

## GOAL OF THE GAME

Progress through chapters, until you reach an endgame and resolve its victory condition.

Is it a **blocking chapter**? The chapter card will tell you how to advance or to place an exit token.

Have you placed an **exit token**? All explorers have to exit the map tile to advance the chapter.

If **neither**: Activate the chapter space and advance to the next chapter.

## 1 EXPLORER PHASE

- At the start of this phase, place all explorer markers back to their corresponding player boards.
- Reset each explorer's stamina to the maximum number indicated on the explorer card.

### EXPLORER ACTIONS

Move	① per map space	Move in any direction ( <i>diagonal or orthogonal</i> ) to an adjacent, unoccupied passable space.
Use inventory	③	Unequip all of your items, equip any number of main items, then upgrade or augment any number of equipped items. Give any number of items to any adjacent explorers.
Trade	②	You can give and receive any number of items from an adjacent explorer.
Exit map tile	②	Remove your figure from the playing area, skip your turn and your Spawn phase rolls.
Explore new map tile	②	Draw the top map tile and join it with your exploring map tile edge to a direction symbol.
Play active abilities	COST	You can play active abilities from: <ul style="list-style-type: none"> <li>Your explorer card</li> <li>Your bound explorer events</li> <li>Consumable items</li> <li>Equipped items</li> <li>Current chapter</li> <li>Current explorer event</li> </ul>
Open / close door	②	If a door is open ( <i>no tokens on it</i> ), close it by placing a closed door figure on it. If a door is closed ( <i>closed door figure on it</i> ), open it by removing the closed door figure.
Destroy closed door	④	Replace the closed door figure with a destroyed door token.
Activate unlit chapter space	③ 3+	If current chapter is not blocking, and if exit token is not placed on any map tile: <ul style="list-style-type: none"> <li>Flip the current chapter, and resolve its «enters play» abilities.</li> <li>Put a destroyed token on top of the chapter space.</li> </ul>
Activate lit chapter space	①	If current chapter is not blocking, and if exit token is not placed on any map tile: <ul style="list-style-type: none"> <li>Flip the current chapter, and resolve its «enters play» abilities.</li> <li>Flip the light token to the destroyed side.</li> </ul>
Seal spawn space	③ 4+	<ul style="list-style-type: none"> <li>Decrease monster threat by 1</li> <li>If there is a unit on top of it, destroy it</li> <li>Put two destroyed tokens on top of it</li> <li>Resolve light chapter effect (put a light token on a chapter space on your map tile).</li> </ul>
Activate recharge station	①	<ul style="list-style-type: none"> <li>Roll the recharge die</li> <li>Possible results: restore 1 health, restore stamina or nothing happens</li> <li>Put a destroyed token on top of the recharge station.</li> </ul>

## 2 SPAWN PHASE

When you would roll in Spawn phase (*check for every explorer*):



### SPAWN MONSTER

- Draw a card from the monster deck (*If there are no available cards, shuffle the destroyed cards. If there are still no monster cards, increase the monster threat by 1 and skip further steps*)
- Place the monster card at the end of the monster queue
- Note the monster's maximum health value on its card (*You will place wound token for each missing health point*)
- Place the monster figure on the spawn space nearest to you (*If the spawn space is occupied, choose the nearest unoccupied space from that spawn space*)
- Resolve any «enters play» abilities of the spawned monster (*If there are any*)

## GAME ROUND

1 EXPLORER PHASE → 2 SPAWN PHASE → 3 HORROR PHASE → 4 MONSTER PHASE

Explorers act in any order they choose to perform any actions until they run out of stamina or they choose to end their turn.

After an explorer ends their turn, set their stamina to 0 (*if it's not already*).

Activate trap lever	②	<ul style="list-style-type: none"> <li>Attack all units on top of trapped spaces on your map tile for ③</li> <li>Put a destroyed token on top of the trap lever.</li> </ul>
Activate event space	③	<ul style="list-style-type: none"> <li>Restore 1 essence</li> <li>Draw the top card from the explorer event deck</li> <li>Resolve its «enters play» abilities</li> <li>If it is a binding event, place it next to your explorer card, otherwise place the card face up on top of the destroyed explorer event deck</li> <li>Put a destroyed token on top of the event space.</li> </ul>
Activate chest	③	<ul style="list-style-type: none"> <li>Restore 1 essence</li> <li>Draw the 2 top items from any item deck(s)</li> <li>From those 2 cards choose 1. You may either destroy or place it on top of the corresponding item deck</li> <li>Keep the remaining card or give it to an adjacent explorer</li> <li>You can immediately equip kept card as a main item if it's of the item type based on your class: <b>Bruiser</b>: weapon, <b>Gunman</b>: apparel, <b>Mystic</b>: artifact, <b>Crafter</b>: any item type</li> <li>Put a destroyed token on top of the chest.</li> </ul>
Activate workbench	③	<ul style="list-style-type: none"> <li>Draw the 3 top items from any item deck(s)</li> <li>You can swap any of drawn cards with the items from your inventory</li> <li>Choose 1, then keep it or give it to an adjacent explorer</li> <li>Destroy any number of remaining cards, then place the rest on top of their corresponding item decks in any order</li> <li>Resolve <i>use inventory</i> effect for free</li> <li>Put a destroyed token on top of the workbench.</li> </ul>

### UTILIZE THESE MAP ELEMENTS TO YOUR ADVANTAGE:

Exploding barrel	It is a special type of unit that can only be attacked. If the attack roll on an exploding barrel is at least 1: <ul style="list-style-type: none"> <li>Attack each unit adjacent to the exploding barrel for ③</li> <li>Put a destroyed token on top of the exploding barrel</li> </ul> When a unit is pushed or pulled into an exploding barrel, treat it as though it is hit.
Pit	A pit is a special type of passable space. A unit that moves, is teleported to, is pushed or pulled into a pit is destroyed. Mindless monsters will never move themselves into a pit.
Rubble	Rubble is an impassable space that obstructs the line of sight.
Wall	A wall is a type of map space border which separates spaces and obstructs the line of sight.

## 3 HORROR PHASE

At the start of the Horror phase, place all horror markers next to the horror event deck, then:



### INCREASE MONSTER THREAT



## 4 MONSTER PHASE

Monsters play in specific order, based on the monster queue.

Each monster takes its turn to perform its actions until it has run out of stamina, or it can't position itself closer toward the nearest explorer.

### NEAREST EXPLORER

To determine the nearest explorer, count the steps to each targetable explorer on any map tile, avoiding impassable spaces such as rubble and action spaces, but ignoring closed doors and units (*immobile units are treated as rubble*).

If there is a choice between two or more explorers, then the target will be the one:

- With the lowest remaining health
- Determined by the players' choice

### MINDLESS (played in this order of priority) AND SCHEMING MONSTERS

Play active abilities	COST	Monster can play active abilities from: <ul style="list-style-type: none"> <li>• Its bound horror events</li> <li>• Current horror event</li> <li>• Its monster card</li> </ul>
Destroy closed door	4	Replace the closed door figure with a destroyed door token.
Move	1 per map space	Move ( <i>diagonal or orthogonal</i> ) to an adjacent, unoccupied, and passable space towards the nearest explorer.

After playing an active ability or moving for 1 stamina, monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

### SCHEMING MONSTERS (added abilities)

Move	1 per map space	Move in any direction ( <i>diagonal or orthogonal</i> ) to an adjacent, unoccupied, and passable space.
Open / close door	3	If a door is open, close it by placing a closed door figure on top of it. If a door is closed, open it by removing the closed door figure.
Destroy door	4	Scheming monster can destroy open or closed doors.
Activate trap lever	3	<ul style="list-style-type: none"> <li>• Attack all units on top of trapped spaces on its map tile for 3</li> <li>• Put a destroyed token on top of the trap lever.</li> </ul>

### DESTROY MONSTER

If the monster's health points are reduced to 0 or if the monster is on top of a pit space, then that monster is destroyed:

- Resolve any of its «when this monster is destroyed» abilities
- If the monster is destroyed during an explorer's turn, restore 1 essence to that explorer

If the destroyed monster's level is lower than the current monster level, and it is not a level 4 monster:

- Remove its card and figure from the game

otherwise:

- Place its monster card on top of the destroyed monster deck face up
- Set aside its monster figure

### BANISHED MONSTERS

Treat them the same as with destroyed monsters except:

- Explorers won't restore their essence
- Banished monsters are not considered destroyed
- Banishing them will not trigger «when ... is destroyed» abilities

### ESSENCE ⚡

Restore essence by:

- Activating a chest or event space
- Destroying a monster on your turn
- Specific abilities that restore essence

Essence usage:

- Lose 1 essence instead of losing 1 health (*this works even with the cost of active abilities*)
- After your attack roll, or any other attack roll on your turn, you can increase that roll by 1 for each essence lost
- Playing abilities activated with essence
- Seal a spawn space
- Activate an unlit chapter space
- As a contributing explorer

### CONTRIBUTING EXPLORERS

When you would lose essence, other explorers can contribute with losing their essence.

Contributing explorers must be willing and adjacent to you, other contributing explorer or target space (*for example when sealing a spawn space, or activating an unlit chapter space*).

You don't need to lose any of your own essence.

This works even with the cost of your active abilities, your attack rolls, and other attack rolls on your turn.

### ATTACK

For **normal attacks** the blocking attribute is **armor**. For **arcane attacks** the blocking attribute is **will**.

- Roll all and dice which are specified by the ability and add their values
- Add to that result any present effects or lost essence that increase the attack roll
- Subtract from that result any present effects that decrease the attack roll
- If the final result is **equal** or **greater** than the blocking attribute:
  - Attacker hits
  - Blocker is hit
  - Blocker loses 1 health

If an attack would affect more than one unit (*such as trap, or exploding barrel*), only one attack roll is made, the result of which is then applied to all blockers.

### PUSH ⇄ PULL

If target unit is orthogonal to the activating space it moves in a straight line, otherwise it moves diagonally.

An exploding barrel is counted as being hit when a unit is pushed or pulled into it.

If a unit would be pushed or pulled into a trap lever, activate the trap lever.

If the unit is pushed or pulled into the pit space, the unit is destroyed.

Immobile units can't be pushed or pulled.

### ETHEREAL

If unit is ethereal, it cannot be targeted by other units unless they specifically have an effect that enables them to target ethereal units.

Ethereal units can be attacked indirectly using traps, exploding barrels, or other abilities that do not need to target the ethereal unit (*example: attacks that affect adjacent units*).

Monsters ignore all explorers that are not targetable, and do not move toward them.

Units can move through ethereal units, and ethereal units can move through other units.

Regardless, ethereal units are still considered obstacles.

### TELEPORT

When you teleport within some distance, ignore all walls, obstacles, rubble and closed doors to reach the passable destination space.

When you teleport to a specific destination space, use the nearest space of that type on your map tile. If the destination space is occupied or not passable, choose its nearest passable and unoccupied space.

### SWITCH POSITIONS

Switch positions (*figures on the map tile*) between you and the target unit.

### CONTROL MONSTER

When you control a monster, you will control any actions on its turn and treat it as a scheming monster.

You control monsters' movement and playing of its abilities (*you can move it into a pit, or force it to attack other monsters*).

	PASSABLE You can move on it and target through it with either  or	OBSTACLE You can target through it only with	BLOCKS LINE OF SIGHT
Passable space ( <i>including trapped space and pit</i> )	✓	✗	✗
Unit* ( <i>explorer, monster</i> )	✗	✓	✗
Wall, closed door, rubble	✗	✗	✓
Action space ( <i>event space, chest, workbench, recharge station, trap lever, chapter space</i> )	✗	✓	✗
Spawn space ( <i>no tokens on top of it</i> )	✓	✗	✗
Exploding barrel	✗	✓	✗
Destroyed map space	✗	✓	✗

\*Special targeting rules for ethereal units apply.

- melee targeting (*attack adjacent unit/space*)
- ranged targeting (*within range X, blocked by obstacles*)
- ranged targeting (*within range X, ignore obstacles*)
- effect roll (*roll game die, if ≥X resolve effect*)
- counted condition (*each time condition is triggered, place count token on card; if tokens =Y resolve effect*)
- unequip item
- destroy item/unit/bound event
- high attack die
- low attack die
- «enters play» ability
- resolve lasting effect (*reads as "this round"; place marker on the activating card; stacks up to X times*)
- remove marker from *this* card (*lasting effect is over*)