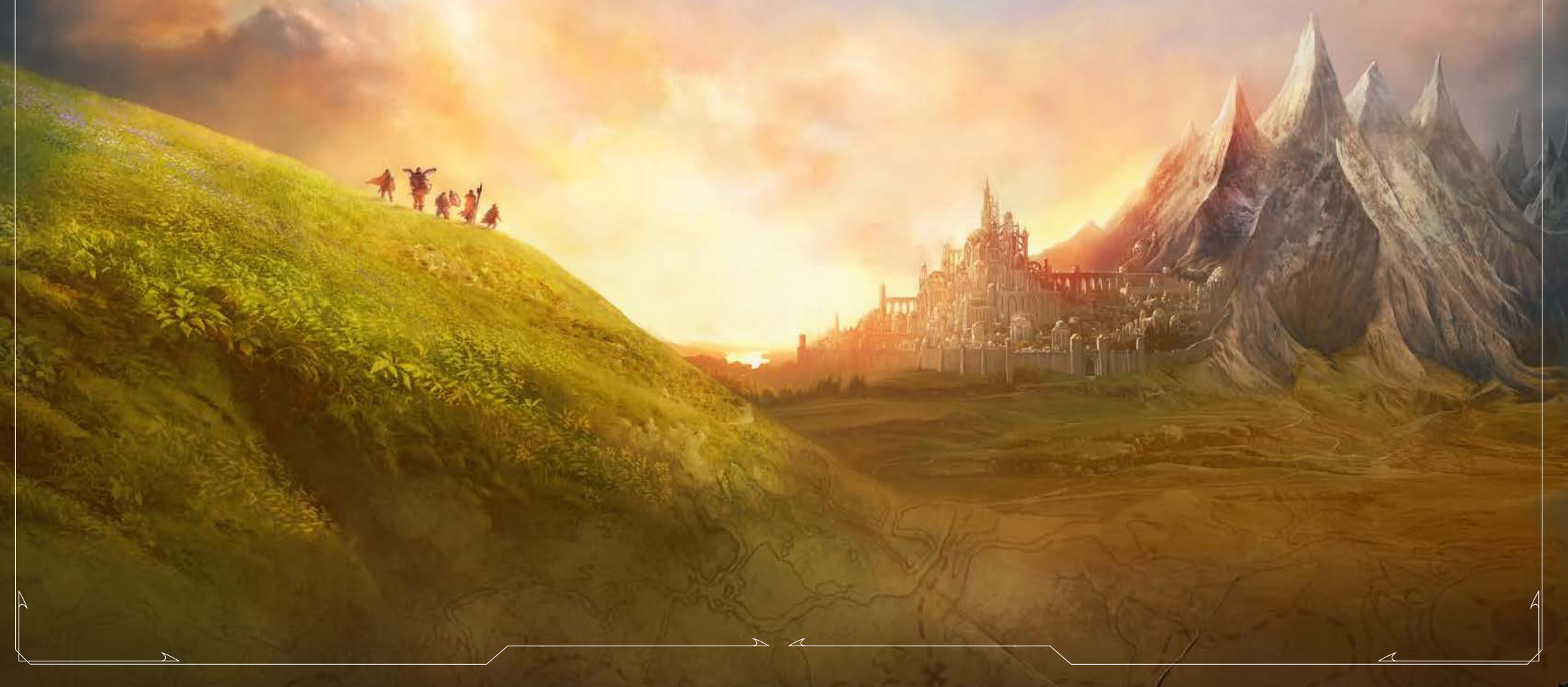


mALHYA

Lands
of Legends





GOAL OF THE GAME

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

You are one of those heroes, a bearer of extraordinary abilities. Mastering the power of the Aura, the energy of the planet itself, you will fulfill missions one by one to thwart the plans of the enemies set in your path.

In this grand narrative adventure game, you will be able to live a complete hero experience. As you explore regions and dungeons, your abilities will be tested in numerous events; you can infiltrate, fight, craft, negotiate, solve puzzles... but above all, live a story that will be told according to the choices you make.

You play the role of a group of heroes, the Awakened, who will be entrusted with missions of great importance. Each mission is portrayed in detail as a scenario. The path you take will depend on how your group performs, but moreover, it will depend on your choices. Your path will be unique each time you play!

summary

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MATERIAL

CARDS



6 Day cards



2 Night cards



4 Event cards



8 Talent cards



13 simple Object cards



6 rare Object cards



9 Scenario cards



30 Action cards



1 Rest card



7 simple Weapon cards



3 rare Weapon cards



4 Hero cards



5 Enemy cards

DICE, CUBES, TOKENS...



20 Aura tokens



10 Noise/Cadaver tokens



10 Interest/Vigilance tokens



5 Travel tokens



10 Success tokens



3 Stop tokens



40 Life Point crystals



3 Access tokens



4 Skill dice



2 Difficulty dice



3 Menace dice



3 Attack dice



2 Defense dice



1 Dodge die



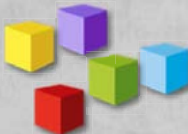
2 Power dice



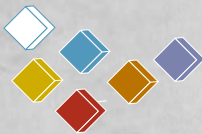
16 Upgrade tokens



4 Action cubes



50 Resource cubes



28 Skill cubes



4 Staging token



1 Group token



8 Damage tokens



Gold coins tokens

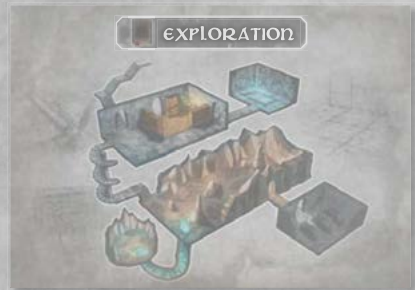


1 Weather token

BOOKLETS



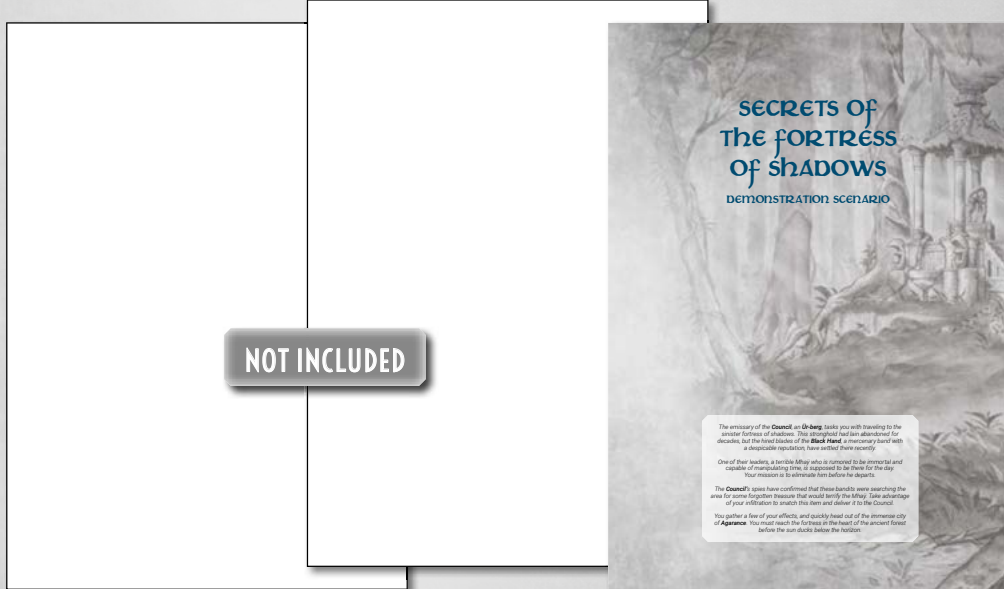
8 Initiative tokens



Exploration booklet



Event Booklet



9 Scenario booklets

BOARDS



Timeline



Region board



4 Knapsack



4 Hero board



Collecting wheel



Stealth board

MINIATURES



1 Ur-Berg



1 Ancient



1 Sulk



1 Yoktal



1 Mhay



2 Black Hand archers



3 Black Hand swordssmen



3 Black Hand spearmen



Initiative gauge

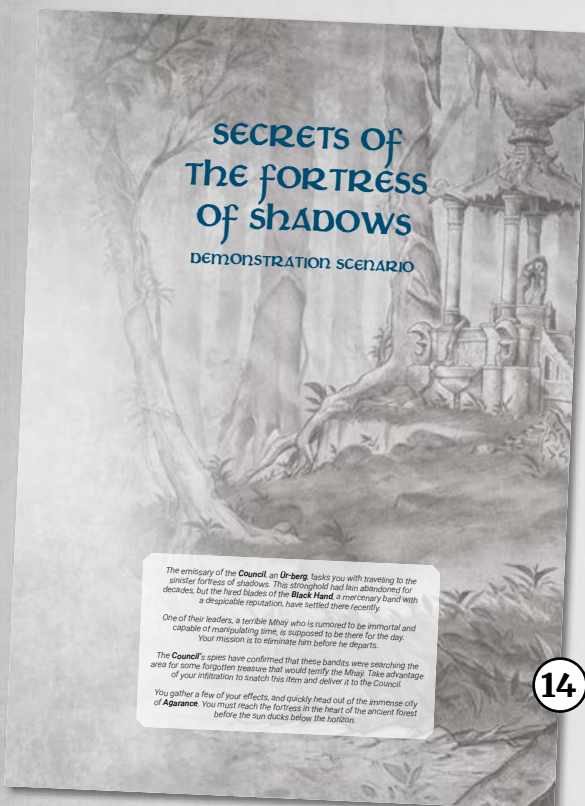
NOT INCLUDED

GENERAL SETUP

Specific setup will be explained at the beginning of each **Scenario** you play; they will explain how to start your adventure for the day.

However, certain components will always be present throughout the entire game.



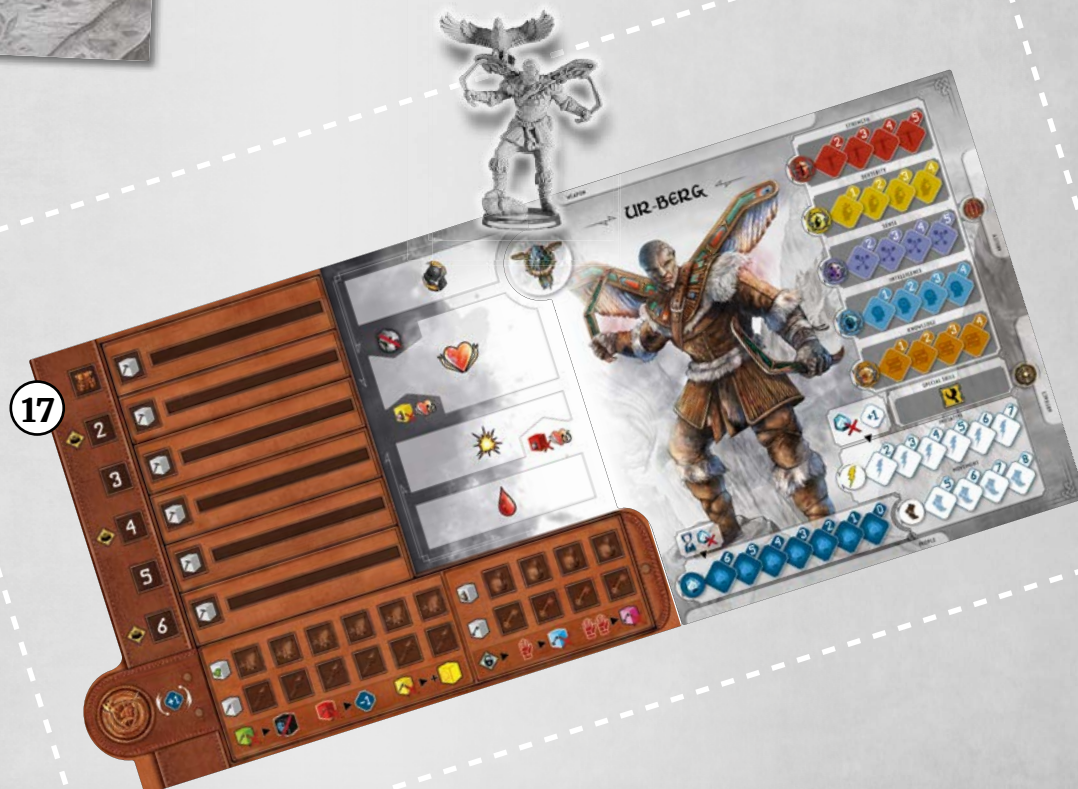


13



15

16



17

PLACEMENT DETAILS

Place the **Region board** 1 near the **Day board** 3, equipped with the **Weather token** 4. Then place the **Day cards**, **Night cards** 5, and **Event cards** 6 in the same area. Also place the **Group token** 2 near the Region board.

Create a supply of **tokens** 8, a supply of **dice** 9 and a supply of **Success tokens** and **Stop tokens** 10.

Create a supply of the various **decks of cards** 7.

17 Always keep space around your **Hero board** and your **Knapsack board** (these will be explained on the next page).

Place your **Scenario Booklet** 14 and **Exploration Booklet** 12 within easy reach;

Create a deck of **Enemy cards**, with their figurines nearby 15 as well as a pile of **Upgrade tokens** 16.

Create a pool of **tiles** 13 so you can select them as needed.

11 Reserve a central shared play area for everyone. In certain phases of the game, you will need to move certain components to or from this area.

GOLDEN RULES

1 – The group **never splits up** (unless indicated otherwise).

2 – Rules in the Scenario Booklets **always overrule card effects and the general rules of the game**. Card effects overrule general rules of the game.

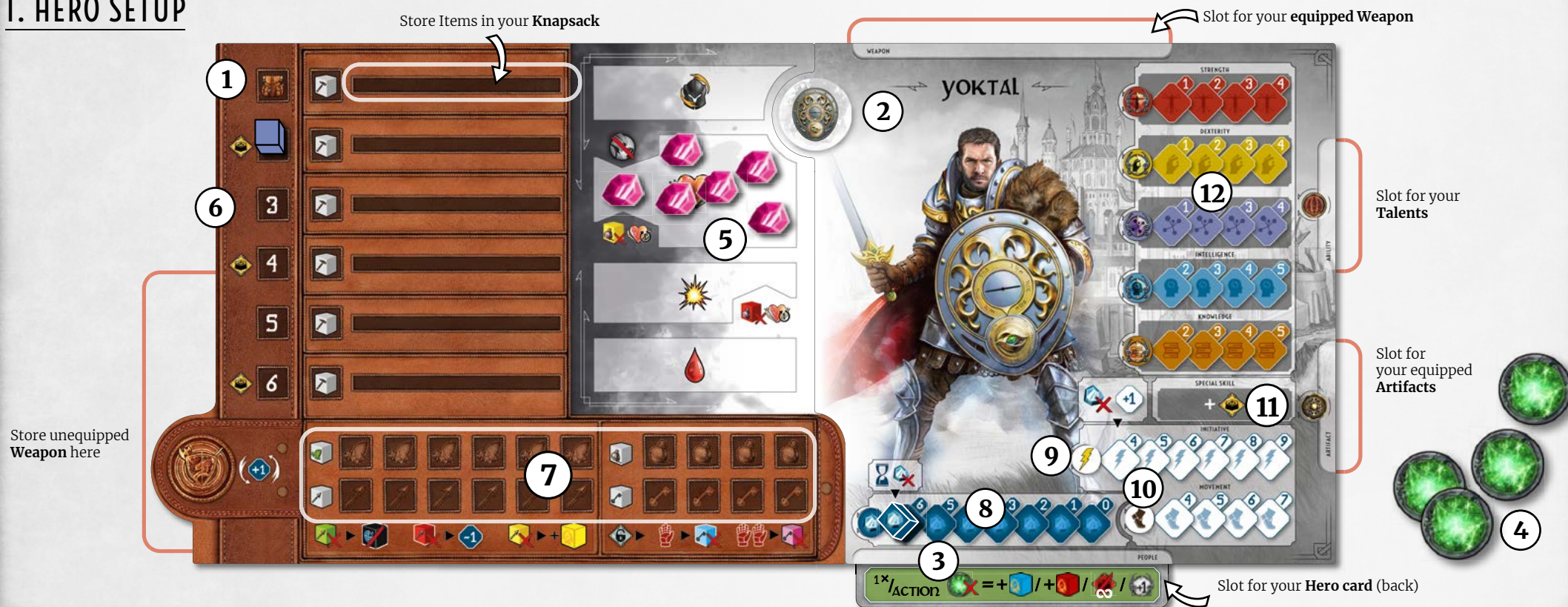
3 – If an effect or a rule is not specified at any moment, it is not **applicable** then.

4 – Whenever there is a tie, or there are multiple valid choices, the **heroes always make the choice**, even if it's for an enemy's action, because the heroes always have the advantage.

HERO SETUP AND PRESENTATION

You play as one of the **Awakened**, protecting the **Upper Lands of Malhya**.
Choose your hero from the 4 peoples available.

I. HERO SETUP



FOR EACH PLAYER

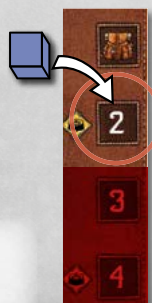
- 1 Take a **Knapsack board**.
- 2 Take the chosen **Hero board** and **Hero figurine**.
- 3 Take the matching **Hero card**, and apply the information on the front:



- a Your people's coat of arms.
- b Your people's name.
- c Number of initial **Aura Points**.
- 4 Take the number of **Aura tokens** indicated.
- d Number of Initial **Life Points**.

- 5 Take the number of crystals indicated and put them in the **corresponding area**. These are your **Hero's Life Points**.
- e Initial **capacity value**.
- 6 Take a **Resource cube** of whichever color you like (each hero gets a different colored cube), and place it on the **space corresponding** to your **capacity value**.

Your capacity value determines the number of items and materials **your hero can carry in their knapsack**. All Knapsack slots further down your board than your current capacity value are unavailable.



- 7 **Resources** that your hero collects or fabricates are represented by **colored cubes**. Each cube must go in the area appropriate for the type of resource it represents, in an empty space there. You begin with no resources.

TYPES OF RESOURCES



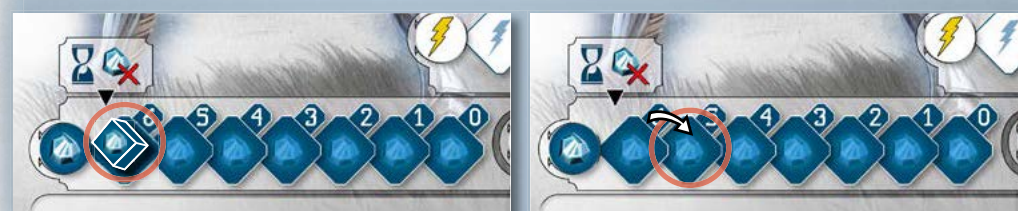
different colors of resource cubes

- | | | |
|---------------|------------------|--------|
| material | key and lockpick | potion |
| special arrow | ingredient | |

- 8 You have **6 Action Points**.



Take an **Action cube** , and place it on the 1st space (Space 6). For each Action Point you spend, you must move the Action cube 1 space to the right.



9 Initiative value

You will use your Initiative value in **Combat Mode**. It determines the characters' turn order.

10 Movement value

This value indicates your **free Movement**. It allows your hero to move the **indicated number of spaces** each turn without spending **Action Points**.

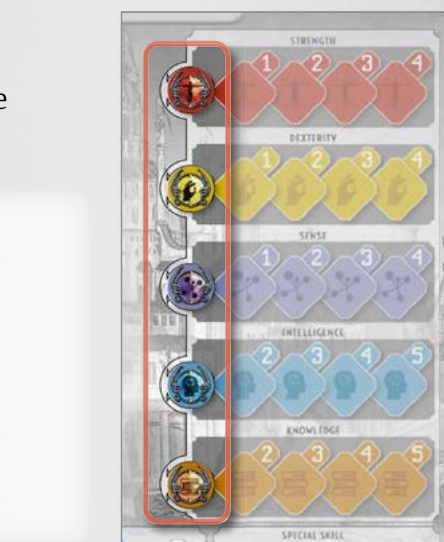
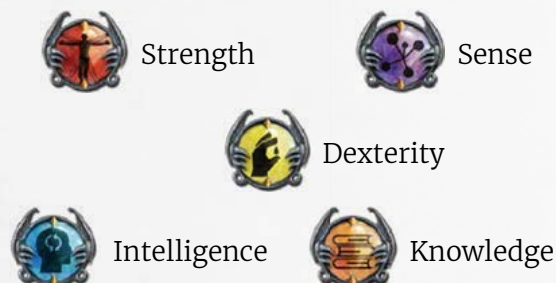
Whenever you stop without using all of your free movement, the rest **goes to waste**.

To place your **Initiative and Movement cubes**, refer to the setup in the **Scenario Booklet** you are going to play.

11 Special ability

12 Hero's traits

You will primarily use these for **skill tests** (see Skill Tests, p. 14).



To know the **base values for your hero** (so you can place the cubes correctly), refer to the specific setup of the scenario you are going to play. **By default**, place each cube in the **leftmost (lowest-value) space of its track**; this corresponds to a level -1 hero.

2. YOUR KNAPSACK

Your hero will carry various things during your adventure.

1. ITEMS



- a** Item type reminder.
- b** Value in gold coins.
- c** Item **effect**.
- d** Item **ID** number.



SINGLE-USE ITEMS

Certain objects are **single use**, such as a potion or a grappling hook. Your hero can **consume/use** such an item at any time without spending actions; **discard the item**, and shuffle it back into the item deck.



2. STORING ITEMS IN YOUR KNAPSACK

Store unused items in your knapsack as follows:



You can only **carry items up to your capacity value**. If you want to collect an item when your knapsack is full, you will need to **discard an item to make room for it**.

Example:

This hero has 3 slots available in their knapsack **1**, but only 2 items in it. Thus, this hero could carry 1 **2**



3. YOUR HERO BOARD

C

A

D

B

E

YOKTAL

WEAPON

ARMOR

ARTIFACT

ABILITY

1x ACTION

A ARMOR

a

b

c

d

Limit: You can have a maximum of 1 armor equipped.

- a** Value in gold coins.
- b** Activated defense effect.
- c** Special effect and/or encumbrance.
- d** Armor ID number.

Info: You can equip or change your armor at any time, as long as you are not in Combat Mode.

The way armor works will be explained in the Combat section on page 36.

B ARTIFACTS

a

b

c

d

e

- a** Effect when equipped.
- b** Value in gold coins.
- c** Symbol indicating that when you unequip it, you must discard it, tucking it under the Item deck.
- d** Artifact type.

Limit: You can have a maximum of 1 artifact of each type equipped.

- e** Artifact ID number.

The moment your hero **equips an artifact**, its effect immediately applies to your hero. In this example, +2 Life Points. The artifact's **effect persists as long as the artifact is equipped**. A hero can equip **several artifacts**; however, each must be a different type (ring, amulet, etc.).

When you receive an artifact that you **don't immediately equip**, place it in your **knapsack**.

C WEAPONS

Your weapon is your **hero's primary piece of equipment**. A hero knows how to wield most weapons; however, your ability to use it well depends on your traits.

a

b

c

d

e

f

g

h

- a** Value in gold coins.
- b** Handling requirements column. Without the requirements indicated on a row, you cannot use that row's attack/defense.

The hero wielding this weapon has a strength of 2, but not a dexterity of 3 and thus can use the 1st, but not the 2nd row of this Weapon card.

- c** **Special ability:** An **ever-active ability** associated with the weapon.
- d** **Attack/defense cost:** To use the weapon for attack or defense, you must spend the indicated **Action Points**.

Cost of this attack

Cost of this defense

e **Combat row:** This indicates the effects of attack or defense.



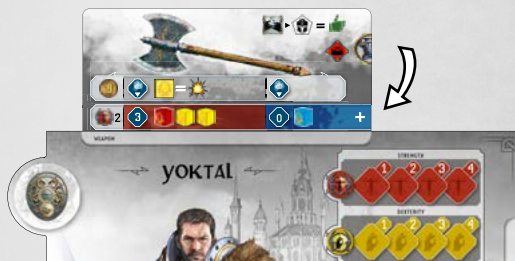
Limit: You can use each combat row only once per attack, and once per defense.

If your hero **knows how to wield a weapon**, and has access to several combat rows for that weapon, **they can combine these rows** during a single attack or defense (see Combat Mode, p. 36).

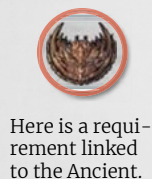
f **Weapon ID number.**

You will always tuck your equipped Weapon card under the top of your Hero board so **the only combat rows showing** are those whose requirements your hero meets.

Ignore all rows below those (i.e. the hidden rows) **until your hero meets those requirements.** Thus, the more your hero progresses, the better they will be able to wield their weapon, and the more weapons they can wield! **You cannot skip combat rows:** You cannot use a combat row unless you can also use all combat rows above it.



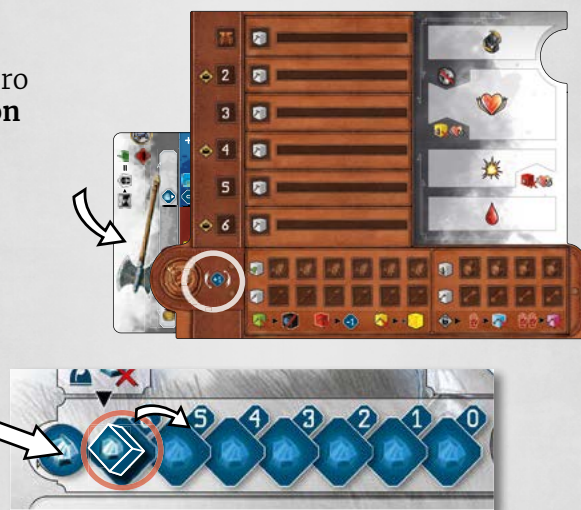
Note: Some weapons do not have any requirements for their first combat row. So, essentially any hero can use them.



Info: Some requirements are linked to a particular people. If your hero is not of this people, your hero will never be able to use that combat row.

Important: A hero who does not meet the requirements for the first combat row of a weapon cannot wield it at all.

You can store an **unused weapon in your hero's knapsack**. Each hero can only carry **1 additional weapon** this way.



You can switch weapons at any time, as long as you are not in Combat Mode or Stealth Mode. In those modes, you must **spend 1 Action Point** to switch weapons.

g Some weapons have effects:



You will primarily use these effects for skill tests (see Skill Tests, p. 14).

The way weapons work will be explained in the Combat section on page 36.

h FOCUS: ENCUMBRANCE

There are 2 different encumbrance icons.



You will find this icon on the knapsack and in certain special abilities. It represents the **maximum encumbrance a character can bear**.

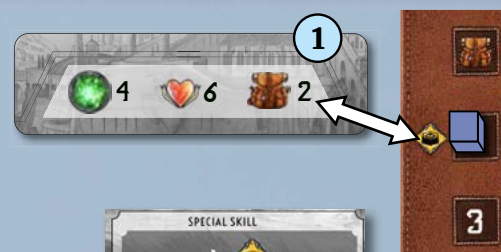


Its **counterpart** is this icon, which you will find on weapons and equipment. This icon represents **heavy equipment**. A hero cannot have more red encumbrance icons than yellow ones.



Example:

The Yoktal has a knapsack capacity of 2 (1), which means he has an encumbrance capacity of 1.

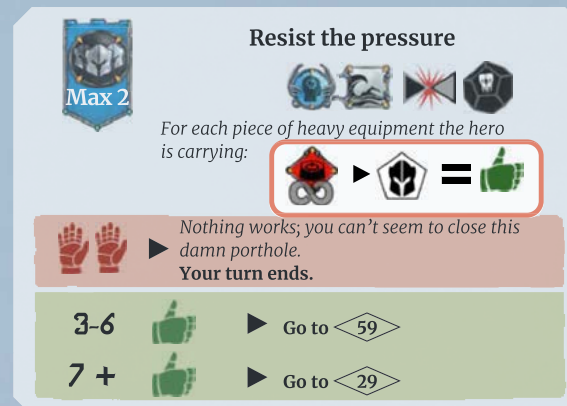


In addition, he has a special ability that grants him 1 more (2). This means that he can carry 2 pieces of heavy equipment.



These encumbrance icons have no other effect unless a game element refers to them.

Example during a skill test:



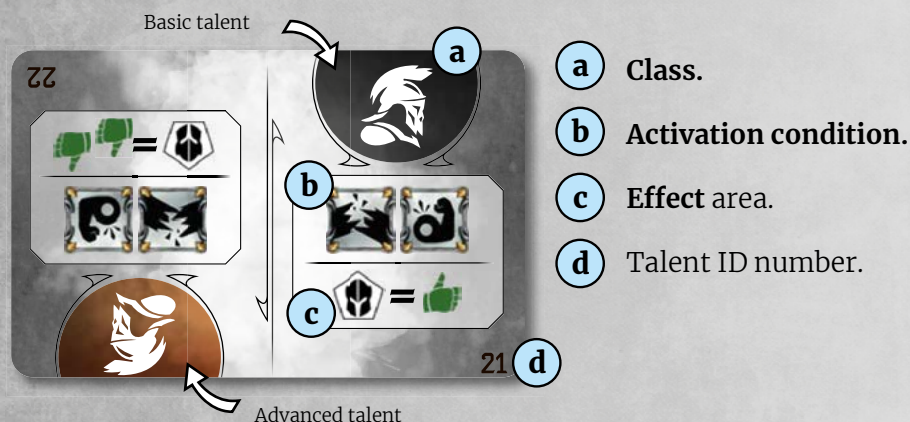
In such a situation, simply follow the instructions in the booklet.

Attention: Do not confuse your knapsack's capacity with your encumbrance capacity. Over the course of the game, these two values can fluctuate independently of each other.

D TALENTS

Talent cards represent the abilities your hero has acquired. There are several classes of them:

TALENT CLASSES



Talent cards have **two sides**: One side is a **basic talent**; the other half is an **advanced talent**. At first, a hero always uses the **Basic Talent** side.

Your hero can have multiple talents of the same class, or even of several classes. At certain points in the adventure, you will be able to upgrade a **basic talent** to an **advanced talent**. To do this, turn the card over. Acquiring a new talent (by leveling up, for example) does not upgrade a talent you already have.

Limit: Your group can only contain **1 hero with Mhaÿ talents**.

E Tuck your **Hero card** (back) under the bottom of your Hero board so only the **Aura Points** area is showing.



To trigger one of the effects depicted, you must exhaust one of your hero's Aura tokens **by flipping the token over**.



Your hero can use the various effects here at any moment of the adventure. You can use them for skill tests, for stealth, or during combat phases. They grant bonuses, and can also cancel certain penalties.

Each effect is temporary, and lasts only for 1 turn. You can only use 1 Aura token per game turn this way, and it **stays exhausted** until something in your adventure tells you to flip it back over.

Note: Each hero has a different capacity for aura, so that might be a reason to choose one character over another.

LEVELING UP



The upper portion of your Hero card contains your hero's **level-up table**. At various points throughout your adventure, you will have opportunities to increase your traits' levels, which involves increasing them by 1 point. Each level up provides a different **bonus**.



This icon indicates that a scenario is granting you a level up.

POSSIBLE BONUS



Example:

The Yoktal has an opportunity to level up. He chooses to increase his strength from Level 1 to Level 2 **1**. This increases his knapsack's capacity by 1 **2**.





PLAYING A GAME

HOW THE SCENARIO BOOKLETS WORK :

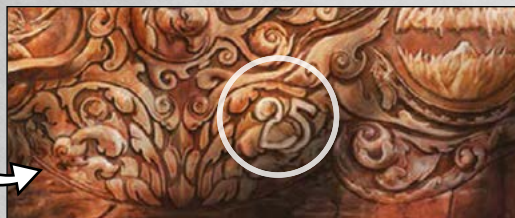
Each game begins in one of the **Scenario Booklets**. For this prototype, use the Scenario Booklet titled *Secrets of the Fortress of Shadows*. The final game will feature a campaign with multiple scenario booklets, as well as independent scenarios.

In both cases, the specific setup and your starting location or starting situation are always described at the beginning of the scenario booklet for the game you are playing.

CHAPTER NUMBERS

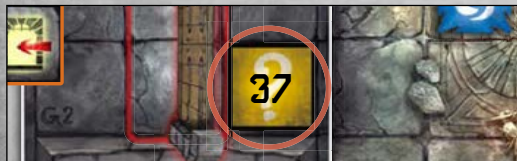
Your chosen **Scenario Booklet** will accompany you through your missions. It will give you **your objectives** and your **starting situation**, and it will **guide you** through its “chapter number” system, according to your failures and successes.

When you come across a number, you can read the corresponding chapter number in the Scenario Booklet you are playing. So, whether it's hidden in an image...



...by moving on the Region board...

...or by making a choice in the adventure...

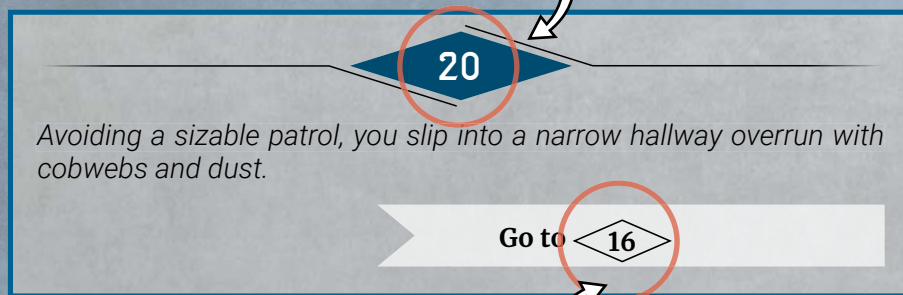


• Stick together and search the area.
Go to 117

• Split up to cover more ground while searching.
Go to 26

...each time you encounter such a number, just find the **corresponding chapter** in the **Scenario Booklet** you are playing, and read this chapter. Each chapter details what happens to your group (or your hero), as well as how to continue the adventure.

Beginning of the chapter



End of the chapter, and reference to the next chapter of the adventure

To use the Scenario Booklet, someone reads the current chapter aloud, carefully noting the different options, if there are any, so everyone can hear them. In general, anyone can look at and read the Scenario Booklet, but in some cases, only certain heroes will be allowed to read. In such situations, simply follow the instructions.

Only read chapters to which you are directed by number. You are not allowed to flip through the book and read casually, nor are you allowed to reread prior chapters unless explicitly allowed by the text.

• Split up to cover more ground while searching.

Go to 26

• Continue on your route without delay, trying not to think too much about the treasures you might have found.

Go to 136

26

You've made some nice finds! Searching the area separately has

CLOSING THE SCENARIO BOOKLET



When you see the Close Scenario Booklet icon, close the booklet, and resume the game Step (Travel or Explore) where you left off.

SKILL TESTS

Throughout your adventure, your heroes will face challenges or choices that present themselves in the form of **skill tests**.

A **B** **C** **D** **E**

Evade the trap

F **G** 3+ **+**

The surprise and the pain wrench a cry from you. Place a **Noise token** on your space.

In one quick motion, you evade the jet of acid.

A TYPE OF TEST

The banner indicates that the heroes must perform a **skill test**. The **color** indicates the **trait tested**.



Strength



Dexterity



Sense



Intelligence



Knowledge

WHO PARTICIPATES IN THE TEST?

The **icon in the banner** indicates whether the test is for a **single hero, each hero individually, or the group as a whole**. A solo test simulates a challenge you must face alone, such as avoiding an arrow; an individuals' test simulates a challenge you must all do under your own steam, such as climbing a cliff; a group test simulates a challenge in which everyone works together, such as lifting a large stone. Some tests are also limited to a specific number of heroes.

TEST TARGET



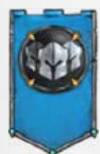
Solo test:

Only 1 hero participates. Apply the result to the hero who just performed the test.



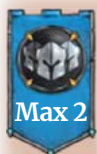
Individuals' test:

Each hero participates. Apply each hero's result independently from the others'.



Group test:

Each hero participates. The total of everyone's results determines an effect applied to the entire group.



Limit:

If the banner says "max X", then perform a group test including no more than X participants from the group.

B

DESCRIPTION OF THE ACTION TO PERFORM

Evade the trap

The surprise and the pain wrench a cry from you.
Place a Noise token on your space.

3+ In one quick motion, you evade the jet of acid.

C

TEST TYPE REMINDER

Each test indicates the trait to be taken into account — in this case, intellect. It will match the banner color.



You must take a number of **Skill dice** (D12s) equal to the value of your trait that is being tested. Each Skill die has the following faces:



Success



Empty



Special

Unless stated otherwise, this counts as an empty face.



The Yoktal performs a solo test. His **Intellect is 2**, so he grabs 2 Skill dice.



D

ABILITIES

Some tests activate your hero's **abilities**. If the **same symbol** exists somewhere on your hero (on a Talent card, Item card, Weapon card...), you can **use the bonuses from these abilities**. The bonuses **stack**.



VIGILANCE



DEMOLITION



BALANCE



CLIMBING



ALCHEMY



CAMOUFLAGE



CHARISMA



MACHINERY



SWIMMING



STRENGTH



CRAFTING



KNOWLEDGE &
LEGENDS

In this example, the Yoktal has an ability that allows him to transform each **special** he rolls on the **Skill dice into a success** for tests of **Charisma and Vigilance**.



Ability on a Talent card.

This test **activates Vigilance**, so the Yoktal can transform the specials he rolls into successes for this test.



Evade the trap



E

TEST DIFFICULTY

You must take the number of **Difficulty dice** (D12s) indicated by the test. **This represents the difficulty of this test**. The more Difficulty dice, the greater the risk of failure.

The number of Difficulty dice you must take is **indicated by the test**. Each Difficulty die has the following faces.



Stop



Empty



Special

Unless stated otherwise, this counts as an empty face.

Evade the trap




For this test, the Yoktal grabs 2 Difficulty dice.



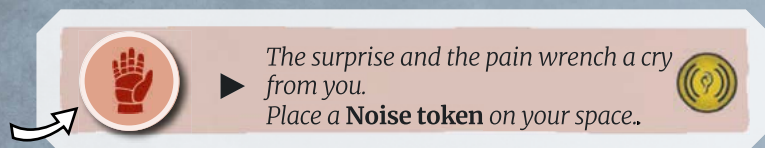
END OF A SKILL TEST

F FAILURE CONDITION FOR THE TEST


When the number of Stop tokens is attained , the test stops immediately in failure. The active hero must apply the indicated effect. Then discard all of the hero's tokens, unless specified otherwise.

Note: You must apply the effects of failing the test as soon as you have obtained the indicated number of Stop tokens, even if you obtained the Success tokens you needed for success at the same time. **Failure always takes precedence over successes.**

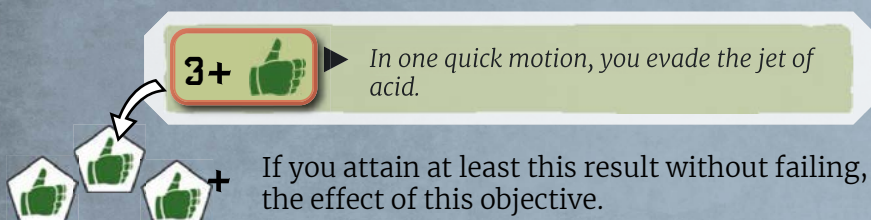
For this test, a single Stop is all it takes to end the test in failure.



G SUCCESS FOR THE TEST


When a hero attains the number of successes  indicated by an objective of the test, this hero can end the test and apply its success effect. Some objectives require a minimum number of success.

"Bracing yourself, you begin pulling on the heavy chain to try to trigger some sort of mechanism."
This test requires at least 3 successes to succeed.



Some objectives are **hidden**. You can stop whenever you want, and hope to have attained the required number of successes.

"He seems eager to help you, no doubt to see to your quick departure. Nevertheless, he feels obligated to engage you in conversation about the group to which you are supposed to belong. You are going to have to pull the wool over his eyes, if you are to remain credible."

? +  In this case, the hero decides when to stop. You may try to accumulate successes, or you might want to minimize your risks of failure. When you stop, if you haven't met the failure conditions, apply the effect of that objective (often going to a chapter number that will give you the effect, depending on your successes).

USING AN AURA POINT DURING A TEST



Your heroes have **Aura Points** (see p. 12). For each test, a hero can use 1 Aura Point (and only 1 for the entire test) to temporarily improve a trait and roll an additional Skill die.



You can find the uses for Aura Points on your Hero card. Here are Yoktal's.

To do this, **flip your Aura Point** over to its exhausted side, and add a Skill die to your dice. **You keep the additional die for all rolls you make for this test**, until you either succeed, decide to stop, or fail.

If you want to repeat the test afterward, **you would no longer have the additional die**. You could, however, once again spend an **Aura Point** for an additional die, since it's a new test.



Using an Aura Point allows Yoktal to temporarily have 3 Intellect. Thus, he can use 3 dice for his test, rather than just 2.



PERFORMING A SKILL TEST

Before starting the test, choose whether to spend an Aura Point to gain an additional Skill die (limited to 1 per hero). Then proceed with the following steps:

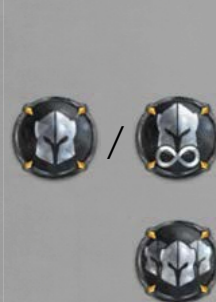
1. Take the Skill dice and the Difficulty dice into your hand.
2. Roll the dice.
3. Take a number of **Stop tokens** equal to the number of **stops you rolled**, and take a number of **Success tokens** equal to the number of successes you rolled. Remember to count your abilities, bonuses, and penalties.
4. Check the failure condition for the test.



If you **attained it**, your participation in the test ends, and you discard all of your tokens. **Otherwise**, the test can continue, and you must choose whether to continue or stop (if you can).

If you **continue**, you must start back from Step 1, rerolling all of the dice, and **keeping all Success and Stop tokens** you have so far.

If you **stop**, **discard the Stop tokens**, and count the number of Success tokens you have.



For a solo or individuals' test, you can only stop if you **reach an objective**. In this case, apply the **indicated effect**.

For a group test, each hero performs their entire test in turn order. Each hero can stop whenever they want, except for the last hero, who must continue until the group's total successes reach an objective.

Once a hero stops, this hero's successes for the group are locked in, and can no longer be lost. However, **discard all Stop tokens** this hero obtained before the next hero starts their test.

Once all heroes have performed the test, the test is complete; **count up the total successes for the group**. Apply the effect of the obtained objective.

EXAMPLE:



Evade the trap



► The surprise and the pain wrench a cry from you.
Place a **Noise token** on your space..



3+



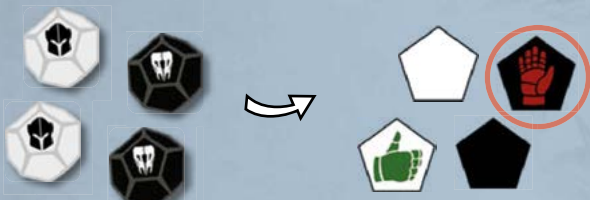
► In one quick motion, you evade the jet of acid.

The Yoktal performs this test. He has an Intellect of 2, and thus takes 2 Skill dice into his hand. He also takes the 2 Difficulty dice the test specifies. He decides not to use an Aura Point, because he remembers that he has a Vigilance ability.



Dice in hand

After the first roll, the Yoktal has rolled no stops. He gets his first Success token, thanks to rolling a success. His Vigilance ability transforms the special face into a success, so he also got a second Success token. He rolls the dice again.



Dice in hand

The Yoktal fails just as he was about to succeed: He rolled a stop, and this test requires only 1 stop. **This immediately ends the test**, and the Yoktal applies the failure effects of the test.

Result of the first roll



Result of the second roll



The Game Phases

A game can span **different phases**. These can occur in **different orders**, depending on the scenario, your choices, and your successes.... The Scenario Booklet will always explicitly tell you your current phase. The phases are as follows:

Travel Phase
Explore Phase (Stealth and Combat)

Note: Although this rulebook will explain these to you in a particular order, they will not necessarily occur in that order when you play.

TRAVEL PHASE

ELEMENTS OF THE TRAVEL PHASE

THE REGION BOARD

The Region board depicts the group's surroundings, and where you can move. Each hex depicts a particular terrain type: forest, plain, mountain, swamp, sea, city.



The group of heroes never splits up during the Travel phase (unless the scenario specifies otherwise). Your group's position on the Region board is always marked by the Group token. As the group moves, you will move the **Group token** accordingly.

As you play a scenario, **destinations** will be provided in the form of Scenario cards that you **will place directly on the Region board**.



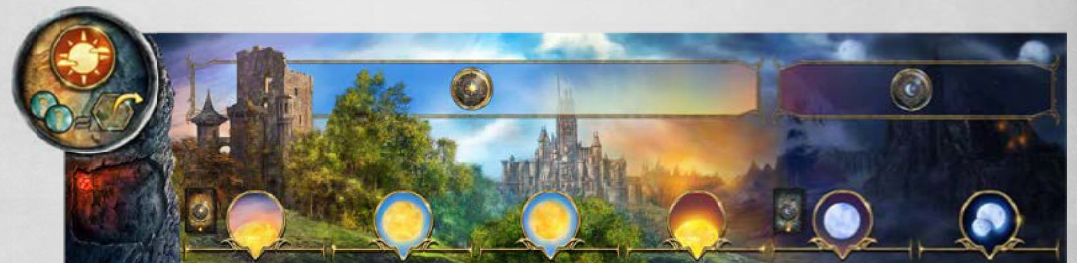
If your Group token enters a **hex linked to the scenario**, a **chapter number** will indicate to which chapter of the current Scenario Booklet you must refer to continue your adventure.

The group approaches the Fortress of Shadows. Once they have reached it, **they open the Scenario Booklet to Chapter 108** (as indicated on the Scenario card placed on the Region board), and read the chapter aloud.



THE DAY BOARD

The Day board depicts the passage of time during the heroes' travels.



In the upper-left corner sits the **Weather token**, which will indicate whether the weather is good or bad, depending on which side is up. The weather will make your trek more or less difficult.



Good weather



Bad weather

TRAVEL CARDS

There are 2 types of **Travel cards**: **Day cards** and **Night cards**. These cards serve to punctuate your voyage, simulating events that will affect your group during your travels.

Day card



At the top of the card is the effect that will trigger if you are not in the re-quired terrain. In this example, the effect will trigger if you are in neither forest nor swamp.

Night card



At the bottom of the card is **the first part of the event number** that will trigger if you are in the required terrain (see The Terrains Match, p. 20).

EVENT CARDS

Event cards will **determine the second part of the Event number**, according to the weather, and the mode you are in.

Side used in bad weather



Side used in good weather



Example: You are in plains, in good weather, so you go to Event 01-01.



TRAVEL TOKENS

The Travel tokens are beside the Region board. You earn these tokens through events, or directly from Travel cards. Depending on the weather, your group will need 2 (for good weather) or 3 (for bad weather) Travel tokens to advance 1 hex on the Region board.



END OF THE DAY

Each time you need to rest or draw a Travel card, but there are no more empty spaces on the Day board (i.e. it already has 6 Travel/Rest cards), the day ends. Immediately add a crystal to the lower-left corner of the Day board. At some point in the scenario, you will be asked how many crystals are there.



Additionally, when the day ends, shuffle all of the Travel cards back into their respective decks. Do the same for the Event cards. Finally, if you used the **Rest card**, place it beside the Day board again.



PLAYING THE TRAVEL PHASE :

During this phase, you can take the following actions: draw a **Travel card**, move, **rest**, and **collect**. You don't have to do them all. **You can do them in any order, and as many times as you wish.** You can do the same type of action again, even if you've done other types of actions in the meantime. Keep performing actions until you are invited to move on to the Explore phase.

1. DRAW A TRAVEL CARD



1

2

Look at the terrain depicted in the lower-right corner of the card (when oriented with the number at the bottom), then look at the terrain of the **Group token**'s current hex. There are two possibilities.

1. THE TERRAINS DO NOT MATCH

If the terrain type on the card does not match the one under the Group token (on the Region board), turn the card 180°, and tuck it under the first available slot of the Day board, so the card's illustration is hidden.



The Day card is looking for plains

The group is in forest

01



Each player must apply the card's effects as depicted, **from left to right**:



a The weather changes. Flip the Weather token to show the indicated side. If the Weather token already shows that side, nothing happens.

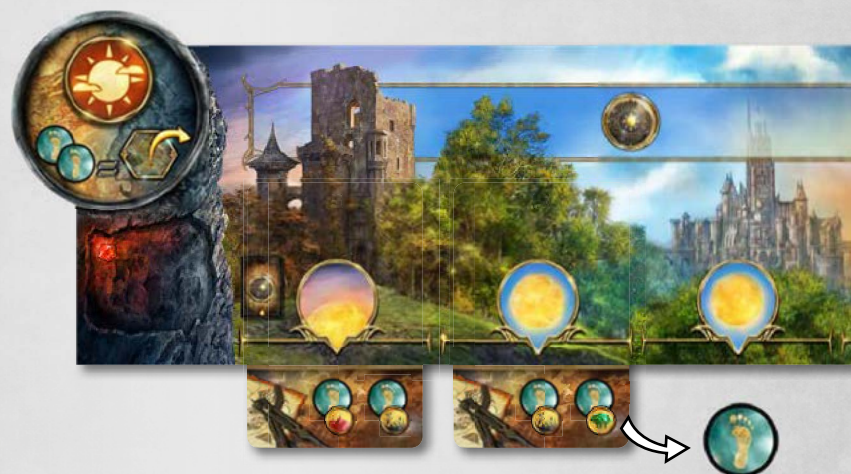
b Obtain a **Travel token**.

Obtain a **Travel token** under certain conditions*.

c Obtain a Travel token or enter a village (Villages are not included in this demo version. Take a Travel token instead).

* Certain cards present a condition to obtain the Travel token; for example, being in mountains. In this case, the group only takes the Travel token if they meet the condition; otherwise, they get nothing.

Limit: The group cannot collect more than 3 Travel tokens. Any beyond that go to waste.



2. THE TERRAINS MATCH

If the terrain type on the card matches the one under the **Group token**, tuck the card under the first available slot of the Day board, so only the card's illustration is visible **1**.

Draw the first card of the Event deck 2. Rotate the card to **match the current weather** (good weather or bad weather), then tuck it under the Travel card that triggered the event, so that the two cards' numbers combine to form a chapter number for the Event Booklet. Turn to this chapter number in the Event Booklet.

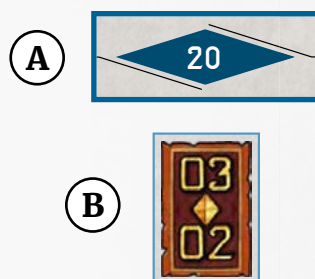


The group is in plains









Note: There are 2 types of chapter numbers. The ones for the **Scenario Booklet** are always unique numbers from 01 to 999. Those for the **Event Booklet** are always a pair of numbers, and they range from 01-01 to 99-99. Always be careful to look only at the indicated chapter in the right booklet.



Remember: Each time a new day starts, remove all of the cards tucked under the Day board, and shuffle them back into their respective decks.

2. MOVE

When the group wants to move on the Region board, first check the Weather token.

- **Good Weather side**  : Spend 2 Travel tokens  to move to an adjacent hex.
- **Bad Weather side**  : Spend 3 Travel tokens  to move to an adjacent hex.
- The group can move **in any direction** to an adjacent hex. In general, you cannot move onto sea hexes, or the half hexes at the edges of the Region board..

Example : The weather is bad, but the group decides to travel anyway. They spend 3 Travel tokens to move 1 hex. They leave the plains to enter the forest, moving their Group token to the adjacent forest hex.



EXPLORATION PHASE:

During your adventure, your Group must sometimes venture into Locations, such as dungeons or rooms. These Locations will always be presented in the **Exploration Booklet**.

THE EXPLORATION BOOKLET

The **Exploration Booklet** helps you visualize a space in the game, such as a **location** or a **room**. These could be portions of a dungeon, gardens, clearings, etc. This is done either by **setting up Tiles (for rooms)**, or directly on **the page of the booklet (for locations)**.

Exploring is always indicated by the **Scenario Booklet** or the **Event Booklet**, which will refer you to a page of the Exploration Booklet. When you see an Exploration icon, go to the corresponding number in the Exploration Booklet.



08

Example: The Scenario Booklet instructs you to open the Exploration Booklet to page 8.

SETTING UP A LOCATION

In some cases, the page **Exploration Booklet** directly illustrates the location to explore. Place the **Exploration Booklet** in the play area, open to this page. It is possible that the original chapter of the **Scenario Booklet** gives specific instructions for this location. In this case, leave the **Scenario Booklet** open to the original chapter.



Exploration Booklet

SETTING UP A ROOM

The Scenario Booklet might indicate setting up a room, with or without enemies in it. In this case, follow all of the instructions in the Scenario Booklet, then close it.

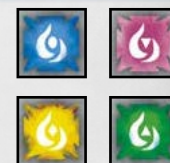
1. ASSEMBLE THE TILES ACCORDING TO THE FLOOR PLAN

Start by collecting the Tiles indicated in the **Exploration Booklet**, then construct the room as depicted. Rooms are composed of spaces. Each space is **adjacent to the 8 spaces around it**. If there is a blocking obstacle (see p. 26) between 2 spaces, they are not considered adjacent.



2. SET UP THE LANDMARK AND INTEREST TOKENS

Place the different tokens as indicated in the floor plan. you will use the Staging tokens when setting up the enemies, and during their action phases.



FOCUS: INTEREST TOKENS

While you're setting up the room, you must place an **Interest token** on each space indicated by the floor plan.

When a hero enters a space with an Interest token in it, this hero **must immediately look in the Exploration Book to see the number depicted at that location, then immediately read that chapter in the Scenario Booklet**. Only discard the Interest token if instructed to do so; otherwise, it stays where it is.

Example: The Sulk advances to Interest token 37. He immediately reads Chapter 37 of the Scenario Booklet.



3. PLACE THE ENEMIES

The Scenario Booklet indicates the number of enemies present (if any), as well as their positions in the room, via the Deployment table.

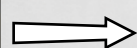
a



b

	2	3	4	5
03				+01
01+03		+01		+01
08		+03	+03	
01+03			+03	

a Take the Enemy cards indicated, checking the number on each one, then place them beside the room.



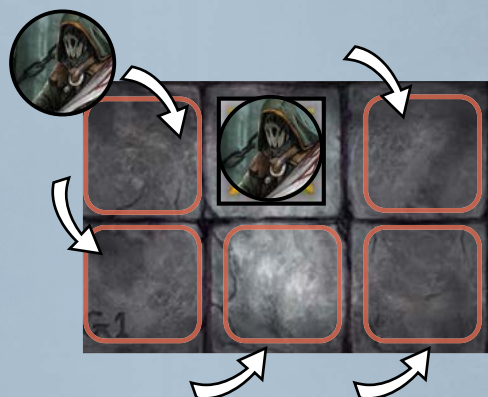
b Now refer to the Deployment table. Place the enemies column by column, starting with the leftmost column, and continuing through the column matching the number of heroes entering the room. Each cell of the table indicates the enemy number whose figurine you need. Each row indicates the Staging token of this enemy in the room. To place an enemy, place its figurine directly on the space of the indicated Staging token.

Note: If the Staging token is already occupied by a figurine, the enemy figurine must go on an available adjacent space of your choice.

Example:

The first enemy goes on the yellow Staging token.

Another enemy must be placed on the same token. So you place it on an available adjacent space.



	2	3
03		
01+03		+01
08		+03
01+03		

	2	3
03		
01+03		+01
08		+03
01+03		

Example of reading the Deployment table: Begin by placing an Enemy 03 on the yellow Staging token. Then an Enemy 01 and another Enemy 03 on the blue Staging token, and so on...



...through the end of the column. For a 3-player game, you must also set up another Enemy 01 on the blue Staging token, and another Enemy 03 on the green Staging token. You would not continue to columns 4 and 5, because you don't have a 4th and 5th player.



PLACE THE HEROES

Unless indicated otherwise in a booklet, place the heroes on the space indicated by the Heroes icon:



Place a hero of your choice on the space itself, and the others on the available spaces closest to the icon.

Attention: Spaces separated by blocking obstacles (see Blocking Obstacle on the next page) are not adjacent.



Place the first hero on the space indicated.



The other heroes must place themselves without crossing the red line.

SPECIFIC ROOM CONDITIONS

Each page of the Exploration Booklet may contain one or more specific instructions. These impose additional rules that always prevail over general rules.

► Your group deploys on this space :



Remember to leave the Exploration Booklet open to the appropriate page, to remind you of specific conditions and Interest tokens.

HOW ROOMS WORK

BLOCKING OBSTACLE

Red lines and **walls** are blocking obstacles. **Neither characters nor projectiles can traverse them.** Neither heroes nor enemies **can see through a blocking obstacle.** Nothing can pass through a blocking obstacle. It blocks line of sight.



ANNOYING OBSTACLE

Yellow dashed lines represent annoying obstacles (a thicket, a table, that sort of thing); **scenery elements which hinder vision and shooting, but which are passable.** Crossing an annoying obstacle's line costs an **additional Movement Point.**

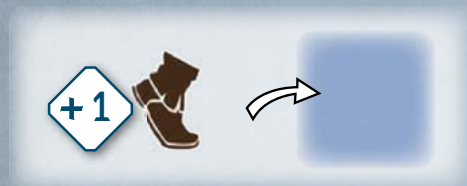


WATER SPACE

Water spaces are **depicted by blue areas.** These hinder movement, but not lines of sight or projectiles. **Entering a water space costs an additional Movement Point.** Thus, if you traverse 2 water spaces, you must spend 4 Movement Points, not just 2.

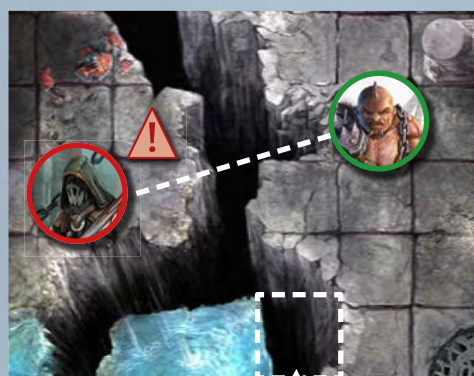


Water space



ABYSS SPACES

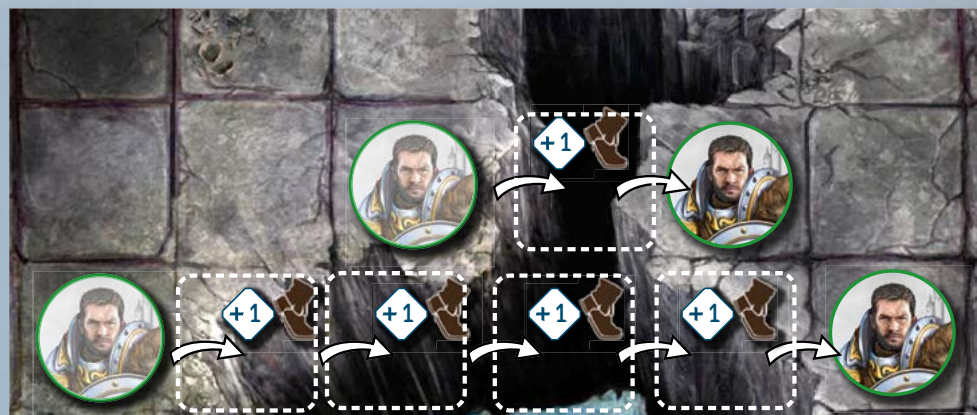
Heroes and enemies can cross **black abyss spaces** by **leaping over them.** They block neither lines of sight nor projectiles.



Abyss space



Leaping over an abyss space costs an additional Movement Point per abyss space crossed (just like water). There is no limit to the distance a hero or enemy can leap over abyss spaces; however, **you cannot land on an abyss space.**



SHADOWY AREAS

These areas are only taken into account in **Stealth Mode.** A hero or a Cadaver token in a shadowy area only enters an enemy's **field of vision if the enemy is adjacent to it** (see Stealth Mode, p. 30). **Shadowy areas block neither line of sight nor projectiles.**



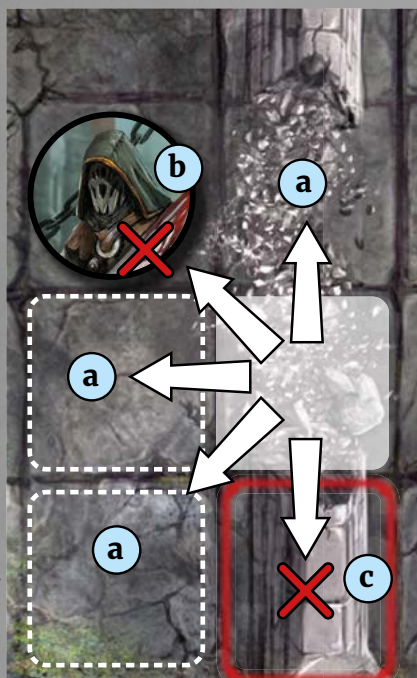
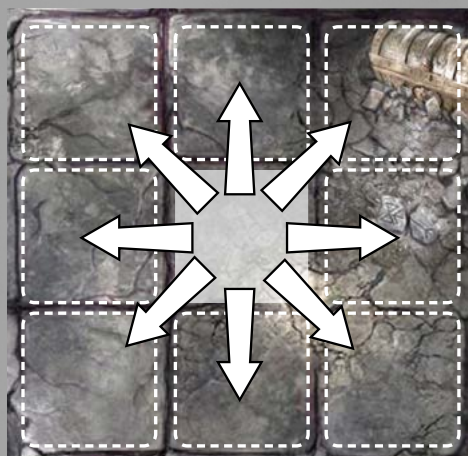
Shadowy area



FOCUS: MOVING HEROES AND ENEMIES

Heroes and enemies **move from their space to an adjacent space**.

They can move orthogonally or diagonally.



A space is **adjacent** to another space if it shares at least one corner with the space. You always move to an **available** adjacent space **a**.

An available space is a space which contains **no figurine b**, **no blocking obstacle c**, and **no abyss**.

You cannot move onto or traverse a space occupied by an **opponent d**

You can traverse a space **occupied by an ally e**, or an abyss space, but you **cannot stop there f**.

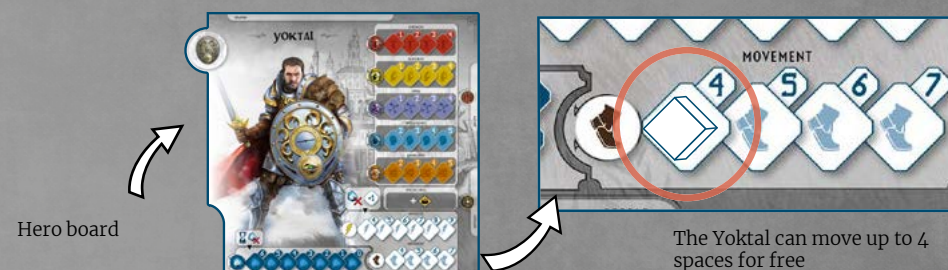
All other adjacent spaces **are considered available for ending your movement there**.



Abyss space

MOVING HEROES

Each hero gets one free move per turn. How far you can move for free depends on the **movement value on your Hero board**.



You cannot **bank unused movement** for later; if you do not use it in its entirety this turn, **the remaining Movement Points for the turn go to waste**.

Example: In case **1**, Yoktal uses his 4 moves in one go. In case **2**, he decides to use only 2; the other 2 he had for the turn go to waste.



Then, the hero can **spend Action Points** to move additional spaces, paying **X Action Points for X spaces**, as explained on your Hero board.

Example: The Yoktal has used his 4 free moves in one go **1**. He wishes to move 1 space further. So, he spends 1 Action Point **2**, and moves 1 more space **3**.



MOVING ENEMIES

Each enemy has a **number of Movement Points** indicated on their **Enemy card**. This number can be modified by **Enemy Upgrade tokens** (see Enemy Upgrade Phase, p. 37).

Example: This enemy has 4 Movement Points. With a +3 Movement upgrade, it would have 7.

Upgrade Token

Enemy movement is only usable in **Combat Mode**. In Stealth Mode, their movement will be managed by **Action cards** (see Stealth Mode, p. 28).



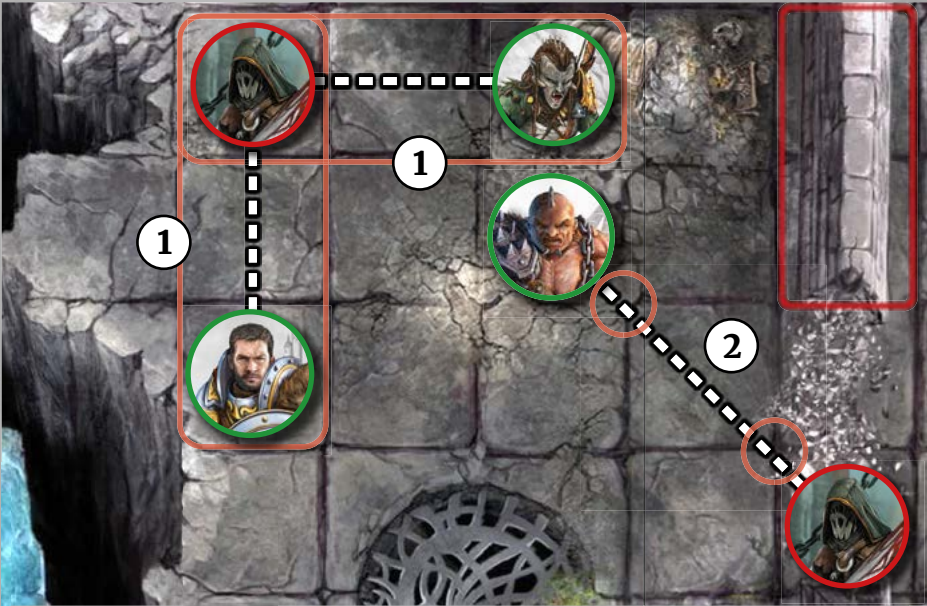
LEVITATION

A character that is **levitating** is not affected by **water** and **abyss spaces** (i.e. no additional movement cost). It still cannot finish its movement on an abyss space. It must either stop before it, or completely traverse it.

FOCUS: LINE OF SIGHT

Enemies use lines of sight to **spot Stealthy heroes** (see Enemy Stealth Phase, p. 31). **Ranged weapons** also employ lines of sight: A character (hero/enemy) **must have a line of sight to shoot another character**.

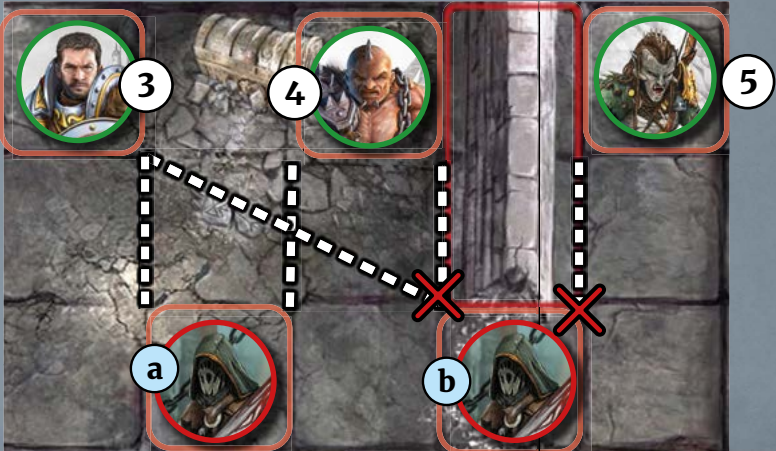
- 1 If the two characters are in **the same row or column**, check the line of sight from **space center to space center**.
- 2 If the two characters are in different rows and/or columns, **check the line of sight between the “inside” corners** — the corner of the shooting space closest to the target, and vice versa.




A line of sight that **grazes, overlaps, or bisects a blocking obstacle** (red line) is **blocked and thus invalid**.


Example :

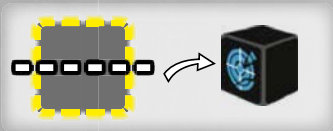
- 3 Enemy **a** has a line of sight on this hero, but Enemy **b** does not: The line of sight **touches a red line around a blocking obstacle** (the wall).
- 4 Enemy **a** has a line of sight on this hero, but Enemy **b** does not: The line of sight runs along a **red line around a blocking obstacle** (the wall).
- 5 Enemy **b** does not have a line of sight on this hero: The line of sight runs along a red line around a blocking obstacle (the wall). The other three characters **can’t see this hero at all, because he is hidden behind the wall**.



For a line of sight that **grazes, overlaps, or bisects an annoying obstacle** (dashed yellow line):

6 In **Stealth Mode** , the line of sight is **considered invalid**.

7 In **Combat Mode** , the defender **rolls an additional Dodge die** (see Combat Mode, p. 36), no matter how many annoying obstacles the line of sight traverses.

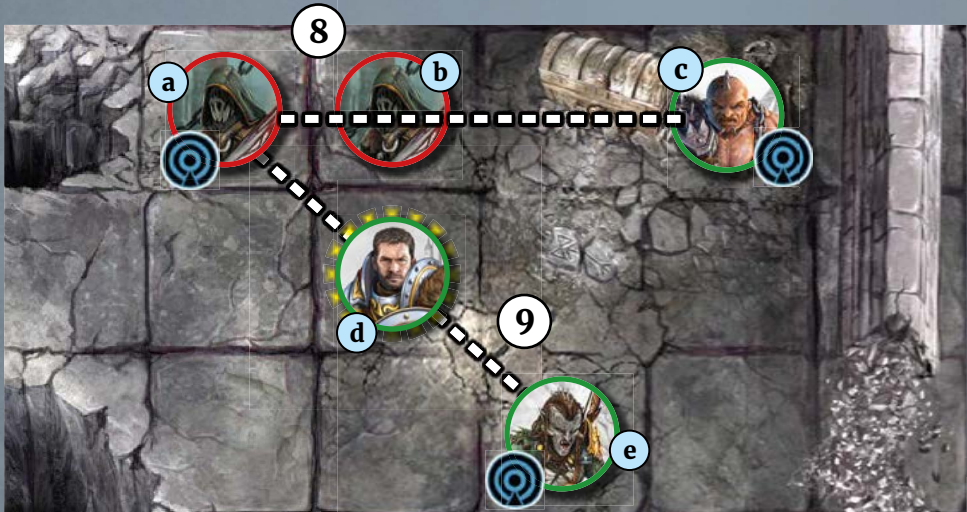


Note: An ally (i.e. for a hero, another hero; for an enemy, another enemy) is not considered an obstacle, and does not block line of sight. On the other hand, an enemy is considered an annoying obstacle for shooting through their space.

Example :






























8 If Enemy **(a)** wants to shoot Hero **(c)**, it can, because it can shoot “through” its ally, Enemy **(b)**.

9 If Enemy **(a)** wants to shoot Hero **(e)**, Hero **(d)** is an annoying obstacle. Now look at it the other way around: If Hero **(c)** wanted to shoot Enemy **(a)**, Enemy **(b)** would be an annoying obstacle. If Hero **(e)** wanted to shoot Enemy **(a)**, Hero **(d)** would not be in the way at all.



SUMMARY TABLE





	Move into or through	End movement there	Line of sight into or through	Ranged attack into or through
				
				
				
 Abyss space				
				
				
				
				

GOLDEN RULES

In shadowy areas, enemies **never** see a hero or a cadaver unless they are on an adjacent space.

Blocking obstacles invalidate lines of sight, **even** to adjacent spaces.

I. STEALTH MODE

The Scenario Booklet always indicates when you are entering Stealth Mode. There are 2 levels of Stealth: NORMAL  and DIFFICULT .

You enter Normal Stealth mode.

SETUP

Each time you enter **Stealth Mode** (even if you've been in it before), do the following:

- Place the **Stealth board** in the play area with the appropriate side up (normal or difficult).
- Place a **Resource cube** of your choice on the first space of the **Threat track**.
- Place the **Noise tokens** and **Cadaver tokens** nearby.
- Shuffle all of the **Action cards** to form a deck. Place it where there is room beside it for a discard pile.



Important: Reshuffle the discards with the deck to recreate a new deck of Action cards each time the group enters Stealth Mode, and each time you see this icon:




FOCUS: THE STEALTH BOARD

The Stealth board has two sides, one for **normal Stealth**, the other for **difficult Stealth**. Both work the same way; only the Threat track is different.



1 **Stealth level** (normal or difficult).

2 **The Threat track**  The further along the Threat track the cube is, the **more enemies that activate**, and the further they can see. The cube advances according to your actions.

3 **Vision distance for the enemies** The position of the cube on the Threat track **determines how far the enemies can see**. This simulates how attentive they are. The more alert they are, the further they peer.

Example: When the cube reaches the orange section, each enemy can see 2 spaces from where it is standing.




4 **Number of Enemy Action cards** The position of the cube on the Threat track **determines how many actions they will perform** in the Enemy phase (see Enemy phase, p. 31).

The enemy will now use 3 Action cards.



Enemy sight distance follows the line of sight rules.

5 **Triggering an alarm**  If the cube reaches the end of the Threat track, or a hero has been spotted, or a cadaver has been found, or the deck of Action cards is empty, this triggers an enemy alarm (see Triggering the Alarm, p. 34). If this happens, you enter Combat Mode, and you will start the first turn of combat with **0 initiative** (see Combat Mode, p. 36).

6 **Reminder to switch to Combat Mode.**



7 **Hero actions in Stealth Mode** (see Playing in Stealth Mode on the next page).

PLAYING IN STEALTH MODE

You play in cycles. Each cycle comprises 3 phases:

Primary hero phase

Enemy phase

Secondary hero phase

Continue chaining cycles until you are invited to leave Stealth Mode. Frequently, you will leave Stealth Mode because you have triggered an alarm.

PRIMARY HERO PHASE

Each of you gets a turn; however, for this phase, the turn order can be whatever you like.



At the beginning of your turn, you get all 6 of your **Action Points** .

During your turn, you can perform whichever specific Stealth actions you like. All the types of action you can perform are depicted to the right. You can keep performing actions as long as you have the Action Points to do so. The Scenario Booklet may also offer other actions you can perform.

In **Stealth Mode** , you might end up unconscious. If this happens, another hero can spend 6 Action Points to revive you.

1 MOVING

Once per turn (and only if you haven't put yourself on standby yet — see below), you can use your **free movement**. When you do so, you can choose to move less than your free movement allows; however, the rest goes to waste. In other words, you get one free movement per turn, of a distance less than or equal to your Movement trait.

free movement
(5 here)

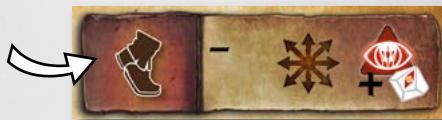


If you wish to move several times (or make a longer move), you can pay to do so. You **must spend the number of Action Points indicated** on your Hero board, and move 1 space per payment. You can **repeat this as many times as you wish and your Action Points allow**.



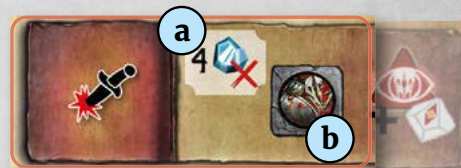
Action Points to spend
per movement

This is the only action whose cost is not depicted on the Stealth board, because it is already depicted on your Hero board. Other than this, it is just like the other Stealth actions.



2 ASSASSINATING FROM A DISTANCE

You can only perform this action if you have a **ranged weapon** **(a)**. You must have a valid line of sight on the target (see Line of Sight, p. 28). **Spend 5 Action Points** **(b)** to eliminate the target. Remove the enemy figurine from the board, and replace it with a **Cadaver token** **(c)**. Place a **Noise token** **(d)** atop the Cadaver token.



3 ASSASSINATING HAND TO HAND

You can perform this action no matter what weapon you have (you can even do it with your bare hands). The target must be on an adjacent space. **Spend 4 Action Points** **(a)** to eliminate the target. Remove the enemy figurine from the board, and replace it with a **Cadaver token** **(b)**.

4 MOVING A CADAVER

You can move a Cadaver token from your space or a space adjacent to you, to your space or a space adjacent to you **(b)**. This costs 1 Action Point **(a)**. If you move a Cadaver token to an abyss space **(c)**, discard the token.



ENDING YOUR TURN OR GOING ON STANDBY

When you cannot or do not want to take further actions, you can end your turn or put yourself on standby. If you end your turn, all remaining Action Points go to waste, and you cannot play again during this cycle.

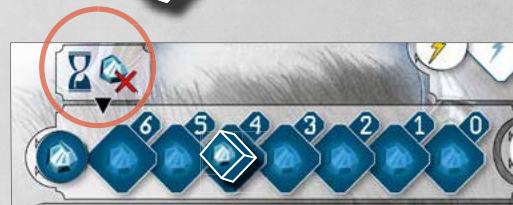
If you put yourself on standby, you spend the number of Action Points indicated on your Hero board, and turn your cube to its **Standby face**. Once you are on standby, you cannot use your free movement, even if you had not already used it.



Action face



Standby face



Putting yourself on standby allows you to **reactivate at any moment during this cycle** (notably in the secondary hero phase).

Note: For most heroes, going on standby costs 1 Action Point.

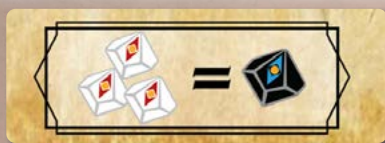
INCREASING THE THREAT

At the end of your turn, and each time you go on standby, you must roll the **Threat dice**. Roll 1 Threat die per type of action you performed on your turn. If you must roll 3 or more dice, roll the black **Threat die**, instead.



For each icon on the Dice, increase the Threat level on the Threat track.

Attention: 3 white Threat dice (D10s) transform into 1 black Threat die (D10).



Attention : The special face of the white Threat dice is triggered by **heavy equipment**. Each heavy equipment icon on an active hero turns into a Threat icon.



Remember: Going on standby ends your turn. Remember to roll the Threat dice corresponding to the types of actions you took during the activation **each time you go on standby**. If you do the same type of action several times during an activation, **you only roll 1 Threat die for that type of action**.

REACTIVATING

If you are on **standby**, you can **reactivate at any moment**. You can interrupt any action in progress (whether it's an ally's action or an enemy's), to continue your turn by performing **one or more actions using your remaining Action Points**. You **cannot use your free movement when you reactivate**, even if you didn't use it before going on standby. When you are done, you again can choose either to end your turn or to **go on standby once more** (spending the Action Points to do so, again, as well). **The action you interrupted then continues as usual**.

Example of reactivating:

Hero **(a)** wishes to move to the white space, but he has already used his free movement this turn, and does not have enough Action Points to assassinate the enemy and resume his movement.

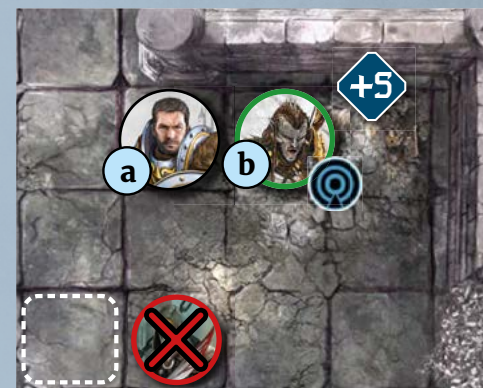


Hero **(b)** decides to reactivate to assassinate the enemy.

Remember: Hero **(b)** doesn't need to spend Action Points to reactivate; just for the actions themselves.



Hero **(b)** spends 5 Action Points to assassinate from a distance (they has a ranged weapon). They replaces the enemy with a Cadaver token with a Noise token atop it.



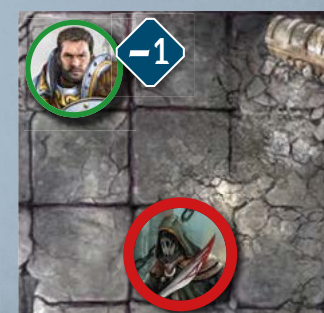
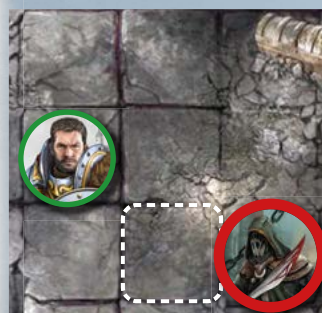
Hero **(b)** has no more Action Points, and ends his turn. He rolls a white Threat die for the single action he took during this activation **(c)**. Hero **(a)** resumes his turn and moves to the white space by spending 2 Action Points **(d)**. He rolls 1 white Threat die **(e)** because all he did was move this turn (a free move before the interruption, and 2 paid moves after it).



You can also **reactivate during the Enemy phase**. You can even interrupt an enemy's move; you do not have to wait for the enemy to complete its move, nor do you need to wait for an entire Action card to be completed.

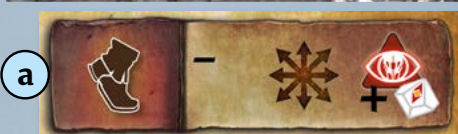
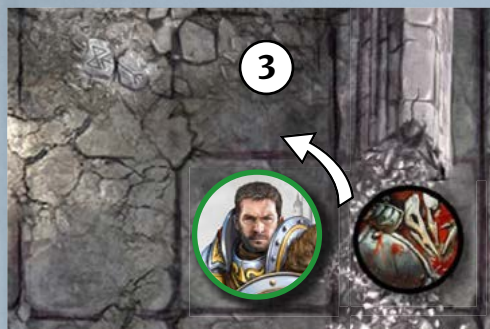
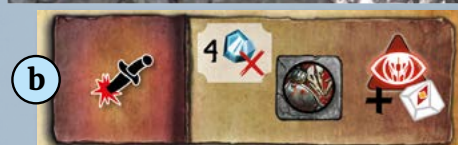
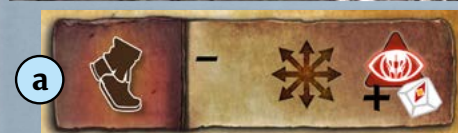
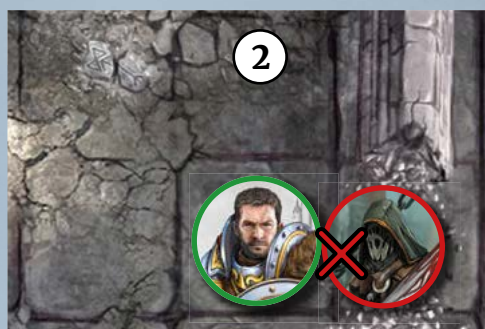
Example:

This enemy is going to move 1 space to the left. At the end of its move, it will see the hero. Before the enemy can finish its move, the hero **reactivates and moves**. He spends an Action Point to put himself back on standby, and rolls 1 Threat die for the 1 type of action he performed during the activation.



Example:

The Yoktal has done his free move ①, and has assassinated an opponent ②, moved the body ③, then finally moved once more ④. Thus, he must roll 1 Threat die total for the 2 move actions (a), 1 die for the **hand-to-hand assassination** (b), and 1 die for **moved the cadaver** (c). That's 3 Threat dice (1 per action type), so he rolls the black die instead.



Note: When a room contains no enemies, or when the final enemy falls, you no longer roll Threat dice at the end of your turn/activation; however, other effects or actions that directly increase the threat or directly require rolling Threat dice still apply.

END OF THE PRIMARY HERO PHASE

This phase ends once all heroes have either gone on standby or ended their turn.

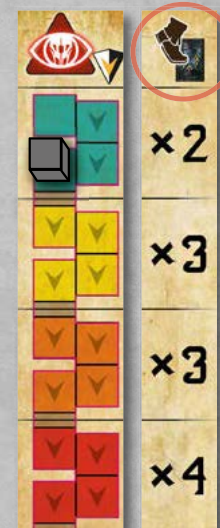


ENEMY PHASE

Draw a number of **Action cards** indicated on the **Stealth board**, then apply each card's effects in order. After applying an Action card's effects, **discard it**.

Draw the cards one by one at the beginning of the phase, and be sure to **resolve them in the order they were drawn**. If the Threat value changes during this phase, do not draw additional Action cards.

If you are on standby, **you can interrupt the current action to reactivate**. Once you end your turn or pay to go on standby again, **resume the Enemy phase right where you left off**.



Other types of Action card you might see

Note: Not all Action cards have the same structure, which means they don't all work exactly the same way.

UPPER PART

The upper part is divided into 2 steps to be performed in order, from top to bottom.

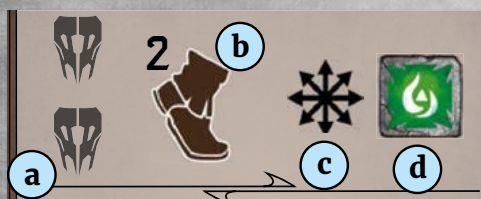


LOWER PART

Note: The lower part is used at other moments in the game. How it's used depends on the situation. In general, the Scenario Booklet will give you the specifics each time you need to use the lower part.

READING AN ACTION CARD

1 MOVE



- a** Number of enemies (in this case, 2).
- b** Movement for these enemies (in this case, 2 spaces).
- c** Indicates movement direction (in this case, any direction).

d Indicates a destination so you know which enemies are moving, and to where. So, you would read the step depicted here as, “**The 2 enemies closest to the green Staging token move 2 spaces toward it.**”

Note: When you are instructed to move the enemies that are closest to a Staging token, ignore all enemies already there or that cannot get any closer to it. Consider all of the other enemies that could get closer to it by at least 1 space.

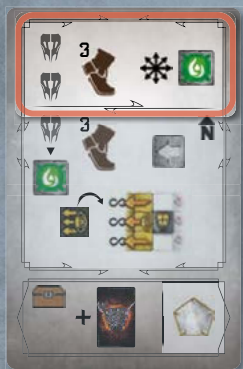
FOCUS: MOVING ENEMIES IN STEALTH MODE

In **Stealth Mode**, enemies do **not use the Movement Points on their Enemy cards**. The Action card defines the number of spaces they will move.

When an enemy moves in Stealth Mode, it always takes the **shortest path possible without traversing an annoying obstacle**. It can, however, **enter water spaces and cross abyss spaces**, if that is the shortest path to the destination the card indicates; of course, the usual movement costs apply.

Important note: If there are several paths that are shortest, or “too many” enemies at the same distance, the heroes get to choose between the options. You are absolutely welcome to choose the tied option that you think will be best for the heroes.

Example of reading the enemies' Move:



The two enemies closest to the green Staging token move 3 spaces toward it.

Continue to the next step on the Action card: Focus.

2 FOCUS



- a** Activation condition for this step (in this case, only if an enemy is on the green Staging token).
- b** Movement for the enemy (in this case, 4 spaces).
- c** Indicates movement direction (in this case, northwest).
- d** Reference for the north (see the Exploration Booklet).

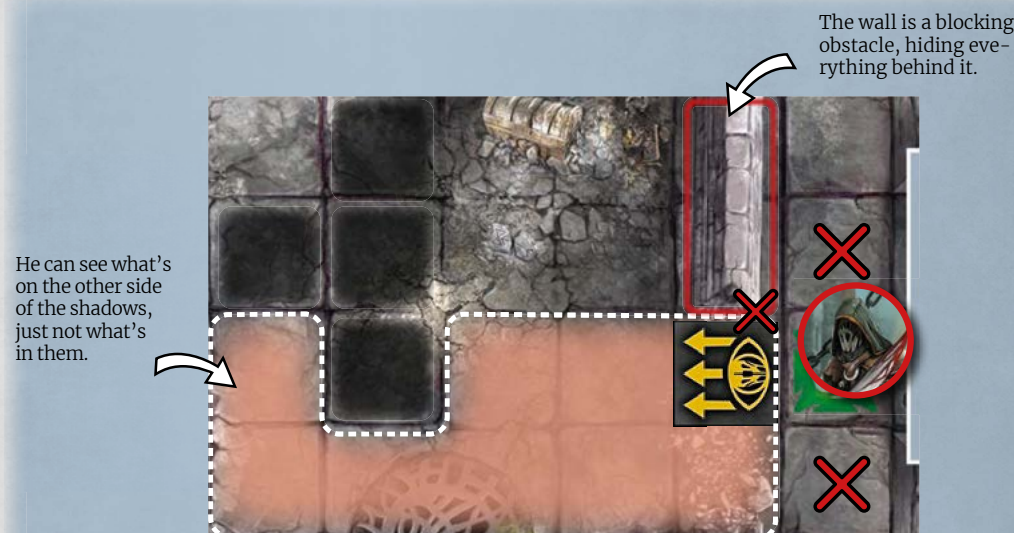
e The **Vigilance token** to place on a space in front of the enemy **figurine** after its move (position it in the same direction as the Action card).



Only place this token on an available space with no obstacles and no enemies in it, that is still on the Tile.



f **Enemy field of vision, which is 3 spaces wide, going to infinity** or until obstructed by blocking or annoying obstacles. This enemy ignores all other spaces around it. **Shadowy spaces do not block line of sight, but everything in a shadowy space (that is not adjacent to the enemy) remains invisible.**



He can see what's on the other side of the shadows, just not what's in them.

The wall is a blocking obstacle, hiding everything behind it.

The Focus step of the Action card is active under one condition, which is usually an **enemy figurine being on a particular Staging token**. On the card shown above, the Focus step only occurs if a figurine is **standing on the green Staging token**. If there isn't one on it, skip this entire step; if there is, apply the effects depicted on the card:

A The figurine on the **green Staging token** moves **4 spaces** in the indicated direction, relative to the reference cardinal direction (which you can check in the Exploration Booklet). In this case, the enemy should move **northwest**. For the moment, the enemy does not see any heroes, neither before nor after its move.



At the first threat level, the enemy only sees up to 1 space away.

At this level, it only notices things in adjacent spaces.

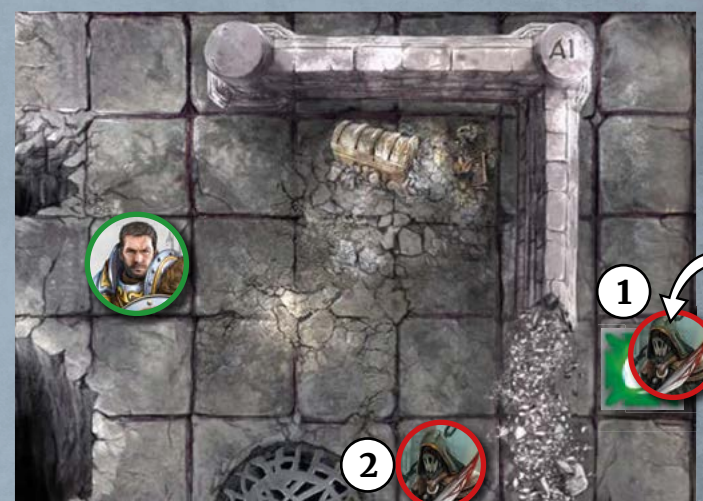


B When the enemy has finished its move, it raises **their eyes to peer in a particular direction**. Place a Vigilance token beside the miniature, pointed in **the direction indicated on the card** **a**. The enemy now sees everything in their line of sight.

Hero **b** is visible because the enemy's field of vision passes through the shadows. Hero **c** is not visible, because he is "in" an annoying obstacle. Hero **d** is in the shadows and remains invisible, because the enemy is not adjacent to him.



Example of reading the enemy's Focus:



At the end of its move (continuing from the Move example on the previous page), Enemy **1** has met the condition for the Focus step of the Action card by reaching the green Staging token. So, first, it moves 3 spaces to the left, brushing past Enemy **2**, who doesn't budge.



At the end of its move, you place a Vigilance token as depicted on the card.



This enemy has **dashed past the wall to peer attentively to the left**, and now sees this hero.

SECONDARY HERO PHASE

Once all of the Enemy Action cards have been resolved, if the alarm has not been triggered (see Triggering the Alarm, below), the heroes can play their **secondary phase**.

Only heroes who are still on **standby** and have sufficient **Action Points to perform further actions** can play during the secondary hero phase. This phase plays just like the primary hero phase, except that you can no longer use your free movement for the turn, even if you did not use it in the primary hero phase. At the end of this phase, all remaining Action Points go to waste. Then you start a new cycle, beginning with a new primary hero phase.

RULES FOR ENDING STEALTH MODE

TRIGGERING THE ALARM



An enemy who **sees a hero or a cadaver** is going to **trigger the alarm**; however, you can **immediately eliminate this enemy** (for example, via hand-to-hand assassination), you are allowed to do so to prevent the alarm from being triggered. Remember, **if you are on standby, you can interrupt an enemy's action at any moment**, which includes the moment between realizing they should sound the alarm and doing so. If you cannot eliminate every enemy who was about to trigger the alarm, **Stealth Mode ends**, the turn ends immediately, and you enter Combat Mode (see Combat, p. 36).

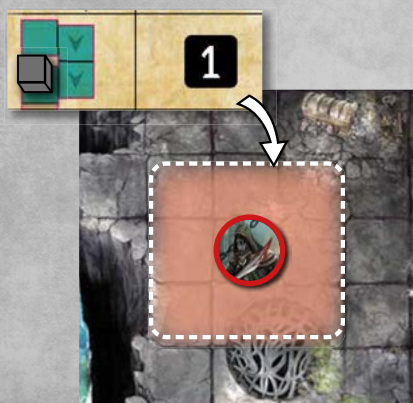
Remember: If an enemy sounds the alarm, you will start combat with 0 initiative.

Stealth board reminder



An enemy **sounds the alarm** as soon as a **hero or cadaver appears within its field of vision**. In Stealth Mode, enemies see a certain number of spaces around them (including behind them), determined by the **position of the cube on the Threat track**.

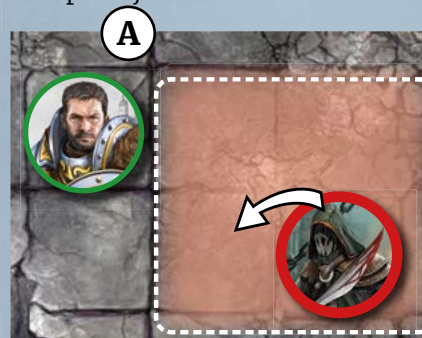
Important reminder: In **Stealth Mode**, enemies do not see what is in shadowy spaces, and do not see through annoying obstacles, regardless of their **vision distance**, even when peering in the Focus step of the Action card... unless they are adjacent to the hero/cadaver there. Enemies never see through blocking obstacles, and always see through their allies.



Remember, if an enemy could trigger the alarm, this only happens if no hero **can eliminate the enemy first** (by reactivating from standby and assassinating it somehow).

Example:

In its next move, the enemy will be able to see the hero. If the hero is on standby, **he could reactivate and hand-to-hand assassinate the enemy** as it steps adjacent to the hero. This would prevent the alarm being triggered.



Example:

In this situation, in its next move, the enemy will be able to see the cadaver. Even if the hero is on standby and can reactivate, he won't be able to assassinate the enemy, because that would require performing two actions, movement and assassination, when only assassination is allowed.



Note: He could also reactivate to move the cadaver before the enemy sees it. It's all about strategy!

Triggering the alarm automatically starts Combat Mode.

Remember: When a room contains no enemies, or when the final enemy falls, you no longer roll Threat dice at the end of your turn/activation; however, other effects or actions that directly increase the threat or directly require rolling Threat dice still apply.

VOLUNTARILY ENDING STEALTH MODE

In a hero phase (primary or secondary), if no hero is in enemy line of sight, you can agree to end Stealth Mode voluntarily.

Important: If you decide to end Stealth Mode voluntarily, you retain your initiative for Combat Mode.

OTHER FACTORS THAT CAN TRIGGER THE ALARM

The alarm is also triggered if:

- A** The cube advances to the final space of the **Threat track**.
- B** The deck of **Action cards** is exhausted.
- C** If someone rolls the **special face of the black Threat die**.



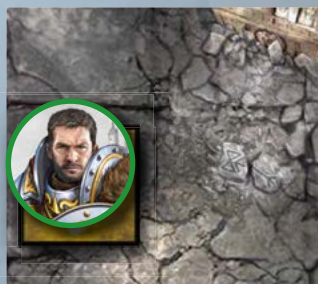
If one of these triggers ends Stealth Mode, if at least 1 enemy is present, **Combat Mode** ensues.

LEAVING A ROOM

In Stealth Mode, you can leave the room **without eliminating all enemies**. To do so, all heroes in play must exit through **the same exit**.

You cannot leave the location until you have revived all unconscious heroes.

There will always be at least one exit from a room; either via an **Access token** ①, or via an **Interest token** ② that might represent a hidden exit. To exit, you must move onto the token and read the corresponding chapter number in the Scenario Booklet. If the chapter explains that you can exit, then you can choose to do so (you are not required to do so). If you do, place your figurine beside the Tiles, and do not participate in the game. At the start of any subsequent cycle, you may choose to return to play by placing your figurine on the token through which you had exited. Only heroes can leave a room.



When all of the heroes have exited through the same exit, you can continue the adventure by following the instructions in the Scenario Booklet.

Attention: You can only exit in Stealth Mode. In Combat Mode, you must eliminate all enemies before you can leave a room.

COMBAT MODE :



Unless specified otherwise by the scenario, when you enter Combat Mode, **you begin with all of your Action Points.**

Remember: Stealth Mode rules do not apply in Combat Mode.

SETUP

Place the Initiative gauge and Character tokens near the play area.



FOCUS: ENEMY CARD ANATOMY



- 1 Enemy number. This acts as a reference to the Scenario Booklet.
 - 2 Enemy's attack (left part of the combat row).
 - 3 Enemy's defense (right part of the combat row).
 - 4 Enemy's combat table.
 - 5 Some enemies have special abilities.
- a Initiative ⚡
b Movement Points 🏃
c Life Points ❤️

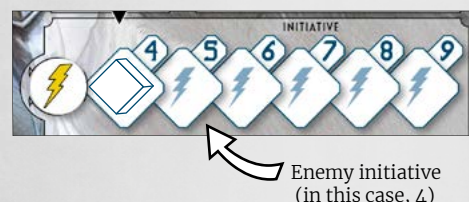


A ROUND OF COMBAT MODE

Initiative phase
Enemy Upgrade phase
Character Action phase

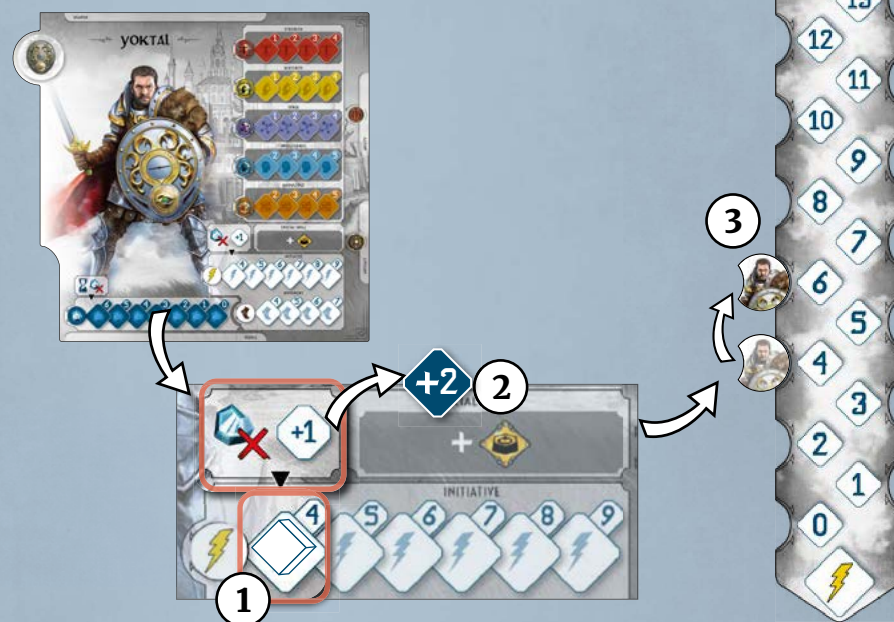
INITIATIVE PHASE

Each hero and enemy **has an initiative level**. This level **defines the order in which the characters** (heroes and enemies) **will perform their actions** in Combat Mode. The higher a character's initiative, the more that character will do before the others. If a hero and an enemy have the same initiative, **the heroes choose** which goes first.



At the beginning of each round of combat, each hero may spend Action Points **to increase their initiative for that round**. Either way, place your Character token on the Initiative gauge to match your current initiative value.

Example: The Yoktal has Initiative of 4 1. He decides to spend 2 Action Points 2 to increase it to 6 for this round of combat. He doesn't alter his initiative on his Hero board; he simply slots his Character token into 6 on the Initiative gauge 3.



Note: Reset the Initiative gauge for each round of combat. Once each hero has made their choice about Initiative, continue to the next phase.

Remember: If you entered Combat Mode by triggering an alarm, each hero's Initiative starts at 0 for the first round.



ENEMY UPGRADE PHASE



For each type of enemy present, draw a random **Upgrade token** from the bag and place it face up on the enemy card. These tokens will **upgrade all enemies of that type for this round of combat**.

Example: The Black Hand archers ① will have +2 **Initiative** and +1 **Movement** for this round of combat, thanks to their Upgrade token.



The Black Hand swordsmen ② will have +3 **Initiative** for this round of combat, thanks to their Upgrade token.



Reposition each enemy type's Character token on the Initiative gauge accordingly.



Once each enemy type has an Upgrade token on its card, **continue to the next phase**.

CHARACTER ACTION PHASE

In **initiative order** (highest to lowest), each character will perform all of their combat actions. If there is a tie, the heroes decide which among them goes first, **to the heroes' advantage**. When it is time for an enemy type to act, all enemies of that type act one after the other, but the heroes choose in which order the enemies of that type act.

Example: In this situation, the enemy ① goes first, because his Initiative is highest. Once he is done, it will be this hero's turn ②.

After that hero goes, there is a tie between this enemy ③ and hero ④.

The players decide that the hero will go first.



MOVEMENT

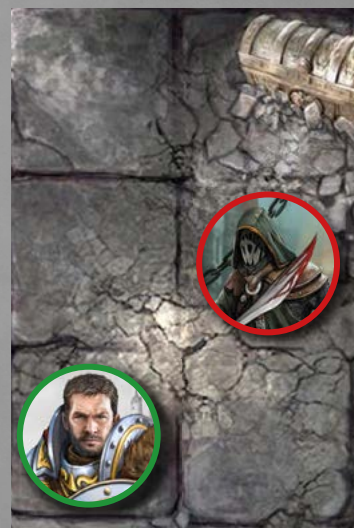
FOR THE ENEMIES

Enemies will attack immediately if they can. If this is not possible, they will move first. They never move after attacking in the same round.

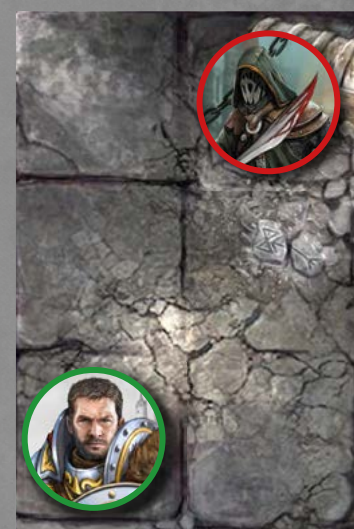
Enemies move the same way heroes do, according to the movement rules described previously (see p. 25). **An enemy always takes the shortest path**, and in such a way as to optimize his abilities.

FOCUS: ENGAGED CHARACTER

A character (hero or enemy) is **engaged** if he has at least one opponent adjacent to it. A character without any adversaries adjacent to him is an unengaged character.



Engaged characters



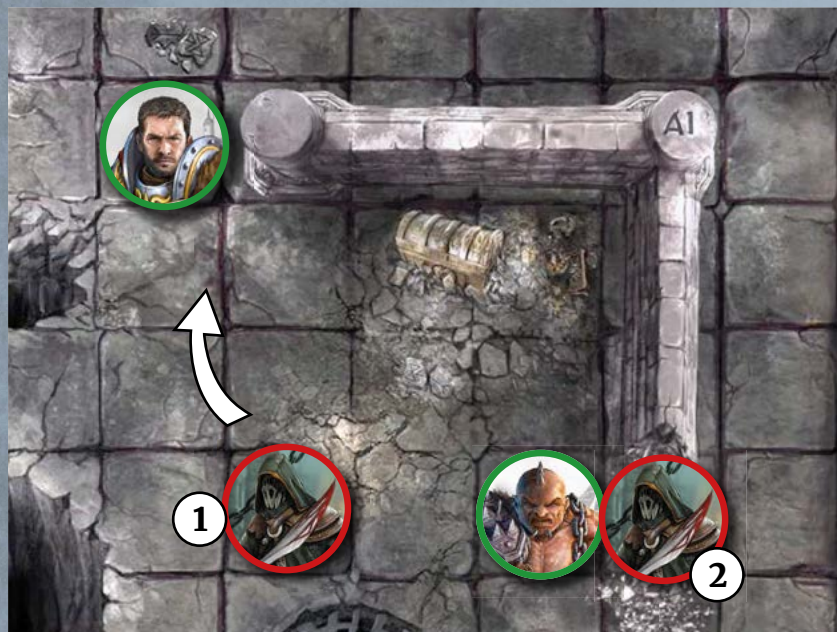
Unengaged characters

ENEMY ATTACKING HAND TO HAND

If the enemy is **unengaged**, he moves toward the **nearest unengaged hero**. If there aren't any, the enemy moves toward the nearest engaged hero.

If the enemy is already engaged, he does not move, and his **movement for the round goes to waste**.

Example: This Black Hand swordsman ① moves toward the Yoktal, since he is the nearest unengaged hero (the Sulk is nearer, but is engaged). The other Black Hand swordsman ② is engaged with the Sulk, and thus does not move.

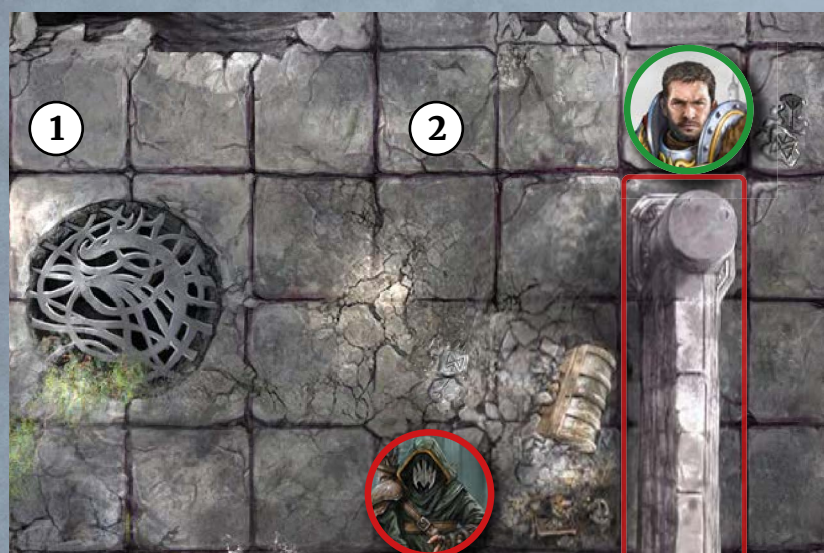


ENEMY ATTACKING FROM A DISTANCE

If the enemy is unengaged: The enemy moves (if necessary) **just far enough to gain a valid line of sight** (see Line of Sight, p. 26) without penalty on the nearest hero, **while maximizing the distance between them, as well**.

If the enemy starts his turn with a valid target without penalty, the enemy does not move, even if he could move further from the target.

Example: This Black Hand archer has no valid target, and is unengaged; his nearest target is the Yoktal. He moves back to get as far from its target as possible while maintaining a line of sight on the target. Thus, the archer prefers Position ① (3 spaces away) over Position ② (2 spaces away).



If the enemy is engaged: The enemy cannot move; their movement for the round goes to waste.

Important: If an enemy attacking from a distance does not have enough movement to attack, instead the enemy will use their movement to get as close as possible to the nearest unengaged hero; if there aren't any, the nearest engaged hero.

FOR THE HEROES

If you are **engaged** (whether this was the case at the beginning of your turn, or occurred during your move), **you lose the remainder of your free move** (which may well be all of it). On the other hand, you **can still use your Action Points to move** and disengage from the enemy by moving away from it.

If you are unengaged, you have the full free move granted by your Hero board (unless you engage an enemy along the way). **You cannot bank part of the free move for later**; if you go on **standby**, the remainder of your **free move goes to waste**. In addition, you can spend **X Action Points to add X spaces** to your free move.

ATTACK

When attacking, characters roll dice or deal automatic damage.



: Do 1 damage.

: Do 2 damage.

: Do nothing other than the special ability.

When attacking hand to hand, characters (Heroes or Enemies) deal as many extra damages to their target as they have allies currently engaging their target.

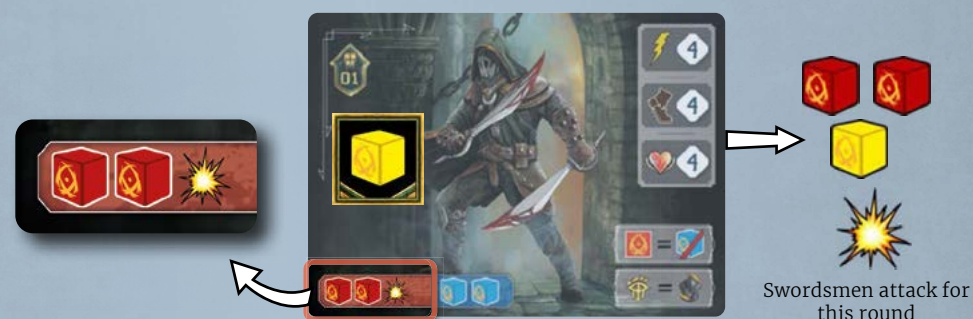
FOR THE ENEMIES

As soon as it can, an enemy will attack their target. Each enemy's **attack is specified in the combat row on their Enemy card**.



The enemy will roll **Attack** (red) or **Power** (yellow) dice as depicted on the attack portion of his combat row + **any gains from the Upgrade token** on its card.

Example: This swordsman will attack with 2 Attack dice (red), plus the Upgrade token provides a Power die (yellow), as well. This enemy also deals 1 automatic damage to his target.



The swordsman also has a **special ability** that causes **each special face on the attack dice** to cancel one defense die roll by his target.



Some enemies and heroes have **special abilities**. All of these are explained in detail in the Icon Reference section at the end of the rulebook.

FOR THE HEROES

To attack, you will use your **equipped weapon**. There are two categories of weapon: **Hand to Hand** and **Ranged**.

USING YOUR WEAPON

You will use the different **combat rows of your weapon** to attack your enemies. To do this, you must spend Action Points.

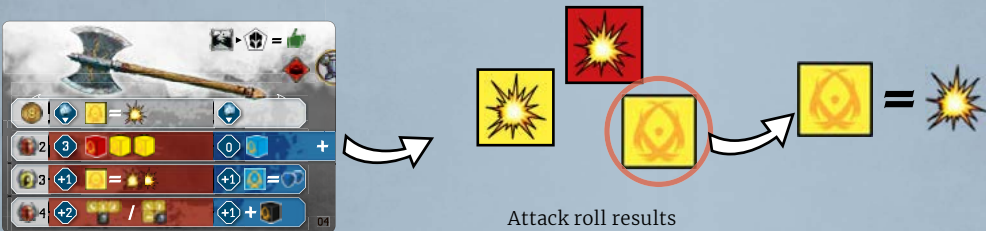
HAND-TO-HAND WEAPONS



Most weapons have a **special ability** depicted in a gray first row.



Example: The Two-Handed Axe transforms each special face you roll on your Power dice (yellow) into 1 damage.



The first [red] row of each Weapon card represents the **weapon's most basic attack**. You must spend the indicated number of Action Points to perform the attack.



Example: By spending 3 Action Points, this hero can roll 1 Attack die (red) and 2 Power dice (yellow).



The rows below it can improve this attack, as you master the weapon. **All effects that improve a face or a die are cumulative.**

Example: By spending an additional Action Point (3 + 1 = 4 Action Points), this hero can enable the special faces of the Power dice to inflict 2 additional damage. These faces were already doing 1 damage, due to the weapon's special ability, so now they do 3 damage.



If you have sufficient wielding ability to access all combat rows of your weapon, you can combine the effects however you like, or simply choose one.

Example: By spending 3 + 1 + 2 = 6 Action Points, this hero can do everything described above, plus strike several spaces around him at once. Instead, he could spend 3 + 2 = 5 Action Points to use only the basic attack and the multi-space strike, skipping the damage boost.



RANGED WEAPONS





These **work the same way**, except that you **must have a line of sight on your target**.

Just as an attacking character rolls Attack and/or Power dice, the target will roll Defense and/or Dodge dice (see Defense, next page).



DEFENSE

When attacked, a character will try to **defend itself**. A character may have a passive defense and/or an active defense. The character will roll **Defense dice** or **Dodge dice** and add their passive bonuses or special abilities.

-  : Cancel 1 damage.
-  : Cancel 2 damage.
-  : Completely cancel the entire attack.
-  : Do nothing other than the special ability.

When attacked from a distance, if the attacker's line of sight touches or crosses at least one annoying obstacle (or goes "through" another enemy), the defender (Hero or Enemy) gets an extra Dodge die. He also gets an extra Dodge die if he or his attacker is engaged. These two scenarios can pile up, meaning that the defender can get up to 2 extra Dodge dice.

FOR THE ENEMIES

Enemies always defend themselves **as much as they possibly can**.

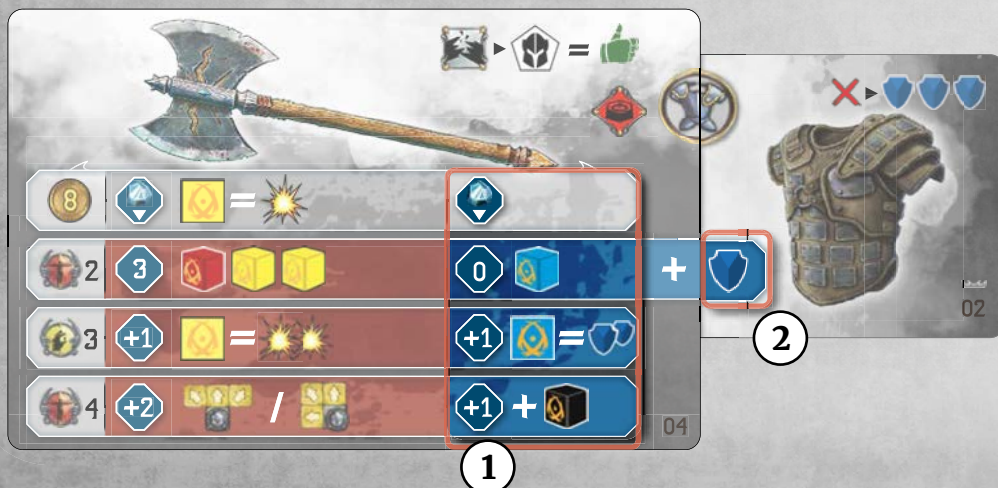
Take the **Defense or Dodge dice** indicated in the defense portion of the combat row on the Enemy card, and add the **bonuses granted by the Upgrade token**, the location, and by the enemy's **special abilities**.

Example: The swordsman is attacked, and will roll 2 Defense dice.



FOR THE HEROES

You have an **activatable defense** ①. To use it, you must spend **Action Points**, if you have any left at the end of your attacks. You may also have a **passive defense** ② that automatically shields you; these usually come from equipped armor.



Example: This hero can roll 1 Defense die against each attack for 0 Action Point. For 1 additional Action Point, he can also transform all of the special faces he rolls into 2 shields. His armor grants him a passive shield, as well.



Finally, he can completely destroy (and lose) his armor for a one-time defense of 3 shields.



You get to choose whether and exactly how to activate your defense after seeing your opponent's attack roll. Yes, you get to know the result of their attack before you decide how many Action Points to spend activating your defense options.

Important: Holding back on your attack to conserve Action Points for defense may save your skin; but a stronger attack may prevent the need to defend yourself at all. It's your strategic choice to make!

Once the attack and defense are done, **compare the two**. Each damage not canceled by a shield causes the target to lose 1 Life Point.

APPLYING WOUNDS IN COMBAT

When a character is wounded by an attack, **they lose life points**.

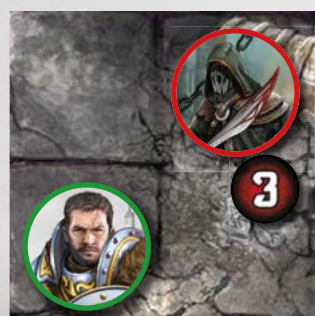
FOR THE ENEMIES

Each enemy has a **number of Life Points defined by its Enemy card**.

If being wounded in combat causes an enemy to **lose its last Life Point**, remove its figurine from the play area; it is considered vanquished.



Otherwise, place Damage tokens near the figurine to remember how much damage this enemy has taken.



2. FOR THE HEROES :

Each hero has a certain number of Life Points.



Shock damage



Life Point




Damage



Serious wound



Each time you suffer 1 shock damage, move a crystal  from your Life Point area **①** to your Shock Damage area **②**.

Each time you suffer 1 damage, move a crystal from your Life Point area **①** to your Damage area **③**.

Each time you suffer 1 serious wound, move a crystal from your Life Point area **①** to your Serious Wound area **④**.

① If at any time you have **no more crystals in your Life Point area**, you are **unconscious**.



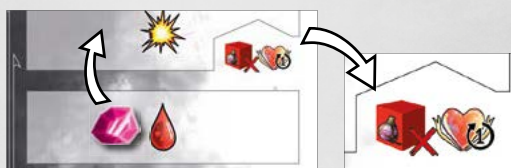
② At the end of combat, move all crystals that are in your **Shock Damage area back to your Life Point area**.



③ To heal a **damage**, you can drink a yellow potion at any time. **This moves 1 crystal from your Damage area to your Life Point area.**



④ To treat a **serious wound**, you can drink a red potion at any time. **This moves 1 crystal from your Serious Wound area to your Damage area.**



3. UNCONSCIOUS HEROES

When you have no more crystals in your Life Point area, you are unconscious. Replace **your figurine with a Resource cube of your color** (the same color of cube you use to track your knapsack's capacity).



The space is now **considered empty**, and any figurine can end its movement there. **If you are revived**, you will reappear here (or on the nearest available space, if this one is no longer available).

A hero can always use a potion on an adjacent hero.

At the end of combat, each unconscious hero regains 1 Life Point.

FOCUS: REGENERATION

The Awakened (the heroes) have a special regenerative ability: **They can transfer wounds from an unconscious hero to themselves** to revive their fallen friend.

At the beginning of each round of combat, **before the Initiative phase**, the unconscious hero **can recover 1 Life Point** (move a crystal from any Damage area to your Life Point area); however, in order to do this, each conscious hero **must suffer the same type of damage that the unconscious hero** healed. If all conscious heroes have only 1 Life Point remaining, they will not be able to do this.

END OF COMBAT MODE

Combat Mode ends when **all enemies have been defeated**, often leading to a chapter number in the Scenario Booklet.



If, however, all of the heroes are unconscious, this leads to its own chapter number in the Scenario Booklet.



Note: Defeat, for the Awakened, is **never final**. In Malhya, the heroes always move forward, against all odds. Defeat merely forces you to take a different path to continue your adventure. You will never have to restart a fight, and you never have to restart the game.

Important: Suffering damage outside Combat Mode (for example, damage dealt in a chapter), **cannot be blocked by shields or armor.**

14

Bracing yourself, you begin to pull on the heavy chain, trying to trigger a presumed mechanism.

Pull upward

Violent and painful muscle spasms force you to drop the chain. The hero suffers 1 damage. Your turn ends.

Go to < 67

ACTIVATING A CHAPTER NUMBER DURING COMBAT

As with Stealth Mode, if you move onto a chapter number, you can read that chapter in the Scenario Booklet.

ICON REFERENCE

DICE



Skill die



Skill die faces



Difficulty die



Difficulty die faces



White Threat die



White Threat die faces



Black Threat die



Black Threat die faces



Power die



Special face of the Power die



Attack die



Special face of the Attack die



Defense die



Special face of the Defense die



Dodge die



Special faces of the Dodge die



Single damage



Double damage



Cancel 1 damage



Cancel 2 damage

HERO BOARD



Strength



Sense



Dexterity



Intelligence



Knowledge



Initiative



Movement



Related to Initiative or Movement



Cost



Cost reduction



Action Points



Related to Action Points



Action cost



Action cost reduction



Spend an Action Point



Action cube's Action face



Action cube's Standby face

LIFE POINTS / DAMAGE



Shock damage



Life Points



Damage



Serious wound



Cancel shock damage



Recover a Life Point

KNAPSACK



Resource cube of a specific color



Resource cube of any color



Maximum encumbrance



Spend 1 Action Point to switch weapons (in Combat Mode)



Spend a green arrow to cancel a black die



Spend a red arrow to reduce a ranged attack by 1 Action Point



Spend a yellow arrow to use an additional Power die



Related to lockpicking



While lockpicking, using a purple pick ends the test with 2 stops



While lockpicking, using a blue pick ends the test with 1 stop

TALENTS / ABILITIES



Dodger



Scholar



Ranger



Mhaÿ



Warrior



VIGILANCE



DEMOLITION



BALANCE



CLIMBING



SWIMMING



STRENGTH



ALCHEMY



CAMOUFLAGE



CHARISMA



MACHINERY



CRAFTING



KNOWLEDGE & LEGENDS

HERO CARD



+1 Life Point



+1 knapsack capacity



+1 Initiative



+1 Movement



+1 Aura Point



+1 Talent card



Roll an additional die for this action



Spend an Aura Point



Cancel a Menace die



Recover a Life Point



Gain a Travel token



Cancel the effects of heavy equipment



+1 to this trait temporarily

ITEMS / WEAPONS / ARMOR / ARTIFACTS



Discard this card to use its effect



Gold coin cost to purchase this card



Artifact: Ring (can only wear 1 at a time)



Artifact: Amulet (can only wear 1 at a time)



+1 Initiative (while the item is equipped)



+1 Aura Point (while the item is equipped)



+1 Life Point (while the item is equipped)



Heavy equipment



Gain potions



Attack area (the 3 spaces directly in front of you)



Attack area (3 spaces in an arc)



Push an opponent (the number of spaces indicated)



Cancel the roll of a Defense die



Cancel the roll of a Dodge die



Cancel the cost of an arrow



Enemy



Attack with an angle. Allows you to get around an annoying obstacle



Ranged weapon

ENEMIES (CARDS AND TOKENS)



Enemy symbol (activated only when an Upgrade token is revealed)



Enemy number



Prioritize engaged heroes in their attacks



Levitation



+3 Movement



+2 Initiative & +1 Movement



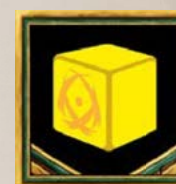
+3 Initiative



+2 Movement & +1 Initiative



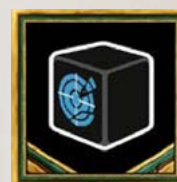
+1 Attack die



+1 Power die



+1 Defense die



+1 Dodge die



Enemy symbol (activates effects)

ACTION CARDS



White gem



Black gem



Blue gem



Red gem



All Cadaver tokens



+1 Threat



Place the Vigilance token



Reminder of peering sight granted by Vigilance token



Space with a Noise token



Space with a Staging token



Space with an Access token



Direction of Movement

SKILL TESTS AND ELEMENTS OF THE SCENARIO BOOKLET



Solo test



Individuals' test



Group test



Dice encounter



Successes



Stops



Discard as many resources as you wish



Discard all items from your knapsack



All heavy equipment



Level up



Recover an Aura Point



Recover a Health Point



Place a Noise token



Place an open door



Recover all of your Aura Points



Recover all of your Life Points



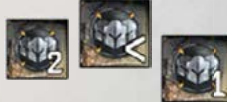
Scenario card reference (associated with a number)



Scenario card symbols



Gain a Travel token



Entry points into a room



Discard an Interest token



Market



Buy section of the market



Sell section of the market



Chapter discovered from a clue



Corresponding page of the Exploration Booklet



Threat level



Threat level symbol

STEALTH



Stealth Mode



Difficult Stealth



Normal Stealth



Exit Stealth Mode



Place a Cadaver token



Roll a white Threat die



Alarm



Assassinate from a distance



Assassinate hand to hand



Ranged weapon



Replace the figurine with a Cadaver token



Place a Noise token

