversaries in the Area. Roll the Attack dice once. The result of the Attack will be against the defense of all adversaries in the order of the players' choice.

> These attacks don't have a geographical reference point, other than where they start from, so it is possible to use them in all directions, orthogonally (turned 90° or 180°). **Area Attacks only hit adversaries, never allies.**

The hero decides to use the first and last Attack lines on their Weapon card.

Two enemies are in the Area in question. The hero rolls his Attack on the Area. Each enemy responds by rolling their Defense dice. They have 1 Defense die each.
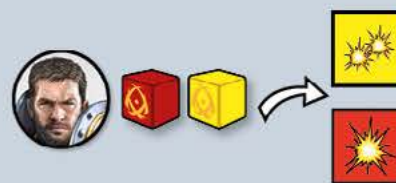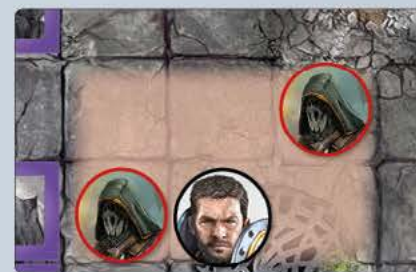
Hero's Area Attack
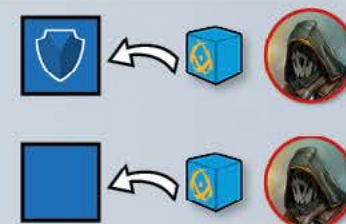
Each enemy's Defense

The enemy can cancel a Damage from the hero's Attack, they only take 2 Damage ①. The enemy ② has no defense, and so takes 3 Damage.

1. SPELL CARDS

Magic is an important element in the world of Malhya it is represented by Aura, which the heroes can manipulate. In addition to Aura tokens that grant them Improvements, heroes can become Mhaÿs, sorcerers capable of casting spells. Enemies can also be Mhaÿs, or use some Aura properties in their attacks and defenses.

> The use of Spells is not mandatory for your adventures.

▶ 1. OVERVIEW

These cards are reserved for heroes with a Mhaÿ Talent. There are two categories of Spell cards, attack Spell cards and classic Spell cards.

Attack Spell cards can only be used by heroes with the associated Talent card, while classic Spell cards have a more flexible use.

Attack Spell cards

Classic Spell cards (12 in total)

> A group of heroes can only have a maximum of 2 Mhaÿs. Once you have 2, no more heroes can get a Mhaÿ Talent.

All the Spells are represented by an ⬤ icon and the 4 Attack Spells also have the ⬤ icon.

Attack Spell

Classic Spell

⚠ Some instructions only concern the 4 Attack Spells

When you come across these icons (in the booklets or on the Talents), pay attention to which icon is represented, as it may relate to all the Spell cards or only some of them.

▶ 2. CONNECTION WITH TALENT CARDS

There are 9 Mhaÿ Talent cards:

· 4 that represent specialization in one of the Spell schools (this is the first one taken. A Mhaÿ can only master one).

·5 that represent an Improvement of Mastery in the chosen school. The Level 1 Mhaÿ talents are associated with an Attack Spell card.

School card

Improvement card

The Mhaÿ Level depends on the number of Mhaÿ Talent cards they possess.

Example: A hero that has 1 School card and 2 Improvement cards is a Level 3 Mhaÿ.

Mhaÿ Talent → School of the Body / School of Elemental Magic / School of Time / School of the Spirit

The Classic Spells are also associated with these different Schools of Magic. It will be easier for the hero to use a Spell from the same school of magic as the one they already master. In addition to their Attack Spell, a hero will be able to use several Classic Spells.

ACQUIRING A SPELL SCHOOL CARD

When a hero equips a new Talent card (following the rules for a new Talent card), if they choose a Mhaÿ School card (with a single Mhaÿ icon), they draw the associated Attack Spell card. The first Mhaÿ Talent card must be one of the 4 School cards.

Back of a selected Mhaÿ Talent card

School of the Body Talent card equipped

School of the Body Attack Spell

Having these cards means 3 things:

1 From now on, the hero has the aptitude of this School of Magic. It can be useful for Skill checks, as well as the Talent's effect.

2 The hero masters the Attack Spell of that school, which he places face-up next to his Hero board.

Take the 04 Spell card with this Talent card

3 The hero must randomly draw a Classic Spell card (in addition to the Attack Spell already acquired) and place it next to their board.

EXCHANGING AND IMPROVING

It is possible to exchange your Spells during the adventure. This option will be offered to you in the chapters of the booklets, during various events, or encounters. When this option is presented to you and you are able to do it, you can only exchange Classic Spell cards ⬤. Attack Spell cards cannot be exchanged or discarded.

If you lose the Talent card corresponding to a Magic School Spell card, you also lose the Attack spell.

⚠ Improving a Mhaÿ Talent doesn't mean that a hero can draw a new Spell. It's just a normal Talent Improvement.

MHAY TALENT: IMPROVEMENT

These cards (with 2 Mhaÿ Talent icons) are acquired when a hero obtains a new Talent and chooses a Mhaÿ Talent (provided they already have a Mhaÿ School Talent):

Like the other Mhaÿ Talent cards, they allow you to draw a random Classic Spell to add to the other Spells you already have.

There is no limit to the number of these cards per hero.

▶ 3. SPELL TYPE OVERVIEW

FIRST TYPE: SPELL WITH SKILL CHECK

This type of Spell requires a skill check to be cast. This is often the case with Attack Spells.

(1) Reminders: Spell card, Attack Spell, School and name of Spell.

⚠ The use of these cards is exclusive to Combat mode.

(2) Spell Range: This spell has a range of 3 spaces

(3) Spell Casting Conditions and Difficulty:
For this Spell, the hero must spend 4 Action Points **(a)** to attempt to cast the Spell (base cost). They get a Skill die per Mhaÿ level they have **(b)** against 2 Difficulty dice **(c)**.
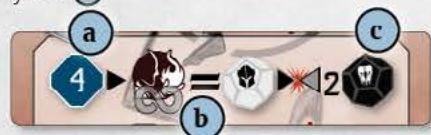
(4) Additional Condition: For each Auratic Shield (see Auratic Defense, p. 66) the enemy has, the Special sides of the Difficulty die turn into Stops (cumulative effect).

(5) Success Effects: Here, each pair of Successes allow you to Pull or Push an enemy one space **(d)**.
Each Success inflicts 1 Damage **(e)**.

(6) Stop Effects: Here, for each Stop, the hero has to immediately spend 1 Action Point.

(7) Spell card number.

CASTING A SPELL OF THIS TYPE

Unlike a traditional Skill check, the cost is, on the one hand, scalable, but on the other hand, it can determine the failure of the casting of the Spell. In fact, the cost is spent as the check progresses, while the result is applied only at the end, and only if the check has not failed.

- The check fails if the hero cannot pay a cost (Action Point, Aura tokens, etc.).
- The check is successful if the hero pays the requested cost and ends their check. In this case, the accumulated Successes allow them to trigger the Success effects as many times as they wish (up to the number of Successes rolled).

GAMEPLAY

Step 1: The hero pays the base cost.

Step 2: The hero rolls the dice.
- If one or more Stops are rolled, the hero must immediately pay the additional cost. If they cannot, the Spell's casting fails. End of check.

Step 3: The hero decides to continue or stop the check.
- If the hero continues, they perform Step 2 again.
- If the hero stops, they can use the accumulated Successes to trigger the Success effects of the Spell.

NOTES

- A Spell requires a Line of Sight to the target(s).

- Apart from Auratic shields 🛡, (see Auratic Defense, p. 66), enemies have no defense against Attack Spells (damage is not defended by conventional shields).

- Spells can be cast on an adjacent enemy and/or an engaged target without penalty.

- Spells pass through allies, enemies, and Hindering Obstacles without penalty.

- As it's not a Melee Attack, it does not benefit from an Outnumbered bonus.

ANOTHER EXAMPLE OF A SPELL WITH A SKILL CHECK

(1) Reminders and Mode: Classic Spell card that can only be cast in Stealth mode.

This spell can only be used in Stealth mode

(2) Spell Range: 3 Spaces

(3) Spell Conditions: Here, the base cost is 1 Action Point. Each Mhaÿ level (number of Mhaÿ Talent cards) gives 1 Skill die, against 1 Difficulty die.

If the hero Masters the School of the Body (possible with a Spell of that School already mastered), the Special sides of the Skill dice equal a Success.
2 Successes allow you to move a Corpse token one space within the range of the Spell.
A Success allows you to increase the range of the Spell by 1.
Each special side of the Difficulty die increases the Threat by 1.
Each Stop requires you to spend 1 additional Action point.

(4) Like Talent cards, some Spells grant passive effects. Their effects are permanent.
Here, the hero will have an additional Success for each Special side obtained during a skill check requiring a Strength skill.

⚠ This effect applies at all times from the moment when the hero gains the card.

SECOND TYPE: SPELLS WITH EFFECTS

Other Spells don't require Skill checks to be cast. As long as the requirements for the Spell are met, the Spell works.

(1) Reminder: Spell and Mode

(2) Range and Cost: This one has a range of 3 and a cost of 2 Action Points

You can only use this Spell in Combat mode

(3) Reduction:
If the hero masters this school of magic, this Spell will cost 1 Action Point less.

(4) Spell Instructions: Each Spell is different and has its own specifications.

For most of these Spells, the passive effects end when the hero leaves the board.

A hero within range gains 4 Initiative next turn.

That hero places a 🔲 of their color on this card (only one cube can be placed on this card).

The hero's cube is **discarded** after the next Initiative phase or when the group leaves the board. 05

▶ 4. CASTING A SPELL

Spells can be used during Combat and Stealth modes. They all have their own instructions for use, actions to perform, or Action Points to spend.

STEALTH MODE

Regardless of the type of Spell, casting a Spell in Stealth mode does not count as an Action on the Stealth board. Therefore, do not roll a Stealth die when all the Actions have been carried out.

COMBAT MODE

In Combat mode, you can use a Spell at any time on your turn, as long as you have enough Action points.

HEROES WITH 0 LIFE POINTS

When a Mhaÿ hero loses their last Life Point, Spells they are casting (with effects still underway) end immediately. The effects of the Spells that have already been applied are not cancelled.

▶ 5. SPELL CASTING EXAMPLE

The Yoktal has the attack Spell 'Wilt' which comes from his Talent card. He has mastered the School of Time ⏳. He has also drawn the Spell card 'Incandescence'. On his turn, he can decide to cast a Spell. For this to happen, the conditions must be met.

Withering

FIRST SPELL

(1) In Combat mode, the Yoktal casts his 'Wilt' Spell at the enemy because they are in the Spell's range (a). He spends 3 Action Points (b).

> The Yoktal does not have any adjacency bonuses despite the presence of the Ancient One, because this rule does not apply with Spells.
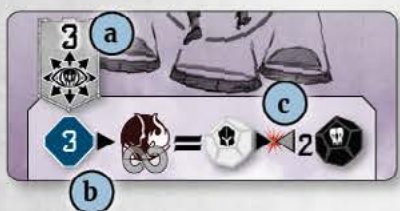
(2) He rolls 1 Skill die (because he only has 1 Mhaÿ Talent card) against 2 Difficulty dice (c). The result is positive for the hero, with more Successes than Stops (d).

Hey can roll these dice as many times as he likes, but he prefers to stop because he doesn't want to risk rolling a Stop, which would have consequences.

This spell is resolved and the Success is transformed into 1 Damage, which is immediately applied (e).
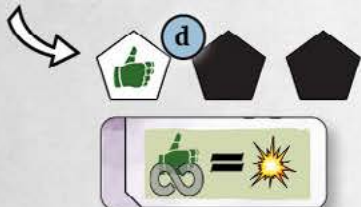
SECOND SPELL

(1) The Yoktal decides to use the 'Incandescence' spell next on the Ancient One because she is in the Spell's range (f). The Yoktal spends their 3 remaining Action Points (g). He doesn't master the School of Elemental Magic, and so doesn't benefit from the reduction (h).

Incandescence

A hero in range **places a** 🔲 of their color on this card (no more than 1 cube on this card)

The hero **adds** ☀️☀️ to their **melee attacks** *if they do a minimum of one* ☀️ *to the target.*

The **spell ends** *when the group leaves the board.* **Discard** *the cube.*
15
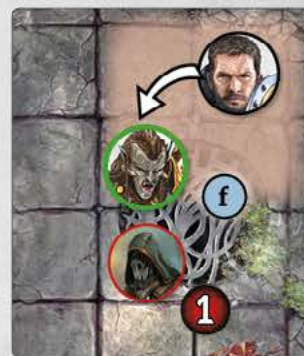
(2) The Ancient now has a Melee Attack bonus until the group leaves the board (as indicated on the Spell)

▶ 6. AURATIC DEFENSE

ENEMY SIDE

The enemies' Auratic shields provide them with protection against the heroes' Spells. This protection is usually expressed by the increased difficulty for the heroes to cast this type of Spell. The effect of the protection is indicated on the Spell card. The effect is cumulative depending on the number of Auratic shields.
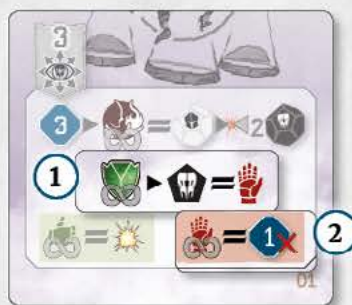
(1) Here, each Auratic shield adds 1 Stop when a Special Difficulty die face is rolled.

(2) Each Stop costs the heroes 1 additional Action Point. If they can't spend it, they fail to cast the Spell.

Example:
The enemy the hero casts the Spell at has 2 Auratic shields as their defense. After rolling the dice for the Spell, the hero rolls this result.

Each shield triggers this effect. 2 Stops have therefore been rolled (because of the 2 Auratic shields in the defense).

This Spell will cost the heroes 2 additional Action Points, increasing the cost from 3 to 5 Action Points. He still has his 6 Action Points, so he still has enough. He casts the Spell.

HERO SIDE

Enemies can have Ranged Auratic Attacks, represented by this icon. These attacks behave like conventional Ranged Attacks (requiring a valid Line of Sight, etc.).

If a hero has an Auratic shield (due to their defense, Talent cards, etc.), they gain, in addition to their usual defense, one Dodge die for each shield they have, with a maximum of 3 identical dice per roll.

2. SPECIAL SCENARIO CARDS

Some of these cards have effects, so don't forget to note them down on your Save sheet.

▶ 1. GEAR CARDS

Cards with this icon represent gear. The group can only have one Gear card at a time.

If the group picks up another Gear card, they must choose one and discard the other.

It is placed in the play area and applies to all heroes

> ▶ If enemies from 01 to 06 are present, once per turn a hero may cancel a ⚀ die result after rolling.

▶ 2. STATE CARDS: SICKNESS, POISON, AND AURATIC ACCIDENT

Poisoned
A poisoned hero places a cube of their color on the card and suffers the effect:

▶ None of the special sides of the Skill dice are activated.

▶ Heal the hero:

Illness
A sick hero places a cube of their color on the card and suffers the effect:

▶ Place a cube in the leftmost free space of the Action points.

▶ Heal the hero :

Auratic Accident
A hero who has been the victim of an Auratic accident places a cube of their color on this card and suffers the effect:

▶ Aura points can no longer be used.

▶ Heal the hero:

These cards represent a hero's state. Depending on your adventure, each hero can get sick, be poisoned, etc. The group applies the effect of each card to the heroes concerned. The effect is active as long as the hero or heroes are not treated.

⚠ Some effects are cumulative, so your hero's state could worsen.

Each card indicates the effect to apply and the way to heal them. They can all be healed in a village (see Focus: Village, p. 28).

To heal from a Poison card, the hero must discard 2 Plants of their choice (1) or spend 2 Gold Coins when they are in the Village (2).

▶ 3. RULE CARDS: TARGET, RARE RESOURCES, AND TURN TRACKER

These cards add additional rule elements when they are in play.

TARGET CARD

Target
Once the target has been chosen, place a 🔴 on the Interest token that represents it.
The target is now considered an unengaged hero for enemies.
If an enemy is engaged with the target at the start of its turn, or if it suffers a ranged attack that does at least 1 Damage, the target is defeated.
Discard the 🔴, the Interest token, and this card.
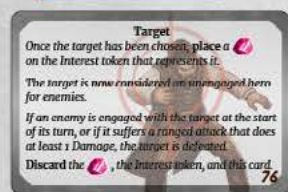
This card turns a character into a target, giving them an additional Combat rule (see Combat mode) to take into account. Often, it is a character from outside the group that you will need to protect.

RARE RESOURCE CARD

Rare Resources
Cubes placed on this card are Rare Resources. You can sell them when you encounter a merchant or a buyer.

This card allows you to transform resources you have earned and collected. They gain a value and can be sold when the heroes encounter a market (see Market, page 69) or a dealer who wants to buy them.

Selling Market Icon

TURN TRACKER CARDS

Turn-tracker
At the end of a complete game turn, move the ◉ one space in the direction of the arrow. Discard both cards when you leave the room.
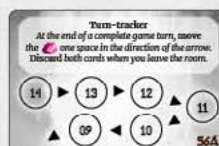
Turn-Tracker cards allow you to create a countdown and keep track of game turns in certain situations. The rules for setting them up will be explained whenever you need them. You will place a crystal on them, which will move at the start of each new turn.

As soon as the crystal reaches the symbol to the right, check if an associated effect is indicated in the play area (usually in the Exploration booklet) and apply it immediately.

symbol, last space

⚠ Always use the 2 cards to always have the 2 levels.

▶ 4. BONUS CARDS: AURA STONE AND EMPEROR BEETLE

There are multiple copies of these Scenario cards. They can be bought or sold at the players' discretion. They have permanent effects as long as the conditions are met.

AURA STONE CARD

Aura Stone
▶ Take a random Spell and place a cube on it.
A hero may discard the Aura Stone to cast the spell as though they had 3 Mhaÿ Talents and were Masters of the spell's school.
Then discard this card.

This card allows any hero, even if they are not a Mhaÿ, to cast a Spell.
When you get this card, draw a random Classic Spell card and place it next to the Scenario card in your play area, then place a cube on it.

This Spell is now accessible to any hero. The Spell can be cast as if the hero were a level 3 Mhaÿ (3 Mhaÿ Talent cards) mastering the Spell school associated with the Aura Stone

If you cast the Spell, make sure that the conditions are met (game mode, Line of Sight, range, Action Points, etc.). Once cast, whether successfully or not, the Scenario card and the Spell card are reshuffled into their respective piles.

If you decide to sell the Scenario card (see Market, page 69), the Spell will be discarded at the same time.

EMPEROR BEETLE CARD

Emperor Beetle

Place 3 ⬤ on this card when you gain it.
Any hero may use it.

When an Aura token is used, discard it. ✗

When there are no more Aura token on this card, discard it.

77Δ

The Emperor Beetle card works like an Aura reserve. When it is brought into play, place 3 Aura tokens on it from the reserve. Any hero can choose to use these Aura points instead of using their own.

Once the token is used, it returns to its reserve.

▶ 5. GAME MODE CARD

The game is considered to be in "normal mode". Scenario card 73 allows the game to be made easier or more difficult by changing certain rules, when it is brought into play according to the group's choice. These rules take precedence over the other general rules of the game.

Front: Easy mode

Easy Mode

▶ 1 fewer Upgrade token on Enemy cards during combat.

▶ Draw 1 fewer Action card to move enemies.

▶ When you perform a check, the special sides are considered Successes.

73

Difficult Mode

▶ Add 1 Upgrade token on each enemy card during combat.

▶ All special sides on Stealth dice give ∨ ∨ as well.

▶ All your checks require 2 more Successes.

73

Back: Difficult mode

It can be used in the middle of a game and removed in the same way. However, you cannot change mode during an action and during Stealth and Combat modes.
It is also possible to use only some of these effects.

3. DUNGEONS

▶ OVERVIEW

During your adventures, you will explore dungeons. To do this, you will use a Dungeon tile. The tile's number is indicated at the bottom.

▶ **Take** *Dungeon tile 19.*
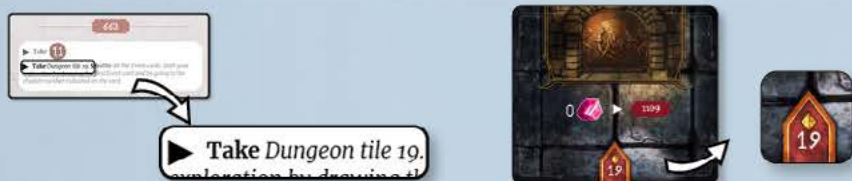
Example: This chapter of the Event booklet tells us to take Dungeon tile 19

To explore the dungeon, the tile must be associated with an Event card (in the same way as generating an event in the Travel phase). But here, instead of looking at the weather, it's the mode in which the group of heroes enters the room (Stealth or Combat) that is checked to correctly orient the Event card. Then it is slid under the Dungeon tile

Non-Stealth side

Stealth side

The tile and the associated card create a Chapter entry, so players must consult the Event booklet to continue their adventure.

Example: The group is in Stealth mode ①, so the Event card is paired and slid under the Dungeon tile ②. The pair of numbers created is the chapter where the heroes must go ③.

When a new Event card is paired with the Tile, you must discard the previous card and replace it with the new one, always checking the mode the heroes are in at that moment to orient it correctly.

CONSEQUENCES

Two of the Dungeon tiles have a consequence written on them. Once you have reached the required number of crystals, go immediately to the corresponding Chapter, regardless of the stage of your adventure.

Once you have reached the indicated number of crystals, go to this Chapter.

4. OTHER ELEMENTS

▶ 1. THE MARKET

The booklets will give you the opportunity to create market stalls where you can buy or sell equipment.

ⓐ **MARKET SIGN**

ⓑ PURCHASE SECTION

This part of the table is reserved for the various purchases you can make. Draw cards from the relevant piles and place them in full view of all players. You can then buy what interests you by spending the Gold Coins 🪙 indicated on the card.

The items making up the stall are accompanied by a number indicating how many cards of the same type will be presented.

Here, 4 Common objects

The entire Basic Weapon card deck is always available face up for sale. Place it with the other options.

ⓒ SALE SECTION

Unless instructed otherwise, heroes also have the option of selling their equipment at half its value (rounded up).

The markets may also offer other game elements besides equipment, such as resources, for example. In addition, buying and selling are not always available, and only one of the two options may be accessible.

Buying and selling take place in the order desired by the players. So you can sell equipment before buying it.

► 2. SWAPPING BETWEEN HEROES

GENERAL RULE

The two heroes concerned may exchange as many items as they wish, with no restrictions on the nature of the items exchanged (resources, cards, etc.). The only condition is that they must be in the appropriate phase.

Note: An equipped Artefact cannot be exchanged, as this would be the same as unequipping it and therefore discarding it.

Any element that cannot be placed in its allocated space on a board (Knapsack or Hero) is discarded.

In all cases, an exchange is not possible when one of the heroes concerned is in action (Attack, Movement, Skill check, for example).

OUTSIDE OF EXPLORATION PHASE

The heroes can exchange resources and equipment as much as they like, with no constraints.

EXPLORATION PHASE

The exchange is only possible between adjacent heroes and allows as many elements as desired to be exchanged in a single action. In this case, the hero whose turn it is must spend 1 Action point.

In all cases, an exchange is not possible when one of the heroes concerned is in action (Attack, Movement, Skill check, for example).

SURPLUS

During the exploration phase, any **Equipment** (Object cards, etc.) acquired that is too much for the hero to keep is "placed" on the ground. Place them in a pile on the edge of the board with a cube on top. Also place a cube of the same color on the space where the Equipment was left. This does not cost any Action Points.

A hero on this space can recover as much Equipment as they want, by spending an Action Point, if they have space for it. As soon as there is no more Equipment or the heroes change location (see leaving a location), discard the cubes and any remaining Equipment.

If there is no space (or tile), the surplus is lost immediately.

Icon glossary
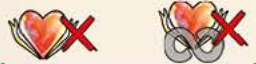
These icons are arranged by category, according to how often they appear. However, it is possible to find them elsewhere in the game.

Organization

Adventure booklet	HEROIC Version Element	Current Chapter of the Adventure Booklet	Event booklet Chapter	Event booklet Entry	Continue to the next Chapter
Hidden number found	General game rule Instructions/Skill checks	Instructions indicating the beginning or restart of the journey	Instructions associated with Stealth mode	Instructions for check failure/Extreme Stealth mode/Combat mode	Instructions for check Success/Normal Stealth mode
Instructions associated with the Market					

General

LIFE POINTS, AURA, DAMAGE, GEMS

Life Point	Lose 1 Life Point/ all Life Points	Gain 1 Life Point (heal)/ all Life Points	Aura Token	Lose 1 Aura token/ all Aura tokens	Reactivate 1 Aura token/ all Aura tokens
A Damage	All Damage	A Wound	All Wounds	A Shock	All Shocks
Transform all Shocks to Life Points	Cancel the Effect of a Shock	Auratic Defense	All Auratic Defenses	Cancel Auratic Defense	Gems on Action cards

ACTION POINTS, INITIATIVE, MOVEMENT

Action Point, 'value' of the asked/proposed action	Discard some Action Points/ All Action Points	Recover some Action Points	'Increase' or 'Decrease' of the number of Action points needed	Movement and Light Movement	Lost Movement
Initiative	0 Initiative	Lost Initiative	Sacrificed Movement		

HEROES AND THEIR UPGRADES

Heroes' emblems

HEROIC Heroes' emblems

Temporarily add an extra value to a characteristic

Leveling up

Talent Card / improving a Talent

CHARACTERISTICS, ABILITIES, TALENTS, SCHOOLS OF MAGIC

Any Characteristic, or the one required by the instructions

Strength

Dexterity

Perception

Intelligence

Knowledge

Characteristic Reminder Flag for Skill checks

Vigilance

Demolition

Balance

Climbing

Alchemy

Camouflage

Charisma

Mechanical

Swimming

Knowledge and Legends

Any Characteristic

Crafting

Power

Familiar

Flying Familiar

Rogue

Scholar

Ranger

Mhaÿ

Warrior

Apply instructions for all Talents of this Class

School of Time

School of the Body

School of the Elements

School of the Spirit

DICE AND THEIR SIDES

Black and white Stealth die

Black Stealth die sides

White Stealth die sides

Skill die

Difficulty die

Reroll the die

Cancel a Difficulty die roll

Special sides of Difficulty and Skill dice

Attack die

Power die

Dodge die

Defense die

Special sides of the 6-sided dice

Dodge side

Cancel a die roll/of all all dice of the same type

Cancel the Special side of a die (after rolling)

SKILL CHECKS

Type of Check: Solo, Individual, or Group	Success	Stop	Success token	Discard a Success token	Stop token
Cancel a Stop	Reroll a die with a Success	Reroll a die with a blank	For 'X' Successes, apply the consequences	For 'X' Stops, apply the consequences	Potential change to check's difficulty following a condition
Possible conditions for a change in a check's difficulty (here, a hero's level in a Characteristic)		For each Gem or pair of Gems, etc. apply the consequences	Lockpicking. Requires a key or a lock-pick.	Discard the Key or Lock-pick cube used for Lockpicking, in all cases	For Heavy Equipment, for each piece or pair of Heavy Equipment, etc. apply the consequences

GAME MODES, STEALTH BOARD

Stealth Mode (general)/ Leaving Stealth Mode	Standard and Extreme Stealth Mode	Combat Mode	Alarm	Threat Track	Threat Icon
Leaving Stealth Mode triggering an Alarm	Decrease Threat	Increase Threat	Action card/ Discard Action card	Action card draw deck exhausted	Stealth mode Melee Attack
	Stealth Ranged Attack	Enemy Vision	Result of Threat icons, regardless of the dice that produced them (white or black)		

CUBES

Any cube of this type regardless of color (shown, Potion)	Discard any cube/ all cubes of this type (shown, Poison)	Any cube of any color	Discard any cube/ all cubes	A cube of the hero's color	Discard a cube belonging to this hero/all the cubes of this hero
	A cube of a type (plant) and a color (purple)	Discard a cube of this type (shown, a red plant)	Discard all or some cubes of this type and color (following the instructions)	Auratic Material cubes: Metal (red), Wood (green), Leather (yellow)	

Hexes corresponding to the Region board

Terrain types

Times of day and night corresponding to the Travel board

Flip the Weather token to its bad weather/ fair weather/ other side

Day and Night cards

Village side of Exploration Wheel

Tavern side of Exploration Wheel

Market space of Exploration Wheel

Travel token

Discard 1/ all Travel token(s)

Travel card: Gain Travel token following a condition (terrain or time of day)

Travel card: Either take the Travel token, or go to the Village

Harvest side of Exploration Wheel

Crafting card

Rest card: Inn and Campfire sides

Group moves to an adjacent hex

Random group movement to an adjacent hex

Group token

Place, move Group token

Titan token

Move Titan token

Scenario card: 'Titan Attraction'

Close the current booklet and/or start a new Entry

Token-specific

Scenario tokens

Any Scenario token

Discard all Scenario tokens

Discard this Scenario token (shown, 4)

Damage tokens (regardless of value)

Damage tokens values 1 and 3 (respect the value)

Discard 1/ all Damage token(s)

Crystal

Discard 1/ all Crystal(s)

Interest token

Discard 1/ all Interest token(s)

Do not place this Interest token

Noise token/ Place a noise token

Initiative token/ Place your Initiative token

Corpse token

Place an Open/ broken Door token

SCENARIO

Scenario card	Gear card (max. 1 for Group)	Discard Gear card	Cancel Gear card effects	Scenario card icons (unique for each Scenario card that has it)

Discard the Scenario card with this icon (shown, 'h')	Take, apply any effects of a Scenario card	Discard this Scenario card	Discard the Scenario cards	Do not use this Scenario card (following a specific instruction)	Discard a plant of your choice during a Campfire (Rest card usage)

Discard 5 Gold Coins by going to the Village (Exploration Wheel usage, additional action)	Use the Inn side of the Rest card or spend 5 Gold Coins in the Village (Exploration Wheel usage, additional action)

ACTION

If an enemy is on the Invocation token	Enemy Movement (shown, 2)	Movement allowed in all directions	Place a Vigilance token	Direction of Vigilant enemy Movement	Direction of enemy Vigilance

Treasure and Search	Position of North (location reference) AND direction of random movement on Region board	Each Corpse increases Threat by 1	Gems
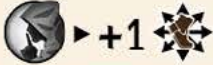
PEOPLE

When moving up a Level, add a value to this Characteristic (shown, Strength)	Temporarily add an additional value to a Characteristic	Add a die to the Attack, and an extra Damage	Add a die to the Attack if not Ranged	Add a die to Defense and 2 automatic Shields

	Cancel all Stealth dice rolls (black ones as well) for 1 turn of the player in Stealth mode

All Movement becomes Light Movement	Cancel the effects of all the hero's Heavy Equipment	Add a value to Movement or Initiative	Copy the Talent of another hero (not Spells or Schools of Magic)	Cost of all purchases at Market are reduced by 2 Coins (minimum cost is 1 Gold Coin)

During collection phase, the Group draws 3 additional Action cards.

An Object, Common and Rare	A Weapon, Basic, Common, and Rare	An Object/ Weapon of any type (Common and Rare)	Discard a Weapon/ all Weapons (of any type, Common or Rare)	Discard an Object/ all Objects (of any type, Common or Rare)	Discard a Weapon/ all Weapons of this type (shown, Basic)
Discard an Object/ all Objects of this type (shown, Common)	Quality indicator	Ranged Weapon	Additional Action Point value to add	Cancel a Shield/ all Shields	Special side activated if in Melee Attack, not Ranged Attack
Attack possible even in presence of Blocking Obstacles (only touching, not passing through)	Movement of 1 space	Push 1 space	Melee Distance Attack of 2 spaces (only 1 space targeted)	Zone affected by 1 Attack	Allows you to create an angle in your Attack (explained further in Weapon QR code)
Counter-Attack on an enemy, who suffers 1 or 2 automatic Damage	An Artifact	Discard an Artifact or all Artifacts	Artifact types (ring and amulet)	An Armor	Heavy Armor (Armor with a Heavy Equipment icon)
Cancel effects of Armor	Discard an Armor	Discarded Object: Harvest will be 4 additional Action cards	Armor Power: Reroll a white Stealth die in Stealth Mode	Armor instructions: If the hero is unconscious the Armor is discarded (without applying bonus)	Possible Armor defenses: Use a die OR discard the Armor to produce a Dodge result

In Stealth mode, this enemy cannot be targeted with a Ranged Attack	In Stealth mode, this enemy cannot be attacked with Ranged or Melee Attacks	In Stealth mode, this enemy moves one more space than is indicated on the Action card	In Stealth mode, this enemy can see one space more than is indicated on the Stealth board	In Stealth mode, this enemy can see one space more than is indicated on the Stealth board AND moves one more space than is indicated on the Action card
In Stealth mode, this enemy cannot be targeted with a Ranged Attack, and a Melee Attack costs 2 additional Action Points		In Stealth mode, as soon as this enemy enters Vigilance, place 2 Vigilance tokens (the second mirrors the first indicated by the Action card)	Give 1 additional Improvement token	Cancels Push and Pull effects
Pull all the way (until the target is adjacent to the Attacker)	Engaged Character icon	During Movement, the enemy targets the closest Engaged hero first	Affected area in 1 Attack	The Attack affects all spaces adjacent to the targeted hero	Ranged Auratic Attack
No Initiative for next turn	No Movement for next turn	All heroes	The hero involved in Attack or Defense	All enemies	Enemy symbols

This hero does not lose their Free Movement if adjacent to an enemy

In Stealth mode, this hero can move Corpse tokens 2 spaces instead of 1

Sacrifice all Free Movement to gain associated bonus

Discard 3 Resources of the same type (any color) to gain one of the same type (shown, Plants)

The value of a Lockpick for Lockpicking changes (here, a purple Lockpick equals 3 Stops)

For 6 Action Points, cancel a Threat symbol on a Stealth die

Unavailable Action with Ranged Attack, only possible with Melee Attack

Cancels the effect of a Heavy Equipment in Skill checks and Stealth board effects (is not equivalent to an Encumbrance value)

Move a Corpse token

Move at least 3 spaces in a straight line toward an enemy to have access to an associated bonus

Draw 2 additional Action cards for Group harvests

Gain extra Potion spaces (as defined by the Talent Improvement)

For 1 additional Action Point in Stealth mode, you can touch/pass through Hindering Obstacles for your Ranged Attacks

Cost reduction for Stealth mode Attacks

Skill die Special sides are activated and give 1 or 2 Successes

In Melee Combat, if another hero is adjacent to the same enemy the hero with the Talent gets the associated bonus

Discard 2 Travel tokens and use an Aura token to move in Bad Weather (instead of 3 Travel tokens)

When Crafting, gain an additional Resource of the same type for a created Resource (show, Arrows)

The hero is considered to Master all Schools of magic when using their Spells (counts for Skill checks)

When this Talent card is acquired, also gain the associated Attack Spell

When using an Aura token, regain 2 Action Points (once per turn)

This Attack Spell has a range of 3 additional spaces from now on

Draw a random Spell card when you gain this Mhaÿ Talent

The Action Point cost for casting this Spell is reduced by 1

When the Group leaves Combat mode, the hero reactivates an Aura token

For each pair of Damage inflicted by this Spell, the hero gains 1 Heal

This Spell does not require Line of Sight to work (ignore Obstacles and Walls. The latter do not count as spaces)

You can add a second Non-Equipped Weapon card

The value of elements sold at the Market by the Group increases by 1 Gold Coin

Ranged Attacks in Combat mode are no longer subject to penalties when the Line of Sight passes through a Hindering Object

Event card icons

Use only if one of these triangles is checked

Spell card

Attack Spell card (associated with a Talent card and a School of Magic)

Spell Range (shown, 1 space)

Noise token Movement

Blank Improvement token (effect of 'Disturbance' Spell)

EXPLORATION BOOKLET AND DEPLOYMENT BOARD

Exploration booklet Chapter

North indicator of explorable Location

Interest token to be placed, associated to a Chapter number

Names of tiles to be used to make the explorable Location

All heroes are unconscious

All enemies have been eliminated

All enemies of this type are eliminated

This specific enemy has been eliminated

Turn-tracker Scenario card icon

Hero Deployment spots on explorable Location

Invocation tokens

Any Invocation token/ discard any Invocation token

Discard this Invocation token/ Do not place this Invocation token

Place a number of identical Invocation tokens, the number indicates which one the instructions require

Access tokens

Do not place this Access token

Place a number of identical Access tokens, the number indicates which one the instructions require

Start point and Finish point

A Broken Door and/or an Open Door token is to be added during Location setup

No Improvement token or Cancellation of the token's effect

Cancellation/Prohibition of Ranged Attacks or Spell use

Improvement token Special side

Life Points in an enemy's zone per Group member

When there are no Life Points in the zone/ for this enemy/ this creature, apply the instructions

As many heroes as desired in this zone

GOLD COINS AND MARKET

Gold Coin

Price, the 'X' being a value

Discard the number of Gold Coins indicated

Discard one or all Gold Coins

Each time this much is spent, apply the consequences

Reduction or increase of price by the indicated cost

Half price of the indicated cost

Market icon

Purchase and sale

PLAYER BOARD, KNAPSACK,
CUBES AND CRYSTALS,
LARGE MINIATURES

LABOITEDEJEU.FR/MALHYA

MINIATURES

TILES, TRAVEL BOARD, WEATHER TOKEN,
INITIATIVE TRACK, EXPLORATION WHEEL

B×5   A×4   C×4

I×2   H×2   Z×6

CARDS, TOKENS, STEALTH BOARD, SAVE
BOARD, EXPLORATION BOOKLET, DICE

HEROIC CONTENT Ⓗ

×2   F×5   G×4   D×3

×5   E×3   J×5

×5

REGION BOARD TERRAIN ZONES

Hexagonal grid with numbered spaces:

7, 19, 300, 500
1, 13, 25, 37
8, 20, 31, 42
2, 14, 26, 38
9, 21, 32, 43
3, 15, 27, 39
10, 200, 33, 44
4, 16, 28, 40
11, 22, 34, 45
5, 17, 29, 400
12, 23, 35, 46
6, 18, 30, 41
100, 24, 36, 47

REMINDER BOARD FOR MOVEMENT AND LINE OF SIGHT IN EXPLORATION MODE

	Blocking Obstacle	Hindering Obstacle	Chasm space	Water space	Shadow space
Passing through Movement	✗	✓ / +1 👢	✓ / +1 👢 (Cannot Stop)	✓ / +1 👢	✓
Touching, Passing Movement	✓	✓	✓	✓	✓
Line of Sight validity	✗	🔭 ✗ Invalid unless adjacent / 🔍 ✓	✓	✓	🔭 ✗ Invalid unless adjacent / 🔍 ✓
Ranged Attack	✗	🔭 ✗ Impossible / 🔍 ✓ Possible + penalty for the Attacking miniature + 🎲	✓	✓	✓

STEALTH MODE GOLDEN RULES

In the shadows, a hero or a Corpse token are never seen, unless they are on a square adjacent to an enemy.

If the alarm is about to be triggered, and only leaving Waiting is the solution to prevent it, the only possible action for the hero is an assassination Action (in Melee or Ranged).

Hindering Obstacles and Shadow cancel Line of Sight unless from an adjacent square.

If, when moving, a hero touches the corner of a space containing an Obstacle or a Zone, there is no additional cost. Only passing through or entering the space counts. Line of Sight is affected if it touches, grazes or overlaps an obstacle, even a corner of a space.

Find details of all cards and the potential game FAQs here.

laboitedejeu.fr/en/malhya-faq

Find any updates to booklets here.

laboitedejeu.fr/en/malhya-livrets