Perdition's Mouth
Abyssal Rift

A Game by
Timo Multamäki,
Thomas Klausner & Kevin Wilson

Niffil

Tyra

Simma

Elisa

Olazábal

COMPONENTS

Boards
4 Map Boards (double-sided), Stone of Destiny, Enemy Watchstone

For each Hero
1 Figure, 12 hero cards, Hero Sheet, Hero Hit Point Marker, Hero Peg

Enemies
37 unpainted figures: 7 Acolytes, 5 Guards, 5 Summoners, 3 Insectoid Nests, 5 Rotikkas, 5 Boneworms, 5 Chi'leens, 1 Tharnix, 1 Demon

References

This Rulebook, Reference Sheets, Cultist Sheet, Insectoid Sheet, 20 Save Sheets, 21 Scenario Sheets, Scenario Tuckbox

Cards

42 Response Cards, 36 Wound Cards, 17 Victim Hero Cards, 17 Victim Response Cards, 29 Treasure Cards

Map Tokens

3 Doors, 3 Portcullises, 3 Treasure Chests, 3 Victims, 3 Levers, 1 Victim Exit, 1 Acolyte Exit, 2 Rubble, 2 Wall of Stone, 1 Fog

Scenario Tokens

12 Fatigue, 12 Defend, 12 Enemy Wound

1 Bless, 1 Weakest Hero

4 Pool Markers

2 Enemy Markers (for Enemy Watchstone)

Boneworm

Rotikka

Summoner

Nest

Chi'leen

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Rulebook Version 1.6.12

INTO THE ABYSS

A group of heroes, guided by mystic visions, descends into the maw of Perdition's Mouth, a system of caverns that twists and turns beneath the earth. Within the caverns, a corrupt cult has gathered, where it hopes to summon a terrible demon to the surface. And below the caverns, in the great Abyss, lies the demon itself, where it has waited millennia for a chance to return to its former glory.

Perdition's Mouth is a game for 1 to 6 players that plays out in scenarios, with each representing a single game session. The players may choose one scenario for a single adventure, or they may string multiple scenarios into a longer campaign, trekking through the cavern's levels until they face the demon itself.

SETUP

Use these rules to set up a one-shot game or the first scenario of your campaign.

1. CHOOSE SCENARIO

Begin by choosing a scenario, which describes how to set up the map. The scenario sheet lists enemies' starting locations, and may contain other special rules that change win conditions or even how the enemies behave.

- » **Campaign or One-Shot:** To begin a new campaign, take a save sheet to record your progress. If you're continuing a campaign, you include some of your save sheet's records in your setup (see Playing a Campaign, p.8). You don't need a save sheet for a one-shot game.
- » **Scenario:** Choose a scenario from the scenario sheets. For a new campaign, choose one of the #1 scenarios.
- » **Map:** Find the map board that matches the scenario and place it on the table.
- » **Scenario Text:** Read the scenario's setup text for any special setup or other rules.

2. SET UP THE MAP

Place tokens and figures on the map as outlined in the scenario's Setup box.

If the Setup box gives you instructions that offer a choice, such as "within range 2 of square 3F" then you can choose any square that meets the criteria, as long as it doesn't contradict any other rules.

If no placement is specified for a figure, follow the spawning guidelines:

- » **Insectoids** 🕷: Place Boneworm, Rotikka, Chi'leen, and Tharnix figures in any square adjacent (not diagonal) to an Insectoid nest.
- » **Cultists** 🜏: Place Acolyte, Guard, and Summoner figures in any square adjacent (not diagonal) to a trapdoor.

Setup Text: Read the scenario's rules text for any additional setup instructions.

Doors and Portcullises: Put the appropriate token on each printed door or portcullis location, placing it on the indicated side between the two squares. These count as being in both squares for the purpose of area effects (see Area Effect Attacks, p.24). A closed door blocks LoS drawn through the side it sits on. Unless otherwise noted, doors begin closed and unlocked and portcullises start the game closed.

CHOOSING YOUR FIRST SCENARIO

For a new campaign, choose one of the scenarios numbered 1. When teaching the game to new players, we recommend 1A, which has been specifically designed for learning the game's basic mechanics.

SETUP TOKENS AND FIGURES

- Entrance
- Exit
- Alarm
- Nests
- Treasure Chests
- Victims
- Levers
- Doors & Portcullises

ENEMY SETUP

If you cannot place an enemy adjacent to a nest or trapdoor, then place it diagonally to the nest or trapdoor.

3. SET UP POOLS

The four pools hold enemies that are not currently on the map. Place enemies beside the appropriate pool marker, as listed in the scenario.

» **Primary spawn pool** 🔘: Enemies are moved from this pool to the map during a primary spawn action.

» **Secondary spawn pool** ▨: Enemies are moved from this pool to the map during a secondary spawn action.

» **Reserve pool** 🗒: Enemies are sometimes moved from this pool to the spawn pools at the beginning of the Enemy Phase.

» **Dead enemy pool** △: This pool is empty at setup. Place enemies into this pool when killed, so that they cannot return to the spawn pools.

» **The Demon:** You never place the Demon into any of the pools. The scenario's rules describe how the Demon enters the map.

4. CHOOSE HEROES

Players each choose (or randomly select) one of the available heroes. Take the following items belonging to your hero:

» **Hero sheet:** This shows your hero's attributes and special ability. Place your hero sheet in front of you.

» **Hero figure:** This represents your hero on the map. Your figure begins the game not on the map. You must take a move action on your turn to move into the entrance square (see Entering and Exiting the Level, p.18).

» **One hero marker:** Place this on your starting hit point 🩸 value on your hero sheet.

» **One hero peg:** You'll place this on the Stone of Destiny to track your actions (see Prepare the Stone of Destiny, p.7).

» **Hero cards:** These cards boost your actions or provide special abilities. Each hero has their own unique deck.

5. PREPARE THE STONE OF DESTINY

The Stone of Destiny contains eight spokes, which show the eight hero actions. Each spoke also has one, two, or three holes, which can each hold a hero peg.

» Randomly determine the starting order for initial placement of the hero pegs.
» Place the first peg in a hole on the Move spoke.
» Place the second peg in the Special spoke, and place each other peg in the following spokes, going clockwise, with one peg per spoke.
» Make sure all the peg tops, which are shaped like shields, point outwards. This indicates the heroes are ready to act (see Hero Phase, p.14).

1. Spoke
2. Action name
3. 1st action
4. 2nd action
5. Peg holes

6. PREPARE THE ENEMY WATCHSTONE

The Enemy Watchstone contains the enemies' actions and the Threat Meter.

» Place both enemy markers onto the Start action spoke (marked with blood stains).
» Turn the Threat Meter's dial to the Start space.
» For a one-shot game, increase the Threat Meter by +1 space and additionally +1 space for each hero in the game.
» For a campaign, set the Threat Meter using the rules on the next page under Playing a Campaign.

ENEMY WATCHSTONE STARTING POSITION
Place both enemy markers on the starting position, indicated by bloody spots.

THREAT EXAMPLE
When playing the 1st scenario (or a one-shot game) with 4 heroes, Begin with the threat metetr on the start space, then increase it by 5 spaces (4+1).

7. Prepare the Response Deck

» Decide which version of the Variable Response Deck you want to use: Standard, Hard, or Low Variation.

» Take all of the Response cards marked with the small red letter "C" (for Common) and then mix in **one** set of the variable cards, based on your desired difficulty. Use the corresponding red letter on the cards to identify them:

S = Standard:	This is the default version of the response deck, containing cards with an average value of 2.	
H = Hard:	This set adjusts the average value of the deck to 2.5, increasing the game's difficulty significantly. Recommended for veterans.	
L = Low Variation	This set reduces the overall variation of the deck, producing a slightly more predictable range of responses.	

8. Final Setup

Shuffle the following decks of cards and place them within easy reach:

» **Response deck** 📑 : You draw from this deck to alter enemy actions or other effects randomly. Shuffle the Common cards together with the variable set you chose above.

» **Wound deck** 🩸 : When you take a point of damage, draw a card from this deck and place it face down on top of your hero deck.

» **Treasure deck:** You draw from this deck when you loot a treasure chest.

» **Victim hero deck:** These are added to your hero deck when you rescue a victim (see p.32).

» **Victim response deck:** These are added to the response deck when victims die (see p.32).

You also set up these components:

» **Enemy reference:** Place these cards on the table. These show the enemies' attributes.

» **Hero decks and starting hands:** Players shuffle their hero decks and draw cards for their starting hands. You draw the number of cards shown by the hand size listed on your hero sheet.

Niffil begins with 5 cards in hand.

Achieving Victory

Unless otherwise specified the heroes win a scenario by escaping through any available exit. Some scenarios may have alternate victory conditions to meet, or even optional goals.

Standard or Hard Rules

For a more perilous encounter, play with the game's Hard Rules. You may choose to play with any or all of the rules listed here, but you must choose before beginning the game.

» **Harder scenarios:** Add any Hard Rules text or figures listed in the scenario.

» **Harder enemies:** Flip the enemy reference cards to the Hard Rules side, giving the enemies better attributes.

» **Harder abilities:** Some hero sheets have penalties for playing with Hard Rules.

» **Variants:** See p.33 for other variants.

Playing a Campaign

Playing Perdition's Mouth as a campaign allows you to keep the rewards and penalties of your previous games. As you play the game, record your changes on a save sheet. Set up each new scenario of your campaign with these records from the save sheet.

» **Starting threat:** Unless otherwise noted in the scenario's instruction, set the Threat Meter for each scenario in a campaign using the following formula:

 » From the Start space (the red **1**), increase the Threat Meter a number of spaces equal to the number of the scenario. Then increase it +1 more for each hero you are playing the scenario with. For example, if you are playing scenario 4b (Summoner's Lair) with three heroes, then increase the Threat Meter +7 spaces from the Start space.

 » **Threat changes:** The save sheet tracks the events that change threat for the entire campaign. Increase the Threat Meter +1 for each destroyed insectoid nest, +1 for each Acolyte alarm triggered, -1 for each dead hero, and -1 for each discarded Wyrmandalus Shard treasures (see Enemy Spawn, p.25).

> » **Deck changes:** Keep all victim cards and wounds added to any hero decks, all treasures on hero sheets, and all victim cards added to the response deck (see End of the Scenario, p.32).

OVERVIEW

These features direct your journey into Perdition's Mouth.

HERO SHEET

Your hero sheet shows your character's attributes and special ability.

#1: HERO SYMBOL

This symbol appears on your hero marker and peg. Every hero has a different symbol.

#2: HERO TYPE

Your hero is a Warrior ⚔, Priest ✛, or Magus ☯, and uses either Melee ↓ or Ranged ◎ attacks. These icons allow you to use certain treasures and actions.

#3: STARTING HAND SIZE AND HAND LIMIT

The smaller number is your starting hand size, and the larger number is your hand limit.

> » You begin the scenario with cards equal to your starting hand size.
> » You refill your cards to your starting hand size when you take a Rest 🔥 action.
> » If your hand of cards equals your hand limit, and you draw another hero card, then you must discard the card that you just drew. You cannot choose to discard a different card in hand in order to keep the card that you just drew.

#4: HERO ABILITIES

Each hero has a special ability, marked with the △ symbol. You can use this ability when you take the Special action. Passive abilities do not have the △ symbol and always affect your heroes as described.

#5: ACTIVE SLOTS AND BACKPACK SLOTS

These slots can each hold a single treasure, such as a weapon, an amulet, or a potion. Active slot treasures are currently in use, while backpack treasures are stored for later (see Treasure, p.31).

#6: HIT POINT 🩸 METER

At the beginning of the scenario, place your hero marker on the circled number. When you take a point of damage, you move your hero marker down one space, and you add a wound card to the top of your deck (see Wound Cards, p.13). Your hero dies if the marker drops below 1 and reaches the death space.

#7: ATTRIBUTES

Your hero's four attributes appear beside the hit point meter. You use the attributes on the same line as your current hit points 🩸, so your attributes may change as you take damage.

> » **Action Points** ✴: You gain this many action points at the beginning of your turn. You usually spend these points to select an action on the Stone of Destiny or to move your hero during a move action.
> » **Range** 📏: You may attack an enemy from this distance. An enemy adjacent or diagonal to your hero is at range 1.
> » **Attack** 🗡: To hit an enemy, your Attack 🗡 must beat its Defense 🛡, with any bonuses and penalties added.
> » **Defense** 🛡: When an enemy attacks you, its Attack 🗡 must beat your Defense 🛡, with any bonuses and penalties added.

When Tyra has 5 🩸, her attributes are 5 ✴, 1–2 📏, 4 🗡, and 3 🛡.

HEALING MAXIMUM

• When an ability heals your hero, move your hero marker up your hit point meter. You <u>cannot</u> heal past the top space of the meter, though some heroes can heal past their starting 🩸.

RESPONSE DECK ▦

The response deck is a deck of numeric cards that represent the element of chance. Most of the game's actions resolve when you draw a card from the response deck, and you add the card's number to the action in some way. For example, when you attack an enemy, you draw a ▦ card and add its number to the enemy's Defense 🛡. You then place the response card into the response deck's discard pile.

HERO AND ENEMY RESPONSE CARDS

Once you draw a response card to improve an enemy action, determine lock strength, or address some other challenge, then you can no longer affect the action with hero cards, action points, or other abilities. You must accept the outcome with the ▦ values added.

Some cards and abilities allow you to draw response cards to benefit a hero. You may continue to affect the action with other cards and abilities after drawing a response card in this way.

For example, a hero taking the Defend action adds a ▦ to its Defense when attacked. In this case, you would draw a ▦ for the Defending hero, and if that card is not strong enough to protect the hero, you could play cards and use other abilities to continue improving the defense. But once you draw the ▦ for the enemy's Attack, you cannot play any other cards or abilities to affect the outcome of this action.

Bastian attacks an Acolyte with his 🗡 4. The Acolyte defends with 🛡 1. The attack is resolved by drawing a response card for the Acolyte. This adds a 2 ▦ card to its Defense for a total of 🛡 3, but Bastian's 🗡 4 still beats this and the Acolyte is killed.

THE EYE ◉

Some abilities don't check a ▦ card's number. Instead, they check for the Eye ◉ symbol, which only appears on some ▦ cards. The Eye also affects the ▦ drawn at the beginning of the Enemy Phase (see Enemy Phase, p.15).

RESPONSE SUMMARY

• You draw a response card to improve enemy Attack and Defense. You do not draw a ▦ for the heroes, unless specified by a hero card or ability.

• A ▦ card says "**shuffle the deck**". When you draw this card, finish resolving the current action, then add the discarded ▦ cards to the deck, and shuffle the deck.

• Victim response cards are nasty cards that enter the response deck when you allow a victim to die in the dungeon (see Victims, p.32).

• The most common ▦ card number, and the average of all response numbers, is 2. Response numbers range from -1 to 5. The -1 card penalizes the chosen attribute.

• The hero card called "**Prayers**" changes the effective value of a response card to **zero**. This ability cannot affect the response card drawn at the beginning of the enemy phase, which selects the enemies' actions (see Enemy Phase, p.15).

Range 🔦 and Adjacent Squares

Squares are adjacent if they share an edge (not just a corner). Diagonal squares are not adjacent.

Range is the shortest distance from one square to another that you can trace with adjacent or diagonal squares. A range 1 square is adjacent or diagonal to your hero. A range 2 square is adjacent or diagonal to any of the range 1 squares, and so on.

Heroes and enemies cannot move diagonally—each action point ✳ of movement allows you to move into an adjacent square (see Hero Movement, p.18). However, figures <u>can</u> attack diagonally, so an attack with Range 🔦1 can reach a diagonal square.

Hero Cards

Hero cards improve your hero's actions and abilities. When you play a hero card, place the card in your own discard pile after the action resolves.

Do not draw new hero cards each round

You only draw hero cards when you take an appropriate action on the Stone of Destiny (see The Eight Actions, p.16). Your survival depends on knowing when to play the few cards in your hand and when to keep them for a more dangerous situation.

If there are no cards left in your hero deck, then you cannot draw a hero card. You must take a Rest 🔥 action before you can shuffle your discard pile back into your hero deck.

Numeric cards

Each numeric hero card has a large number. You can play these cards to boost an action that matches the card's action symbols.

- » **Move** 🗝: When you take a move action, play this card to gain action points ✳ equal to the card's number.
- » **Attack** 🗡: When you take an attack action, play this card to boost your Attack 🗡 by the card's number. This card cannot boost special △ attacks.
- » **Defense** 🛡: When you are attacked, play this card to boost your Defense 🛡 by the card's number.
- » **Special** △: Play this card to boost the special ability on your hero sheet, or the special abilities on your other △ cards. You can boost any red number in the ability, such as the distance of a teleport, or the amount of hit points healed from another hero. However, you can never boost any **red** number above **6**.
- » **Rest** 🔥: Numeric cards don't use this symbol, but other hero cards may improve a Rest action.
- » **All** 🎲: You may play these cards for any of the purposes listed here.
- » A hero card can affect an action that matches any of its symbols. For example, a 2 🗝🗡 card could give you 2✳ for a move action or 🗡 +2 for an attack action.
- » You can play any amount of cards to boost a single action.
- » Some numeric cards have 🟫 bonuses. For example, when you play a 🗝 card with 1 + 🟫 bonus, then you draw a response card when you begin moving, and you gain ✳ equal to 1 + the response card's number.

Simma (1) is at range 1 from Elisa (2), so he could aid Elisa with no penalty.

Simma is at range 2 from Bastian (3) and Niffil (4), so he could aid either hero with a -1 penalty. He can draw range for aid through heroes and enemies and around corners, including diagonals.

When Niffil attacks, Simma plays two numeric cards as aid, a 2 🗡 and a 3 🗡. He provides Niffil with 🗡 +4 (from a total of 5 🗡 with a -1 range penalty).

Simma can not aid Olazábal (5), if the door behind her is closed or locked.

CARD ABILITIES

Some hero cards provide powerful magic attacks, tricky movements, healing prayers, or other abilities. Play these cards for an action that matches the card's action symbol. Notably, you can only play a special △ card when you take the Special action on the Stone of Destiny.

REACTION 〰 CARDS

You usually don't play Reaction cards during your turn. These cards' descriptions explain when you can play them.

PLAY A MOVE 👣 NUMERIC CARD TO MOVE ON THE STONE OF DESTINY

You can play Move cards before selecting an action on your turn, then use the action points ✴ to move your hero peg (see The Rock of Destiny, p.16). However, a 👣 card's text only applies if you take a 👣 action.

PLAY ANY NON-WOUND CARD AS A 1 ALL 🎲 CARD

You can play any hero card for 1✴, +1 🗡 (to a non-Special attack), +1 🛡, or +1 to a special ability's red number, as described above. You cannot play wound cards this way.

AID

You can play numeric cards to aid other heroes' actions, provided that the card's action symbols match the action. For example, you could play a card with [2 👣 🗡 △] on it to give another hero +2✴ for a move 👣 action, +2 🗡 for an attack action, or add +2 to a special ability's red number.

AID PENALTY BEYOND 📏1

Aid is less effective at a distance. There is no penalty to aid a hero at 📏1 (a hero adjacent or diagonal to you). For each square beyond 📏1, your aid takes a -1 penalty.

» The range penalty affects the total of your aid. When you aid one action with multiple hero cards, subtract the range penalty from the total of those cards.

» Walls and closed doors block your range to a hero for aid. However, the range for aid does not need to be drawn in a straight line nor does it require Line of Sight, so you can trace it around multiple corners.

» Terrain and figures do not block your range to a hero for aid. That includes enemy figures, insectoid nests, and treasure chests.

» Range can never exceed 6 (see Range and Line of Sight, p.22).

CARD ABILITIES CANNOT AID ANOTHER HERO

You can only aid other heroes with numeric bonuses, unless the card states otherwise. Only apply a card's abilities when you play the card for yourself.

RESTING HEROES CANNOT AID

You cannot play aid cards while your hero peg is on the Rest 🔥 action of the Stone of Destiny.

THE GOLDEN RULES

- Movement can <u>not</u> be diagonal, but attacks can be diagonal.
- Round all decimals **down**.

  For example, if you spend 5 ❄ to boost an Attack action, which provides 👊 +1 for each 2 ❄ , then you gain 👊 +2.

- **Ties are <u>failures</u>.** To succeed at any action, one must always beat the target number.
- **Game text overrides the rules**. If the text of a card, hero sheet, or any other component contradicts this rulebook, the text on the component takes precedence.

WOUND CARDS 🩸

Each time your hero takes a point of damage you lose one hit point ❤ . Then you draw a card from the wound deck and place it face-down on top of your hero deck (see Damage and Wounds, p.29).

Wound cards function like numeric cards, but they usually have negative numbers which penalize your actions. As with numeric cards, you can only play wounds for an action that matches one of the card's symbols. It's usually best to play these cards during non-critical actions in order to remove them from your hand.

After you play a wound, place it in your hero deck's discard pile. When you shuffle your discards into your deck, you also shuffle the wounds in your discard pile into your hero deck.

PLACE HEALED WOUNDS IN THE WOUND DECK'S DISCARD PILE

Some hero abilities can heal a wound card in your hand. This allows you to discard the wound to the wound deck's discard pile.

Wounds gained remain in your hero deck until healed. Wounds stay in your deck when you enter a new scenario of a campaign, and you do not automatically lose a wound when you regain hit points.

WOUNDS 🩸 CANNOT BOOST AN AREA EFFECT ✦

You cannot play wounds to boost an Area Attack (see Area Attacks, p.24). This prevents you from using wounds to weaken the attack against heroes caught in the area.

INFESTATIONS ⊙

Infestation wounds represent a Cultist's attempt to use your body as host to an insectoid larva. If you ever have two infestation cards in your hand at once, then your hero immediately dies. Immediately remove your figure from the map, and replace your hero with the largest insectoid enemy in the reserve pool 🔒 . Note that this prevents looting the corpse of a hero that is killed this way.

THE ROUND

The game takes place in separate rounds, which repeat until all heroes exit the map, all heroes are killed, or the heroes complete (or fail) the scenario's goals.

ROUND SUMMARY

Hero Phase:

Players may take their turns in any order until each player has had a turn.

Player order doesn't have to be decided in advance.

During their turn, the player takes the following steps, in this order:

1. Gain action points
2. Move hero peg on Stone of Destiny
3. Play hero cards and abilities
4. Draw response cards ▨ (if any), or move their hero figure
5. Turn hero peg inward
6. Proceed to the next player, or move to enemy phase if all players have taken a turn.

Enemy Phase: All enemies act

1. Draw a ▨ and check for ◎ symbol
2. Move enemy marker on Enemy Watchstone
   • Complete one Watchstone action for each enemy before taking the next spoke action
3. Each enemy figure acts once per spoke action:
   • Play hero Defense cards in reaction to attacks
   • Draw ▨ to resolve action if necessary
   • Proceed to next enemy, or proceed to next spoke action once all enemies have acted.
4. The Round ends when all enemies have carried out all actions passed by the enemy peg.

HERO PHASE

Each round begins with the Hero Phase, during which each hero takes one turn. The heroes do not take turns in any particular order, and you may change their order each round. However, once one hero begins a turn, they must complete their turn before another hero's turn can begin.

1. GAIN ACTION POINTS ☀

Begin your turn by gaining action points equal to your ☀ attribute. (Use the attributes in line with your current hit points ❤ .)

2. MOVE HERO PEG ON THE STONE OF DESTINY

You then spend ☀ to move your hero peg on the Stone of Destiny, which determines your action for the round (see The Rock of Destiny, p.16). You must move your peg forward at least one spoke on your turn.

3. PLAY HERO CARDS AND ABILITIES

You may play hero cards to boost your action, and other players can play their cards to aid your action.

4. DRAW RESPONSE CARDS ▨ (IF ANY) OR BEGIN MOVING

Most actions resolve once you draw one or more response ▨ cards. Once you draw the first enemy ▨ card for an action, you can no longer play hero cards, spend ☀, receive further aid, or play abilities to modify the action.

You do not draw a ▨ card for move actions (unless using the Sprint spoke). Once you begin moving, you can no longer play additional cards or abilities.

If an action has multiple steps, then resolve each step as a separate action. The Charge action allows you to move, then attack, so you play 🟡 cards for the move action and resolve the movement. Then you play 🔴 cards for attacking and then resolve the attack. The Special action allows you to play Special △ abilities and cards, and then move. These are also resolved as separate steps.

5. TURN HERO PEG INWARD

When you've completed your action, turn your hero peg so that the shield points inward. Once every player has taken a turn, turn all hero pegs outward again, and begin the Enemy Phase

IMPORTANT REMINDERS

• You do not draw new hero cards each round. You only draw hero cards when you take an appropriate action on the Stone of Destiny.

• You always gain at least 3 ☀ on your turn, even if an effect reduces your ☀ below that.

• The Attack action allows you to spend ☀ to improve your 🔴 attribute. You must do this before drawing ▨ cards.

Enemy Phase

The enemies act after all the heroes have taken their turn.

1. Draw response card 🂠 and check for Eye 👁 symbol

Begin the enemy phase by drawing a 🂠 card. If the Eye 👁 appears on this card, then the players choose two enemy figures in the reserve pool 📇. Move one of these figures to the primary spawn pool ⬤, and move the other to the secondary spawn pool ▣ (see Enemy Spawn, p.25).

If the reserve pool 📇 does not contain enough enemies for this action, then you only move as many enemies as you can.

2. Move enemy marker on Enemy Watchstone

Enemy actions appear on the Enemy Watchstone. The number on the response card 🂠 that you just drew determines how you move the enemy marker on the Watchstone.

» **1 🂠 card**: Move the enemy marker one spoke clockwise on the Watchstone. All enemies take the action on the spoke where the marker lands.
» **2 🂠 card or higher**: The enemies take multiple actions this phase. Move the enemy marker one spoke clockwise, and all enemies take that action. Then, move the marker to the next spoke, and all enemies take that action. Repeat this until the enemies take the number of actions equal to the 🂠 card's number.
To help track the enemies' actions, you can place the second enemy marker on the last action that the enemy will take.
» **0 🂠 card**: Do not move the enemy marker. The enemies take the action on the marker's current spoke.
» **-1 🂠 card**: Move the enemy marker counterclockwise by one spoke, and the enemies take that action.

Four actions appear on the Watchstone:

» **Primary spawn ⬤**: Enemies enter the map from the primary spawn pool (see Enemy Spawn, p.25).
» **Secondary spawn ▣**: Enemies enter the map from the secondary spawn pool (see Enemy Spawn, p.25).
» **Move 🦶**: Each enemy moves to engage heroes or runs for the alarm, depending on their specific rules (see Enemy Movement, p.26).
» **Attack ⚔**: Each enemy attacks one hero in range and line of sight (see Enemy Attacks, p.28).

3. Each enemy figure acts once per spoke

Each enemy on the map takes the current action once. After each enemy acts, you either continue to the next enemy action on the Watchstone (when the enemies take multiple actions), or a new round begins with a new Hero Phase.

» **Play hero cards:** Play 🛡 cards to boost your Defense or aid another hero's Defense.
» **Draw a response card 🂠 :** Resolve an enemy attack by drawing a 🂠 card and adding its number to the enemy's Attack ⚔. Once you draw this card, you can no longer play hero cards to affect the action.
» **Resolve each enemy's action separately:** For example, when three Boneworms take an Attack ⚔ action, you select the first Boneworm to act, play hero cards, draw a response card, and resolve the attack. Do not play any cards to affect the second or third Boneworm's attack until the first attack completely resolves.

Enemy Phase Notes
» Even if all of the Insectoid nests on the map have been destroyed, the players may choose to move Insectoids from the reserve pool to a spawn pool when appropriate.
» The hero card "Prayers" allows you to treat a response card as a zero. This cannot affect the response card drawn at the beginning of the enemy phase. During each enemy phase, you must draw a 🂠 card, check for the 👁 symbol, and move the enemy marker.
» In rare cases, the reserve pool may run out of enemies. In this case simply don't move any enemies to the spawn pools at the beginning of the Enemy Phase.

THE STONE OF DESTINY

In order to move, attack, or use your special ability, you <u>must</u> first select an action on the Stone of Destiny.

The Stone contains eight spokes with eight different actions. Each spoke has one, two, or three peg holes, where you can place your hero peg to take an action.

> » Advancing your peg: Spend 1 action point ✷ per spoke to move your hero peg clockwise on the Stone. You spend 1 action point per spoke, not per hole.
> » Skip over spokes with no open peg holes: Each peg hole can hold one hero peg; you cannot select an action if all of that spoke's peg holes are filled. If moving your hero peg into a spoke with no open peg holes, continue moving to the next spoke with no additional ✷ cost.
> » You must move at least one spoke clockwise on your turn. You cannot keep your hero peg in the same spoke to repeat your previous turn's action.
> » You may play Move 👣 numeric cards for action points ✷ equal to the card's number, then use the points to move your hero peg. You may also play non-wound cards for 1 ✷ each, and other heroes can play 👣 numeric cards to aid you with ✷ (see Hero Cards, p.11).
> » Aimed Shot and Bash share a single spoke. Only ranged ◎ heroes can use Aimed Shot, and only melee ⚔ heroes can use Bash. Ranged heroes skip over this spoke if Aimed Shot is filled, and Melee heroes skip over it if Bash is filled.
> » Leftover ✷ may be used to improve some actions: For example, if you begin your turn with 5 ✷, and you spend 3 ✷ to move around the Stone, then you could spend the remaining 2 ✷ to move during a Move 👣 action. Circled actions can be improved at a 2:1 ratio (see details below).

THE EIGHT ACTIONS

The Stone of Destiny contains eight action spokes. Most actions have optional steps (with the exception of Rest), but you must take the steps in the order shown, from left to right. For example, when you Charge, you can move and attack in one turn. You could choose to skip the move or the attack, but you could not attack before moving.

MOVE ⊞ 👣

> » You may draw a hero card ⊞ .
> » Spend action points ✷ to move (see Hero Movement, p.18).

SPECIAL △ 👣

> » You may use the special ability on your hero sheet.
> » You may play special △ hero cards before and/or after the ability on your hero sheet.
> » After using special abilities, you may spend action points ✷ to move, but **the ✷ cost of all movement and movement-related actions is doubled**. This includes any penalties from terrain and threatened squares (see Hero Movement, p.18).
> » Resolve these actions separately. You may play △ hero cards to boost a special ability, then resolve that special ability. Do this for each separate ability. Then, you may play 👣 hero cards to boost your movement, then resolve your movement.

ATTACK ⊞ 🗡

> » You may draw a hero card ⊞ .
> » Before attacking, you may spend action points ✷ to improve your attack. Gain 🗡 +1 for each 2 ✷ spent.
> » Make one attack (see Hero Attacks, p.22).

Bastian, a melee ⚔ hero, begins on the Charge spoke (1). The Rest spoke and the Bash peg hole are filled, so he only spends 1 ✷ to move to the Move spoke (2).

IMPORTANT!
• You <u>cannot</u> move counterclockwise around the Stone of Destiny.
• Your hero peg <u>must</u> always sit in a peg hole. You cannot remove your peg to make room for another hero on your spoke.

FLEA MATTRESS
Considerably filthy, though you lay down and bandage yourself anyway. If you take a Rest 🔥 action while in this square, you heal 1 ❤.

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SPRINT 🗲 📜

» Spend action points ✹ to move (see Hero Movement, p.18).
» When you begin to move, you may draw a response card 📜 . If you do, gain ✹ equal to the card's number.

DEFEND ➕ 🛡 📜

» You may draw a hero card ➕ .
» Spend action points ✹ to improve your Defense. Take a Defend token for each 2 ✹ spent. Each token provides +1 🛡 against all attacks. Discard these tokens at the start of your next turn.
» While your hero peg is in this spoke, you are Defending. You draw a response card 📜 for yourself when attacked (see Enemy Attacks, p.28).

CHARGE 🗲 🗡

» You may spend action points ✹ to move.
» After moving, you may make one attack.
» Resolve these actions separately. You may play 🗲 hero cards to boost your movement, then resolve your movement. Then, you may play 🗡 hero cards to boost your attack, then resolve the attack.

REST 🔥

» You must shuffle your discarded hero cards into your deck.
» You must then draw hero cards until your hand equals your starting hand size.
» You cannot aid other heroes while your hero peg is in this spoke (see Aid, p.12).
» When resting on a space with a Flea Mattress you also heal 1 ❤

AIMED SHOT 🗡 +1 🗲 1 / BASH 🗡 📜

This spoke contains two different actions. Only a ranged ◎ hero can use Aimed Shot, and only a melee ⚔ hero can use Bash.

AIMED SHOT

» You may make one attack. You gain 🗡 +1 for this attack. You may also play 🗡 hero cards to boost this attack.
» Then, you may move 1 square. This move costs no action points ✹, even if you move into special terrain or leave a threatened square. Moving into special terrain may cause a failure event (see Terrain, p.20).
» You cannot spend action points ✹ on this action (so you cannot move more than 1 square).

BASH

» You may make one attack. You may play 🗡 hero cards to boost this attack.
» When you resolve this attack, draw a response card 📜 and add its number to your Attack 🗡 .
» If your target survives the attack, push it 1 square directly away from your hero, even if your attack fails.
» If you push the enemy into a different square, or if the enemy dies, then you must immediately move one square toward that enemy. If you attacked diagonally, then you move diagonally. This movement costs no action points ✹, even if you move into special terrain or leave a threatened square, but moving into special terrain may cause a failure penalty (see Terrain, p.20).
» You cannot spend ✹ on this action (so you cannot move more than 1 square).
» The enemy automatically suffers a failure event when you push them into a wall or special terrain.

Defending: While you are Defending, each time you are attacked, you draw a 📜 card and add its number to your Defense 🛡 .

Some hero abilities also provide Defending. If you have Defending from multiple sources, draw one 📜 card for each source when you are attacked and add them all to your 🛡 .

Bastian plays his Shield Wall hero card, which gives Defending to all adjacent heroes. Elisa takes the Defend action on the Stone of Destiny, and she is adjacent to Bastian. When Elisa is attacked, she adds 📜 + 📜 to her Defense 🛡 .

» If you're unlucky enough to draw a **-1** 📜 card while Defending, it reduces your 🛡 by **1**.
» Remember that each Defend token you currently have provides +1 🛡 against all attacks.

ACTION REMINDERS

• You *must* spend additional ✹ to move away from an enemy (see Threatened Squares, p.18) or to move into special terrain (see Terrain, p.20).
• Resting is the **only way to shuffle** your discarded hero cards back into your deck and to refill your hand of cards.
• When you move <u>after</u> an Aimed Shot, you cannot use that movement to open a door, pull a lever, or perform another movement action.
• Some melee ⚔ heroes can attack at more than 📏 **1** range. When you Bash an enemy farther than **1** square away, you still only move 1 square toward it.

HERO MOVEMENT

Most move 👣 actions (Move, Sprint, Charge) allow you to move into an adjacent square for each action point ✸ spent. **You can not move diagonally.**

All figures on the map block movement. Neither heroes nor enemies can move through a square containing another hero, enemy, or other figure. Walls, closed doors, levers, and treasure chests also block movement.

You may play move 👣 numeric cards to gain action points ✸, but you must play these cards before you begin moving. If other heroes play cards to aid your movement, check the range penalty before you begin moving (see Hero Cards, p.11).

Niffil starts the scenario and has 7✸. He spends 1✸ to move onto the entrance square, 4✸ to move adjacent to a door, 1✸ to open the door, and 1✸ to move through the door. This is all a single Move action.

ENTERING AND EXITING THE MAP

You do not place your hero figure on the map during setup. You must take a 👣 action (Move Sprint, Charge, etc), and the first 1✸ that you spend moves you onto the entrance square.

Heroes that are not on the map cannot play cards or take actions other than to facilitate moving onto the map. They also cannot be targeted by attacks or abilities, cannot aid or be aided, and cannot interact with other figures in any way until they are on the map.

When you move onto the exit square, you immediately remove your figure from the map. Then, remove your hero peg from the Stone of Destiny at the end of the Hero Phase. You cannot re-enter the map once your figure leaves it.

THREATENED SQUARES

Each square in 🗝 1 of any enemies is a threatened square. Disengaging from (moving out of) a threatened square costs +1✸. **Moving into a threatened square does not have an additional cost**, so moving from one threatened square into another threatened square still only costs +1✸.

Olazábal (1) wants to move three squares to confront an Acolyte, but a Boneworm (A) threatens a square along the way. She'll have to spend +1✸ to leave that second square and enter her final destination.

Since threat doesn't stack, even though her current location is threatened by both enemies, moving out later would still only cost one extra ✸.

Movement-Related Actions

During any move 👣 action, you can spend action points ✴ to perform minor actions. You may move before and after taking these actions, as long as you still have ✴ to spend.

Open or close a door - Spend 1 ✴

Doors are placed on the line between two squares. You may open or close a door that is on an edge of the square you occupy.

» When you set up the map, doors are closed and unlocked, unless the scenario states otherwise.
» To open a locked door, you must pick the lock (see below) or break the door (see Breaking Locks, p.25).
» Denote open doors by rotating their token or sliding it to the side.

Pull a lever in range 1 - Spend 1 ✴

Levers are marked with a rune on the scenario sheet and on their token. In most cases a lever opens and closes the door or portcullis with the matching rune (as printed on the map). The runes are: ✳ , ⤮ ,& ⊦

» Denote open portcullises by rotating their token or sliding it to the side.
» A scenario may describe other uses for levers.

Give a Treasure to Another Hero - Spend 1 ✴

Give a treasure to an adjacent hero. The treasure can be in an active or backpack slot, and can be put into an active or backpack slot of the new hero. You cannot take a treasure on your turn, they can only be given.

Loot a dead hero in range 1 - Spend 1 ✴

For each ✴ spent, you may take one item from the dead hero's active slots or backpack (see Treasure, p.31).

Pick a lock

You can spend ✴ to pick the lock on a treasure chest in range 1 of your Hero, or a door on an edge of the square your Hero occupies:

1. Declare any number of available ✴ that you will spend attempting to pick the lock. You may spend numeric 👣 cards and/or **1 ALL** 🎴 for additional ✴ .
2. Draw two response cards ▨ ▨ .
3. The action points ✴ that you spent must beat the sum of the ▨ ▨ cards' numbers.

Treasure Chests: When you unlock a chest, you collect its treasure. Draw a card from the treasure deck, and remove the treasure chest from the map (see Treasure, p.31).

Locked Doors: When you unlock a door, you immediately open it. That door remains unlocked, and anyone can now close and open it normally. You cannot lock (or relock) an unlocked door.

Portcullises: Portcullises have no lock to pick, and can only be opened by a lever (see Pull a Lever, above) or by destroying it (see Breaking Locks, p.25).

Teleporting

Some hero abilities allow you to teleport, which functions as movement. For example, teleporting 4 squares is similar to moving 4 squares, with these rules:

» No squares block your movement.
» You ignore ✴ penalties for terrain and threatened squares.
» You ignore terrain failure events, except for the square where you end the teleport, as you reappear in the material world.
» You must end your movement in an empty square.
» You cannot use teleportation movement for movement-related actions, such as pulling levers or picking locks.

Note: Teleport may be a move 👣 action or special 🔺 action depending on the Hero. You can combine teleport with other actions. Perdition's Mouth is full of powerful ability combos waiting to be discovered.

The terrain tokens
Scenarios describe where players need to modify existing maps with **terrain tokens.**

Victim exit

Treasure

Wall of stone

Rubble

Acolyte exit

Fog

TERRAIN

Some squares require a careful step. Special terrain penalizes movement or LoS as follows:

Name:	**Uneven** ▱
Examples:	Burrowed dirt, rotted floorboards, cracked stone
Penalties	2•☀• to enter
Failure Event	Ends Movement

Name:	**Rubble** △
Examples:	Hard gravel, broken bricks, toppled statues, piles of bodies, furniture
Penalties	3•☀• to enter
Failure Event	Ends Movement

Name:	**Concealment** 〰
Examples:	Smoke cloud, canvas, tall pile of corpses, small structures
Penalties	3•☀• to enter, Blocks LoS through a square, but not into or out of the square
Failure Event	Ends turn

Name:	**Water** ⊐
Examples:	Streams, sewers, ditches
Penalties	4•☀• to enter
Failure Event	1 🩸 damage (does not end movement)

Name:	**Obstruction** ••••
Examples:	Small cliffs, high stones, tight crevices, other places passed with difficulty
Penalties	5•☀• to enter, Blocks LoS
Failure Event	1 🩸 damage, ends turn

Name:	**Walls**
Examples:	Bricks, large statues or machines, tunnel walls, closed doors
Penalties	Blocks movement and LoS
Failure Event	1 🩸 damage and ends movement (if pushed into it)

Name:	**Portcullis**
Examples:	Iron gates, cell doors
Penalties	Blocks movement (does not block LoS)
Failure Event	1 🩸 damage and ends movement (if pushed into it)

Name:	**Slit** ◉
Examples:	Narrow windows, arrow slits, cracks in a wall
Penalties	Blocks movement, blocks LoS unless you are adjacent to it
Failure Event	1 🩸 damage and ends movement (if pushed into it)

Name:	**Trapdoor**
Examples:	Cultist spawn point
Penalties	None (does not block movement or LoS)
Failure Event	None

Name:	**Out of bounds**
Examples:	Bottomless pits, unclimbable structures, Olazábal's Wall of Stone
Penalties	Blocks movement and LoS
Failure Event	None

PENALTIES

Squares with a movement penalty cost more than 1 ☼ to enter, as listed on page 20. The penalty listed for each terrain type is the base cost to enter the square.

You cannot make an attack through a square that blocks LoS (see Hero Attacks, p.22).

FAILURE EVENT

A failure event may occur when you move into a square of special terrain.

» **Dangerous Entry:** When you move into the square, draw one response card ▨ for each enemy in range 1 of that square. If any of those cards have the Eye ◎ symbol, then you suffer the square's failure event. Do not draw a response card ▨ for any insectoid nests or cultist trapdoors in range 1.

» **Pushed Entry:** When a figure is pushed into the square, it immediately suffers the associated failure event, with no chance to avoid it.

ENDS MOVEMENT, ENDS TURN, AND BLOCKS MOVEMENT

Failure events occur after you enter the square. For example, if you enter a rubble square and suffer the "ends movement" event, then you cannot spend any more ☼ for movement or movement actions that turn.

The "ends turn" penalty prevents you from taking any action after moving. If you Charge (move, then attack) into a rubble △ square, you might be forced to end movement, but you can still make an attack. When you Charge into a concealment 〰 square, you may be forced to end your turn, losing the rest of your movement and your attack.

When you push a figure into a square that ends movement or ends turn, the figure stops moving in that square, even if the effect allowed you to push it farther. When you push a figure into a wall, it slams the figure for 1 🔴 damage, and the figure ends movement in the square in front of the wall.

Elisa (1) hopes to rush past these Rotikka (2) before she gets walled in, but she has to pay 3 ☼ to move into the rubble △ square. She also has to draw two ▨ cards for the two enemies in range 1 of the rubble square, because it's special terrain. If either of those cards has an ◎, then she suffers the failure event (ends movement), and she'll likely need someone to bail her out before the enemies get to attack.

A Boneworm (3) has followed Tyra (4) up a cliff (an obstruction), but the warrior refuses to retreat. She takes the Special action and plays her Monster Mash card, allowing her to push an enemy 3 squares away. She pushes the Boneworm back, over the cliff, so it automatically suffers the failure penalty (1 🔴 damage and ends turn). Tyra can finish the rest of her Special action, but the "ends turn" portion of the penalty prevents her from pushing the Boneworm any farther as part of this action.

ENEMIES AND TERRAIN

• Movement penalties do *not* affect Insectoids 🐛 or the Demon.

• Enemies suffer failure events when pushed into a square, but they never suffer failure events for intentionally moving into a square.

CULTISTS AND TERRAIN

Cultists 👤 must pay the same Action Point ⚙ penalties for special terrain as heroes. However, a Cultist can always use its Move 👣 action to move only <u>one</u> square, ignoring all Action Point costs. This allows a Cultist to always enter one square of Obstruction or Rubble on its turn.

MISCELLANY

» There is **no** failure penalty when you push something into an insectoid nest, treasure chest, or another figure.

» Treasure chests block movement but not LoS.

» You can move onto a trapdoor, but that does not stop it from spawning cultists on adjacent squares.

» You can push an enemy with the Bash action, or using any special hero ability or item that provides a Push.

» All movement costs are **doubled** when moving after a Special △ action.

LINE OF SIGHT (LoS)

Does Not Block LoS
• Portcullises
• Dead heroes
• Levers and treasure chests
• Trapdoors
• Lights (map decoration)
• Uneven floors, rubble, and water

Blocks LoS
• Heroes and enemies
• Insectoid nests
• Victims
• Concealments 〰 and obstructions ⚬⚬⚬⚬
• Walls and slits
• Closed doors
• Squares out of bounds

PUSH
• Pushing an enemy moves it into another square.
• Pushing an enemy into special terrain causes it to suffer a failure penalty.
• Pushing an enemy into a square that ends movement or ends turn (such as rubble or concealment) causes it to stop moving, even if you could have pushed it farther.
• Pushing an enemy into a wall, a closed door, or a closed portcullis causes 1 💧 damage to it. Its movement ends.
• You can push a target diagonally, unless otherwise noted. For example, if you Bash a diagonal enemy, then you push it 1 square away diagonally, and you move into the square that it occupied.
• Pushing an enemy into another figure ends its movement in the previous square, with no further penalty.
• You can push a lever or treasure chest to move it.
• You can only push figures of your own size (or smaller). To push LARGE figures you must be LARGE by yourself.

HERO ATTACKS

When you take any 🗡 action on the Stone of Destiny, you can attack one enemy using these rules.

RANGE AND LINE OF SIGHT

You cannot attack an enemy unless you can draw a line of sight (LoS) to it. LoS is a straight line from the center of your hero's square to the center of your target's square. This line cannot cross a square occupied by other heroes or enemies, and it cannot cross a square of terrain that blocks LoS.

USE THE RANGE 📏 ATTRIBUTE ON THE SAME LINE AS YOUR CURRENT HIT POINTS 💧

A hero with 📏 1–3 may attack a target from 1 to 3 squares away. Your Range may change depending on your current hit points.

COUNT RANGE AS THE SHORTEST DISTANCE, INCLUDING DIAGONAL SQUARES

A square adjacent or diagonal to your hero is at range 📏 1. Count range beyond that as the shortest distance from your square to the target square, through adjacent or diagonal squares.

NEVER DRAW LoS TO ANY RANGE BEYOND 6 SQUARES

LoS abilities and attacks cannot target a figure beyond 📏 6. This includes abilities that benefit other heroes in your LoS.

TWO CORNERS OF BLOCKED LoS SQUARES WILL BLOCK LoS

You may draw line of sight through one corner of a square that blocks LoS, such as the corner of a wall, or the corner of a square containing an enemy. LoS cannot cross two corners of blocked squares, even if the two corners are not near each other.

DRAW LoS THROUGH ADJACENT SLITS

A figure can play an ability or attack as if it originated from a slit that is adjacent to them. Draw Line of Sight (LoS) from the center of a slit that is orthogonal to them, into squares forming a cone (see Cone Attack, p. 24). The line must pass through the opposite side of the slit's square. Note that range is still counted from the attacking figure.

*This Summoner (A) **can** see through the slit to the orange squares, up to its range of 6.*

» *Its LoS to Tyra (1) is blocked by Elisa (4).*
» *It has LoS to Olazábal (2) and Niffil (3).*
» *It cannot see Elisa, as she stands outside the cone of visibility.*
» *The Guard (B) cannot draw LoS from the slit because it's diagonal to it.*
» *None of the heroes are orthogonal to the slit, and therefore cannot draw LoS to the Summoner.*

RESOLVING ATTACKS

Resolve an attack as follows:

1. You may play 👊 numeric cards to boost your Attack 👊 attribute by the card's number (or play Special 🔺 numeric cards to boost some special attacks). Some hero cards add other abilities to your attack, and other heroes can play numeric cards to aid your attack.
2. Draw a response card 📑. Add the card's number to the enemy's Defense 🛡 attribute. Once you draw a response card, you can no longer play hero cards, including cards for aid.
3. The attack is successful if your Attack beats the target's Defense (with all bonuses and penalties added). You do not hit if your Attack ties the enemy's Defense.
4. A successful attack deals **1** 🩸 damage to the target. An enemy with 1 🩸 dies and moves to the dead enemy pool. For enemies with more than 1 🩸, place an enemy damage token under the enemy figure, and the figure dies when its damage equals its 🩸.

At full hit points, Tyra has Range 🔦 1–2, so she can attack this Guard from 2 squares away. She has 👊 4, and she boosts the attack with a 2 👊 numeric card.

The Guard has 🛡 2. When the attack resolves, Tyra draws a response card for the Guard, a 3 📑. Tyra's Attack 👊 6 narrowly beats the Guard's Defense 🛡 5, so she succeeds. The Guard has 2 🩸, so she places an enemy damage token under the Guard.

ATTACKING INSECTOID NESTS

You can attack an insectoid nest as if it were an enemy. The nest's Defense and hit points appear on the Insectoid enemy reference.

When you kill a nest, do the following:

» Remove the nest from the map.
» Place a rubble terrain token in the nest's square. The nest's remains create special terrain.
» Increase the Threat Meter by +1 space, as the other enemies detect that something is amiss. Record this change on the campaign's save sheet (see Enemy Spawn, p.25).

ATTACK SUMMARY

Hero's Attack 👊
+ Hero Card Boosts
+ Aid Cards from Other Heroes
+ Attack Spoke, trade 2 ❄ for 1 👊

***Must beat** Enemy Defense 🛡*

ATTACK CLARIFICATIONS

» Playing a hero card only improves a single attack, unless otherwise noted.
» Attacks must target a figure, even area attacks. You cannot attack an empty square.
» The Attack action spoke also allows you to spend 2 ❄ for +1 Attack. You must spend ❄ before drawing a 📑 card.
» Text on a card only applies to your own attacks.

For example, Elisa's Elvish Dagger is a 3 👊 card with, "If this attack deals damage, return this card to your hand."

You can play this card to aid another hero with 👊 +3, but you then do not return the card to your hand.

» If a hero's attack hits another hero (or themselves), do **not** draw a response card to improve that hero's Defense (unless the hero is Defending).

Area Effect Attacks

Some hero cards and abilities, like Elisa's Fireball and Simma's Banish, alter an attack to hit multiple figures. There are two types of Area Effect attacks - The "Area attack", which acts like an explosion, and the "Cone attack", which sprays forth from the attacker.

Both types of Area Effect attack share some common rules:

» All attacks resolve simultaneously, but you draw a separate 🟨 for each affected figure.
» If hero cards are played to boost the attack, *each* card can either boost the attack against all targets in the area or against just one target in the area (decided by the active hero).
» Wounds cannot be used to boost an Area Effect attack, preventing you from playing negative numeric cards to weaken the attack against heroes (see Wound Cards, p.13).
» The attack can hit each figure within the area of effect only once, regardless of how many squares the figure takes up.
» Walls and closed doors block area attacks (see below).
» A closed door on the line between two squares within the area of effect will be affected by the attack and may be broken (see Breaking Locks, p.25).
» Treasure chests caught within the area of effect can be broken, so be careful. If there is not a hero adjacent to a treasure chest to loot its contents then the items from the broken chest are lost (see Breaking Locks, p.25).
» Closed portcullises do not block Area Effect attacks, but can be hit and destroyed by one.

Area Attack

» Choose the origin square - It may be any occupied square within range that the hero can draw line of sight to. Remember - you can never target an empty square.
» The origin square and all squares at 🔳1 that have LoS from it are affected.

Elisa plays her Fireball card, attacking the Chi'leen at 🔳6, her maximum range, and the fireball creates an area attack ✺ that spreads to each other figure in 🔳1 of that square.

The Fireball card improves Elisa's Attack to ⚔3. She plays another card as a 1🎲. This card could boost the attack by ⚔+1 against the Chi'leen, her most dangerous target. If this card boosts the entire attack, Elisa has a better chance to kill the other enemies in range, but that would also boost the attack against Olazábal.

Olazábal was expecting this. She plays a 2🛡 numeric card, which combines with her base Defense to give her 🛡4. Elisa plays the 1🎲 card to boost the entire attack, so her ⚔4 ties Olazábal's Defense and fails to hit her. The plucky dwarf screams, "Let 'er rip!" and dives for the ground as Elisa throws her powerful flame into the fight.

Cone Attack

A Cone attack affects a triangular area and originates from the attacker.

» Choose a square adjacent to the attacker (within LoS). The cone describing the area of effect will be drawn in that direction, away from the attacker.
» The cone is drawn as a triangle with its top in the chosen square. Following the cone's direction, for each additional range add one square to each side of the triangle as displayed in the picture to the left. The height of the triangle is always 6.
» Line of Sight is drawn from the attacker, unless you chose an adjacent slit as the starting square. Then draw LoS according to the rules on page 22, except that miniatures do not block LoS.
» Only squares within the area of effect and LoS are affected, except as described below.
» If a closed door blocks LoS to a square within the Area of Effect, the door itself is instead affected, and it prevents the cone from reaching through it (see Breaking Locks, p.25).
» Concealments, treasure chests, portcullises, heroes and enemies do not block the cone's area of effect – it blasts through each figure, hitting them as it goes.

Boneworms slowly approach the heroes, so Simma buys some time by taking the Special action and using his Banish 🔺 ability. This forces every enemy in a 🔳6 cone to move away.

Simma chooses an adjacent square and attacks. Banish hits the adjacent Boneworm, as well as three other Boneworms within the cone and his Line of Sight. One Boneworm within the cone is not in his LoS, and another Boneworm sits outside of the cone.

Cone Example

The orange squares represent the cone's potential area of effect.

Black dots indicate a square which will be affected.

A red X marks squares that are blocked from LoS.

Breaking Locks

As an attack, you can attempt to break open a treasure chest, closed door, or portcullis. Chests and doors do not have a Defense attribute, but when you resolve the attack, you draw two response cards ▨ + ▨ for the lock, and your Attack ✦ must beat the sum of those two cards. You can boost this attack as though you were attacking an enemy, but only before you draw the response cards for the lock's difficulty.

Treasure Chests: When you break a treasure chest, one hero in range 1 of the chest may draw a treasure (see Treasure, p.31). If there are no heroes in range 1, then the treasure is destroyed in the attack. In either case, remove the treasure chest from the map.

Closed Doors: When you break a closed door, remove it from the map. It cannot be closed again. An open door cannot be attacked or damaged.

Closed Portcullis: Portcullises are stronger than doors. To break a closed portcullis, your attack must beat three response cards ▨ + ▨ + ▨ . If a door or portcullis is destroyed remove its token from the map. An open portcullis cannot be attacked or damaged.

Area Attacks: You may target treasure chests, closed doors, and closed portcullises with area attacks (see Area Effect Attacks on previous page).

Fatigue 🟢

You sometimes gain a Fatigue token when you play a powerful hero card. Each Fatigue token you have reduces your Action Points ☀ attribute by 1 while you have it. *This cannot reduce your Action Points ☀ attribute below 3 ☀.*

You do not lose Fatigue until the end of the scenario, except through certain hero abilities.

Enemy Spawn

New enemies move onto the map during a Spawn action ◉ ▣ .

1. Check the Threat Meter

The Threat Meter has 17 spaces, numbered from **1** to **5**. The first space shows a **red 1**. Check the current number of the Threat Marker.

2. Pick monsters in spawn pools

During a primary spawn action ◉ , the heroes pick any enemy figures in the primary spawn pool. During a secondary spawn action ▣ , the heroes pick any enemy figures in the secondary spawn pool.

Pick a number of figures in that pool equal to the number on the current Threat Meter space. If that number is larger than the number of enemies in the pool, then pick as many enemies as possible.

3. Choose spawn points and place enemies

Move the chosen enemies onto the map. Insectoids 🦗 spawn at an insectoid nest, and Cultists 🜚 spawn at a trapdoor.

» Place each enemy adjacent to a spawn point. The players choose which spawn point and which adjacent squares to use.

» If there are no empty squares adjacent to a spawn point then place the enemy in an empty square diagonal to a spawn point.

» If you cannot spawn a Cultist adjacent or diagonal to a trapdoor, then place the Cultist on a trapdoor's square.

» If you cannot spawn a figure in ⛏1 of a spawn point, then it remains in the spawn pool. If possible, you must pick a different enemy to move onto the map.

Chi'leen Special Spawn: Terror

Lesser insectoids cannot stand in a Chi'leen's way. When you pick a Chi'leen from the spawn pool, you must place it before placing any other enemies. If there are no empty squares in ⛏1 of an insectoid nest, then push one or two smaller Insectoids one square away from the nest to make space for the Chi'leen.

Door

Portcullis

• **Note: Portcullis** and **Door** locations are marked on the map. Put a corresponding marker (or figure) on the square's indicated edge.

Threat meter summary

• Begin **by advancing the Threat Meter** a number of spaces equal to the current scenario, plus 1 space for each hero playing.

• +1 space when the heroes destroy an insectoid nest

• +1 space when an Acolyte sounds the alarm (see Acolyte Special Movement, p.28)

• -1 space when a hero dies

• -1 space when a hero discards a Wyrmandalus Shard treasure

Nest

Insectoids 🦗 spawn at an insectoid nest.

Trapdoors

Cultists 🜚 spawn at a trapdoor.

The heroes surround an insectoid nest, but they fail to destroy it before the enemy takes a primary spawn ⊛ action. The current Threat Meter space shows a 3, so the heroes move 3 enemies from the primary spawn pool onto the map.

The primary spawn pool holds a Boneworm, two Rotikka, and a Chi'leen. The heroes choose to leave the Chi'leen in the spawn pool for now and bring the other three enemies onto the map.

There are two open squares adjacent to nests, so the heroes must place enemies in those squares (A & B). They must place the third enemy diagonal to a nest, so they choose a square far away from themselves (C).

ENEMY MOVEMENT

During an enemy move 👣 action, each enemy on the map moves toward the heroes, which is later in the text referred as an enemy target. Each enemy considers only its own position and does not account for blocking other enemies. Use this to the heroes advantage!

» Each enemy gains action points ✷ equal to its Move 👣 attribute.
» Enemies spend 1 ✷ to move to an adjacent square. Enemies cannot move diagonally.
» All figures and walls block movement.
» Enemies do not suffer the "threatened square" movement penalty.
» Insectoids 🐞 and the Demon ignore terrain movement penalties. They spend 1 ✷ to enter any square.
» Enemies do not suffer failure events when intentionally moving into special terrain, but they still suffer failure events when pushed into special terrain.
» Cultists 🐦 manipulate objects (doors, levers) to access their target. They spend the same amount of ✷ as heroes, but they open a locked door for 1 ✷ and unlock it. If a scenario specifically allows that, an enemy may relock it after passing through for 1 ✷.
» Enemies may spend AP equal to their Move attribute to move to any adjacent square.

MOVEMENT PRIORITY

Enemies move to the best spot for an attack, using these priorities.

MOVE ENEMIES IN ORDER: INSECTOIDS 🐞 > CULTISTS 🐦 > THE DEMON, SMALLEST TO LARGEST, CLOSEST TO FARTHEST AWAY FROM THEIR TARGET

Enemies are listed on the enemy reference sheets in size order, smallest to largest. Move Rotikkas first (the smallest Insectoids), beginning with the Rotikka closest to a hero (the enemy target).

ENEMY TURN REMINDERS

• Enemies may move from the reserve pool 🔁 to the spawn pools when you draw a 🟩 card with an 🎯 at the beginning of the Enemy Phase (see Enemy Phase, p.15).

• If the Threat Meter ever reaches the highest space, it cannot be increased any further.

• Do not spawn enemies from the reserve or dead enemy pools, unless the scenario directs it.

• Do not place the Demon in any pools. The scenario describes how the Demon spawns on the map.

ABYSSAL RIFT ACTING ORDER

Rotikka > Boneworm > Chi'leen > Tharnix > Acolyte > Guard > Summoner > Demon

CULTISTS AND TERRAIN

Cultists 🐦 must pay the same Action Point ✷ penalties for special terrain as heroes. However, a Cultist can always use its Move 👣 action to move only <u>one</u> square, ignoring all Action Point costs. This allows a Cultist to always enter one square of Obstruction or Rubble on its turn. (see Terrain, p.20)

If enemies of the same type are at the same distance from their target, then the players choose which to move first.

MOVEMENT PRIORITIES: CLOSEST HERO > WEAKEST HERO (LEAST 🩸) > PLAYERS' CHOICE

Spend each enemy's action points ✴ to move toward a hero.

» Move the enemy toward the closest hero using the **shortest path**. The closest hero is the hero that the enemy can reach by spending the least ✴.

» If multiple heroes are at the same distance, move the enemy toward the hero with the fewest hit points 🩸 remaining. Abilities that create a *"weakest hero"* effect, such as Elisa's Grand Theater, cause enemies to choose that target instead of the hero with the fewest hit points. However, the enemy always prefers the closest hero.

» If those heroes also have the same 🩸, the players choose one of those heroes as the enemy's priority.

» The enemy stops moving once it reaches a square where it can attack a hero (usually adjacent or diagonal to a hero).

» Enemies have perfect information of the heroes' positions, including knowing the distance to heroes behind doors and walls. In any situation where it is unclear where an enemy would move, the players choose the enemy's movement.

RANGED ENEMIES MOVE TO THEIR MAXIMUM RANGE

Enemies with ranged attacks prefer to attack from the farthest range possible. Guards have Range 📏3 attacks, so they move to a square at range 3 from a hero. If the Guard cannot reach any square at range 3, then it tries to move to range 2, then to range 1.

If multiple squares exist at a certain range, Guards use the priorities listed above, first moving to attack the closest hero, then the weakest hero, then a square of the players' choice.

During a Move 🦵 action, this Guard (A) wants move to within 📏3 of a hero for an attack. Niffil (1) is the closest hero as the crow flies, but to get within range of Niffil, the Guard would have to spend 4 ✴ to enter the water, for a total of 5 ✴. The Guard would spend 5 ✴ to get range on Simma (2), but only 3 ✴ to get a bead on Bastian (3). It thus chooses Bastian as the closest hero.

TELEPORT (SUMMONER SPECIAL MOVEMENT)

Summoners teleport when they move (see Teleporting, p.19). As a result, these enemies have unique priorities for movement:

» If a Summoner has LoS to any hero, it does not move.

» Before moving, the Summoner chooses the weakest hero on the map, and then teleports to a square that has LoS within 📏6 of that hero, while staying as far away as possible from all heroes.

» If heroes are tied for the same 🩸, then the players choose the Summoner's priority.

SUMMONER HARD RULES

When playing with hard rules, Summoners summon a Boneworm whenever they teleport. Move a Boneworm from the reserve pool 🗃 to the square that the Summoner leaves.

If the reserve pool has no Boneworms, move a Boneworm from the dead enemy pool △.

If the dead enemy pool also has no Boneworms, then do not spawn a Boneworm.

Alarm 🔔 (Acolyte Special Movement)

Acolytes do not move toward the heroes. Instead, their target is the alarm symbol on the map. When an Acolyte reaches the 🔔 square, it sounds the alarm and the acolyte escapes. Put his figure in the reserve pool 📥, and increase the Threat Meter by +1. (Record this change on the campaign's save sheet.)

During an enemy attack action, Acolytes still attack a hero in range, if possible.

Large Figure movement

Chi'leen, Tharnix, the Demon, and other large figures can squeeze to move through crowds and tight spaces. A figure is considered "Large" if its base takes up at least two spaces on the board.

» You may begin the large figure's movement from any of its squares.
» Treat the figure as though it only occupies one square as it moves. It may move through any empty square, even if there is not enough room to stand in that square.
» The enemy must end movement where you can place its entire figure in empty squares.

Trample (Chi'leen and Demon Special Movement)

Chi'leen and the Demon can shove minions aside to make room for themselves in a crowded space. While moving, these large enemies may move into any smaller enemy's space, trading spaces with the smaller enemy for the same ☀ as moving into an unoccupied square.

» Trampling enemies cannot trample past other enemies with the trampling ability.
» Trampling enemies may ignore small enemy figures when choosing priorities to the closest hero.
» Trampling does not count as pushing and does not trigger terrain failure events.
» When planning movement a trampling enemy considers squares containing small enemies to be empty spaces, as they can freely move through them.

Pheromones ✴ (Tharnix Speciality & Movement)

The Tharnix emits strong chemicals that enhance the senses of other Insectoids. Each other Insectoid in the Tharnix's range (1-2) gains Attack 🗡 +1.

When the Tharnix moves, it does not try to gain LoS to a hero. It instead moves to the square where it has range to the most other Insectoids, so that it can provide as many bonuses as possible.

» The Tharnix doesn't need LoS to other Insectoids to provide its bonus.
» An Insectoid can gain a Pheromones bonus from multiple Tharnix at the same time.

Enemy Attacks

During an enemy attack 🗡 action, each enemy on the map attacks one hero.

Attack Priority

Each enemy picks a target using these priorities.

Enemies attack in order: Insectoids🐜 -> Cultists🕯 -> Demon, smallest to largest, closest to farthest away from a hero

Attack priorities: Weakest hero (least 🩸) -> Defending hero -> Magus hero 🅿 -> Players' choice

Enemies attack in the same order that they move. If enemies of the same type are the same distance from a hero, then the players choose which enemy attacks first. Fully resolve each enemy's attack before making the next attack.

» When multiple heroes are in an enemy's range, it attacks the hero with the least hit points 🩸. If an ability creates a "weakest hero," then the enemy attacks that.
» If multiple heroes in range have the same 🩸, the enemy attacks the weakest Defending hero, as the hero taunts the enemy to attack.
» With no Defending heroes, the enemy prefers to attack the weakest Magus 🅿 hero.
» With no Defending heroes or 🅿 heroes, the players choose the enemy's target.

Enemies may break doors and portcullises

If there are no heroes in an enemy's range and LoS, then it will try to break down a door or any other destructible object on the shortest path to its target (see Breaking Locks, p. 25). Cultists do not break doors or other objects they can manipulate, since they can open them during their Move action, but they try to destroy them if they lay on the shortest path and they do not have a way to open them (a lever on opposite side of a portcullis, path to a lever blocked by other figures etc.).

The Demon moves four squares toward the closest hero. It tramples through a Boneworm on its path, trading squares with the Boneworm on its third square of movement. It squeezes through the narrow hallway but must end in four empty squares.

Range and LoS

» Draw LoS between the centers of squares.
» LoS may touch the corner of one square that blocks LoS, but not two corners.
» No figure can draw range or LoS farther than 6 squares away.
» A figure can draw LoS through an adjacent slit. The LoS must cross the opposite edge or corner of the slit. Range is still counted from the figure (see Range and Line of Sight, p.22).

Resolving Attacks

Resolve enemy attacks as you would resolve a hero's attack.

- » You may play 🛡 numeric cards to boost the target's Defense.
- » Draw a response card 📇 , and add its number to the enemy's Attack.
- » If the target is Defending, then draw another response card 📇 , and add its number to the target's Defense.
- » The enemy's Attack must beat the target's Defense, with all bonuses and penalties added (including Defend tokens gained earlier in the turn).
- » Once you draw a response card 📇 you can no longer play hero cards.

Damage and Wounds

When an attack successfully hits you, you lose one hit point 🩸 , moving your hero marker one space down on your hit point meter, and you place the top card of the wound deck on top of your hero deck.

Poison 🟢

Guards, Boneworms, and the Demon have a poisonous attack, which gives a Fatigue token to any hero hit by the attack.

Each Fatigue token you have reduces your Action Points ✴ attribute by 1 while you have it. *This cannot reduce your Action Points ✴ attribute below 3 ✴.*

You do not lose Fatigue until the end of the scenario, except through certain hero abilities.

Double Attack 🔴

After Chi'leen and the Demon resolve an attack, they immediately make a second attack against the same target.

- » Cards and abilities played for the first attack do not affect the second attack.
- » Draw a new response card 📇 to resolve the second attack.
- » If the enemy kills its target with the first attack, then it chooses a new target for the second attack.

Death

When their hit point meter reaches the bottom space, the hero dies:

- » Remove the hero's peg from the Stone of Destiny at the end of the Hero Phase.
- » Reduce the Threat Meter by rotating it -1 space. Record this change on the campaign's save sheet.
- » Lay your figure down on its square. Allies can loot items from a corpse at 📖 1 for 1 ✴ per item (see Movement-Related Actions, p.19). Corpses are valid targets for spells.
- » Remove your hero's body from the map when any other figure moves into its square. Moving into the dead hero's square costs no additional ✴. After removing the body, the dead hero cannot be looted or resurrected.
- » Note that a hero killed by infestation cannot be looted or resurrected, as their corpse is removed from the board immediately.

When a hero dies, the other players have three options.

1. **Restart the scenario:** You may declare defeat and replay the scenario from the beginning.
2. **Continue the scenario:** The other heroes may complete the scenario. You cannot play the dead hero again for the rest of the campaign.
3. **Use a resurrection treasure:** The Sanguine Mark and Resurrection Chrysalis treasures can revive a dead hero, as long as its figure is still on the map. (See sidebar on p.31)

Future expansions will introduce additional resurrection methods, which will be applicable even in the base campaign if you play the expansions before the Abyssal Rift campaign OR you choose expansion heroes to your adventurer teams.

For more information about the expansions, please visit: www.perditionsmouth.com

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Important Wound Card Reminders!

- To get a wound card out of your hand, you **must play it** to boost an action, as though it were a hero card.

- If you ever have **two Infestation** ⚫ wound cards in hand at once, then you immediately die. Your corpse then spawns the largest Insectoid available in the reserve pool 🔁.

Mogba'gh the Shaman

Mogba'gh is a feared shaman, a ju-ju man with unparalleled powers and even here, far away from the nature spirits of the ancestral forest, Mogba'gh wields abilities beyond comprehension. It's said that he is not an albino by birth, but rather became one due to a botched witchery.

It's not known by anyone but Elisa why Mogba'gh is here or what he aims to do, but so far everyone has been very content with the idea of having another magus in their midst, even if he is strange as him.

Mogba'gh's pointily filed teeth, his general behaviour and dark stories about culinary pleasures have formed a reputation of a repugnant, barbaric cannibal that he seems to enjoy and cultivate at every possible instant.

Mogba'gh is an expansion Hero, available directly from DDP.

THE ENEMY

CULTISTS

The cult is a hierarchical order of humans—or something that used to be human—that worships the insectoid enemy and aims to return the Demon to earth as their god. Cultists must spend additional ☀ to enter special terrain (like heroes do), and they can open doors and operate portcullis levers for 1 ☀ while moving.

Acolyte: The cult treats its lowest-ranking members as little better than its victims. These hapless creatures perform the cult's daily chores, including patrolling the halls for deviant behavior. Acolytes run for the alarm instead of chasing the heroes, though they still attack nearby heroes during an 🩸 action.

Guard: The armed rank of the cult wields blowpipes and poisoned darts—crude, inexpensive weapons that are nonetheless deadly at a short range. Guards try to keep some distance between themselves and the heroes, though having 2 🩸 allows them to survive a short skirmish.

Summoner: The cult's supreme members build nests of insectoids, become experts on demonic research, and serve as the cult's high priests. Their research grants them access to the same darkness that sustains the Demon itself, granting them the ability to teleport throughout the dungeon and cast dark magics from a distance.

INSECTOIDS

Insectoids knew the depths of the abyss long before the dwarves first entered the world. What these creatures lack in intelligence, they make up for with ferocity. Insectoids cannot open doors, but they only spend 1 ☀ to enter special terrain.

Boneworm: These near-blind scavengers rely on a strong sense of smell to hunt for food in the dark, consuming any rot and flesh that they encounter below the surface. Their fangs are venomous, and their hides are protected by thick scales. But they move at a slow, ponderous pace, which allows intelligent prey a chance to escape before the worst can occur.

Rotikka: These small, vicious predators have huge eyes that detect the smallest amount of light, and their bodies are supernaturally agile. They prefer fresh meat, and hunt in packs of four or five to corral larger prey into serving as a suitable meal.

Chi'leen: The cult considers these monsters to be the holy warriors of the insectoid god. Chi'leen boast razor-sharp mandibles, jagged stingers, and a vast maw of vile saliva. These creatures occupy two squares on the map, and they trample through lesser creatures so that they can be the first to a meal.

Tharnix: The cultists believe that these long-legged lurkers are the watchers of the Insectoid God. They wander the temple halls with silence and grace. But a sharp, disgusting scent announces their approach. These sacred beasts appear docile and calm, but their presence causes other insectoid beasts to act even more ferociously, driven to rage by the powerful pheromones.

THE DEMON

The Demon is summoned to the world by the delusional cult, which begs it to lead them to their destiny—though it is still uncertain whether said destiny sits in a throne ruling over the entire world, or swims in the stomachs of hungry insectoids.

» The Demon only appears in the last scenario of a campaign, where you must destroy the Demon to achieve victory.

» The Demon has Poisonous attacks, Double Strike attacks, Trample movement, and ignores terrain movement penalties.

» The Demon's figure occupies 2x2 squares.

» The Demon is immune to abilities that only affect one enemy group, such as Cultists or Insectoids .

» You cannot kill the Demon with an ability that kills without an attack.

Treasure

You open a treasure chest by picking its lock with a move action (see Movement-Related Actions, p.19) or breaking the chest with an attack (see Breaking Locks, p.25). When you open a chest, draw a card from the treasure deck. Place that treasure next to an active slot or backpack on your hero sheet.

Finding Potions and Traps

Potions 🍖 are small and sometimes accompany larger treasures. When you draw a potion from the treasure deck, place it in a slot, and you may then choose to draw another treasure.

Traps 😬 often protect treasures. When you draw a trap from the treasure deck, immediately resolve the trap's text, then discard it to the treasure deck's discard pile. You may then choose to draw another treasure.

In either case, if the next treasure is also a potion or trap, then you may draw another treasure, and you may keep drawing until you find a larger treasure.

Treasure Symbols

Treasure cards may have any of these symbols.

» **Class symbols** 🏠 ❄ 📗: You cannot use these treasures unless your hero has one of the symbols shown.

» **Melee** 🗡 and **ranged** ◎: You cannot use these treasures unless your hero has this symbol.

» **Weapon** ⚔ and **armor** 🛡: You can only have **one** active weapon and **one** active armor at a time.

» **Permanent** ◐: This treasure provides its bonuses while in an active slot.

» **Consumable** ◑: This treasure provides a one-time bonus. Use the treasure when appropriate, then discard it to the treasure deck's discard pile. You may use a consumable from your backpack.

» **Temporary** 😬: You may use this treasure once during your turn while it is in an active slot. After using this treasure, resolve the appropriate action, then draw a response card. If that card has the ◎ symbol, then you have exhausted the treasure and must discard it.

Treasure Example

» *Elisa, a Magus* 📗, *cannot use the treasure Scale Mail, which is marked* 🏠 ❄.

» *The Hammer of Shaal-Groth* 🗡 *can only be used by melee heroes, like Olazábal, Bastian and Tyra.*

» *Mercurium Boots* 😬 *provide* ☀+2, *but you do not have to use them every turn. When you use this treasure, draw a* ▱ *at the end of the turn, and discard the boots if that card has* ◎.

Using and Equipping Treasures

On your turn, you may take any of these actions at any time, with no cost in ☀.

» Use a temporary or consumable treasure in an active slot. Permanent treasures are always in use, when in active slot.

» Use a consumable ◑ treasure in a backpack.

» Move your treasures to different active slots or backpacks on your hero sheet, or swap treasures in different slots on your hero sheet. A treasure may only change slots once per turn. You could not move an active treasure into your backpack, then move it back into an active slot in the same turn. A temporary or permanent treasure's effects end once you've moved it to a backpack.

You cannot take these actions at any time other than your own turn, unless otherwise noted.

You may drop a treasure at any time to free a slot for another treasure. A dropped treasure is discarded and cannot be picked up by another hero.

Trading treasures is a movement-related action, see p.19.

Treasure Clarifications

» **Warp Stone:** You may throw the stone instead of making an attack on your turn. The stone itself is just a pebble—it does not block movement or LoS, and it can share its square with terrain or another figure.

» **Sanguine Mark and Resurrection Chrysalis:** You return a dead hero to life. That hero heals to 1 ❤, stands up in its square, and may take a turn during the current Hero Phase. Place that hero's marker in the Rest action of the Stone of Destiny. You cannot resurrect a hero if the Rest peg hole is filled.

Treasure Tidbits

» Your active and backpack slots can each hold only one treasure.

» You may carry treasures in your backpack, even if you cannot use them.

» You cannot take treasures from other heroes on your turn. You can only give treasures on your turn.

» Do not shuffle discarded treasures back into the treasure deck until the end of the scenario.

» As with hero cards, you must use treasures before drawing any response cards ▱ for an opposing action.

» One hero cannot use any given treasure more than once during a round. If you use a temporary treasure, then give the treasure to another hero, that hero may also use the temporary treasure this round.

Victims

Victims are poor souls captured for some nefarious purpose, and you receive a karmic reward or punishment for how you treat them. The scenario sheets explain where victims appear on the map.

Moving Victims

During your turn, you may pick up a victim in range 1 with no cost in ☀. Place the victim in an empty active slot or backpack, as though it were a treasure. Remember that you can always drop an item from an active slot at no cost, if you need to make room for a victim.

You may drop a victim in any square in range 1 with no cost in ☀. You rescue a victim by dropping it in the rescue square, which removes the victim from your active slot or backpack. The rescue square is always marked in the scenario setup and if it is not, the default is the entrance square.

Killing Victims

When a hero dies or exits the map while carrying a victim, that victim dies.

When all heroes exit the map, all victims remaining on the map die.

When an attack targets a victim, the attack automatically hits, and the victim dies. Enemies do not intentionally attack victims, but they can be caught in area effect attacks from any source.

Victim Cards

When you rescue a victim, draw a card from the victim hero deck and place it on top of your hero deck. This adds a strong numeric card to your deck.

When a victim dies, draw a card from the victim response deck, and add it to the response deck's discard pile. A victim response card always counts as zero when drawn to benefit a hero, such as a ▱ drawn for Defending. When drawn to benefit an enemy, use the card's actual number.

End of the Scenario

The goal of each scenario is to make it alive to any of the exits, which lead to the next scenario, unless specified otherwise in the scenario sheet. The scenario ends when all heroes exit the map, all heroes are killed, or the heroes complete or fail any scenario-specific goals. Afterward, the heroes make camp and rest before venturing onward.

» Restore all heroes to their starting hit points ❤.

» Discard all Fatigue 🜨 tokens.

» Shuffle all cards in players' hands and discard piles back into their hero decks.

» Remove all hero pegs from the Stone of Destiny.

» Remove all enemy figures from all pools.

When playing a campaign, record these changes on a save sheet for future scenarios:

» Record all events that change the Threat Meter.

» Note all victim cards and wounds that are now in hero and response decks.

» Record all acquired treasures still in hero possession. Heroes may freely trade treasures before the next scenario.

» Record any dead heroes. They cannot be played again during this campaign.

When setting up the next scenario, players draw a new hand of cards, recalculate the Threat Meter (see Playing a Campaign, p.8), reset the spawn pools, and shuffle all other decks.

Changing Heroes

Players may play different heroes on each scenario of a campaign. If your hero dies during a scenario, you may choose a new hero for the next one, but the Threat Meter keeps its -1 change. Heroes keep their victim cards, wounds, and treasures, even when they are not chosen to play a scenario. For example, if a hero keeps a Potion of Healing at the end of a scenario, do not return that potion to the treasure deck if you do not play that hero during the next scenario. You may also trade that treasure to another hero that is being played.

Variants

Players can add any of these changes to the rules before beginning a scenario or campaign.

Harder Variants

» **2-card limit:** You cannot play more than two hero cards on your turn. You may play any number of cards to aid other heroes.

» **Difficult escape:** Before entering a square of special terrain, count the number of enemies in range 1 of that square and the square that you entered from. Draw a response card for each of those enemies to check for the failure event (see Terrain, p.20).

» **Cannot change heroes:** You cannot select a different hero between scenarios of a campaign unless your hero dies.

Adventurer Variants (Easier Game)

» **Heroes win ties:** Count all ties as a success or failure that would benefit the heroes. For example, if a hero attacks an enemy, and the 🩸 ties the enemy's 🛡, treat it as a successful hit.

» **Weaker Infestations:** When you gain an infestation ⬤ wound card or draw one from your deck, if you have another infestation in your hand, you immediately take 1 damage. (You do not immediately die.)

» **Safer treasures:** Remove any number of traps from the treasure deck before starting the scenario.

» **Improved Rest:** When taking a Rest 🔥 action, a hero can discard one Fatigue ⬤ token.

> **NOTE!** The game designers warmly recommend using the Adventurer Variants for your first games or when playing with casual gamers. Perdition's Mouth is designed to be punishing by default. Each of the four adventurer variant can be chosen individually. Select just the ones that fit best for your gaming group.

Resurrection

If you have trouble with a difficult scenario, or if players wish to keep their favorite heroes alive for later, you may resurrect all dead heroes at the end of the scenario. Resurrected heroes each add one wound card to their hero decks and begin the next scenario with 1 🩸 .

Traders

With this variant, your heroes meet a trader at the end of the campaign, when they return to the surface to rest and repair. You may sell your treasures to these traders for the coin value shown in the lower left corner of each treasure card.

The traders do not give you money in return—they instead barter services equal to the treasures' value. You may purchase each service multiple times, as long as you have enough treasure to trade. Traders don't make change, so try to match item value to service cost.

» **Heal a Wound** card in any hero's deck—**2 coins**: Return that card to the Wound deck.

» **Resurrect** a dead hero—**10 coins**: The hero returns to full HP, but keeps any Wound cards in his deck.

» **Remove a Curse** from any hero's deck—**3 coins**: Curses appear in expansions for Perdition's Mouth.

» **Purchase simple treasures**: If you have any Trader treasure cards ⓣ (planned for an expansion), do not shuffle them into the treasure deck at the beginning of a scenario. Instead, the trader can sell you these treasures for **twice the coin value** on the card.

Two-Player Game

It's difficult to complete a scenario with only two heroes. For a two-player game, we recommend playing two heroes for each player. If you play with two heroes, add a third hero peg of any color to the Stone of Destiny as a ghost peg. This allows you to skip actions when moving around the Stone.

» During setup, mix the ghost peg with the other heroes' pegs before determining their starting positions.

» Once during each Hero Phase, move the ghost peg up to five spokes on the Stone. Move the peg as though it were taking its own turn. It cannot move during another player's turn.

» You cannot move the ghost peg into a spoke that contains another hero's peg, even if that spoke has an open peg hole. You cannot move other hero pegs into the spoke with the ghost peg. You skip this spoke, as though it had no open peg holes.

Trait Cards

We designed Perdition's Mouth to be a challenging game, even when everyone plays to the best of their abilities. We designed the heroes to show off their backstories and personalities. However, as role-playing game veterans ourselves, we wanted something even deeper.

Trait Cards add another layer of depth and difficulty to the game by giving the heroes personality traits. These traits affect their decisions when working with their allies. The players jump inside their heroes' skins and act accordingly—for better or for worse.

PerditionsMouth.com has more information about these cards.

Traders of the Hideout expansion

The *Hideout expansion* expands on the Traders variant, providing a home base for the heroes between campaigns, with civilians that provide various services.

Solo Game

When playing a scenario by yourself, we recommend that you either control three heroes, or that you control two heroes and add a ghost peg to the Stone of Destiny. We don't recommend playing with one hero and two ghost pegs.

GAMEPLAY EXAMPLE

This example is based on the **Highway to the Nest** scenario.

The hero phase has just ended for this round.

» Tyra (1) took an Attack action and killed a Boneworm near the nest.

» Elisa (2) took a Sprint action to run to the ladder, the victim rescue square of this scenario. She dropped the victim here and gained a victim hero card.

» Olazábal (3) took the Special action and used her Healing Apparatus 🔺 ability. Olazábal now has 3 🩸 , and Tyra has 4 🩸 .

» Niffil (4) took a Move action. He played his Stealth hero card, which prevents enemies from choosing him as a priority until his next turn.

» Niffil damaged the Chi'leen (D) once on a previous round.

The players begin the Enemy Phase by drawing a response card, a 4 ▨ . This card does not have the ◎ , so the spawn pools are not affected. However, the enemy marker moves 4 spokes on the Enemy Watchstone.

First, the enemies move. The Boneworms move first, ignoring Niffil since he's played Stealth.

» Boneworm (A) doesn't move, because it's already in range of Olazábal.

» Boneworm (B) moves toward Olazábal, the closest hero.

» Boneworm (C) has no LoS to Tyra (blocked by the corners of a wall and a square containing a nest). Since Tyra is the closest hero, Boneworm (C) begins moving around the wall toward her.

» The Chi'leen could reach either Olazábal or Tyra with 6 squares of movement, since it can trample past Boneworm (B). It moves toward Olazábal, who has fewer hit points.

Second, the enemies attack. Only Boneworm A has range and LoS to a hero. It attacks Olazábal, drawing a 1 ▨ to add to its 4 🗡 . This easily beats Olazábal's 🛡 1.

However, Tyra plays her Body Guard reaction 〰️card, which redirects the damage away from Olazábal to herself. Tyra loses 1 🩸 and gains a wound card to her deck. Boneworms have a Poison attack, so Tyra also gains a Fatigue 🟢 token.

The broken, bloody man looked back at Elisa, with deep longing in his eyes. The elf ignored him, pushing him forward and whispering, "Just go! They're not following you!" She meant, of course, that THEY were doing the following.

Tyra had charged into the nest first, with Olazábal close behind, drawing the attention of several hungry Boneworms. Niffil dashed for the back room, leading an enraged Chi'leen away, but he ducked into a shadow before the monster could catch him. Elisa thought to herself, "We might just be in control here."

A tremor shook the ground. Olazábal toppled slightly as a Boneworm slithered closer to her feet.

Tyra reached out her blade to cover the dwarf, placing her arm in the path of countlesss jagged teeth.

Howling like a wounded wolf, her voice was barely audible over the sound of one Chi'leen lumbering into the nest and another cultist, a guard, tearing its way up from beneath the floor.

Third, the enemies move again. The Boneworms (A,B,C) move first, but the Chi'leen (D) then tramples past Boneworm (B) to reach Olazábal.

Finally, the secondary spawn occurs. The secondary spawn pool contains a Guard, a Chi'leen, and 2 Summoners. The Threat Meter shows a 2, so the heroes move two enemies onto the map. They choose the Chi'leen (A) and the Guard (B), placing the Chi'leen adjacent to a nest and the Guard adjacent to a trapdoor.

A new Hero Phase begins, and Olazábal (1) takes the first turn. She knows that Elisa wants to cast an area attack✦, but she only gains 4•☀• on her turn, so she's not sure that she could escape with a Sprint action. She could play hero cards for more movement, but she's low on cards after the previous rounds' fighting. She instead moves to the Defend spoke (2), where she draws a hero card, gains a Defend token, and ends her turn.

Tyra (3) gains 4•☀• on her turn. She has no hero cards in hand, having played them to slay Boneworms around the nest. She spends her •☀• to move to the Rest spoke (4). She shuffles her deck, refills her hand to her starting hand size of 4, and ends her turn.

"That's what I get for my optimism," Elisa called out, a dark edge in her voice.

Olazábal and Tyra felt the light building behind them as their shadows grew long in front of them.

Olazábal suddenly fell to the ground, her torn fingers fumbling through her tools.

Tyra pushed away, leaned against the opposite wall, and took a deep breath, trying to regain her focus.

Elisa (1) gains 5 ☀ on her turn, which she spends to move to the Special spoke. She pays no Action Points to skip the Rest spoke, which is full. She then plays her Torrent of Fire hero card to attack everything in a cone — including Tyra (2) and Olazábal (3) — with 🔥 4.

» Elisa plays her Ghostly Helper card (3 ☄) to boost the attack against Chi'leen (A).
» Olazábal plays her Grease card (3 ☄) to aid Elisa's attack against Chi'leen (B). Since Olazábal is 👣 2 from Elisa, her aid takes a -1 penalty.
» Elisa doesn't play any cards to boost the entire area attack ✺, since this could hurt her allies.
» Tyra is taking a Rest action, so she can't play aid cards, but she can boost her own Defense. She plays her Rage card (2 ☄) for 🛡 +2.

Elisa resolves her attack by drawing a response card 🟫 for each target.

» Elisa draws a 3 as a 🟫 for Boneworm A, which has 1 🛡, so it ties her 4 🔥 and escapes damage.
» She draws smaller 🟫 cards for the other enemies, so they all take 1 💧 damage. This kills Boneworm B and places a damage token on the Chi'leens.
» Tyra's base 🛡 2, with a 🛡 +2 card boost, ties Elisa's 🔥 4. Olazábal is Defending, so she adds a response card to her Defense. She draws a 2 as a 🟫, which brings her Defense to 🛡 5, exceeding the attack. Neither hero takes damage.

After resolving her special attack, Elisa uses her △ ability Blink (on her hero sheet), teleporting 2 squares farther into the nest. However, she is out of ☀, so she cannot move after her special actions.

Niffil (5) finally takes his turn. He gains 8 ☀, and he plays his Sleight of Hand (4 👣) card, for a total of 12 ☀. He spends 4 ☀ to move to the Charge spoke (skipping the Special spoke, which is full).

Niffil begins the Charge with a move action, but he begins his movement by picking the treasure chest's lock. He devotes 6 ☀ to the action, then draws two response cards. His 6 ☀ beats the lock's 4 ▨, so he opens the chest.

Niffil draws a Potion of Haste 🧪 from the treasure deck. Since he drew a potion, he can choose to draw another treasure. He draws again and finds the Amulet of Cleansing. He places the potion in his backpack and places the amulet in his active slot.

Niffil (5) spends his remaining 2 ☀ to disengage from the Guard and move 1 square closer to the Chi'leen (A), then his move ends. The Charge action now allows him to attack Chi'leen (A).

Olazábal (3) decides to play her last two hero cards as aid. Her Practical ability allows her to play any card as a 2 🦶 for aid (most heroes can play any card as a 1 🦶). Olazábal plays her Rush card (2 👣) as a 2 🦶, adds her Techno Miracle card (5 🦶 for aiding), and subtracts a -3 penalty for being 🧲 4 from Niffil, for a total of 👊 +4 aid.

With his base Attack, Niffil attacks with 👊 6. He draws a response card for the Chi'leen, a 2 ▨, and the attack hits, dealing the third 🩸 to the Chi'leen and killing it. Every hero has taken a turn, so the Enemy Phase begins.

COMMON MISTAKES TO AVOID

» You do **not** draw new hero cards each round. Various actions on the Stone of Destiny allow you to draw cards.

» When you play or discard a hero card, discard it to your own discard pile. You cannot shuffle your discards back into your deck until you take a Rest 🔥 action.

» Spend +1 ☀ to move out of a threatened square (in range 1 of an enemy).

» There is no penalty to aid another hero in range 1 of your hero. Aid takes a -1 penalty for each square beyond 🧲 1. Add this penalty once to the aid from all of your hero cards.

» When your cards in hand equal your hand limit, you must immediately discard any card that you draw from your hero deck. You cannot discard a different card in hand and keep the card that you draw.

» An attack must beat the target's Defense 🛡, with response cards ▨ and other bonuses added.

» Only enemies draw a response card ▨ during attacks. Heroes do not draw response cards for themselves unless they are Defending or using certain abilities.

» You can never have LoS beyond **6** squares, even for abilities that affect other heroes.

» You cannot ever boost or aid a special ability's red numbers above **6**.

» Movement 👣 can **not** be diagonal, but attacks can be diagonal.

» Attacks afflict **one** damage, regardless of how well the attack 👊 succeeds (there are very few exceptions to this, which are well explained).

» Fatigue tokens (or any other effect) cannot reduce your Action Points ☀ below 3.

» When a hero dies you don't remove any wounds or other acquired cards from their deck. If they are resurrected those cards remain with them.

JOURNEY INTO THE DESIGNER'S MIND

When we began designing Perdition's Mouth, it was clear to us that we wanted dice-less mechanics, a fast game, an easy learning curve, and an emphasis on skill over luck. Of course, a certain amount of luck is inherent to any dungeon crawl. During game testing, we realized that explaining some of our choices helped players understand how the game works. So read on!

RONDEL

In real-life and in tactical games, situations vary. We designed the rondel mechanic to portray different situations while keeping the game fun, fast, and tactical. The rondel balances the game for different numbers of heroes, since it's harder to take the action you want when there are more heroes' markers on the rondel. We assume that combat in dark dungeons is hazardous and unpredictable. The rondel prevents you from staying put and taking the same action every turn. It also forces players to discuss their actions and work together as a team.

All of the rondel's actions are viable options for every hero, while still supporting the heroes' different strengths and weaknesses. We believe the rondel is easy to learn, very tactical, and allows players to rely on good choices and teamwork instead of hoping for lucky dice rolls.

STRATEGY ASPECT

Perdition's Mouth provides tactical choices on many levels. The game's luck aspect is, on purpose, smaller than it is in similar dice-driven games. Randomness mostly occurs with card draws, and most card decks are small and predictable. This gives players the choice of when to perform their most heroic feats, including sacrifices for the good of the team. However, no one hero can excel on every round—they must mix grand actions with lesser feats.

UNIQUE HEROES

Each of the heroes in Perdition's Mouth possesses unique hero cards and abilities, and thus each requires a unique set of tactics. Players can create new experiences in the game just by playing different heroes and learning to play them correctly. But the heroes are balanced to work as a group, and no one hero can conquer the dungeon alone.

In a campaign, we heavily recommend that you choose heroes to fit the needs of a particular scenario, that you don't just choose your favorite heroes for each encounter. The tactics that work for one team in one scenario may not serve you as well when facing a different group of enemies.

HORROR / FANTASY

One of our goals was to design a game with grit, where hardship and fear would emerge from the game itself. We dislike the idea of a world where heroes are tidy knights in shining armor, with all the valor in the world. We also feel that most dungeon-crawl games actually tell scary, horror-tinted stories, but they do little to convey that horror with mechanics or theme. We believe we've succeeded in bringing some of that into Perdition's Mouth, but we're well aware that horror is a hard genre to master, and we would love to hear your comments about the game.

CREDITS

GAME DESIGN: TIMO MULTAMÄKI & THOMAS KLAUSNER

GAME DEVELOPMENT: KEVIN WILSON

Art Director: Jere Kasanen

Editor: Dan Hull

Rulebook Editor: Dean Ray Johnson, David Hladký

Original Art: Matthias Catrein, Jamie Noble, Juha Salmijärvi and Tanja Ylitalo

Additional Graphics: Dan Hull

Proofreading: David Hladký, Morgan March, Matthew Simpson and Richard Price

Miniature Sculpting: Chris Gabrish

Miniature Painting: Jemina Ruokojärvi, Janne Rämö, Julien Gross, Pekka Myller and Ben Waxman

Marketing: Ukko Kaarto and Ruymán Peraza Romero

Video Team: Niki Bergman, Jose Jacome, Elge Larson, Sodankylä Mediapaja, Ruymán Peraza Romero and Sanara Creations

Loyal Henchmen Willing To Do Any Job: Riikka Louhiniitty, Jalmari Ruokojärvi and Henri Sareskivi

Additional Layout Assistance: Chin Kit Lai and Sara Tomalesky

Webmasters: Jalmari Ruokojärvi and Nhung Doan

Game Testing and Other Help: Guinea pigs of the ESRSPY, Byron Campbell, Desmoda, Ian Gill (Posco), L Scott Johnson, Kari Lakoma, Olli Numminen, Ricko Tshien, and a large number of other individuals over the span of almost five years

Special thanks to our translators:

German translation: Marion Bloos, Kai Günster, and Thomas Klausner

French translation: Dejardin Thibaud

Spanish translation: Federico Abellá and Ruymán Peraza Romero

Italian translation: Fabio Piovesan

and our IT-admin team: Marco Bignami, Rob ter Linden and Kriss Andsten

Perdition's Mouth is a team effort

What started as a very slightly megalomaniac Finnish project has far exceed our initial expectations. More than 50 people of 20+ nationalities have joined in over the course of almost five years. Countless hours of teamwork have created this unique network of friends, committed to deliver a game with the highest production value we humanly could achieve.

We are truly grateful for our partners. No doubt the cult would have won if not for their active involvement.

attacke kommunikation

MH 3D-tulostus

ARCTIC UNION

DOJI

boardgame bliss

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Funagain Games

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Enemies

Acolyte   **Guard**   **Summoner**   **Demon**

Boneworm   **Rotikka**   **Chi'leen**   **Tharnix**   **Nest**

Heroes

Simma   **Elisa**   **Niffil**   **Olazábal**   **Bastian**   **Tyra**

K Extras

Victim1   **Victim2**   **Treasure**   **Door**   **Lever**   **Portcullis**

All Kickstarter extras are available via Perditionsmouth.com

We have painstakingly designed our miniatures to look great when painted. We're also in the process of making a separate painting guide, which will give you further examples and guidance.

In Memoriam:
Successful Kickstarter
of Perdition's Mouth: Abyssal Rift
12/2015

1soni
4 r3b3l n3rd
A. Mehta
A. Rousos
A. Schmid
aagronom
Aaron Binns
Aaron Kaiser
Aaron Nicholas
Aaron Segstro
Aaron Seymour
Adam Russo
Adam Sadler
Adam Smith
Adam Thomson
Adam Tucker
Adrian King
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Brian M. Creswick
Brian Pittman LoGiudice
Bryan Roth
bshamil79
BUM SUK YANG
Bum Yong Kim
Burt
Byron Campbell
C.L.Hansen
Cabel Dawson
Cador
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CatWeazle
Cay Blomqvist
Cedric Kirsch
Chantal Noordeloos
Charles-Nicholas Kealoha
Martinez
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Eric Harris
ESRSPY ry. (FIN)
Evan Coolen
Evyn 'azmodai' Shuley
Fabian Aratoun
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Federico Abellá
flavio collovini
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Jonathan Bagelman
Jonathan Delahaye
Jonathan Dixon
Jonny Craig
Jonny Hansen

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12/2015

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Josh Jenkins
Joshua Buergel
JP Falcon
Juan M. Anzaldo
Judgement Dave
Juha Tammela
Jurgen "Dragonir" Roman
Jurgen Bax
Jurisconsul
justchris
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Sam Klein
Samuel "Professeur !"
Tissier
Sandy Petersen
Sara Tomalesky
Schafi
Scott "Aldie" Alden
Scott Cantor
Scott Everts
Scott Maynard
Scottie Cochran
Sean Gibbons
Sebastian "Beckikaze"
Beck
Seeburger
Seppel
Sergio Martínez Calvo
Seth Locke-
FatNastyNerd Runthroughs
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Shinat0
sidefield
SidewaysVulture
Silvan Wegmann
Simon Appleyard
Simon Boynton
Simon Ward
Slade Eide-Ettaro
Stare.at.the.sun
Stefanie Heintze
Stephan Szabo
Stephen B. Shedden
Steve & Vicki Baylus
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Steve Harbron
Steve Marshall
Steve Provencher
Steve Salmon
Steven Langan
Stevie Waterworth
Stijn De Vleesschauwer
Stuart Lister
Sven "Bexter" Siemen
T. Iwata
TafelTOP.nl
tanj
Tequi
Terry Chadwick

That random guy
with three nipples
The Dreaded Geek
The Lord of Memes
The Mighty Osbornes
Thibaud Dejardin
Thomas Fehmel
Thomas Gaczkowski
Thomas Krug
Thomas R Owen
Thrillhouse
Thupamart
Tiinaliisa
Til
Tim Burnett
Timo Liimatta
Timothy J. Watkins
Tom & Wolfi
Tom Geraghty
TOM GLENNON
Tommi Koivula
Tony & Liz Rivera
Tony Cotterill
Top Changwatchai
Torsten Pieper
Totenrand
Travis Hunter
Trevor Wolf
Tristan Brunet
Tristan Hall
Troy Cleland a.k.a.
Stereotype Steve
Tsuchimursu
Ulf Kaupisch
Unibaal
Varl Patariki
Wallace Ray Jeffery
Wally98
Walter Cavalcante
Wayne Foley
WeiJen Liu
Werner Wrann
Wes Ware
Wil A Andrews
william caro
William Ho
Wolfgang Knebel
Wolfgang Mandl
Woo Deokchan
Wyrm Harald
Yaron Davidson
Yee Cang Ling
Zallinor Calzar
Zargoth Demonslayer
Zendaken
Zombie Teriyaki
Zorg!
Zxarl Moon
ジャネット・ヘルファリッチと
ジェイコッ

ROUND SUMMARY

Hero Phase: Players may take their turns in any order until each player has had a turn:

1. Gain action points ☀
2. Move hero peg on Stone of Destiny
3. Play hero cards and abilities
4. Draw response cards (if any) or begin moving
5. Turn hero peg to point inward
   » Complete one hero's turn before another hero can act
   » Players choose the heroes' turn order each round

Enemy Phase: After each hero takes their turn, all enemies act:

1. Draw a ▨ and check for ◎ symbol
2. Move enemy marker on Enemy Watchstone
   • Complete one Watchstone action for each enemy before taking the next spoke action
3. Each enemy figure acts once per spoke action:
   • Play hero Defense cards in reaction to attacks
   • Draw ▨ to resolve action if necessary
   • Proceed to next enemy, or proceed to next spoke action once all enemies have acted.
4. The Round ends when all enemies have carried out all actions passed by the enemy peg.

NUMERIC HERO CARDS

» Move 🗝: Boost action points ☀
» Attack 🗡: Boost Attack (cannot boost Special △ attacks)
» Defense 🛡: Boost Defense
» Special △: Boost red number on a special ability (to a maximum of 6)
» All 🎴: Play as any
» Reaction 〰: Play as described
» Play any non-wound card as 1 🎴

AID

» Play numeric cards (or play any card as a 1 🎴) to boost other players' actions
» No penalty to aid at range 1, -1 penalty per square beyond range 1 (may draw range through figures and terrain, but not walls)
» Card text cannot aid another hero
» Cannot aid while Resting 🔥

STONE OF DESTINY

» Spend 1☀ to move to next spoke (skip the spoke if all of its peg holes are filled)
» **Move:** Draw one card, then move
» **Special:** Use your special ability, play △ hero cards before or after using ability, then move (with all ☀ costs doubled)
» **Attack:** Draw one card, then attack (you may spend 2☀ for +1 🗡)
» **Sprint:** Add a ▨ card to your ☀, then move
» **Defend:** Draw one card, you are Defending—add a ▨ card to your Defense when attacked (you may spend 2☀ for +1 🛡 Defend token)
» **Charge:** Move, then attack
» **Rest:** Shuffle your discards into your deck, draw cards to your starting hand size
» **Aimed Shot:** Attack with +1 🗡, then move 1 square with no ☀ cost (◎ only, cannot spend ☀ for anything)
» **Bash:** Attack with 🗡 bonus of ▨ card, push the target 1 square, move into the target's square (🔺 only)

MOVEMENT

» Spend 1☀ to move 1 square (cannot move diagonally)
» Spend 1☀ to enter the map
» Spend 1☀ to open or close a door, pull a lever, give a treasure or loot a dead hero (in range 1)
» **Pick a lock:** Spend any number of ☀, draw two ▨ cards, must beat sum of the cards
» **Threatened Squares:** +1☀ to move when in range 1 of an enemy
» **Terrain:** When entering, draw 1 ▨ for each enemy in range 1 of that square, suffer the failure event if any card has the ◎
» **Teleporting:** No squares block movement, ignore all ☀ penalties, must end movement in an empty square, may suffer a failure event in the final square

VICTIMS

» Pick up or drop a victim in range 1 for free on your turn
» Drop in rescue square to gain a victim hero card
» Victim dies when carried by a hero that dies, when heroes exit the map, or when hit by any attack (add a victim response card to ▨ deck)

TERRAIN

» **Uneven Floor** ▱: 2☀ to enter, failure ends movement
» **Rubble** △: 3☀ to enter, failure ends movement
» **Concealment** 〰: 3☀ to enter, blocks LoS, failure ends turn
» **Water** ▢: 4☀ to enter, failure deals 1 🩸 damage
» **Obstruction** ▬: 5☀ to enter, blocks LoS, failure deals 1 🩸 damage and ends turn
» **Walls:** Failure deals 1 🩸 damage (when pushed into it)

ATTACK RANGE AND LoS

» **Blocks LoS:** Heroes, enemies, nests, victims, doors, and walls
» **Doesn't Block LoS:** Portcullises, dead heroes, levers, treasure chests, trapdoors, lights (map decoration)
» Cannot draw LoS through two blocked corners or beyond 6 squares
» May draw LoS through an adjacent slit

ATTACK RESOLUTION

» Hero Attack 🗡 + hero card boosts must beat Enemy Defense 🛡 + response card ▨
» Successful attack deals only **1** 🩸
» **Attacking Nests:** When destroyed, replace with a rubble token △ and increase Threat Meter +1
» **Break a Lock:** Attack must beat two ▨ cards (or three ▨ for portcullises)

ENEMY RESOLUTION

» **Attack Order:** Insectoids -> Cultists -> Demon, smallest to largest, closest to farthest from a hero
» **Move Priorities:** Closest hero -> Weakest hero (least 🩸) -> Players' choice
» **Attack Priorities:** Weakest hero (least 🩸) -> Defending hero -> Magus hero 🟢 -> Players' choice
» When hit by an enemy, lose 1 🩸 and gain a wound card to the top of your hero deck
» **Poison** 🟢: Gain a fatigue token on hit (-1☀ per turn)
» **Double Attack** 🟥: Attack the same target again