The Mountains of Godai

Rule Book

The Wellspring is the source of all magic and where all Patterns emerge.

For too long we have angered the gods and lived our lives with reckless abandon. For those mistakes, the whole of existence seems on the brink of collapse.

Jaethi, the great plumed serpent of the wind has returned to our realm and has brought with her countless elemental armies. She is one of the five great Titans and her power has kept the Wellspring flowing since time immemorial.

For reasons that are known only to the gods, she returns to destroy the fabric of our reality, disassembling the Patterns of all things. If she succeeds, our universe will collapse and all that we are will be gone — scoured clean and rebalanced by her wind.

Is it a natural cycle? Can the Pattern collapse be stopped?

While the scholars argue, the people of our world act. Great generals have arrived to stand against the Titan and her armies of change. The region of Yanagi Tepeu is fractured, but the will of the people is clear: we will not stand idle. We will repair the pattern or die trying.

Only the heroes of our world can tip the balance. All eyes are on us now...

mariucci J designs

Disclaimer: This product features a unique world based loosely on Japanese and Mesoamerican mythologies and themes. We took inspiration from a variety of sources, as we have for our other Volumes, but this product does not and is not meant to historically represent any specific location, culture, or event.

HEXplore IT®

TABLE OF CONTENTS

Welcome

Welcome to the
Mountains of Godai,
the fifth Volume in the
HEXplore It gaming universe. We're thankful you've come to
Yanagi Tepeu to stand against Jaethi's elemental forces.

The universe's very existence hangs in the balance!
Create powerful heroes to affect the balance, if you can.

120 - 240+   1 - 4   14+

The Object of the Game

- Win the game if any of the following occur:
  - The group vanquishes Jaethi (the Level 10 Boss ☠) in combat.
  - At least one City-State is alive when the last Siege ends.
  - Jaethi (the Siege Opponent ✺) is destroyed by Defenders.

- Lose the game if the following occurs:
  - Both City-States are destroyed (at the same time).
  - The Calendar reaches 0 on the last Siege.
  - Unlike previous HEXPLORE IT games, hero death is not a game-loss condition. Heroes are looking after Defenders, and Defenders are watching over you (see Reviving Heroes, page 106).

Game Contents

- 1 Rule Booklet
- 1 Play Styles Booklet
- 7 Minatures
- 18 Dice (see next page)
- 4 Dry Erase Markers
- 8 Punch Boards
- 21 Dry Erase Placards
  - 9 Roles
  - 5 Boss Placards & Battle Mat
  - 7 Game Play Placards
- 7 Dry Erase Defenders
- 23 Cards (sized 70 x 110 mm)
  - 9 Races
  - 4 Resource Aid Cards
  - 10 Element Augment Cards
- 6 Tuck Boxes
- 200 Cards (sized 63 x 88 mm)
  - 40 Power Up cards
  - 40 Encounter ⚔ cards
  - 40 Commission cards
  - 40 Harvest cards
  - 40 Jaethi cards
- 75 Cards (sized 44 x 67 mm)
  - 75 Siege cards

Miniatures:

Six minis are included in the Mountains of Godai. Four of these are Siege Banners that represent Jaethi's Elemental forces. Another mini represents Jaethi, the Titan of Magic, and the last represents your hero group.

Siege Banners

Jaethi Mini

Group Mini

Dice:

Hex Die (1 purple; six-sided): Shared between all players, the Hex die is numbered 1 through 5, and the ⬡ is considered to be a result of 6.

Core Dice (4 green, 4 yellow, 4 blue; ten-sided): Each hero receives 3 Core dice. They are each numbered 2 through 10, and the ⬡ is considered to be a result of 1. Generally, you'll want to roll low on these (unless you're rolling for damage).

Elemental Dice (5 multi-colored; eight-sided): Shared between all players, each die represents an Element (Air, Earth, Fire, Water, and Void).

Each Elemental die has three possible roll results:

● **Match**: The roll result matches the Elemental die type (Fire die rolls Fire, etc). Two of eight faces on each Elemental die are an Elemental Match.

● **Surge**: The result matches and has a white triangle border (Air die rolls Air Surge, etc). Two of eight faces on each Elemental die are a **Surge**. This is considered a critical roll result; often additional effects will occur.

● **Mismatch**: The roll result does not match the die (Fire die rolls Water or Earth, etc). The last four faces on these dice are reserved for one of each of the four other Elements.

Hex Die

Core Dice

Element Dice

Fire Die Example

Match *Surge* *Mismatch*

 Air
 Earth
 Water
 Void

5

Dry Erase Markers: Four dry erase markers are included in the box. Please note that these are used to mark on only laminated Placards and Defender cards. Some placards require recording information on both sides. Players are cautioned to not accidentally erase information while handling these. When possible, try to handle placards with writing on both sides by the edges only.

Placards: Placards define several mechanics, game locations, and opponents. These are all dry-erasable. Set these aside and consult them when needed.

Roles (9): These are the hero Roles in the Mountains of Godai. They are the Astrologist, Dragoon, Magician, Mesmer, Ninja, Sage, Samurai, Spear Master, and Wind Rider. Each player controlling a hero will select a Role. You may also use Roles from any HEXplore It Volume in your adventures.

Bosses (5): These are 10 Bosses you may face in the Mountains of Godai (one on each side).

Empire / Emporium (2): Each of these placards contain information related to the Empires in Yanagi Tepeu: Caprakan, the home of the Xumucane people, and Ishidan, the home of the Nakaharans. The back of each of these placards contains the Emporium, a list of Items available for purchase in City-States.

Temple & Conditions (1): This placard contains information about Temples. The back side contains a Conditions reference.
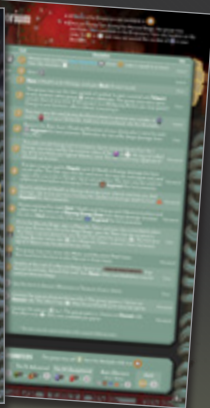
Resources / Elements (1): This placard contains information about Resources and the Harvest Stage. The back of this placard contains information about the five Elements.

Keywords Reference (1): This placard contains references to the Keywords used in this game. One side shows Siege Keywords and the other side shows non-Siege Keywords.

Game Turns (1): This placard contains information about the Game Turn sequence.

Battle Mat / Jaethi Siege Placard (1): The Battle Mat is used to track several game mechanics and to control combat with your adversaries. The back of this placard contains Jaethi's Siege information.

Defender Trackers (7): Like placards, these cards are dry erasable. For more information on Defenders, see page 25.

Card Decks: Unpack and shuffle the card decks before play. In order of appearance at right: the Power Up (40), Encounter ✖ (40), Commission - Caprakan (20), Commission - Ishidan (20), Harvest (40), and Jaethi (40) decks.

Below those are the five Siege Decks:
🛡 Air (15), 🟫 Earth (15), 🔺 Fire (15), 🔵 Water (15), and 🟣 Void (15).

Keep the Elemental decks shuffled in their own stacks, organized by Element type, during play.

Loose Cards: The cards bottom right are not contained in a deck box and not all will be used every game. They include the Races (9), Resource Aid (4), and Element Augment cards (10).

Punch boards: You'll find 8 Punch boards in your game box (on the top of the box). Take care when punching out your map tiles and tokens. Some tokens are small and may be easily missed.
When complete, you'll have the following items:

- 4 Game Bars
- 2 Empire Tiles (A-B)
- 10 HEXtiles (C-N)
- 3 Seige Portals (see page 32)
- 13 SkyTiles (see page 34)
- 24 pieces to construct 8 SkyTile Risers
- 20 pieces to construct 4 Tower 3D Tokens
- 20 pieces to construct 4 Fortress 3D Tokens
- Miscellaneous Tokens (see page 9)

Tokens: Be sure to check that you have each of these before you toss out your Punchboard cutouts.

Destroyed Portals (7): Gain these tokens by vanquishing a Boss. Place one on the designated Portal to close that Siege Portal. It may no longer be used as defined on page 36.

Destroyed City State Tokens (2): These Tokens are placed on a City-State when they are Destroyed. The game is lost if both City-States are destroyed.

Hex & Imbalance Tokens (23):

Hex Tokens represent fallen Bosses, destroyed Settlements, or other event locations that have been cleared.

A location with a Hex Token over it no longer triggers an Event during the Event phase.

There are moments when these tokens will be flipped to their Imbalance side (see page 71).

Imbalance Side

Imbalance Tokens are acquirable to the group during the Event phase and to Siege Opponents during the Villain phase.

Wellspring Amplifier (5):

These Tokens represent a purchasable Item that the group may use to draw Siege Opponents to them. Wellspring Amplifier Tokens are Magnetic locations. No more than 5 Wellspring Amplifers may be purchased at the same time.

Boss Lair Token (8):

Boss Tokens have a common side (shown at left) and a unique side (shown at right).

Unique Side

The unique side is numbered 1 through 8 and represents a unique Boss that appears in the game. Anytime a new Boss Lair is revealed on the map, place a random Boss token on it, with the unique side face up. Boss 9 is printed on the Game Map and is not represented by a Token.

Discovery Token (5):

Unsecured Side

There are five Discoveries to find in Jaethi's deck. Discovery Tokens have a Secured side (shown at left) and an Unsecured side (shown at right). Discovery Tokens are placed on the map Unsecured side up during the Villain Stage. The group must be in Range of a Discovery in order to Secure and flip it.

Elemental Token (100):

These tokens are used to indicate Augmented Abilities for heroes, or to mark Elemental locations on the map.

Dedication Token (8):

Dedication Tokens are numbered 2-9 and represent the Boss that is pictured on them. The group may use Dedication Tokens during the Siege Stage to gain special effects against Siege Opponents. The back side of these Tokens show the Dedication Effect Area.

3D Components: Various 3D components used in the game are provided on the Punchboards that require assembly. Before your first game, follow the instructions below to assemble these components.

SkyTile Riser (8): Each of these consist of four pieces. SkyTiles are placed on top of the riser. Assemble as shown below.

Tower Tokens (4): Each of these consist of five pieces. Each Tower Token is built with two base layers supported by three legs. Assemble as shown below.

Fortress Tokens (4): Each of these consist of five pieces. Each Fortress Token is built with two base layers supported by three legs. Three of the Fortresses are lined in blue, while the fourth is a special Temple Fotress, lined in pink. Assemble as shown below.
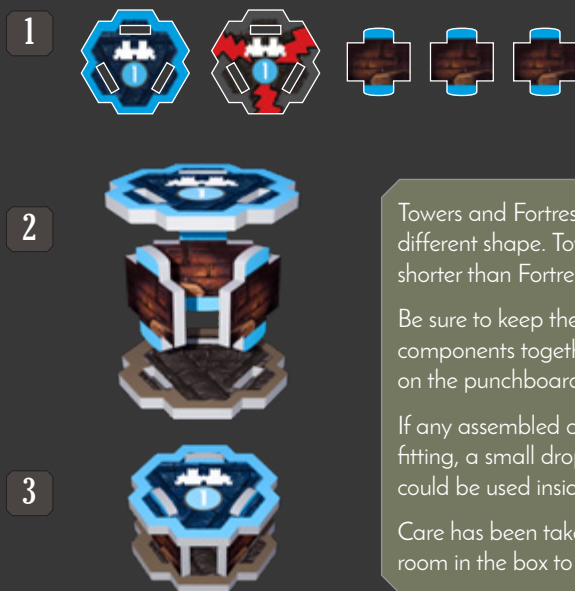
Towers and Fortresses feature a slightly different shape. Tower legs are slightly shorter than Fortress legs.

Be sure to keep the Tower and Fortress components together as they are grouped on the punchboards before assembly.

If any assembled constructs are loose-fitting, a small drop of transparent glue could be used inside the token for strength.

Care has been taken to provide sufficient room in the box to hold all components.

HEROES

Which hero will you choose?

Each player selects their hero by combining two character options: their Role and their Race. A player's Role is their profession while their Race defines their heritage and species. This combination drives their strengths and weaknesses, defines their special Abilities, and determines their play style. If you'd like to randomize this selection, see page 20.

Role Types

Each Role is assigned a Type ribbon. Role types are color coded to represent one of five categories:

Burgundy:	Striker (Damage)
Green:	Assist (Buffer)
Blue:	Healer
Purple:	Sapper (Debuffer)
Brown:	Utility (Specialty)

Roles

Role Type Ribbon

Races

⟨1⟩ Select your Role

You'll use your dry erase marker to record all of your hero's stats on your Role card.

Select a Role randomly or deliberately choose one.

Once you've chosen a Role, select a Race. Then, grab a marker and fill in your hero's name and Favored Opponent.

Continue by adding your Stat Modifiers to your Base Scores (the small brown hexes adjacent to each stat on your Role Card).

The example shown at right is the Dragoon (Role) + Kobold (Race).

Abilities

Vital Type

Favored Opponent

Mastery Descriptions

Total Health & Energy (Vitals)

Base Scores (modified by Race)

Mastery Energy Cost

Current Health & Energy

Mastery Notes

Backpack

Gold

Skills

Starving Meter

Food Rating

Food Carried

⟨2⟩ Select your Race

- Races offer unique bonuses which compliment your Role.
- Select a Race randomly, or deliberately choose one.
- Players may share the same Race if they'd like.

Favored Opponent: You excel against this foe. When facing it, you gain advantages over this type of opponent (see page 88). Record this on your Role card.

Favored Opponent

Stat Modifiers

Racial Ability

Food Rating

Stat Modifiers: These are the Vitals, Abilities, and Skills that are modified by your Race. When you're ready to create your hero, add your Stat Modifiers to your Role Base Scores (see page 13) and write the total in each stat hex.

Racial Ability: Each Race has a unique Racial Ability which consumes either Health or Energy to use. Racial Abilities may be used at any time (as specified), usually once per Ability per Game Turn.

Food Rating: This is how much Food you'll consume if you fail your Survival roll each Game Turn. Record this on your Role card.

⟨3⟩ Add on to your Hero (Optional)

Did you know additional Hero modifications are available in other HEXPLORE IT products?

These are always optional and will not adversely affect gameplay if you choose to not include them in your game. Here's a list of Add ons currently available for your hero:

- **Traits** can be found in our Volumes 1-3 Expansions. Each hero may choose up to one Trait to gain during hero creation.
- **Aspects** can be found in the Volume 4 Core Box, its Expansion, and the Hero Chest. Each hero may choose up to one Aspect (it may not be a Greater Aspect) to gain during hero creation.
- **Keepsakes** can be found in the Volume 4 Core Box and its Expansion. Each hero may gain a random Keepsake during hero creation. Keep it face down and unknown until the hero dies.
- **Familiars** can be found in the Volume 4 Core Box. Heroes may not begin the game with a Familiar, but may gain them during game play by saving up and trading in 4 Power Up cards.

Understanding your Hero

Stats

Each hero has nine Stats. They are: 2 Vitals, 4 Abilities, and 3 Skills.

Ranks

Ranks are the numbers you'll record inside each stat on your Role card. Each Rank evolves as the game progresses. Role ranks begin equal to the Role base score plus any Racial Modifiers. If an Ability or Skill rank is reduced to 0, you cannot use the Ability or Skill until it increases.

Stat Tests

Sometimes you'll be required to roll a Stat Test. Roll a ◆ Core die against the specified stat. If the result is less than or equal to the rank of that stat, the roll is successful.

When rolling Stat Tests against Vitals, you roll against the current value, not the total rank.

Critical Successes and Failures are possible (see page 56). Bonuses and penalties to Stat Tests may cause you to gain or lose Critical Successes and Failures. Unless otherwise specified, heroes may instead choose not to roll and gain a Critical Failure.

Abilities

Each hero has four Abilities which define the action choices available to them in combat.

Attack (red): This is your basic attack. It costs no Energy and damages an opponent's Vital score equal to the rank. Most Role's Basic Attack can only damage an opponent's Health, but some can damage Energy, Influence, or Outlast instead.
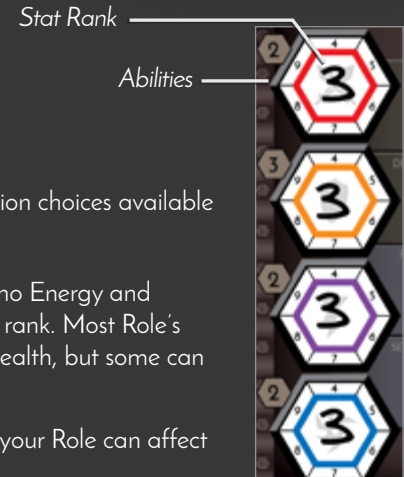
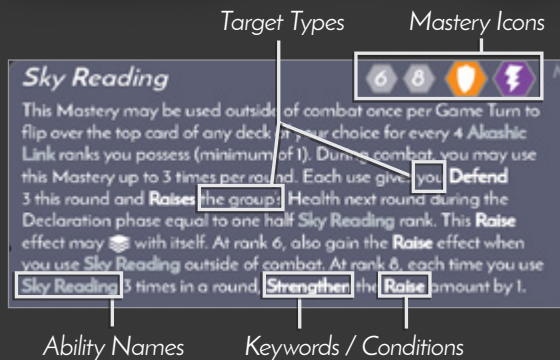Vital icons next to your Attack show which Vitals your Role can affect (see page 98).

 Health Energy Outlast Influence — *Attack Vital Icons*

Defend (orange): This is your basic defense. It costs no Energy and reduces each incoming attack equal to the rank, as if it were the **Defend** keyword (see Keywords placard). You may also use an **Item** when you Defend (see page 99). Some Roles have a Gold symbol next to their Defend Ability, this is Bribery Proficiency (see page 100).

Masteries (purple & dark blue): These Abilities are unique to each Role and usually require Energy to use. Some Masteries are also usable outside of combat.

Reading Mastery Descriptions: Each Role has two unique Mastery descriptions. The Astrologist's First Mastery (Sky Reading) is shown on the next page.

Stat Rank
Abilities

Target Types *Mastery Icons*

Sky Reading

This Mastery may be used outside of combat once per Game Turn to flip over the top card of any deck of your choice for every 4 Akashic Link ranks you possess (minimum of 1). During combat, you may use this Mastery up to 3 times per round. Each use gives you **Defend** 3 this round and **Raises** the group's Health next round during the Declaration phase equal to one half Sky Reading rank. This **Raise** effect may ⬛ with itself. At rank 6, also gain the **Raise** effect when you use Sky Reading outside of combat. At rank 8, each time you use Sky Reading 3 times in a round, **Strengthen** the **Raise** amount by 1.

Ability Names *Keywords / Conditions*

Mastery Icons: You'll find a series of icons at the top of each Mastery. Numbers denote special unlocks (defined in the Mastery description) that will enhance the Mastery's power as its rank increases. The Ability symbols show which Abilities affect or are affected by this Mastery.

Target Types: Your Masteries affect specific targets, as written in the Mastery description. Look for references to heroes, allies, targets, and opponents (see page 99).

Ability Names: Ability Names are bolded and in light gray.

Keywords and Conditions: Keywords and Conditions are bolded in white (see the Keywords Placard and the Conditions placard).

Skills

Each hero has three Skills.

Navigate (green): Your hero's skill at finding their way and getting out of tight situations.

Explore (yellow): Your hero's skill of perception and awareness.

Survival (light blue): Your hero's skill at surviving in the wild and avoiding dangerous situations.

Skills

Vitals

Each hero has two Vitals.

Health (indigo): Health is how much damage your hero can endure. If your Health drops to 0 after any adjustments are made, your hero dies.

Energy (gray): You consume Energy when you use your Masteries or Racial Abilities. Enemies can damage your Energy, just as they can damage your Health. You cannot use Masteries or other Abilities if you do not have the Energy required to activate them.

Recording Vitals: Record your Vital rank inside your Vital stat. This is your max value. As you suffer damage, reduce the number in the "Current" section. That way you won't forget what your max rank is.

Regen: You may have access to items or effects that grant a Regen value. Record the Regen value here to remind you to increase your Vital by the Regen amount.

Vitals *Max* *Current*

Regen

Gear Upgrade Rings

- There is a ring of numbers around the edge of each stat on the Role cards.
- These numbers indicate the Gold cost to upgrade the stat rank.
- Starting at the topmost edge, each increase becomes more costly, moving clockwise around the ring. Abilities begin at a cost of 4 Gold (like the example shown at right), Skills at a cost of 3 Gold, and Vitals at a cost of 2 Gold. In the example to the right, the first Gear Upgrade would cost 4 Gold, then the next 5 Gold, and so on.
- Heroes may only purchase a total of 6 Gear Upgrades for each stat. When your hero gains a Gear Upgrade, fill in the appropriate slot. You may not gain it again.
- Gear Upgrades are unlike normal items and may not be transferred to another hero after they are gained.
- Rank increases from Power Up cards (or other effects that increase your rank) are separate rewards that do not count against your Gear Upgrade limit.
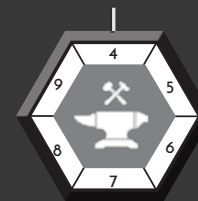
Gaining Gear Upgrades: Gear Upgrades ⬡ may be purchased with Gold in City-States.
It is possible to obtain Gear Upgrades through other game effects. If you gain one, mark the applicable slot and increase your stat rank accordingly (do not reduce your Gold when you gain a Gear Upgrade this way). If your upgrade ring is completely filled and you gain a Gear Upgrade through an effect, you'll still gain the awarded upgrade rank.

Fusing Gear Upgrades: Sometimes a game effect will **Fuse** a Gear Upgrade to your hero. When this occurs, erase the appropriate filled in slot(s), but keep the rank bonus. This allows you to purchase more Gear Upgrades.

Backpack

Use this area of your Role mat to record the Gold, Food, and items your hero has acquired. Group items are recorded on the Battle Mat (see page 94).
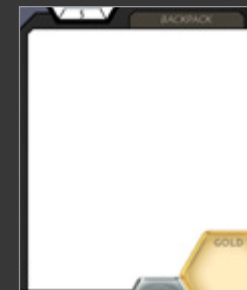
Currency, Food, and Items

Gold: Each hero may carry up to a total of 100 times their initial Food Rating in Gold. A hero with an initial Food Rating of 0 may carry up to 100 Gold. **Each hero begins the game with 10 Gold.**

Platinum: Platinum is a group currency (rewarded to the group once, not to each hero, unless specified), recorded on the Battle Mat. One Platinum is worth 100 Gold. Platinum may not be traded for other Currencies unless otherwise specified. The group may only carry up to 100 Platinum. Platinum is used to Enhance your Defenders (see page 28).

Food: Each hero may carry up to 5 times their initial Food Rating, unless their Food Rating increases. For each increase, increase the carry capacity by 5. A hero with an initial Food Rating of 0 may carry up to 5 Food. **Each hero begins the game with 5 Food.**

Heroes with a Food Rating of 1 or higher who fail their Survival roll during the Skill Phase will need to consume Food from their reserve (equal to their Food Rating). It is important to stock up.

Items: **Items** are written in bold blue on game cards. Keep track of items in the Backpack area of your Role mat or for group items, on the Battle Mat (see page 94). There is no limit to the number of items a hero may carry, though some items may have a carry limit described by the item.

Sharing Currency and Items: You may always share Gold, Food, and Items (except **Gear Upgrades** ⬡) with other heroes in the group outside of combat. During combat while Defending, you may give a single Item to another hero (see page 99).

Choose your Hero

- Each player creates their hero(es) at this time.
- It is suggested that each player controls only one hero during their first few multi-player games.
- You may select any Role/Race combination from any HEXPLORE IT Volume.
- Each hero begins the game with 10 Gold and 5 Food.

Randomize your selection

With so many selections available, it might be a daunting task to come up with your hero; but it doesn't have to be! Roll on the tables provided if you're having difficulty coming up with an initial combination.

Role		Race	
HX	Dragoon	HX	Kobold
2	Samurai	2	Nakaharan
3	Astrologist	3	Alux
4	Sage	4	Voldwari
5	Magician	5	Jademar
6	Mesmer	6	Nagual
7	Spear Master	7	Tengu
8	Ninja	8	Tanuki
9	Wind Rider	9	Xumucane
10	Roll again	10	Roll again

HEXplore It App/Website

For more randomization options, check out our app and/or our website.

GAME STAGES

Sieve Waves

Mountains of Godai play consists of three or four Siege Waves each broken into two Stages.

Siege Wave (3-4 per game)

Harvest Stage

At the beginning of the game, you will be thrust into your first Harvest Stage, where the group works to gather Resources to build up their Defenders.

Each Harvest Stage spans many months of game time and introduces a new style of play centered on decision making and Resource management.

The group may face Encounters, challenge Bosses, or deal with unexpected challenges during this Stage. While gathering Resources and preparing for the next coming invasion, you may uncover valuable Treasures or Discoveries, or witness cataclysmic changes in the land.

When a **SIEGE!** card is drawn, the next Siege Stage begins. Defenders will be crucial allies in your fight against Siege Opponents and Jaethi, the Plumed Serpent. Resources will be essential for your group so you can Enhance your Defenders.

Movement 〉 Skill 〉 Event 〉 Villain

Siege Stage

Up to four times during your game, you will face an earth shattering Siege. When the Wellspring thins enough, the Elemental portals will widen and allow powerful Siege Opponents into the world.

Represented with four Siege Banners, these opponents will march toward your Magnetic Defenders, who will attempt to keep them at bay.

Jaethi, the Plumed Serpent herself may Manifest during these times. During this Stage, the group will endure cataclysmic events, power-hungry demi-deities, and elemental spirits as they work to deconstruct this reality's Pattern.

These Siege opponents are grand in their scope, composed of powerful creatures and armies. But Sieges cannot last forever; the Wellspring is always attempting to correct its broken pattern.

Movement 〉 Skill 〉 Event 〉 Villain

® Resources

Resources are group **Items** that assist in the development of your Defenders. It costs Platinum to first build a Defender (and sometimes to Improve them), while other Resources generally are spent to Improve them once they have been Built or Destroyed. Some Resources can also be traded in the Emporium to obtain more Platinum. Each Resource is catagorized into one of three Tiers or is one of the five Elements:

Tier I Resources			Tier II Resources			Tier III Resources		The Five Elements of Godai				
								Basic Elements				Void
Ore	Lumber	Recruit	Essence	Sky Metal	Specialist	Aetherial Ore	Living Crystal	Air	Earth	Fire	Water	

Resources are gained in may ways throughout the game and are used to enhance Defender locations. There is no limit to the number of Resources the group may accumulate.

The Five Elements

Elements are a special type of Resource (rewarded to the group once, not to each hero, unless specified). There are 5 Elements in the Mountains of Godai. Four are considered to be Basic. The generic 🔮 Element icon is used in several places throughout the game. See the Elements placard for more information on the Elements.

Opposing Elements

Each of the four basic Elements Opposes one other basic Element, while Void Opposes all others. The Element that Opposes another has power over it.

- Air opposes Earth
- Earth opposes Water
- Water opposes Fire
- Fire opposes Air
- Void opposes Air, Earth, Fire, and Water. Nothing opposes Void.
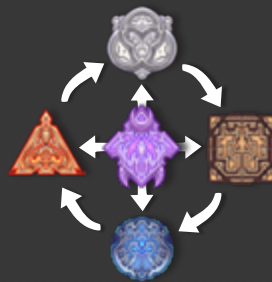
This is especially useful to note when you are **Augmenting** Elements to your heroes and/or Defenders (see the Elements placard for more information).

Using (R) Resources

In general, the Resource Uses table at right summarizes the major uses of Resources in managing your Defenders.

The Resources / Elements Placard

Take a look at the Resources and Element placard for more information on these game effects.

Resources placard

(R) Resource Uses

	Ore can improve a Defender's ⛨ Resilience (how much damage they can take).
	Lumber can improve a Defender's 🏹 Potential (how many dice they use in attacks).
	Recruits can reduce Siege Opponent Retreat chance and allow Defenders to be Enhanced during the Siege Stage.
	Essence can contribute to a Defender's ⛨ Resilience and 🎯 Range.
	Sky Metal improves a Defender's 💥 Power (strength of attack).
	Specialists gain Platinum and can reduce Siege Opponent's Arcing, Bulwark, Ignite, and Overpower Keywords.
	Aethereal Ore may be used as an interrupt to increase a Defender's ⛨ Resilience, 🏹 Potential, 💥 Power, or 🎯 Range.
	Living Crystals may be used to create factories that produce Tier II Resources or Elements at the end of each Harvest Stage.
	Elements can assist in your fight against Siege Opponents and the effects of Jaethi.

Defenders

City-States, Fortresses, Towers, and Temples are Defenders (the heroes are not Defenders). These game locations may be targeted and destroyed by Siege Opponents ☀.

Defender Locations & Tokens: City-States and Temples are printed directly on the game map. Towers and Fortresses are represented with Tokens. It is also possible to gain the Temple Fortress, a special Fortress Token representing unified Temples (see the Temple placard). These 3D Tokens are assembled before your first game (see page 10).

City-State *Fortress* *Tower* *Temple*

Fortress Token *Tower Token* *Temple Fortress Token*

Siege Icons

Siege Keywords placard

Siege Keywords

Siege Icons

Siege Icons

Take a look at the Siege Keywords placard to familiarize yourself with Siege Icons at this time. Several of these icons are shared between Defenders and Siege Opponents ☀ alike. For purposes of this section, we'll only look at the Siege Icons relevant to Defenders.

Magnetic   This Defender will attract Siege Opponents to it, unless otherwise specified.

Potential   The number of ◈ Core dice a Defender rolls to damage a Siege opponent. Maximum of 9.

Power   Treated like a Stat Rank with no maximum. For Defenders, this is the target number for Potential rolls. For Siege Opponents, this is the number of Siege damage dealt to Defenders.

Range   The number of hexes a hero, Defender, or Siege Opponent can target. Some game effects can increase Range from 3 to 4 which is the entire map (infinite).

0 Self   1 SkyTile   2 HexTile   3 Empire

Resilience   Treated like a Stat Rank with no maximum. The amount of Siege damage a Defender or Siege Opponent can suffer before they are destroyed.

Defender Trackers

Four types of dry-erasable Defender Trackers are included in the game, one for each Game Location type.
Each Tracker is assigned to a specific location on the map (City-States and Temples) or to a Token (Towers and Fortresses).

City-State Name: City-States are named and numbered. Thus, each City-State Tracker corresponds to one of the four possible City-States, of which only two will ever be in play.

Combined Temples: All five Temple locations are combined and tracked with the "All Temples" Defender Tracker. Their Resilience is tracked separately by location, shown using the Temple Number, but all other map printed Temple stats are combined. Whenever a Temple is revealed on the map, fill in its Resilience to 8.

Temple Fortress: The Temple Fortress is shown on the back side of the Combined Temples tracker. See the Temple Placard for information on how to place this token.

Tower & Fortress Numbers: Towers and Fortresses are numbered 1 through 4, with the same number shown on the front and back side of the Tracker. Whenever a Tower is Upgraded to a Fortress, it is Upgraded to the same number (flip the Tracker over). It is not possible to upgrade a Tower to a different numbered Fortress. For example, if you are upgrading Tower 2, you will remove the Tower 2 token, replace it with the Fortress 2 token, and then flip the Tower 2 Tracker to the Fortress 2 Tracker.

Base Stats: If a number does not contain a "+" it is considered a Base Stat. Whenever this location first enters play or is Rebuilt, reset each Stat to the number shown in these boxes.

Upgraded Stats: If a number contains a "+" it is an Upgraded Stat. Whenever this location is Upgraded from a previous location, add this number to its current Stat, inherited from the previous location.

Stat Trackers: Each of these white boxes are spots for you to write numbers into. These will fluctuate during play similar to how hero stats fluctuate.

Upgrade Options: If a location can be Built, Rebuilt, or Upgraded, it is noted here. All locations may be Improved.

Augmented Elements: You can Augment up to one of each Element to your Defenders for added abilities (see the Elements placard below). Use this area of the Defender Tracker to fill in the Element or Elements that you have Augmented a Defender with.

Augment

Element placard

Nimo Teptek (City-State)

City-State Name

Base Stats

Stat Trackers

Magnetic Icon

Enhance Options

Augmented Elements

Recruit/Specialist Effects

20

1

2

3

2

3

1

10 Rebuild
R Improve

-1 Retreat
-1 Arcing
-1 Bulwark
-1 Ignite
-1 Overpower

Tower 1

Tower Number

Base Stats

Stat Trackers

Enhance Options

Augmented Elements

Recruit/Specialist Effects

10

1

2

0

0

2

6 Build
4 Rebuild
10 Upgrade
R Improve

-1 Retreat
-1 Arcing
-1 Bulwark
-1 Ignite
-1 Overpower

All Temples

Combined Temples

Temple Number

Stat Trackers

Enhance Options

Augmented Elements

Recruit/Specialist Effects

1 2 3 4 5

6

1 1 1

+0

+0

R Improve

-1 Retreat
-1 Arcing
-1 Bulwark
-1 Ignite
-1 Overpower

Fortress 2

Fortress Number

Upgraded Stat

Stat Trackers

Magnetic Icon

Enhance Options

Augmented Elements

Recruit/Specialist Effects

+10

+2

+0

+2

+0

6 Rebuild
R Improve

-1 Retreat
-1 Arcing
-1 Bulwark
-1 Ignite
-1 Overpower

27

Enhancing Defenders

The group may spend Resources from thier Stockpile (located on the Resources Placard) to Build, Upgrade, Rebuild, Improve, or Equip Defenders. Not all of these options are available for all Defenders. Enhancing Defenders occurs at the end of the Event phase (see page 64).

Resources placard   Stockpile

Action	Cost	Effect
Build	6	When a Tower is Built, place the next available Tower Token (in numeric order) on any Terrain hex within the Group's Range (see page 59). Tower Tokens may not be placed on Game Locations, but may be placed on Hex Tokens. Find the matching Tower Tracker and then fill in its Base Stats.
Upgrade	10	Towers 1 through 3 may be Upgraded to a Fortress of the same number. Flip the Tower Tracker from its Tower side to its Fortress side and fill in its new Stats. Then, remove the matching Tower Token from the map and replace it with the Fortress Token of the same number (it must be placed on the same location). The removed Tower may not be Built again until the Upgraded Fortress has been destroyed.
Rebuild	Varies	Tower and Fortress Tokens are either removed from the board or flipped over when they are destroyed. If flipped over, these loctions may be Rebuilt by the heroes in the same spot at a lower ◯ cost. The Temple Fortress is an exception and cannot be Rebuilt; it is removed when it is destroyed. City-States may only be Rebuilt once per game and at least one City-State must be in play for the other to be Rebuilt (if not, the game is lost). When Rebuilt, Defenders retain all their former qualities except for 🛍 Resilience, 🧍 Recruits, and Specialists, which resets to the Base Stat for that location.
Improve	Ⓡ *	Each Defender that is not destroyed may be Improved through the expenditure of Ⓡ Resources from the group's Stockpile. See the Resources placard for the various ways Resources can be spent to enhance your Defenders. Each time you Improve a Defender, write the improvement on the matching Defender Tracker. Temples share one tracker and are improved as if they were one. * City-States and Temples require more of an investment in their Improvement. Whenever you spend any amount of Ⓡ Resources to Improve one of these locations, the group must also pay 1.
Equip	No Cost	Attach or Detach an Equip card the group owns to a Defender of your choice. You may Attach or Detach up to one Equip card per Defender per Game Turn. There is no additional cost to Equip a card to a Defender. Equipped cards are retained if a Tower is Upgraded but temporarily lost if the Defender is destroyed.

Equip

Several cards in the game have an Equip Banner. These cards, once gained by the group, may be attached to a Defender to gain the Equip effect.

There is no limit to how many Equip cards you may attach to a Defender, though you may only attach up to one Equip card per Defender per Game Turn. This is done as part of the Enhancing Defenders action during the Event phase.

Removing Equipped Cards:

Unless otherwise stated, Equip cards may be removed from a Defender as part of the Enhancing Defenders action during the Event phase (and Assigned to a different Defender).

Damaged Equip Cards:
If a Defender is destroyed, all of its Equip cards are removed and considered to be destroyed.

- If the Equip card is attached to an Aid Commission (see page 84), remove it from the game. It cannot be regained.
- If the Equip card is not an Aid Commission, set it aside. The group may spend 🗓 to regain one Damaged Equip card of their choice at the beginning of each Harvest Stage.

Aid Commission

Equip Banner

Equip Effect

Destroyed Defenders

Defender 🏰 Resilience is reduced by 1 per point of Siege damage suffered. When a Defender's 🏰 Resilience is reduced to 0 (it may not be reduced less than this), the Defender is Destroyed. All 🧍 Recruits and 🧍 Specialists in that Defender are lost at this time. All other Stats are not erased.

The following table shows how to deal with a Destroyed Defender of each type.

Tower	When a Tower is Destroyed, the group may choose to remove the Tower Token from the map or flip it upside down. If you flip it upside down, it may be Rebuilt in that location at a lower cost.
Fortress	When a Fortress is Destroyed, the group may choose to remove the Fortress Token from the map or flip it upside down. If you flip it upside down, it may be Rebuilt in that location at a lower cost.
Temple	When a Temple is Destroyed, place a Hex Token on the location. The Hex Token may be removed later during play (see Token Removal on page 71).
Temple Fortress	When the Temple Fortress is Destroyed, remove the Temple Fortress Token from play. It may not be Rebuilt.
City-State	When a City-State is Destroyed, as long as the other City-State is not destroyed, place the matching destroyed City-State Token on the location. It may be Rebuilt (up to once per game) as long as the other City-State is not destroyed.

Enhancing Defender Examples

Example: The group Builds their first Tower by spending 6. The players locate the Tower 1 Defender Tracker and place the matching Tower 1 Token. All Base Stats are filled in, as shown above.

Later, they decide to Upgrade Tower 1 to a Fortress, by spending 10. The players transfer all qualities from the front to the back of the Tracker, replace the Tower 1 Token with the Fortress 1 Token and increase three of the Fortresses' stats.

Example: The group has revealed 2 Temples on the map (1 and 4). They share all base states, except for 🏰 Resilience.

Later, the group has **Augmented** each of the four basic Elements to Temples.

They place the Temple Fortress on the center hex of any map tile of their choice. They add up all revealed Temple's 🏰 Resilience and upgrade or carry over all other Defender stats. All Temples are now ⟳ Magnetic!
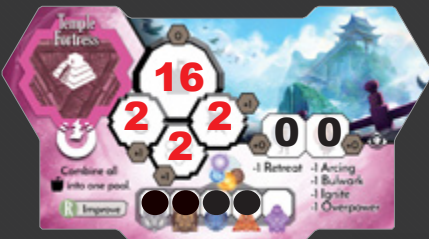
Example: The group is Improving a City-State. They must also spend 1 to Improve this location, so they have decided to accumulate many ℝ Resources to Improve all at once. Consulting the Resources placard, they expend the following ℝ from the group's Stockpile:

🪙6   🪵6   🪨4   🔶2   🔴1   🟣1

They Promote 3 into 1 and thus assign 1 and 2 to the City-State. The City-State's stats are improved as shown:
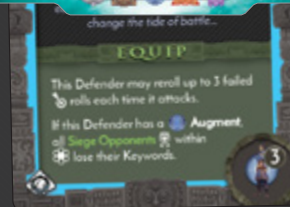
Example: The group has obtained an Equip card. They attach it to the Tower at no cost during the Event phase.

If this Tower is Destroyed, the Equip card will be removed and the group may spend 1 to regain it at the beginning of any future Harvest Stage.

If the Tower is Upgraded, the Equip card will remain attached to the new Fortress.

The group may Detach it from this Defender during the Event phase of any future Game Turn.

Understanding the Map

A Tale of Two Empires: Most of the map tiles in the Mountains of Godai are double sided.
One side contains 🌞 Caprakan lands and the other 🌑 Ishidan lands. Choose either side each time you place a new tile.

Empire Tiles (A-B): These are the two main map tiles. The Empire side you choose to place (🌞 Caprakan or 🌑 Ishidan) will affect the type of Commission deck that is placed during the initial setup (see page 42).

HexTiles (C-N)*: There are 12 additional HexTiles to explore. When you move to a border on the game board, draw a random HexTile and place it adjacent to your position in any orientation or side that you choose.

SkyTiles & Cataclysms: These small tiles come in two variaties: SkyTiles (see page 34) & Cataclysms (see page 35). These are sections of the world that are breaking away from the planet and/or consumed by the Elements.

Siege Portals: Three of these tiles are placed as part of the game setup. An additional 4 hexes on the Game Bar are also Siege Portals. These are locations where the Wellspring has weakened and Jaethi's forces can enter our realm. Each Siege portal hex is numbered 🎲-10. SkyTiles, Cataclysm Tiles, Tokens, and miniatures may never be placed on Siege Portal hexes. See page 36 for more information on Siege Portals.

Event Locations: Six Event Location types are highlighted on the map. They are: City-States, Temples, Settlements, Antiquity Sites, Boss Lairs, and Wellspring Portals.

Two Event Location types are placed by the players and are represented with 3D tokens. They are Towers and Fortresses.

See page 62 for Events that occur on these locations.

City-State

Temple

Settlement

Antiquity Site

Boss Lair

Wellspring Portal

Tower

Fortress

Game Board Symmetry

The map in the Mountains of Godai is always staged in the configuration shown at right. This helps balance your game play experience.

As part of your game setup, you will place all tiles shown outlined in yellow. They are:

- 4 Game Bars
- 2 Empire Tiles
- 2 random HexTiles to connect the Empire Tiles
- 3 Siege Portals

Placing the Empire Tiles & Siege Portals:

Each Empire Tile contains 1 City-State on the outermost edge of the tile. As part of the game setup, both City-States in play must lie on an edge adjacent connecting it to the Game Bar. There are 3 appropriate positions of your choice to orient each City-State, as shown by the orange hexes at right.

Place the Siege Portals in the positions shown, in any orientation you wish.

Expanding the Game Map during play:

After play begins, each time you expand the map by placing a new HexTile, the newly placed tile must match the configuration shown outside the yellow outline above. You may orient newly placed HexTiles in any rotation you prefer, but no additional map tiles may be placed outside what is shown in this configuration layout.

HexTile   Game Bar   Empire Tile   *Placed during Game Setup*

City-States
Placement Options

Siege Portal

City-State

33
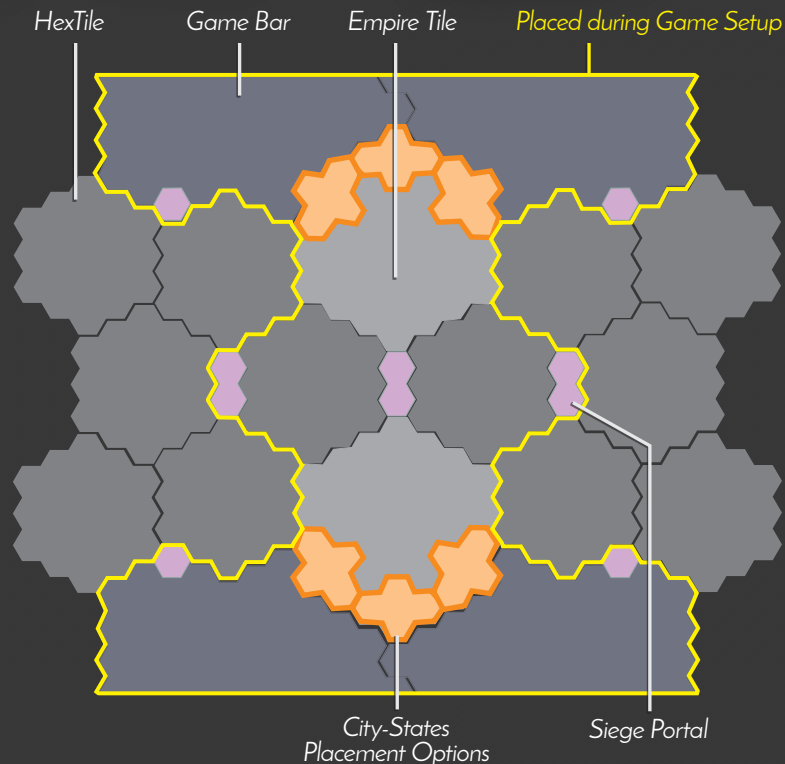
SkyTiles 🗺️ and Risers

There are 13 SkyTiles in your game. SkyTiles are special map tiles placed on top of the game map, they are not used to expand it. SkyTiles have two sides: the Floating Mountain and the Nether.

Placing SkyTiles: Various game effects may place a new SkyTile on the board. Siege Portals are used to determine their placement (see page 36). If a game effect places a SkyTile and none are remaining, ignore the effect.

Each time a new SkyTile is placed, it is initially shown with the Floating Mountain side up and placed with a Riser. Tokens and miniatures in a location where a SkyTile is placed are moved from the map to the corresponding hex on the new SkyTile.

If an effect would place another SkyTile in a location where a Floating Mountain already exists, flip that tile to its back side; it becomes the Nether. Game locations below a SkyTile are always considered to no longer be in play but may become available again if the SkyTile is moved away from it or is removed from play.

Floating Mountain: The top side of a SkyTile is the Floating Mountain. These are initially uncrossable to the group if they do not have **Soar** (see page 54).

Nether: The bottom side of a SkyTile is the Nether. Heroes gain **Dissonant** (see the Conditions placard) while on any hex of a Nether tile (unless they have a 🟣 Void Augment). This Condition may not be **Negated** while on a Nether tile.

Risers: A Riser is placed under a Floating Mountain when it is placed on the board. They are not placed under any other tile. It is possible for a SkyTile Riser to be removed. When this occurs, all Defenders lose 1 👑 Resilience from it as it crashes to the ground. Floating Mountains without a Riser may be entered without **Soar**. Note, however, that **Wayfarer's Supplies** must be considered to cross Mountain Peaks, where applicable on the SkyTile.

Resources on SkyTiles: SkyTile hexes that do not contain an Elemental Portal or other Game Location (like a Settlement or Antiquity Site) provide one of three Resource types of your choice during the Harvest Stage: Element, Aetherial Ore, or Living Crystal. This supercedes any other terrain on these tiles. Each side of the SkyTile (Floating Mountain & the Nether) may be Harvested from in this way. See the Resource Aid, page 60).

Riser

Floating Mountain

Nether Tile
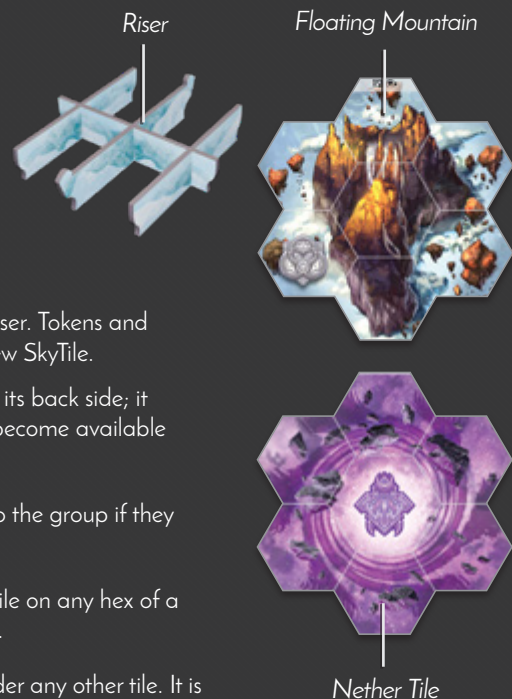
Cataclysm Tiles

There are 4 Cataclysm Tiles in your game. Each represents one of the four basic Elements. Like SkyTiles, Cataclysm Tiles are placed on top of other map tiles. They are not used to expand the map.

Placing Cataclysm Tiles: Cataclysm Tiles are placed on the board when you draw a Cataclysm card in Jaethi's deck (see page 69). Siege Portals are used to determine their placement (see page 36).

Game locations below a Cataclysm Tile are always considered to no longer be in play, but may become available again if the Cataclysm Tile is moved away from it or is removed from play. Tokens and miniatures in play are moved from the map to the corresponding hex on the Cataclysm Tile.

Elemental Portals: The center of each Cataclysm Tile and certain Floating Mountains and Nether Tiles contain an Elemental icon. Note that not all Nether Tiles contain an Elemental Portal. These are important locations for Harvesting Elements during the Harvest Stage (see page 60 and the Resource Aid cards).

When a tile with an Elemental Portal is placed, also place a matching Elemental Token on the hex sharing the icon. The group may gain the icon, discard the token, and add the matching Element to their Stockpile during the Event phase as described on page 63.

Elemental Tokens may be placed again on Elemental Portals anytime the group is in a Temple (see the Temple Placard).

Hazardous Terrain: Tiles containing Elemental Portals are considered Hazardous Terrain. The group will suffer damage while on any hex of these locations. This is described on page 54.

Hazardous Terrain

Nether Tile

Elemental Portal

Cataclysm Tiles

Elemental Token

35

Siege Portals

Siege Portals are a special uncrossable location that may never be entered by any unit. There are 10 Siege Portals in play, numbered ⬡-10.

Four Portals are located on the Game Bars that border the map and six are located in the center of the map.

Many times during play, an Event will occur near a Siege Portal. This includes **SkyTile** 🌀 and **Cataclysm** placements, Siege Banner placements, Jaethi's appearance, and more.

When this occurs, the players will use the Portals to determine a game location. No game piece, miniature, or Token may ever be placed on Siege Portals.

Using Siege Portals to Determine a Location:

Roll a 🎲 Core die. The result is the Siege Portal, so long as that Portal does not have a Destroyed Portal Token on it. Reroll if it does. Next, roll the 🎲 Hex die. This is the **Wander** direction the effect triggers on.

- For cases where the triggering Tile or miniature is larger than one hex (a **SkyTile** 🌀 or Jaethi's miniature), the players may choose the orientation of the piece placed.

- If a Siege Banner is being placed and it does not have 🔥 **Soar**, it cannot be placed on a **SkyTile** 🌀 with the Floating Mountain side up. Reroll its placement.

- If the triggering Tile is a **Cataclysm** and a **SkyTile** 🌀 already exists there, reroll its placement.

- If the triggering Tile is a **SkyTile** 🌀 and a **SkyTile** 🌀 already exists there with the Floating Mountain side up, flip that **SkyTile** 🌀 to its Nether side. If the Nether side is face up in this location, reroll its placement.

- If the resulting hex location places it on a Game Bar, another Siege Portal, or such that 2 miniatures occupy the same hex, reroll the **Wander** direction until a viable location is determined.

- If the resulting location can be placed but a map tile does not yet exist there, draw a random **HexTile** and place one, but only in the configuration shown on page 33.

Example 1

We are rolling to place a Siege Banner.

🎲 10   🎲 1

The Siege Banner is only one hex, so we place the Banner on the hex shown.

Example 2

We are rolling to place Jaethi's Miniature.

🎲 3   🎲 2

A new HexTile is placed on this location, then the players orient Jaethi's miniature 🌀 with at least one hex on the location shown.

Example 3

We are rolling to place a SkyTile:

🎲 9   🎲 5

A new **SkyTile** 🌀 is placed on this location, but one already exists there. The existing tile will be flipped to its Nether side.

Example 4

We are rolling to place a Cataclysm Tile:

🎲 8   🎲 4

A Cataclysm Tile is placed on at least one hex of this location. Depending on where it is placed, the group may place a new HexTile to fill the empty space as well.

Siege Portal

5 *New HexTile Placed*

New HexTile Placed

New HexTile Placed

2 *New HexTile Placed*

3

7

6

1

4 *New HexTile May be Placed*

Wander Graphic

VILLAIN DECK

SIEGE 1   SIEGE 2   SIEGE 3   SIEGE 4

ISHIDAN DECK

Example 5

We are rolling to place Jaethi's Mini.

4   3

A new HexTile is placed here, then the players orient Jaethi's mini ⬡ with at least one hex on the location shown. It is possible to place two HexTiles in this case.

Example 6

We are rolling to place a Siege Banner.

6   4

A new HexTile is placed here. Siege Banners and Jaethi's mini ⬡ may expand the map. So If this HexTile is not adjacent to other HexTiles, new map tiles can be placed as it moves.

Example 7

We are rolling to place a SkyTile.

6   1

We are placing a SkyTile, and a Nether Tile is already placed in this location, so nothing else happens.

37

Terrain

The map contains many types of terrain and landmarks. Use the guide below to determine which type of terrain your heroes are located in.
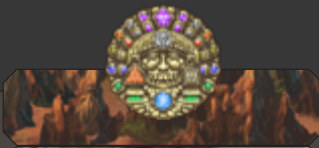
Highland

Forest
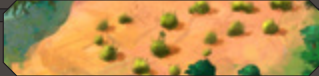
Plains
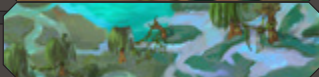
Marsh
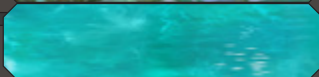
Water*

Road & River

Great Tree Any tree that is nearly the same size as a hex.

Mountain Peak* Any mountain that crosses into the hex above it.

*These locations are initially uncrossable (see page 54).

Setup

Setup Overview

① Create your Heroes

- Each player selects a Role and a Race, and any additional Hero modifications. See page 20. Fill in your Role mat with stat ranks modified by the Race you selected.
- Each player takes 3 Stat dice and a Resource Aid card.
- Select a miniature to represent the group.

② Set up the Game Board

- Place the 4 **Game Bars**, 2 **Empire Tiles** (each in 1 of 3 permissable orientations), 2 **HexTiles**, and each of the 3 **Siege Portals**.
- Place an initial **SkyTile** 🗿 on the board.
- Shuffle and place the appropriate Commission deck on each side of the map, then flip over the top card of each of those decks.
- Shuffle and place each deck. Gather and set aside the rest of the game components.

③ Create the Villain Deck & Record Jaethi's ♛ Resilience

- This step determines how many Siege Waves your game will produce, your game length, and difficulty.

④ Roll Starting Location & Gain Initial ⓡ Resources

- Roll the Hex die to determine the heroes' starting position on the map. If the result is odd, begin in a hex of your choice in City-State 1, otherwise begin in City-State 2. Gain the Initial Equipment based on the City-State you begin in.
- Place your initial Tower or gain ④ if you choose not to.
- Roll the Element dice and gain initial Resources based on this roll. Spend any initial Resources.

⑤ Begin your adventure to save the known world!

① Create your Heroes

- Create your heroes (page 20). Each hero begins the game with **10** Gold and **5** Food.
- Give each player 3 Stat Dice and a Harvest Resource Aid.
- Select a hero miniature to represent the group.

> Each player should have the items shown at right. The Hex and Elemental Dice are shared between all players.

② Set up the Game Board

- Determine which side of the map you will play on (Caprakan or Ishidan). This decision will determine how each **Game Bar** and **Empire Tile** is placed.
- Place 4 **Game Bars**, 2 **Empire Tiles**, 2 random **HexTiles**, and 3 **Siege Portals** in the orientation shown at right. Rotate each Empire Tile in a way that places each City-State in one of the three permissable orientations shown.
- Place an initial **SkyTile** 🗻 on the board. The SkyTile may reveal a new **HexTile**, depending on where it is placed.
- Place a random Boss Token, face up, on each revealed Boss Lair. Note that the terrain may change based upon which Boss is placed.
- Shuffle and set aside all remaining **HexTiles**, **SkyTiles** 🗻, **Cataclysm Tiles**, and Tokens.

Game Bar   *Empire Tile*   *Empire Side*

Random HexTile

Empire Side   *City-States Placement Options*   *Siege Portal*
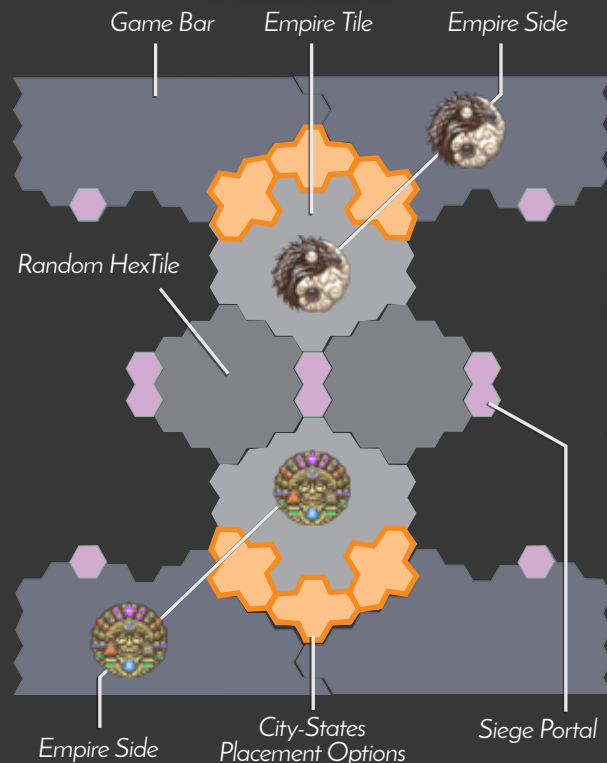
Organize your Table

- Place the plastic tray near your map. It can be used to store your Tokens, dice, and other small components.
- Locate each City-State Defender Tracker. Fill in the City-State initial stats and place each in the designated spot on each Game Bar, with the proper side matching the City-State face up.
- Place all remaining Defender Trackers near the Harvest and Encounter deck slots, with the "Enhancing Defenders" tracker face up.
- Set aside the 4 Siege Banners, Jaethi's miniature, and the SkyTile Risers.
- Gather all Game Placards and then divide them into 2 piles: the Battle Mat and Bosses in one pile and all others in the second. Set them aside.

Create, Shuffle, and Place the Decks

- Shuffle each Commission deck.
  - If both Empires are in play, place each Empire's Commission deck on the matching Empire slot of the Game Bar. If only one Empire is in play, randomly divide that Empire's Commission deck into two halves and place each half on the matching Empire slot.
  - Flip over the top card of each Commission deck.
- Shuffle and place the Harvest, Encounter, and Power Up decks.
- Shuffle and place each of the five Elemental Siege decks. Set these aside, near the game board.
- Jaethi's deck is created in a unique way in the next section of setup.

In the example at right, both Empires (🐱 and 🐺) are in play, thus both Commission decks are placed.

If each Game Bar featured the same Empire (for instance only 🐱), the players would shuffle the matching Empire deck, cut into two roughly equal halves, and place one on each side of the Game Bar.

Encounter Deck
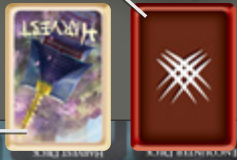
Power Up Deck

Harvest Deck

All other Defender Trackers

Seige Portals

Ishidan Empire Tile, City-State Defender Tracker, and Commission Deck

HexTiles, SkyTiles, Cataclysms, and Sky Risers

Revealed Boss Lairs

Caprican Empire Tile, City-State Defender Tracker, and Commission Deck

Jaethi Deck

Siege Decks

⟨3⟩ Create the Villain Deck

- Follow these steps to create Jaethi's Villain Deck:

  1 Locate each of the five 𝕾𝕴𝕰𝕲𝕰! cards in Jaethi's deck and set them aside, face down.

  2 Create five piles of 3 cards each from the remaining deck, also placed face down. If you'd like to play a longer game, make each pile 4 or 5 cards each instead.

  3 Set aside all remaining cards in a sixth pile.

  4 Without looking at any of the 𝕾𝕴𝕰𝕲𝕰! cards, randomly shuffle one 𝕾𝕴𝕰𝕲𝕰! card into each of the five piles.

  5 Determine the number of Siege Waves you'd like to play this game: 3 (shorter game), or 4 (longer game). Randomly select a number of piles containing 𝕾𝕴𝕰𝕲𝕰! cards equal to the number you've chosen, then stack them into one pile (do not shuffle or reveal them).

  6 Place 2 of the cards set aside in the sixth pile on top of the newly created deck.

  7 Set aside the remaining cards from the sixth stack and any unused stacks, if any, from the original five stacks. They will not be used. Jaethi's deck is now created for play.

𝕾𝕴𝕰𝕲𝕰! cards

1 𝕾𝕴𝕰𝕲𝕰! card piles (face down)

3 All other cards

2 Five stacks of 3 (short game), 4 (medium), or 5 (long game) cards.

Balanced Play: This initial step to organize Jathi's deck ensures you will have a balanced play experience, with Sieges taking place randomly, yet roughly organized into equal game durations.

No Shuffling the Villain Deck:

No game effect may shuffle the Villain deck.

Record Jaethi's 🏰 Resilience

Jaethi's Resilience is equal to 25 multiplied by the number of Siege Waves you've chosen for your game.

3 Siege Waves = 🏰 75
4 Siege Waves = 🏰 100

Record this number on Jaethi's Siege placard before play begins.

⑥
⑤

Example: The players decide their game will consist of 3 Sieges, so 2 of the 5 𝕾𝕴𝕰𝕲𝕰! cards will not be used.

① Remove all 𝕾𝕴𝕰𝕲𝕰! cards from Jaethi's deck.
② Count out 5 stacks of 5 cards each.
③ Set all remaining cards in a sixth pile off to the side.
④ Shuffle one 𝕾𝕴𝕰𝕲𝕰! card back into each of those 5 stacks.
⑤ Randomly select 3 of the 5 piles and place one on top of another.
⑥ Add 2 cards from the sixth pile on top of the newly formed deck.
⑦ Place all other cards aside.

𝕾𝕴𝕰𝕲𝕰! cards are randomly sorted into roughly equal positions in the deck.

Jaethi's Siege Placard

Jaethi's Resilience

45
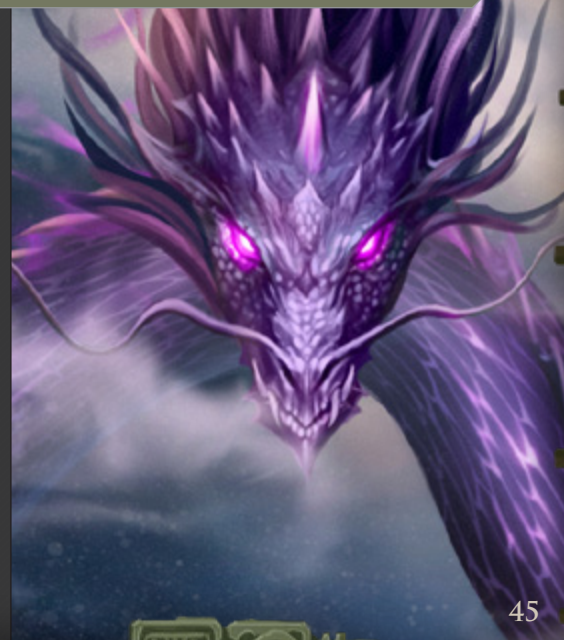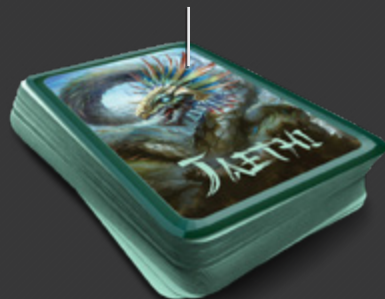
⟨4⟩ Roll Starting Location & Gain Initial Ⓡ Resources

Random City-State Selection

At the beginning of the game and at other times during play, you may need to randomly determine a City-State. Roll the 🎲 Hex die. If it is odd, the result is City-State 1. If it even, the result is City-State 2.

Odd	City-State 1.
Even	City-State 2.

Roll to determine where your heroes will begin and place the group miniature on any hex of the rolled City-State at this time.

City-State 2

Initial Equipment: Gain Initial Equipment based on the City-State you start in.

	Empire	City-State	#	Initial Equipment, each Hero gains:
	Caprakan	Nimo Teptek	1	1 **Gear Upgrade** ⬡ (choice) and 1 **Gear Upgrade** ⬡ of lowest ranked stat.
		Manchu Pakra	2	2 **Viper Potions** and a **Gryphon Mount** or **Fireheart Scepter**.
	Ishidan	Takagura	1	1 **Gear Upgrade** ⬡ (choice) and 1 **Gear Upgrade** ⬡ of lowest ranked stat.
		Hirono	2	3 **Jasmine Tea Leaves** and a **Peryton Mount** or **Wellspring Cloak**.

Place Your Initial Tower (Tower 1)

You may choose to place your first Tower at the beginning of the game.
This Tower is in disrepair. It begins the game with half its initial 🛡 Resilience (**5**). If you choose to place it, select any revealed hex and place Tower 1 there and fill in its stats on the matching tracker. If you choose not to place the initial Tower, the group gains ④ and a basic Element of their choice instead.

City-State 1

Roll the Element Dice

Roll all 5 Element dice. Check the table at right to determine the Resources you gain at the beginning of the game based on the roll results. Record the Resources gained in the Stockpile on the Resources placard (see page 70). For each **Surge** result, the group may roll that die again for an Element (see below).

Element Dice Resource Gained in Setup

For each 🔷 Air and 🔺 Fire result, gain 🪨**4**.

For each 🟫 Earth and 🔵 Water result, gain 🪵**4**.

For each 🟣 Void result, gain 🛡**2** and 1 Tier II Resource of your choice.

For each **Surge*** result, also gain ⚪**4**.

*For each **Surge** result, in addition to any Resource reward, the group may reroll the Elemental die that **Surged** to gain an Element.

Example:
The group rolls all five Element dice and gain:

Air rolls Fire	Earth rolls Earth	Fire rolls **Surge***	Water rolls Void	Void rolls **Surge***
🪨 **4**	🪵 **4**	🪨 **4** and ⚪ **4**	🛡 **2**	🛡 **2** and ⚪ **4**

*In addition to the Resources shown above, the group will choose 2 Tier II Resources (for the 2 Void Results) and will roll twice for Elements (Fire and Void Surge).

Rolling Element Dice to gain Elements:
Various game effects, like this one at the start of your adventure, may allow you to roll the 🎲 Element dice to gain ✨ Elements during play. When a game effect specifies, roll the 🎲 Element die specified (or one of your choice if unspecified). Check the table at right (also located on the Elements Placard) for the result. If you gain an ✨ Element, record it in the Stockpile on the Resources placard (see page 70).

Gaining Elements

Die	Roll Result	Element Gained
Basic	Mismatch	Gain nothing.
	Match	Gain the Element rolled.
	Surge	Gain 2 matching Elements.
Void	Mismatch	Gain the Element rolled.
	Match	Gain 🟣**1**.
	Surge	Roll again. If the second result is a **Surge**, gain 🟣**2**, otherwise gain 🟣**1**.

Example:
The group rolls these two Element dice again (for the **Surges** above). The group consults the Gaining Elements table for the results.

Mismatch: Fire rolls Water.

Surge: Void rolls Surge again! so we roll again. → The Reroll is a Mismatch: Void reroll is Earth.

The group gains 1 Void Element from the Void die roll result.

Elemental Dice Roll Results:

Match | Surge | Mismatch

Air
Earth
Water
Void

⟨5⟩ Begin your Adventure

You are now ready to begin!

The balance of our universe has tilted.

For far too long, powerful beings have interfered with the fabric of our world, causing it to fray, erratically, at its edges.

This imbalance has drawn the attention of its keeper: Jaethi, the Titan of Magic, the Source of the Wellspring, and the Keeper of Patterns. She now returns to the world to restore balance — by unraveling all its Patterns to remake the world anew.

Can we gather the strength necessary to oppose her? To right our wrongs and restore balance to our world? Will we bravely stand our ground, alone, against a terrifying titan of our world?

There is only one way to find out...

GAME TURNS

Game Turn Overview

⟨1⟩ Movement Phase

- If it is the Harvest Stage, draw and play a Harvest card.
- The group begins play moving at a rate of 4 hexes per turn.
- Decide how the group will move this turn: Normal, Cautious, Reckless, or Camp. Consult the Game Turn Sequence placard for details on each type of movement.

⟨2⟩ Skill Phase

- How you move affects which Skills you will roll as well as any modifiers you will gain.

⟨3⟩ Event Phase

- If it is the Harvest Stage, the group Harvests Resources, based on their location.
- If you are in a City-State, Temple, Settlement, Boss, Tower, Fortress, or Antiquity Site, you will experience an Event.

⟨4⟩ Villain Phase

- If it is the Harvest Stage, play the Harvest Villain Phase. Draw and play a Jaethi card.
- If it is the Siege Stage, play the Siege Villain Phase.

↻ Next Game Turn

Unlike in previous volumes, there is no Circumstance phase in the Mountains of Godai.

Game Turn Sequence placard
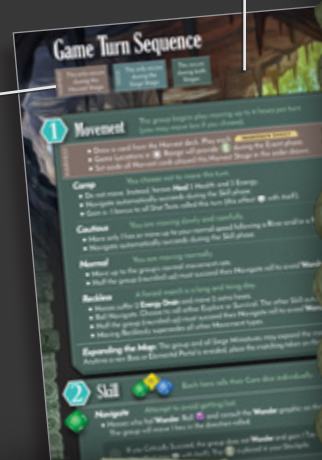
Harvest and Siege Stage differences are noted on the Game Turn placard.

HARVEST	This only occurs during the Harvest Stage.

SIEGE	This only occurs during the Siege Stage.

This occurs during both Stages.

⟨1⟩ Movement Phase (Harvest)

- If it is the Harvest Stage, the following takes place before the group moves.

HARVEST

- Draw a card from the Harvest deck.
  Play each ⌐IMMEDIATE EFFECT⌐ . ⌐END OF STAGE EFFECTS⌐ will occur later.
- Game Locations in ✱ Range provide Ⓡ Resources during the Event
  phase, so your position on the map will play a role in your strategy.
- Set aside all Harvest cards played this Harvest Stage in the order drawn.
- After playing the Harvest card, continue with the Movement phase.

The Harvest Deck

- When a Harvest card is drawn, you will read the card title and
  the Narrative, and then play any ⌐IMMEDIATE EFFECTS⌐ .
- ⌐END OF STAGE EFFECTS⌐ will occur at the same time, at the end of the
  Harvest Stage in the order they were revealed.
- ⌐IMMEDIATE EFFECTS⌐ and ⌐END OF STAGE EFFECTS⌐ change the outcome of the
  Harvest Stage in unique ways.

Immediate Effect

End of Stage Effect

51

Resource Ribbon: Resource cards have a Resource Bonus on the bottom right corner of the card. This bonus becomes available to the group at the end of the Harvest Stage, after all END OF STAGE EFFECTS are played.

You may choose to gain the bonus immediately or keep the card in your hand and gain the Resource bonus later. You may discard held Resource cards at any time during play to gain the Resource Bonus shown. These Resources are placed in the Stockpile. Sometimes it will be good to hold on to these for when you most need them.

Treasures: Treasures are special Items the group may gain. There are no IMMEDIATE EFFECTS to play when a Treasure is drawn and the group does not automatically gain it. To gain the Treasure, the group must have an Event in an Antiquity Site.

If this is done during the Harvest Stage, the group immediately gains the Treasure. If the group gains the Treasure, one hero keeps this card and gains access to the Wielder Bonus and the Treasure Effect.

If a revealed Treasure is not gained by the end of the Harvest Stage, the Treasure is discarded. Jaethi has devoured its pattern and it is now lost to time.

Resource Ribbon

Card Title

Narrative

Immediate Effect

End of Stage Effect

Resource Bonus

Treasure Ribbon

Treasure Effect

Wielder Bonus
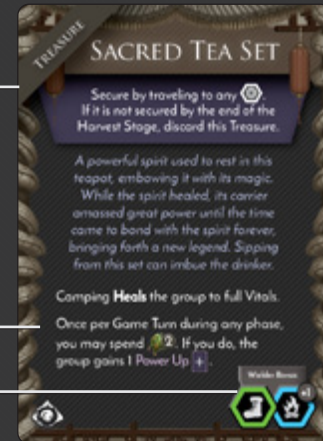
⟨1⟩ Movement Phase (Continued)

- All heroes travel the board in one group. Use a hero mini of your choice to represent the group.
- The group begins play moving up to 4 hexes per turn (you may move less if you choose).
- There are four types of movement, defined on the Game Turn reference placard: Camp, Cautious, Normal, and Reckless.
- If you move to the edge of the board, add one or more new HexTiles in the orientation shown at right. New HexTiles may not be placed beyond the maximum configuration shown here. Placing a map tile does not end your movement.
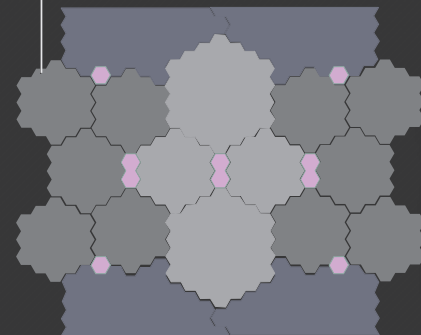
Expanding the Map

The group miniature, Siege Banners, and Jaethi herself can expand the map at many points during play. When any of these tokens or miniatures arrive on a border (or emerge on a HexTile that is not yet revealed), and a HexTile can be placed next to it, draw and place a random HexTile. The map must always expand in the placement orientation shown above right.

Boss Level & Boss Token

Placing Boss & Elemental Tokens

Boss Lair

There are several Boss Lairs on the map. Each time a new Boss Lair is revealed, place a random Boss Token on the location, with the unique or numbered side face up. Each token is numbered 1 through 8 (matching the Bosses' Level). Boss 9 exists on one of the SkyTiles and thus will not be placed as a Token.

A Boss Lair may change the terrain of the hex it rests upon. If a Boss Lair is placed and you have run out of tokens to place, this location will now trigger a draw from the Encounter Deck instead.

Similarly, when an Elemental Portal (see page 35) is revealed on the map, place a matching Elemental Token on the associated hex.

MIQUIPAPALŌTL

30
44

Undead

2

53
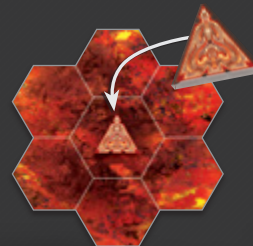
Camping Stat Test Bonus

When Camping, heroes gain a -1 bonus to Stat Tests made during the Game Turn. Stat Tests are defined on page 16. This Stat Test bonus stacks with itself and similiar effects (for instance the longer you Camp), but is lost if you are moved to another location by any other effect.

Uncrossable Terrain

There are some hexes that the heroes may not move into (you may move out of these places normally). Mountain Ranges and Water hexes are initially uncrossable by the heroes. You may obtain **Wayfarer's Supplies** to allow movement into them.

SkyTiles and Soar: SkyTiles 🐾 are a special type of Uncrossable Terrain. The group may only move onto a SkyTile if at least half of the heroes have **Soar**. If they lose this quality for any reason, they may not move onto the SkyTile. **Soar** may be gained by purchasing the **Peryton Mount** and/or the **Gryphon Mount**. The group may always move off of a SkyTile, even if they do not have **Soar**.

Hazardous Terrain

All hexes on tiles containing at least one Elemental Portal are considered to be Hazardous Terrain. The group suffers 3 **Energy Drain** at the end of the Movement phase while the group miniature is on any hex of these Tiles. This damage is reduced to 0 for a hero, if that hero has **Augmented** the matching Element to their Defend Ability (see the Element Placard). It is possible for the group to interact with Hazardous Terrain (to obtain an Elemental Token for instance) through their 🎲 Range. These cases do not provoke the **Energy Drain** effect.

Elemental Portal

Uncrossable Terrain

All hexes on these tiles are Hazardous Terrain.

Moving Cautiously

If you do not move, spend up to your entire movement following a River and/or Road, or if you move only one hex during the turn, you are Moving Cautiously. Movement is considered following a Road/River if each hex the group moves into contains a River or Road. Note that all four hexes in a City-State are considered to contain Roads.

Moving in this fashion ensures you are in no danger of **Wandering** (see below).

While Moving Cautiously, you may also choose to discard an Encounter ✳ card played later that Game Turn (see page 69). This is the reward for moving carefully.

Roads and Rivers

Wandering & Roaming

Anytime the group or other game piece **Wanders**, roll the 🎲 Hex die. Move 1 hex in the direction indicated by the Wander Compass shown on the Game Bar. For example, if a 3 is rolled, the group **Wanders** into the hex south of their current position.

If the heroes **Wander** into an Event location (see page 62), the Event is played normally. If the group's **Wander** result would reveal a new map tile, place one as usual. If it would place the piece at a hard map boundary (like on the edge of a Game bar), or in Uncrossable terrain without the proper equipment (Water, Mountain Peak, or SkyTile), they instead remain where they are on the game board.

Some effects will force or allow the group or other game piece to **Roam**. When this happens, roll the 🎲 Hex die twice. The first result becomes the direction of movement (shown on the Wander Compass), and the second becomes the number of hexes moved.

Wander Compass

⟨2⟩ Skill Phase

● The Skill Phase is skipped if the group ends their movement in a City-State.
● During the Skill phase, each hero rolls their Skill dice at the same time.
● Skill rolls made during this phase are Stat Tests (see page 16). Roll results that are less than or equal to the hero's matching Skill rank are successful.

Stat Test Critical Successes & Failures

When rolling Stat Tests, a roll of a ⬡ is a result of 1 and is a Critical Success. A Critical Success always succeeds. Starting at rank 12, and every rank thereafter, the Critical Success range increases by 1 (hex or 2 at rank 12, hex through 3 for rank 13, hex through 4 for rank 14, etc).

A roll of 10 always fails and is a Critical Failure. It is possible to gain and lose a Critical Success or Critical Failure through modifiers. If a Stat Test roll is modified to a 1 (or less), then it is a Critical Success. If the roll is modified to a 10 (or more), then it is a Critical Failure. Certain game effects may also increase or decrease your Critical Success or Critical Failure range (like the **Disoriented** Condition).

> **Example:** If your Stat Test roll is 4, but you have a -3 bonus to your roll, then your final roll result is a 1, which is a Critical Success! However, if your Stat Test roll is 9, but you have a +2 penalty to your roll, then your final roll result is an 11, which is a Critical Failure. Your roll will still be considered a Critical Failure even if your rank for the Stat Test is higher than 11.

Critical Success in the Skill Phase: Heroes who Critically Succeed during the Skill phase also gain an additional bonus, along with the normal reward. For instance, you may gain extra Gold, Ⓡ Resources, or even a **Power Up** ➕. Consult the Game Play placard to find the bonuses your heroes gain when you Critically Succeed Skills during the Skill phase.
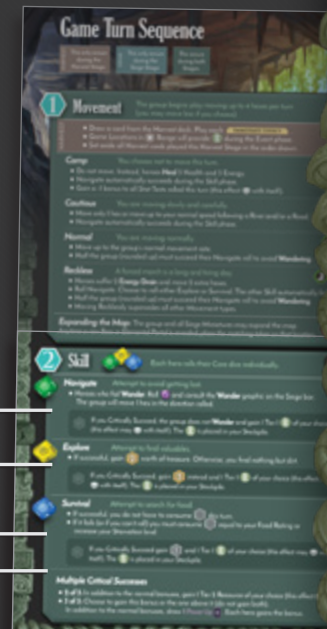
Skill Phase Critical Success Results

Navigate

- Half of the heroes (rounded up) must succeed this roll to avoid **Wandering**. Alternatively, if a hero Critically Succeeds their Navigate test, they save the group from **Wandering** this turn.
- If the group has Moved Cautiously (see page 55), they are in no danger of Wandering.

Explore

- If your Explore roll succeeds, your hero gains ② worth of treasure.
- If your Explore roll fails, you've found nothing but dirt.

Survival

- If your Survival roll succeeds, you forage well enough in the wilderness and do not need to consume ⬡ Food this turn.
- If your Survival roll fails or you choose not to roll, you must consume Food from your inventory equal to your Food Rating.
- If your Food Rating is 0, you may choose not to roll the Survival die during the Skill phase.

Starving

If a hero fails their Survival roll and doesn't have enough Food for the turn, they begin to Starve.

After the Skill phase during the first Game Turn in which you have less Food than you need to eat, mark the first of three levels on the Starving meter indicated by the Energy symbol. After the Skill phase of each subsequent Game Turn with inadequate Food, cross off the next symbol (moving left) on the Starving meter. You may only gain one level of Starving per Game Turn, unless otherwise stated.

Starving Level 1: Your hero cannot use Energy. Place a mark over your current Energy as a reminder that you cannot use Energy.

Starving Level 2: Your hero cannot use Energy nor roll Survival (all Survival rolls Critically Fail). Place a mark over the Survival die graphic as a reminder that you cannot roll Survival.

Starving Level 3: Your hero dies.

Starving heroes must consume any Food they receive. To end a level of Starving, purchase or gain and immediately consume Food equal to your Food Rating.

In doing so you will lose one level of Starving. You cannot lose more than one level of Starving per Game Turn. If you are still Starving, next turn consume your Food Rating in Food again to shrug off the effect entirely.

Starving is not a Condition, and thus cannot be removed by items or effects that remove Conditions.

Starving Meter

You can always share Food, Gold, and items freely to members of your group while outside of combat.

⟨3⟩ Event Phase (Harvest)

- If it is the Siege Stage, turn to page 62. If it is the Harvest Stage, continue reading.

> **HARVEST**
> - The group begins with an Aquire amount of 4 and Harvests ⓡ Resources from locations within their � Range.
> - Record any ⓡ Resources gained in the Harvest Yield of the Resources Placard.

Harvesting Resources

Each Game Turn in the Harvest Stage represents one month of play. During the Event phase of each turn, the group will choose a number of hexes equal to their Acquire Amount within their � Range to Harvest ⓡ Resources from. Acquire Amount and Group Range is recorded on the Battle Mat (see page 94).

Role Type	Range	
Striker		0 (Self)
Assist		1 (SkyTile sized)
Healer		2 (HexTile sized)
Sapper		2 (HexTile sized)
Utility		1 (SkyTile sized)
Dual	The largest of the two values.	

Example: Three heroes are in the group. One is a Striker (Range 0), the second is an Assist (Range 1), and the third is a Sapper (Range 2). The Sapper has the greatest Range of the three, so the Group Range is 2.

Group Range: Group Range is based on Role Type. The group has ✸ Range equal to the greatest ✸ Range of all alive heroes in the group. This may change during play, though it may not exceed 3 (the size of an Empire Tile). Group Range does not include hexes that are not yet revealed, uncrossable terrain, or hexes the group cannot move into (for instance, Mountain Peaks and Water tiles without **Wayfarer's Supplies**, or **SkyTiles** 🗡 without **Soar**).

Acquire Amount: The group begins with an Aquire amount of 4. This means the group may choose 4 hexes to Harvest ⓡ Resources from. At this time, select a number of different hexes equal to your Aquire Amount. The chosen locations must be within your ✸ Range (and hexes that you can normally move into).

It is possible to be unable to select 4 different hexes, in this case, you may select the same hex more than once, up to 4 times.
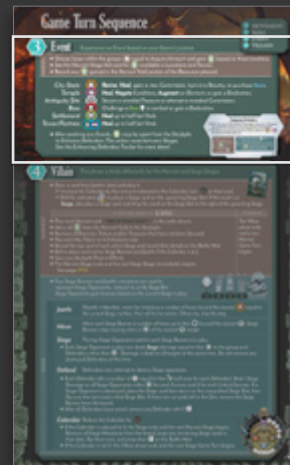
Resource Aid:

Collecting ⓡ Resources is key to mounting an adequate defense against Jaethi's forces. Each location on the map may offer one or more ⓡ Resources the group may collect there. Resources gained are defined on the Resource Aid card. Each player should have one of these cards (up to 4).

Reading the Resource Aid: Each location listed on this double sided card shows its reward type and amount. Not all map locations yield a ⓡ Resource. Game Locations (usually with a colored border on the map) supercede Terrain hexes (locations without a colored border).
So, players will always default to the Location side if they are in one of those Locations.

The Harvest Keyword: Resources that have the Harvest Keyword are not automatically gained. Instead, the group rolls a 🎲 Core die (or x3 Core dice in the case of a **SkyTile** 🏳️). If the result is equal to or less than the number following the Keyword, the ⓡ Resource is gained. Otherwise, nothing is gained.

> **Example:** Settlements provide 1 Recruit and also have the **Harvest** keyword. The keyword is followed by a 🔶 icon, which means if the group rolls a 🔶 on the 🎲 Core die, they will also gain 1 Specialist.
>
> ⬡ Settlement 🧝①and **Harvest** 🔶* 🧝①
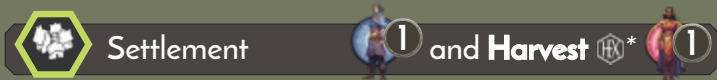
Camping & Move Cautious Bonus: If the group Camped or Moved Cautiously this turn, any Harvest rolls made will gain a -2 bonus. This bonus may 🥞 stack!

Immediate Gain Resources: 🟡 Gold, ⬜ Food, and **Gear Upgrades** ⬢ are immediately gained by each hero of the group instead of placing them in the Stockpile.

Resource Aid

Record Resources in the Harvest Yield:

Once you have determined your Harvest locations, roll any Core dice needed for the **Harvest** Keyword and record all (R) Resources gained in the Harvest Yield section of the Resources placard.
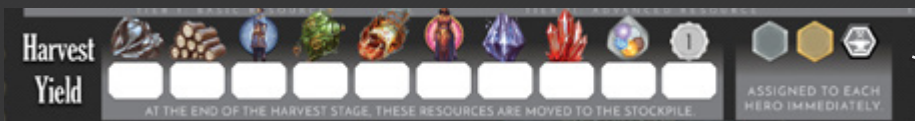
Example ①: The group is on hex ①, have a ⊞ Range of 2, **Soar**, and an Acquire amount of 4. They Moved Cautiously last turn, so they will gain a -2 bonus on all Harvest rolls. They choose the 4 hexes in yellow at right, which are: 1 Great Tree, 1 Settlement, 1 Forest, and 1 **SkyTile** 🜨.

- Great Tree: The group rolls a ◈ Core die with a -2 modifier. If the result is 4 or less, they gain 🌲①.
- Settlements: The group gains 🛡①️ and rolls a ◈ Core die with a -2 modifier. If a ⊞ is rolled, they also gain 🛡①.
- Forest hex: The group gains 🪵①.
- **SkyTile** 🜨 hex: The group rolls 3 ◈ Core dice, each with a -2 modifier. For each ⊞ rolled, they also choose one of the following: ✦① 🔮① 🔴①.

The group decides to Camp here next turn, to improve their Harvest bonus from -2 to -4.

Example ②: The group is on ②. They have a ⊞ Range of 1, an Acquire amount of 4, and a **Dugout Canoe**. They choose the 4 hexes in yellow at right, which are 1 Water and 3 Highland.

- 1 Water: Each hero gains ② ⑥ , which is immediately recorded on their hero placard.
- 3 Highland: The group gains ③ .

SkyTile 🜨

61

③ Event Phase (Continued)

- If the group ends movement on a City-State, Temple, Tower, Fortress, Antiquity Site, or Boss Lair, resolve an Event by playing the effect, card, or placard.
- Sometimes Tokens you have found will also prompt an Event, even if you are only in 🔀 Range of the Token.
- Look over each location listed on the following pages. If you end movement on any of these locations listed, there is an Event this turn. Unless otherwise specified, there is no limit to the number of Events you may play in a Game Turn.
- After resolving all Events, 🅡 may be spent from the Stockpile to Enhance Defenders (see page 64).

Event Locations

City-State (2):

City-States are the seat of an Empire's power and are four hexes in size. Each hex within its border is considered to be a City-State and contains a Road.

Skip the Skill phase here. The group may **Heal** Vitals, complete a special City-State action, or purchase **Items** here.

See the City-State placard matching each City-State for more info.

Temple (5):

Temples are places of worship for several demi-gods in this region.

The group **Heals** Vitals upon entry and can perform several Temple Actions here.

See the Temple placard for more info.

Tower (4) / Fortress (3):

Towers and Fortresses are player-placed Defender locations.

The group may have up to 4 Towers and 3 Fortresses in play at any time.

Heroes **Heal** Vitals equal to half their total Vital rank upon entry.

Antiquity Site (11):

The group may travel to Antiquity Sites to perform Empire Commissions (see page 82) or to Secure a Treasure (see page 52) or Discovery (see page 63). You may only complete one of these actions per Game Turn.

Settlement (12):

Heroes **Heal** Vitals equal to half their total Vital rank upon entry.

Wellspring Portal (7):

The group may **Teleport** to any other Wellspring Portal on the map.

Event Tokens & Miniatures

The Tokens and Miniatures shown on this page will also trigger an Event during the Event phase as described here.

Boss Token:

A Boss event occurs when the group ends Movement on a Boss Lair Token. Boss Lairs without a Boss Lair Token on them trigger an Encounter instead (draw an Encounter card).

The group may move through a Boss Lair on the map without initiating combat with them. Ending movement on the Boss Lair triggers combat with that numbered Boss 💀 (see page 97) or gives the group an opportunity to Dedicate themselves to that Boss.

The group may also perform Dedications in Temples or on a Boss Lair before combat begins, to gain the favor of a Boss (so long as there is not a Hex token on the Lair).

Boss Lairs are no longer Event locations while the group is Dedicated to that Boss. See the Temple placard for more info.

After you've vanquished a Boss, place a Hex token on the location.

Discovery Token:

Five Discoveries may be found in Jaethi's deck. When a Discovery card is played, the Unsecured side of the matching Token is placed on the game map.

Unsecured Side

If the group is in Range of an Unsecured Discovery Token, they may flip and Secure it. Once a Discovery is Secured, the associated Discovery card is gained by the group.

Siege Banners:

If a Siege Banner is in Range of the group (or vice versa) during the Event phase and the group is not in a Defender location, each hero suffers 1 Siege damage (24 **Piercing Energy Drain**). See page 79.

Jaethi Mini:

If Jaethi is in Range of the group (or vice versa) during the Event phase and the group is not in a Defender location, Boss 💀 combat with Jaethi 💀 begins!

Elemental Token*:

If the group is in Range of an Elemental Token during the Event phase, they may gain it. Remove the Token and gain the associated Element. It is immediately added to the group's Stockpile.

Imbalance Tokens*:

If the group is in Range of an Imbalance Token during the Event phase, they may gain it.

Remove the Token and gain the associated Element. It is immediately added to the group's Stockpile.

Note that game locations may reappear after a Hex Token has been flipped to its Imbalance side and then later removed.

* Siege Opponents can also gain this Token if they move into Range before the group does. See page 75.

Enhancing Defenders

After all Events are completed, the group may spend any of the (R) in their Stockpile to Enhance Defenders (see page 28). Resources in the Harvest Yield section cannot be utilized until brought into your Stockpile. This occurs at the end of each Harvest Stage.

Enhancing Defenders is handled in a slightly different way for each of the stages. The back side of the Tower 4 Defender card (shown at right) is a handy resource that highlights the differences.

HARVEST
- The group may spend any amount of (R) on any Defender, no matter the 🔲.

SIEGE
- The group must be in 🔲 of a Defender to Enhance it.
- The group may spend up to an amount of (R) equal to the number of 🧝 in the Stockpile each Game Turn.

Enhancing Defenders Card

Resources Placard

Harvest Yield

Stockpile

64

④ Villain Phase (Harvest)

- The Villain Phase plays differently during the Harvest and Siege Stages.
  If it is the Siege Stage, turn to page 73. If it is the Harvest Stage, continue reading.

- Draw a card from Jaethi's deck and play it (see next page).
  - Increase the Calendar by the amount indicated in the Calendar icon ⊕+1 on that card.
  - Roll the indicated 🎲 to place a Siege card of that type on the upcoming Siege Slot on the Game Bar (see page 68). If the result is a **Surge**, also place a Siege card matching the result on the Siege Slot to the right of the upcoming Siege (or left if you cannot place one on the right).

IF THE CARD DRAWN IS A 𝕊𝕀𝔼𝔾𝔼!	OTHERWISE
- Play each Harvest card ⌐END OF STAGE EFFECT¬, in the order drawn. - Move all Ⓡ from the Harvest Yield to the Stockpile. - Remove all Discovery Tokens and/or Treasures that have not been Secured. - Flip each Hex Token to its Imbalance side. - Reveal the top card of each active Siege and record each opponent's 👑 Resilience on the Battle Mat. - Roll to place each active Siege Banner (and Jaethi if the Calendar is 6 or greater). - Gain any Stockpile Passive Effects. - The Harvest Stage ends and the next Siege Stage immediately begins in this Villain phase (it is not a new Game Turn). See page 70.	The Villain phase ends and a new Harvest Game Turn begins.

HARVEST

Jaethi Deck

- When drawing a card from Jaethi's deck, you will read the entire card and then:
  - Increase the Calendar by the number indicated in the 🔵+1 Calendar icon.
  - Roll the 🎲 Element die shown (⬜ Air, 🟤 Earth, 🔵 Water, 🔺 Fire, 🟣 Void, or 🌈 Choose any). Place a Siege Opponent card that matches the rolled result in the next Siege Slot (for example, if it is the 1st Harvest Stage, the next Siege is Slot 1). If the result is a **Surge**, place another Siege card matching the rolled result on the Siege Slot to the right of the upcoming Siege (or left if you cannot place one to the right).
  - Play an Encounter ✴ drawn from the Encounter deck if the card features the ✴ Encounter icon.
- After playing the card, if the card drawn was a 𝕾𝕴𝕰𝕲𝕰!, the current Harvest Stage ends and the next Siege begins. Turn to page 70. Otherwise, this Villain phase ends and a new Harvest Stage Game Turn begins.
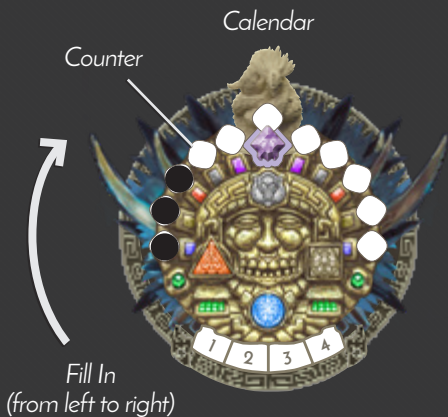
The Xumucane Short Count Calendar:

The Calendar is shown on the Resources placard. During the Harvest Stage, after drawing a card from Jaethi's deck, fill in a number of bubbles on the Counter equal to the number indicated on the card. It may not increase beyond 11. In the example shown at left, 3 of the 11 bubbles are currently filled in.

Most cards will increase the Calendar by only 1, but some will increase by more. 𝕾𝕴𝕰𝕲𝕰! cards in particular will increase the Calendar by 1 per 𝕾𝕴𝕰𝕲𝕰! card played during the game.

Calendar

Counter

Fill In (from left to right)

The Xumucane Short Count Calendar predicts when the Wellspring will be weakened enough to usher Jaethi's forces into our world once again.

It has already happened once, and the scholars know that it is only a short amount of time before the Titan will return.

Siege Cards:

When a **SIEGE!** card is drawn, the current Harvest Stage ends and the next Siege Stage begins.

Increase the Calendar by 1 and the matching Imbalance (see page 74) for each **SIEGE!** card played this game and note the current Element Imbalance and its effects. Keep this card next to the Siege Slot in play.
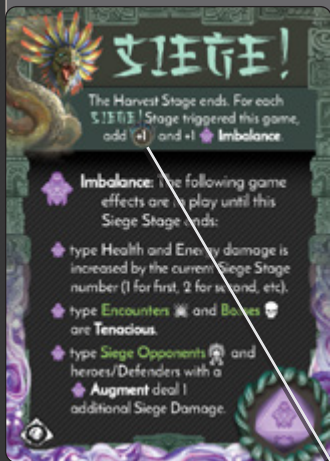
Discoveries:

When a Discovery is drawn, place the matching Unsecured Discovery Token on the map where specified.

The group must Secure it by moving into ⚙ Range before the end of the Harvest Stage (see page 63). If it is not Secured by then, the Discovery and its Token are discarded.

Afflictions:

Afflictions cause the world to change in dangerous ways.

When an Affliction is drawn, play the card, and then play an Encounter ⚔ drawn from the Encounter deck.

Many Afflictions remain in effect for multiple Game Turns.

Cataclysms:

Cataclysms are Elemental catastrophes that occur in the world. Up to one may be played per Harvest Stage.

When a Cataclysm is drawn, a Cataclysm Tile is placed on the map as if it were a SkyTile 🗺.

See page 35 for more info on how Cataclysms affect the game.

Miscellaneous Cards:

Several cards in Jaethi's deck do not have a ribbon.

Play these cards normally, and watch for Calendar increases and Encounter icons.

Calendar Increase

Encounter Icon

Element Die

Placing Siege Opponent Cards: After recording the Calendar increase, roll the Element die shown in the lower right corner of the card. The result becomes the Element Siege deck you will draw from to place a Siege card in the upcoming Siege slot (ie: the next Siege yet to begin).

Element Die to Place Siege Opponents

Match or Mismatch: Draw a card from the resulting Siege deck and place face down on the next upcoming Siege slot.

Surge: If the result is a Surge, treat as though it were a Match. Then, draw an additional card matching the resulting Siege deck and place face down on the Siege slot to the right of the upcoming Siege slot (or left if you cannot place one to the right).

Example 1: The group draws the Deluge Cataclysm during the first Harvest Stage of the game. After increasing the Calendar by 1, they roll the Water die. It results in a Mismatch, Void, so the group places a Void Siege card, face down, on the first Siege slot.

Example 2: The group draws Crumbling Defense during the first Harvest Stage of the game. After increasing the Calendar by 1, they roll the Fire die. It results in a **Surge**, so the group places a Fire Siege card, face down, on the first Siege slot and a second Fire card in the second Siege slot.

Encounter Draw: If the card shows the Encounter icon ⚔, the group will next play an Encounter ⚔ drawn from the Encounter deck. When you see a green opponent referenced on a card or placard with this symbol (for instance Earth Elemental ⚔), it means that card is found in the Encounter deck. If the group Camped or Moved Cautiously, you may discard it after it is drawn.

Cataclysms: Four cards in Jaethi's Deck are Cataclysms. Only one Catacylsm card may be played per Harvest Stage. If others are drawn in the same Harvest Stage, ignore the Cataclysm effect (but play the Calendar and Element roll normally).

When a Cataclysm is drawn, roll to place the Cataclysm Tile as if it were a **SkyTile** ❄. If a **SkyTile** ❄ is already in the resulting location, reroll its placement. Once placed, place 2 matching Elemental Tokens on the center hex of the tile. The group may gain the Element shown on the Token by moving within ✳ Range of this Elemental Token (see page 63).

Cataclysm Tiles

- Cataclysm Tiles are Hazardous Terrain. The group suffers 3 **Energy Drain** at the beginning of the Event phase while on any hex of this Tile. This damage is reduced to 0 for a hero if that hero has **Augmented** the matching 🌀 to their Defend Ability (see the Element Placard).
- Defenders in the area of effect (the 7 hexes of the Cataclysm Tile) are placed on top of the Cataclysm tile in the same hex location. These Defenders suffer Siege damage equal to the current Siege Stage each Game Turn. This damage is **Negated** if the Defender has **Augmented** the matching 🌀. Any printed Event locations covered by the Cataclysm are no longer available.
- Siege Opponents that match the 🌀 type who pass into this tile for the first time gain 🛍 equal to the current Siege Stage.

Elemental Token
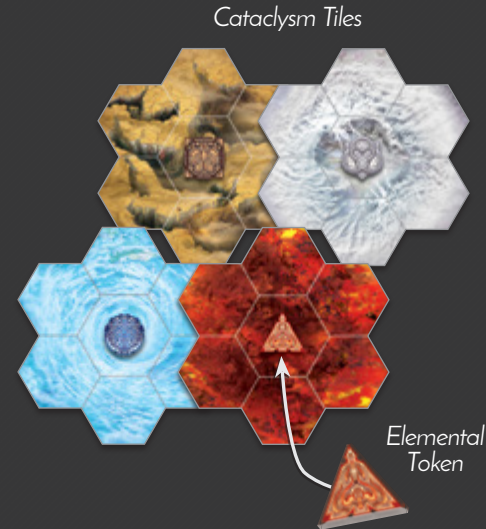
Ending the Harvest Stage

- A **SIEGE!** card has been drawn and resolved. These steps are now taken:
  - Play each Harvest card **END OF STAGE EFFECT** , in the order drawn.
  - Move all ® from the Harvest Yield to the Stockpile, roll for any Elements gained, then gain any Tier 2 Stockpile Passive Effects.
  - Mark the next Siege number bubble on the Calendar (at the bottom of the Calendar).
  - Remove all Discovery Tokens and/or Treasures that have not been Secured.
  - Flip each Hex Token to its Imbalance side.
  - Reveal the top card of each active Siege. Roll to place each active Siege Banner. If the Calendar is 6 or greater, also roll to place Jaethi's miniature at this time.
- The Villain phase continues with the Siege (see page 73).

Harvest Card End of Stage Effects: Play each **END OF STAGE EFFECT** on Harvest cards that have been played, in the order they were drawn. These effects often change the Resources in your Yield.

Harvest Yield to Stockpile: After playing all **END OF STAGE EFFECTS** , transfer all ® in the Harvest Yeild to the Stockpile:

1 Transfer these ® to the matching boxes in the Stockpile **1** .

2 Roll an Element die of your choice for each 🔶 gained. Record any Elements gained in the Elements section **2** . Gaining Elements is not guaranteed. See the Elements placard for more detail.

3 Transfer Platinum to the group's Platinum **3** .

Resources Placard

70

Stockpile Passive Effects: Three Passive effects, one for each of the Tier II Resources, are earned at the beginning of each Siege Stage. Consult the Resources placard and look at your current Tier II Resource amount. Assign any Passive bonuses to your Defenders as applicable.

Next Siege: Fill in the next Siege bubble on the Calendar (see right). For instance, if this is the first Siege played, you will fill in the first bubble.

Unsecured Discoveries & Treasures: Check for any Treasures (found in the Harvest deck) or Discoveries (found in Jaethi's Deck) that have not been Secured by the group. Securing these requires that the group has an Event in an Antiquity Site. If there are any, discard these cards.

Token Removal: Remove any Imbalance Tokens that are currently on the board. Then, flip over any Hex Tokens that are currently on the board to their Imbalance side. These Tokens are now targetable by Siege Miniatures and the heroes.

Reveal Siege Opponents: Flip over the top card in each Siege slot, then record their ⚔ Resilience on the Battle Mat. Next, roll to place any Siege Banners (and Jaethi's Miniature if the Calendar is 7 or greater) as defined on page 36.

Siege Stage Explained: You may face up to 4 separate Siege forces at a time (represented on the map by a Siege Banner from Slots 1-4). Each Siege may contain 1 or more Siege Cards of different Element types. The top card in each Slot represents the current abilities of that Siege Banner and your Defenders fight the top card in each Slot. The Siege Slot defines the Movement Speed of each Siege Banner while the Resilience, Power, and Range of the Siege Banner is represented by the current (top) Siege Card in the slot.

Tier II Stockpile Passive Effects

Essence Sky Metal Specialist

Calendar

Current Siege

Flip all Hex Tokens to their Imbalance side.

Siege Slot

SIEGE 1 SIEGE 2 SIEGE 3 SIEGE 4

VANQUISHED SIEGE

Siege Banner   *Siege Slot Modifiers*

Banner 2   *Banner 4*

Jaethi

Banner 1   *Banner 3*

Siege Slots & Miniatures

Siege Banner Minis: Four Siege Banner miniatures represent Jaethi's elemental forces. You will place one Banner for each Siege currently in play. Each Siege Slot is assigned a specific Banner.

Jaethi's Miniature: Jaethi's miniature represents the plumed Titan herself. Jaethi is a **Siege Opponent** ☀ and becomes Manifest (is placed on the board) if the Calendar is 6 or higher. This generally occurs the moment a Siege begins. Once placed, Jaethi remains Manifest until the end of that Siege.

Placing Siege Miniatures: Siege Portals determine where Siege Banners and Jaethi's Miniature is placed on the map. See page 36.

Siege Slot Modifiers: Each Siege Slot shows the Siege Banner's Movement Speed (the number of hexes it moves each turn) as well as the Power bonus **Siege Opponents** ☀ in this slot receive.

	Movement Speed	Power Bonus
Siege 1	2	-
Siege 2	2	+1
Siege 3	3	+2
Siege 4	4	+3

Jaethi becomes Manifest
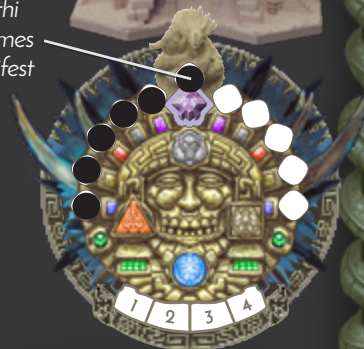
④ Villain Phase (Siege)

SIEGE

Jaethi	If Jaethi is Manifest, move her miniature a number of hexes toward the nearest ⬡ equal to the current Siege number, then roll for her action. Otherwise, skip this step.
Move	Move each Siege Banner a number of hexes up to their ✥ toward the nearest ⏻. Siege Banners stop moving when in ✤ of the nearest ⏻ target.
Siege	The top Siege Opponent card for each Siege Banner is in play.

- Each Siege Opponent in play now deals **Siege** damage equal to their ✸ to the group and Defenders within their ✤. Damage is dealt to all targets at the same time. Do not remove any destroyed Defenders at this time.

Defend	Defenders now attempt to destroy Siege opponents.

- Each Defender rolls a number of ◈ equal to their ⚲ (roll once for each Defender). Deal 1 Siege Damage to all Siege Opponents within ✤ for each Success and 2 for each Critical Success. If a Siege Opponent is destroyed, place the Siege card face down on the vanquished Siege Slot, then flip over the next card in that Siege Slot. If there are no cards left in the Slot, remove the Siege Banner from the board.
- After all Defenders have acted, remove any Defender with 0 ♟.

Calendar	Reduce the Calendar by ⊟ .

- If the Calendar is reduced to 0, the Siege ends and the next Harvest Stage begins. Remove all Siege Miniatures fromt he board, keep any remaining Siege cards in their Siege Slots, flip them over, and erase their ♟ on the Battle Mat.
- If the Calendar is not 0, this Villain phase ends and the next Siege Game Turn begins.
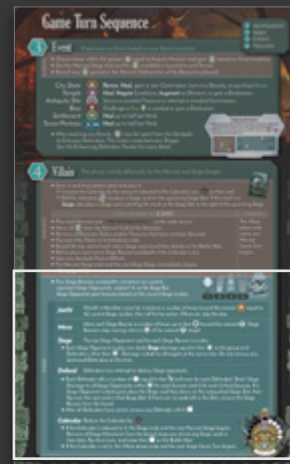
Example: See page XYZ of the References book for an example of a Siege Stage Villain phase.

① Jaethi

- Skip this step if Jaethi's miniature is not Manifest.
- If she is Manifest, move Jaethi's miniature a number of hexes toward the nearest ⬡ equal to the current Siege number.
- Deal her 💥 Power to any Defender in 🎯 Range. Her elemental damage type is equal to the current **Imbalance**.
- Roll the Elemental die that matches the current Imbalance (🅂🄸🄴🄶🄴! card) and consult Jaethi's placard for her Villain action.
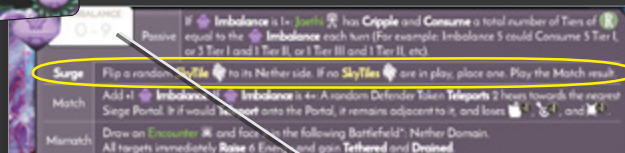
Jaethi's Placard

Imbalance

Jaethi's Movement & SkyTiles: Jaethi may alter the environment as she moves across the board. If she would ever move onto a **SkyTile** 🗺 with the Floating Mountain side up, remove the Riser from play. The Floating Mountain falls back to earth (in the same location). All Defenders, wherever they are on the map, suffer 1 Siege damage whenever this occurs. Jaethi's miniature may now be set in the location she moved to.

Imbalance: The Elemental Imbalance is represented on Jaethi's placard in five boxes, one for each of the five Elements. There will be times when these Imbalance levels are modified. These numbers may fluctuate between a minimum of 0 and a maximum of 9.

Some examples of modifying Imbalance are: drawing 🅂🄸🄴🄶🄴! cards, Siege Banners moving in 🎯 Range of Imbalance tokens, Jaethi's Villain Action, and heroes reducing Imbalance (see the Temple placard). When Imbalance is modified, write the modified number in the applicable Element box. Jaethi grows in power as she consumes the worlds pattern.

② Move Each Siege Banner

Siege Banners move up to their ⚙ Movement Speed toward the nearest ⚡ Magnetic target (City-State, Fortress, Wellspring Amplifier, etc). The Siege Banner stops when they are in ❄ Range of a ⚡ Magnetic target. Move each Siege Banner in play, one at a time in their numeric order. The players may choose the target if there are more than one.

Siege Banners may reveal new **HexTiles**, are not affected by Hazardous Terrain, and may move over Water, Mountain Peaks, and Siege Portals as if they were normal terrain (though they may not stop movement on a Siege Portal).

Siege Banners may not move onto a **SkyTile** 🖐 with the Floating Mountain side up or target Defenders on them (even if they are ⚡ Magenetic) unless the current Siege Opponent of that Banner has **Soar** (they move off of one normally). If two or more ⚡ Magnetic targets are the same distance from a Siege Banner, the group may choose which one it targets.

Siege Miniatures & Elemental / Imbalance Tokens: If a Siege Miniature (including Jaethi) moves within ❄ Range of an Elemental or Imbalance Token at any time during its movement, the Token is removed from play. Increase the Imbalance amount of the Element shown on the token by 1. This is recorded on Jaethi's placard.

Siege Miniatures and Settlements: If a Siege Miniature (including Jaethi) moves into or through a Settlement, that Settlement is destroyed. A Hex Token is placed on this location. This Settlement is considered destroyed for as long as this Token remains.

> **Example:** A Siege Banner moves within ❄ Range of a 🔺 Water Imbalance Token. This token is now removed from the board. The current Water Imbalance on Jaethi's placard is 4, so the players now increase it to 5.
>
> The location under the 🔺 Water Imbalance Token happens to be a Settlement. If the Siege Banner moves into or through this location, the players place a new random Hex Token (without looking at its Imbalance side) on it.

If a Siege Opponent is in ❄ Range of an Imbalance Token, the Token is removed and the Imbalance is increased on Jaethi's Placard.

Settlement

Passive	If 🔥 Imbalance is 1+: Jaethi 🧍 gains 📦 ea...
Surge	Increase the 📦 of the Siege Opponent 🧍 with the lowest 📦 ...
Match	Add +1 🔥 Imbalance. If 🔥 Imbalance is 4+: Defenders on or...
Mismatch	Draw an Encounter ⚔ and face it in the following Battlefie... Heroes and Opponents begin combat with 0 current Energ... that would cause them to die from having 0 Energy. All En...

75

③ Siege Opponents deal Seige Damage

The top Siege Opponent card for each Siege Banner is currently in play. These opponents deal Siege damage equal to their ☀ (plus any modifiers) to Defenders (and possibly the group) within their ❊. The group suffers Siege damage differently than Defenders do. Whenever the group suffers any amount of Siege damage, heroes who are not **Immune** to the damage suffer 24 **Energy Drain** instead. Siege Damage is dealt to all targets at the same time. Do not remove any destroyed Defenders at this time.

Siege Opponent Cards

Element Type: Each Siege Opponent ☀ is bound to one of the five Elements. Siege Opponents always deal this type of Elemental Siege Damage.

Name & Narrative: Read these aloud to the group.

🛡**Resilience,** ☀**Power,** 🌀 **Soar, and** ❊ **Range:** These icons describe how the Siege Opponent ☀ works. For more information on these icons, see the Siege Keywords placard.

Abilities: There may be additional abilities the Siege Opponent ☀ has. Many of these are Keywords found on the Siege Keywords placard.

Siege Reward: Each time a Siege Opponent ☀ is vanquished, each hero gains the **Power Up** ➕ reward shown.

Siege Movement & Bonuses: The ⚙ Movement Speed of each Siege Opponent ☀ is dependent on the Siege Slot it occupies. Note that 🛡 Resilience and ☀Power may also be modified as per its Siege Slot placement (see page 72).

Element Type

Resilience   Soar   Name & Narrative   Range

Abilities   Reward   Power

④ Defenders Defend

If the group is in a Defender at this time, they may attempt to **Bolster** it. See page 80.

Defenders now attempt to destroy Siege Opponents ✶. Each Defender in ✇ Range of a Siege Miniature rolls a number of ◈ Core dice equal to their 🗝 Potential. The target number for these rolls is equal to the Defender's ✸ Power. This roll is treated as if it were a Stat Test, and may Critically Succeed on rolls other than a ⬡ if the Power rank is high enough (for instance, if the rank is 12, a Critical Success will occur on a ⬡ and a 2). See page 56 for more info.

Siege Damage is dealt to all Siege Opponents ✶ within the Defender's ✇ Range (only roll 🗝 Potential dice once). Check for the following results:

1. Successes: For each result that is less than or equal to the Defender's ✸, deal 1 Siege damage.
2. For each result that is a Critical Success, deal 2 Siege damage.

Vanquishing Siege Opponents: If Jaethi (the Siege Opponent ✶) is vanquished at this time, the game is won! If a Siege Opponent ✶ is vanquished, the following takes place:

- Excess Defender damage does not bleed onto Siege Opponents ✶ below the current one in play.
- The group gains the Siege Reward shown on the card.
- Place the Siege card face down on the Vanquished Siege Slot.
- Flip over the next card in the Siege. If there are no cards left in the Siege, remove the matching Siege Banner from the map.

Destroyed Defenders: After all Defenders have Defended, remove any Defender with 0 🛡 Resilience. See page 29 for more info on destroyed Defenders.

🗝 Potential Results to deal Siege Damage	
Success	1 Siege Damage
Critical Success	2 Siege Damage

⑤ Reduce the Calendar

Reduce the Calendar by 🔘 **-1** by erasing the right-most filled in bubble.

Reducing the Calendar to 0: When the Calendar is reduced to 0, the Siege Stage ends and the next Harvest Stage begins. Remove any remaining Siege Banners and Jaethi's miniature from the board.

Leave any Siege cards that remain in their slots, though flip them face down. Erase all Siege Opponent 🔅 🛡 Resilience from the Battle Mat (but not from Jaethi's placard). These opponents will reappear and add to the strength of their Siege Slot in the next Siege Stage. Jaethi's 🛡 Resilience does not reset at the beginning of each Siege.

Siege Win/Lose Triggers

Check for any of these Win/Lose triggers at the end of each Game Turn during the Siege Stage:

Win the Game if:
- Jaethi 🔅 has 0 🛡 Resilience.
- The Calendar is reduced to 0 on the last Siege Wave and at least 1 City-State is alive.

Lose the Game if:
- Both City-States are destroyed at the same time.

Calendar

Erase (from right to left)

Heroes during a Siege

Heroes vs. Siege Opponents: Heroes and Siege Opponents 💀 can affect one another at various times during the game, based on Hero Element **Augments**.

Heroes on the Defensive: Heroes are not impervious to Siege Opponents 💀 and may suffer damage from them from time to time.

A hero is **Immune** to an opponent's Siege damage while any of the following is true:

- They are in a Defender location (it must not be Destroyed).
- They are **Augmented** by the Matching Element.

If the group miniature is within a Siege Opponent's 💀 Range after the Siege Opponent has moved or dealt damage to any Defender, heroes who are not **Immune** will suffer 24 **Piercing Energy Drain**.

Heroes on the Offensive: During the Event phase, if a Siege Opponent is within 💀 Range of the group, the group may deal Siege Damage to it for each hero who is **Augmented** by the Opposing Element. See the Element Augment cards for more detail.

Opposing Elements

Example: A group of 3 heroes have **Augmented** the following Elements:

💀			Effect
Hero 1	1	🔺	These heroes may deal 1 Siege Damage per 🔺 Element Augment Tier to ⚪ Siege Opponents and are **Immune** to 🔺 Siege damage.
Hero 2	3	🔺	
Hero 3	2	🟫	This hero may deal 1 Siege Damage per 🟫 Element Augment Tier to 🔵 Siege Opponents and is **Immune** to 🟫 Siege Damage.

1 Defensive Example: Gwirnok the Ash Reaver 💀, a 🔺 Fire Siege Opponent, has moved and the group is within its 💀 Range. They are not presently in a Defender location, so Hero 3 will suffer 24 **Piercing Energy Drain**, while heroes 1 and 2 are **Immune**.

2 Offensive Example: The group has just ended movement and Chikauakatl 💀, a 🔵 Water Siege Opponent, is within their 💀 Range (of 3). It is now the Event phase, so the group deals 1 Siege Damage per 🟫 Element Augment Tier to that opponent.

Bolstering Defenders: If the heroes are in a Defender location during the Villain phase in an ongoing Siege, they may attempt to **Bolster** it. This effect occurs before Defenders Defend (see page 77).

Each hero may spend 1 Energy to attempt to make one Skill Test of their choice. Heroes who choose to and succeed give that location a bonus that lasts until the end of the Game Turn.

Multiple heroes may **Bolster** using the same Skill. Camping in this location will improve your bonuses (see page 54).

Skill	Defender Bonus Effect
Navigate	Increase this Defender's 🎯 Range by 1 this turn.
Explore	Deal 1 Siege Damage to a Siege Opponent in their 🎯 (the group's or the Defenders, whichever is higher).
Survival	If this Defender suffered Siege damage this turn and it has at least 👑① remaining, it gains 👑+1.

Example: A group of 3 heroes are in a Fortress. They each spend 1 Energy to **Bolster** it. Hero 1 fails 🗲, so they do not increase its 🎯. Hero 2 succeeds ⬡, so 1 Siege Damage is dealt to a single Siege Opponent in 🎯. Hero 3 succeeds ⬡, so if this Defender suffered Siege Damage this turn and it has at least 👑① remaining, it gains 👑+1.

Encounters fought while the heroes are in a Defender:
If the heroes are in a Defender location and face an Encounter ⚔, they may choose to automatically vanquish it to gain its rewards without facing it in combat. If you do, your Defender suffers 1 👑 Resilience.

COMMISSIONS

Commissions

- Commissions are official 🟡 ⚫ Empire tasks that can improve the Empire's defenses and are drawn from the Commission decks on each Game Bar.
- There are several types of Commissions:
  - **Aid:** White border. Usually requires you to bring an item or escort an ally, to or from, the location.
  - **Skill (3 variants):** Green, Yellow, & Blue. Requires you to roll your Stat dice.
  - **Dual** or **All Skills:** Like Skill, but require 2 Skills or all 3 Skills to complete.
  - **Heroic:** Each Role has its own Heroic card that can be found and completed. If the Role of a drawn Heroic Commission is not in the game, you may discard this card and draw another. Heroic Commissions may be attempted by the matching hero while in a 🔶 City-State, up to once per Game Turn.
    - The group may attempt to complete any one face-up Commission (from either Commission deck) during the Event phase if they are in the matching Commission location.
      - There is no limit to the number of face-up cards there can be on top of each Commission deck.
      - The group may purchase **Armament Registry** or **Speak with the Elders** while in a 🔶 City-State to discard and/or reveal additional cards in a Commission deck.
      - After the group completes a Commission, the group gains the Commission Reward shown on the card. If the card also has an Equip effect, the group will keep the card. Otherwise discard it. Flip over the next card in that Commission deck after this step.
      - Hex Tokens are placed on Commissions that are completed in an Antiquity Site, but not in Settlements.

Commission Deck

Ishidan

Heroic Role Type

Commission Type

Card Name

Commission Location

Card Narrative

Commission Location

Commission Location

Equip Effect

Reward

Escort

Additional Rules

Equip Ribbon

Commission Cards

Card Name & Narrative: Read these aloud to the group. Unrelated to game mechanics, the narrative paints the picture of your journey.

Commission Type: Specifies the Commission type.

Heroic Role Type: For Heroic Commissions, this is the Role that may attempt to complete the Commission. Heroic Commissions may only be attempted in 🔶 City-States.

Commission Location: The location on the map where the group may attempt to resolve the Commission or pick up an Ally Escort. Any matching location on the map may be selected to complete the Commission.

Additional Rules: There may be additional things that happen during or after you resolve the card.

Commission Reward: Commissions are successfully resolved when the group succeeds any Stat Tests or resolves any unique card effects or triggers.

Escort: See the next page for more information on Escorts.

Equip: Many cards have Equip effects. This means that the card, once completed, may be Equipped in a Defender of your choice (see page 28).

Aid Commissions

Aid Commissions have a white border and require you to travel to a location and either pick up or deliver an item or ally.

Escorts: Escorts may be gained through a Commission or another card and require you to keep a target alive. When you gain an Escort, they become an Ally (they are not a hero). The Escort graphic will show you the Ally's Health (their Energy is ignored) and the action(s) they perform each combat round.

Escorts may be **Healed** and do not receive rewards. Additionally, Escorts may roll Stat Tests against the Stat(s) specified at any time during the Game Turn to assist the heroes. If an Escort dies, discard the Commission.

Aid Equips: Some Aid Commissions also have an Equip Effect. Unlike normal Equip cards, Aid Equips may not be reused after the Defender they are attached to is destroyed.

Escort Graphic

Example: This example shows an Ally that has 6 Health, Defends for 8 each round of combat, and may roll Stat Tests against Health and Defend.

Skill Commissions

If the Commission is related to a Skill, each hero must roll the Stat die or dice specified on the card (if they can). Travel to the location specified and roll the applicable dice. The group must gain a number of successes equal to half the number of heroes in the group (rounded up) to complete the Commission. Camping Bonuses can help you complete Skill Commissions (see page 54).

Stat Test Successes: The group does not need to achieve all successes in one Game Turn, they are carried over subsequent Game Turns until the group moves or the Commission is completed. All heroes may attempt to roll again in subsequent Game Turns, even if they have previously gained a success.

Dual & All Skills: Some Commissions require you to roll more than one Skill. The group must gain successes equal to half the number of heroes (rounded down) for all Skills shown in order to be successful. For instance, a Dual Navigate/Survival Commission requires a group of 3 or 4 heroes to roll both Navigate and Survival and gain 2 successes for each.

Critical Successes: If any hero Critically Succeeds a Stat Test to complete a Commission, the group gains double the Commission Reward.

Completing Commissions

After a Commission is completed, check the location. If completed in an ⬡ Antiquity Site, place a Hex Token on the location. Hex Tokens are not placed on ⬡ Settlements if a Commission is completed there. The group immediately gains the Commission Rewards. Discard the card (if it does not have an **Equip** effect), then flip over the next card in that Commission deck.

COMBAT

Combat

- Opponents are written in green on game cards and are either Encounters ⚔, Bosses ☠, or Siege Opponents ❂.
- Combat occurs when the group faces an Encounter ⚔ or Boss ☠. This can occur in any phase of the Game Turn.
- Combat does not occur with Siege Opponents ❂. This is handled during the Villain phase of an ongoing Siege (see page 73).
- Combat is straightforward, though several alternatives may arise. Skim through this section, check out the combat example on page 104, then use this section to guide you through your first few battles.
- Unless otherwise stated, each hero faces opponents together as one group.
- Opponents have one or more of the following Vitals:
  💓 Health, ✊ Energy, ⛓ Influence, ⧗ Outlast, or 👑 Resilience.

🛡 Opponent Levels

Encounters ⚔ range in Level from 1 to 5.
Bosses ☠ are much harder and range in Level from 1 to 10.
Siege Opponents ❂ have no level.

An opponent's Level is displayed as a shield in the upper left corner of the card or placard.

Level   *Type & Subtype*

FIRE ELEMENTAL
Spirit

	Triple: 4 ⚠ Health.
	Group: 1 Piercing Corrosive Health and each target is Burned.
	Group: 3
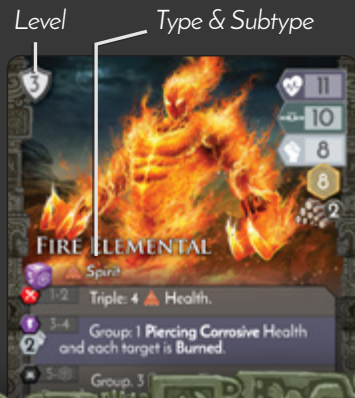
Opponent Types

Encounters ⚔ and Bosses 💀 are assigned 1 (or more) of 8 unique types, shown in the table on the adjacent page. Siege Opponents 🔆 do not have a Type. Some opponents may also be assigned one of 3 subtypes.

Dangerous Opponents: Some opponents are **Dangerous**. Increase the Game Difficulty by 1 for these opponents (see page 94). It is possible to face opponents at different difficulties in the same battle. While uncommon, it is possible for an opponent to gain **Dangerous** more than once (and raise the Difficulty several times). The group gains additional rewards after facing **Dangerous** opponents (see page 96).

Siege Opponents: Unlike Encounters ⚔ and Bosses 💀, Siege Opponents 🔆 cannot be confronted by the heroes within the standard Combat sequence. The one exception to this rule is that Jaethi is both a Siege Opponent 🔆 and a Boss 💀 and may be confronted in combat.

Battle between Siege Opponents 🔆 and Defenders occurs during the Villain phase of an ongoing Siege (see page 73). While the group does not combat these entities directly, it is possible for the heroes to damage a Siege Opponents 🔆 (and vice versa). See page 79.

Tenacious Opponents: Some opponents are **Tenacious**. The group may not **Flee** (see page 100) from **Tenacious** opponents.

Titanic Opponents: Some opponents have the Titanic Subtype. In order to defeat a Titanic opponent, the heroes must reduce all Health stats to 0. If an opponent only has 1 Health stat and gains this sub-type, it gains another Health Vital equal to its original Health. Each hero may choose during the Resolution phase which stat their action damages. If an effect requires you to check against a Titanic opponent's Health, use its highest current Health value. Unless otherwise stated, excess damage cannot bleed from one Vital stat into the next.

Opponent Types

Construct: Constructs are given life through unnatural and unknown sources.

Creature: Creatures are natural animals and beasts.

Humanoid: Humanoids are sentient beings.

Monstrous Humanoid: Monstrous Humanoids are larger and more fierce than their humanoid cousins.

Magical Nature: Magical Nature opponents have been touched by magic.

Spirit: Spirits are insubstantial beings.

Undead: Undead are cursed to exist apart from life and death.

Ascendant: Ascendant beings are not a part of this world's pattern.

Subtype

Elemental: This subtype is shown with one (or more) of the five Elemental symbols: 🌑 🟤 🔺 🔵 🟣.

Horde: Hordes are an enormous number of large opponents.

Swarm: Swarms are an enormous number of small opponents.

Titanic: These opponents are massive and have more than one Health stat (they are still considered one opponent).

Favored Opponents ⚄

- Each hero has, or may gain, an advantage over specific types or subtypes of opponents (see page 87).
- Heroes who face their Favored Opponent(s) gain an additional effect every combat round against that opponent.
- Each round during the Declaration or Resolution phase, choose one of the following options as your Favored Opponent bonus. This occurs in addition to your normal action:
  - Roll the ⚄ Hex die. Reduce your opponent's Health ♥ or Influence 🔗 equal to the result. This die may ⬡plode (see below).
  - Roll the ⚄ Hex die. Reduce your opponent's Energy ✊ equal to twice the result. This die may ⬡plode.
  - Reduce or increase your opponent's Outlast ⧗ by 1.
  - Heroes may gain and perform additional Favored Opponent options throughout play.
- If your opponent has multiple Vitals of the same type (two Health values), choose only one to affect.
- Favored Opponent damage is a unique damage source and may not be reduced or **Negated**.
- It is possible for heroes to gain more than one type of Favored Opponent. If you face an opponent with two types (for instance a type and a subtype), gain the Favored Opponent effect multiple times.
- You may not gain Favored Opponent with the same type or subtype more than once.

⬡**ploding Dice:** You may find certain Abilities, **Items**, or other situations specify that a die can ⬡plode. This happens when you roll a ⬡ (or another number as indicated) on the die. When this happens you may roll again and add the new result to the total. There is no limit to how many times you may reroll a ⬡ploding die. For example, a hero rolls Favored Opponent damage and rolls a ⬡, which is a result of 6. She rolls again and gains another ⬡, which increases the result to 12. She rolls a third time and the result is a 2. Her final damage is 14.

Encounters �

- Encounters are opponents found in the Encounter deck (and sometimes on a placard) whose Level ranges from 1 to 5.
- Before combat begins, read the Encounter's Passive Abilities (if any).
- During the Opponent phase, one player rolls the 🎲 Hex die and consults the Action Key on the left side of the Encounter card to determine what action the Encounter takes.
- Encounters have three combat actions and some have Passive Abilities and/or Equip effects:

Action Key

Attack: ❌ This is the Encounter's basic attack action.

Mastery: 🅕 If the Encounter has an Energy Vital, the Mastery costs 1 or more Energy to use, denoted by the gray hex below the Mastery icon. In the example at left, the Fire Elemental ✸ Mastery costs 2 Energy to use.

> **Default Action:** If the Encounter doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack action instead. The defaulted action's targeting type remains the same, but the numeric effects (Damage, **Heal**, **Raise**, **Block**, **Defend**, etc.) are reduced by half (to a minimum of 1).

Special: 💀 The Encounter's Special action costs no Energy to use and is generally the strongest attack it can perform.

Passive Abilities: Some Encounters have Passive Abilities that change combat in unique ways. Look over these Passive Abilities before combat begins.

Equip Effects: Some Encounters have Equip effects. These effects are only gained if the Encounter is successfully Influenced (see page 100).

Encounter Name and Type

Encounter Level

Opponent Vitals

Reward

Elemental Damage

Attack

Mastery

Special

Passive Abilities

Equip

Energy Required for Mastery

Action Key (roll Hex die)

Elemental Damage: Certain actions can deal one or more of the five types of Elemental damage 🔵🟫🔺🔵🟣. This damage is modified by the following keywords:

Immune: Heroes who have an **Augment** of the Matching Element(s) are **Immune** to this damage, and thus suffer none. This effect supercedes the below effect. For actions that have more than one Element Type, the target must have each matching Element shown in the attack to gain this Immunity effect.

Weakness: This damage is especially dangerous to heroes who have an **Augment** of the Opposing Element; giving them **Weakness** to the Elemental damage (see the Keywords Placard and/or Element cards).

Reading Encounter Cards: Each Encounter Action explains its targeting type (Individual Target or Group), Damage type (Health or Energy), any Keywords associated with the action, or other miscellaneous effects.

Example: Suppose the group rolls a 4 on the 🎲 Hex die. If the Fire Elemental 🔥 has at least 2 Energy remaining, the heroes would face its Mastery:

The entire group (heroes and allies) suffers 1 **Piercing Corrosive** Health damage and each target is **Burned**.

If the Fire Elemental 🔥 does not have the Energy to use this action, it would default to Attack instead, which has its numeric effects halved.

In this case, three targets suffer 2 🔺 Fire Health damage each.

If any of the targeted heroes have an 🔵 Air **Augment**, those heroes would have **Weakness** to it (see the Keywords Placard). Any who have a 🔺 **Augment** are **Immune** to it and suffer no damage from this action.

Bosses 💀

- Bosses are difficult opponents whose Level ranges from 1 to 10. They are found in various locations on the map, outlined in red.
- If a Boss is vanquished, the location is cleared and the Boss cannot be refought nor Dedicated to.
- It is possible to avoid combat with a Boss and offer a Dedication to it instead. See the Temple Placard for more info.
- During the Opponent phase, one player rolls the Hex die and consults the Action Key to determine what action the Boss takes. Bosses have six combat actions and one or more Passive Abilities:

Action Key

Obsidian Wings	1
Snatch Heart	2
Howl	3
Blood Boil	4
Bone Puppet	5
Soulless	6
Battlefields	7
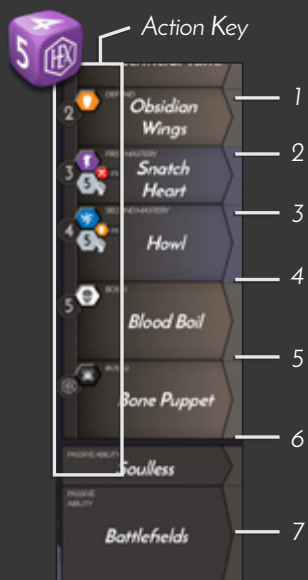
1. Attack: ❌ This is the Boss's basic Attack action.

2. Defend: 🛡 This is the Boss's basic Defend action.

3-4. Masteries: 🟪 🟦 If the Boss has an Energy Vital, the Mastery costs 1 or more Energy to use, denoted by the gray hexes below each Mastery icon. In the example at left, the Miquipāpalōtl's 💀 Second Mastery costs 5 Energy to use.

 Default Action: If the Boss doesn't have enough Energy, it cannot use its Mastery and its action defaults to the Attack or Defend action instead. The defaulted action's targeting type remains the same, but the numeric effects (Damage, **Heal**, **Raise**, **Block**, **Defend**, etc.) are reduced by half (to a minimum of 1).

5-6. Special: ⬡ ❌ The Boss's Special actions cost no Energy to use and are generally the strongest attacks it can perform.

7. Passive Abilities: Most Bosses have one or more Passive Abilities that change combat in unique ways. Look over these Passive Abilities before combat begins.

91

Reading Boss Placards

Boss Level — 2

Opponent Name — MIQUIPĀPALŌTL

Opponent Type and Subtype — Undead

Vitals — 30 / 44

Group Rewards — GROUP REWARD: -1 2 + + 6

Single Rewards — SINGLE REWARDS: +4 Health / Bone Pendant

Action Names

Attack — 1 ATTACK *Sacrificial Tumi*
Dual: 4 Health and Survival. Those who fail are **Bleeding**. This damage is **Piercing** if suffered **At the Altar**.

Defend — 2 DEFEND *Obsidian Wings*
Defend 4. Heroes who damage Miquipāpalōtl gain **Drained**. One hero of your choice may switch **Battlefields**. *Her wings are a mesmerizing pattern of shifting black and orange.*

First Mastery — 3 FIRST MASTERY *Snatch Heart*
Multi: The hero(es) with the lowest current Health suffer 10 **Piercing Energy Drain** and are **Bleeding**. *The cavity in your chest is horrifying; how is your heart still beating in her hand?*

Second Mastery — 4 SECOND MASTERY *Howl*
Group: 6 Energy. Heroes who recieve **Healing** this round gain **Bleeding**. For each hero who targets Miquipāpalōtl this turn, she **Raises** 3 Health. One random hero may switch **Battlefields**. *Her howl pierces me, pulling something foul lurking within.*

Special 1 — 5 BOSS 1 *Blood Boil*
Single: 5 **Energy Drain** and Survival. Those who fail are **Bleeding**. This damage is **Piercing** if suffered **At the Altar**. If this damage reduces a target's Energy to 3 or less, one hero of your choice may switch **Battlefields**.

Special 2 — BOSS 2 *Bone Puppet*
Single: 3 Health, 4 Energy, and Explore. Gain a penalty to this test equal to the number of **Bleeding** conditions you suffer from. Targets who fail are **Charmed**. One random hero may switch **Battlefields**.

Passives — PASSIVE ABILITY *Soulless*
Miquipāpalōtl is **Soulless** and has **Weakness Corrosive**.

PASSIVE ABILITY *Battlefields*
The group may face Miquipāpalōtl in one of two Battlefields: **At the Altar** or **Flanking**. Combat begins **At the Altar** and may only be changed for a hero as indicated by Miquipāpalōtl's actions. Miquipāpalōtl has **Reflect** 4 and deals 3 less damage (to a minimum of 1) to targets that are **Flanking**.

Difficult+ Passive — DIFFICULT+ DIFFICULTY *Blood Magic*
Miquipāpalōtl **Raises** 6 Health and 6 Energy each time a target gains **Bleeding**.

Boss Action Example

Each action explains its targeting type (Individual Target or Group), damage type (Health or Energy), Stat Tests required, any **Keywords** or **Conditions** associated with the attack, or other miscellaneous effects.

In this example, suppose the group rolls a 4 on the 🎲 Hex action die while facing Miquipāpalōtl ☠. If she has at least 5 Energy remaining, the heroes would face her Howl action:

SECOND MASTERY 4 🌀 ☀ 5	Howl	Group: 6 Energy. Heroes who recieve **Healing** this round gain **Bleeding**. For each hero who targets Miquipāpalōtl this turn, she **Raises** 3 Health. One random hero may switch **Battlefields**. *Her howl pierces me, pulling something foul lurking within.*

Each hero and ally suffers 6 Energy damage. Heroes who recieve **Healing** this round gain the **Bleeding** Condition. Additionally, Miquipāpalōtl ☠ will **Raise** 3 Health for each hero who targets her this round. Finally, one random hero is generated (roll Target dice) and may choose to change Battlefields this round (from **At the Altar** to **Flanking** or vice versa).

If she doesn't have the 5 Energy to use this action, her action would default to a basic Defend at half it's potency:

DEFEND 2 ⬡	Obsidian Wings	**Defend** 4. Heroes who damage Miquipāpalōtl gain **Drained**. One hero of your choice may switch **Battlefields**. *Her wings are a mesmerizing pattern of shifting black and orange.*

Miquipāpalōtl ☠ will Defend 2, reducing each damaging attack by 2. Heroes who damage her gain the Drained Condition. Finally, one hero of the group's choice may switch Battlefields.

The Battle Mat

- Use the Battle Mat to keep track of the group's Movement speed, Range, Acquire Amount, group **Items** purchased, your opponent's Vitals, Game Turns, Combat Rounds, Escorts, and more.
- You may modify the Game's Difficulty on the Battle Mat.
- Normally you will begin your game on the Easy setting, requiring no changes to how the game is played.

How to use it: We recommend that one player keeps track of the Battle Mat throughout the entire game. During the Declaration phase of combat, players will note how much damage they're doing to their opponent(s). The player in charge of the Battle Mat will record this damage in one of two areas: the top area is damage that can be Defended against, while the bottom is reserved for damage that cannot be **Blocked** or **Defended** (like Favored Opponent damage).

During an ongoing Siege, players will also fill in the left side, labeled "Siege Opponents", to track their current Resilience.
For an example of how the Battle Mat is used,

Game Difficulty

You may choose to increase the Game Difficulty while outside of combat at any time (you cannot decrease the Game Difficulty once increased). Game Difficulty levels do not stack (you are affected by the current Game Difficulty) and cannot increase beyond Epic.

There are moments when the Game Difficulty automatically increases:

Running out of Power Up cards: Each time the Power Up deck runs out of cards and you must reshuffle it, increase the Game Difficulty by 1.

Encounter/Boss Vitals

Piercing & Favored Opponent Damage

Health

Influence/Outlast

Energy

Group Movement Normal / Cautious
(hexes per turn)

Game Turn Sequence

Siege Villain Phase

Siege Opponent Resilience

Siege Banner
Siege Bar Modifiers

Jaethi Siege Opponent Vitals, Power, & Range

(This data can also be recorded on Jaethi's Siege Placard)

Group Soar

Group Range & Aquire Amount

Group Purchases

Escort Tracking

Game Difficulty Modifiers

Miscellaneous 1-10 Tracker

On the battle mat:

BATTLE MAT

Health

Influence/Outlast

Energy

Game Turn Sequence

Movement > Skill > Event > Villain

Siege Villain Phase

Jaethi > Move > Siege > Defend > Calendar

SIEGE OPPONENTS

1

2

3

4

5

Piercing & Favored Opponent Damage

Group Movement

Normal / Cautious

1/2 the Heroes have Soar

Group Range & Acquire Amount

Acquire

Group Purchases

Item 1
Item 2
Item 3
Item 4
Item 5

Escorts

GAME DIFFICULTY

	Passive Abilities	Encounter & Boss Vitals & Damage			Stat Test Penalty	Resource Rewards
		♥ / ♦ / ⧗	⚡	Damage		
Starter	See Rule Book	Reduce Vitals by ♦	-2 (min. of 0)	-1 (min. of 1)		No change
Easy					No change	No change
Moderate	No change	+5 Vitals / hero	+1	+1	No change	Harvest -1
Difficult	Bosses gain Difficult Passive	+10 Vitals / hero	+2	+2	+1	Harvest -2
Heroic	No change	+25 Vitals / hero	+4	+4	+2	Harvest -3
Epic	No change	+50 Vitals / hero	+6	+6	+3	Harvest -4, Acquire Amount +1

1 2 3 4 5 6 7 8 9 10

1 2 3 4 5 6 7 8 9 10

Game Difficulty Modifiers: Increasing the Game Difficulty alters the game in many ways. Your opponents gain bonuses and the group may gain penalties.

GAME DIFFICULTY	Passive Abilities	Encounter & Boss Vitals & Damage		Damage	Stat Test Penalty	Resource Rewards
		❤/⚡/💰	⏳			
○ Starter	See Rule Book	Reduce Vitals by ❤	-2 (min. of 1)	-1 (min. of 1)		No change
○ Easy	No change					
○ Moderate	No change	+5 Vitals / hero	+1	+1	No change	Harvest -1
○ Difficult	Bosses gain Difficult Passive	+10 Vitals / hero	+2	+2	+1	Harvest -2
○ Heroic	No change	+25 Vitals / hero	+4	+4	+2	Harvest -3
○ Epic	No change	+50 Vitals / hero	+6	+6	+3	Harvest -4, Acquire Amount +1

Passive Abilities: While playing on Starter, opponents do not gain Defensive Keywords (**Evasion**, **Immune**, **Negate**, **Reflect**, **Block**, **Defend**, or **Counterattack**). Their actions are otherwise unaffected. Starting at Difficult, Bosses 💀 may gain an additional Passive Ability, as shown on the bottom of their placard. Some Bosses do not have a Difficult Passive Ability to gain.

Encounter ⚔ & Boss 💀 Vitals & Damage*: Encounters ⚔ and Bosses 💀 Vitals and Damage are affected by the Game Difficulty. Outlast is affected differently than Health, Energy, and Influence. Reduce or increase all opponent Vitals by the amount shown. Ally and Escort Vitals remain unaffected, even if they are an Encounter ⚔. Reduce or increase all Encounter ⚔ and Boss 💀 damage by the amount shown. Encounters ⚔ controlled by heroes also gain this damage bonus. Note that these modifiers do not affect Siege Opponents 🌾.

Stat Test Penalty: Starting at Difficult, all heroes gain a penalty to all Stat Tests made equal to the amount shown.

Resource Reward: Starting at Moderate Difficulty, the group gains bonuses to the Harvest Keyword. Whenever you roll a Core die to Harvest, reduce the roll result by the amount shown. At Epic, the group's Acquire Amount also increases by 1.

Combat Round Overview

① Declaration Phase

- Each player selects an action their hero will use during the combat round and spends any Energy necessary to activate it.
- Player actions occur in any order, they interact at the same time.
- You do not need to specify a target if your action requires one.
- One player should record all numbers on the Battle Mat.

② Opponent Phase

- The Encounter ⚔ or Boss 💀 action is determined randomly, using the 🎲 Hex die.
- Determine the target(s) and damage dealt.

③ Resolution Phase

- All actions occur in any order, they interact at the same time.
- Determine any Favored Opponent effects this round.
- Record damage dealt to both the heroes and their opponent(s).
- Apply Conditions, if any.

↻ Next Combat Round

⟨1⟩ Declaration Phase

- Each player selects an action their hero will use during the combat round and spends any Energy necessary to activate it.
- You do not need to specify a target if your action requires one.
- One player should record all numbers on the Battle Mat (see page 94).

The Four Abilities

Attack: When declaring the use of your Attack Ability, also choose a type of Vital to affect in the Resolution phase, as indicated by the Vital icons shown on your Attack Ability.

If you choose to affect an opponent's Health 💜, Energy ✊, or Influence ⛓, your hero will inflict the chosen type of damage equal to your Attack rank. If you choose Outlast ⧗, you modify (raise or lower) the Outlast value by 2. You may choose the type of damage dealt each time you use the Ability.

Defend: When declaring the use of your Defend Ability, your hero gains **Defend** equal to your rank until the end of the round. You may also use an item while Defending (see next page).

Masteries: When declaring the use of either your First or Second Mastery, refer to that section of the Role placard. Each Mastery is unique to each Role and costs one or more Energy to activate. Masteries only deal the type of damage specified in their description (you may not alter the damage type, even if your basic Attack is used by the Mastery).

Some Abilities offer choices on how they can be used. In these situations you do not need to immediately specify how you're using the Ability. For example, the Spear Master can simply say "I'm using Sōjutsu" and wait to choose how it is used during the Resolution phase.

Vital Icons

💜 *Health*　　✊ *Energy*

⧗ *Outlast*　　⛓ *Influence*

Example: The hero shown above may use their Attack, Superior Tactics, to deal 5 Health, 5 Energy, 5 Influence, or reduce an opponent's Outlast by 2 (not all four at once).

Target Types: Heroes and opponents have various Abilities and actions that can affect each other in unique ways. The various types of Targets are defined below.

Target

A target may be any character involved in game play, including (but not limited to): opponents, heroes, and allies.

Opponent

Any foe who means to harm the group. This includes Encounters ⚔, Bosses 💀, and Siege Opponents 🗡.

Group

All members of the group, including heroes and allies.

Hero

A hero is considered to be any living hero controlled by a player. An Ability or effect which targets a hero can only affect heroes.

Ally

An ally is any other member of a hero's group (i.e. other heroes, Escorts, or Summons). An Ability or effect which targets an ally cannot target yourself.

Calculating Effects: During this phase of combat, you will be calculating the effects of your action. Heroes who are damaging an opponent will declare the damage dealt and record it on the Battle Mat (see page 94). Those who are not damaging an opponent will apply the effects of their Ability during the Resolution phase.

Rounding Numbers: Unless otherwise specified, anytime an action or result is halved or cut into a fraction, round down to a minimum of 1.

Additional Hero Actions

Racial Abilities during combat: Heroes may use Racial Abilities during any phase of combat, so long as they can pay its cost, without interrupting their action for the round.

Using an Item during combat: Using the Defend action allows heroes to use a single **Item** on themselves, an ally, or give another ally a single **Item**. Heroes who use or give an **Item** are still Defending (it does not replace the Defend action). Heroes do not need to specify that they're using an **Item** until the Resolution phase of combat. Food is considered an **Item**, and a number of units up to your hero's Food Rating can be consumed in combat, if necessary.

Fleeing from combat:
During the Declaration phase of combat, heroes who wish to Flee must roll their Navigate with a -2 bonus to the roll.

If successful, they leave combat after the Declaration phase (and thus cannot be targeted).

If unsuccessful, they may only Defend this round. Each round they attempt to Flee, they gain an additional -2 bonus to the roll (thus making it easier).

Each hero must Flee in order for the group to Flee. Once all heroes have fled, or combat ends, the group Wanders (see page 55).

Heroes who Flee may not re-enter combat and do not receive any rewards, even if the opponent is defeated by other members of the group. If you face an opponent you've previously Fled from, their Vitals are reset to full.

Bribing Opponents:
Some opponents may be Bribed before combat begins. These opponents have a Bribe icon next to their Vitals.

The number indicated in the icon is the Gold amount each hero must spend in order to avoid fighting the opponent. Successfully Bribing an opponent ends combat, though this does not defeat them; the heroes do not receive any combat rewards. You may choose to shuffle Encounters ⚔ the group successfully Bribes back into the deck.

Bribery Proficiency:
Some Roles have a Gold icon displayed next to their Defend Ability. These Roles may roll a Defend Stat Test before combat begins when facing an opponent that can be Bribed.

If the test is successful, they can reduce the total amount of Gold required to Bribe an opponent by their Defend rank (to a minimum of 0 Gold). If the Bribe is reduced to 0, the opponent is successfully Bribed.

Bribery Proficiency

Facing Opponents with Influence:
Some opponents may have an Influence Vital 🔗. **Healing** these opponents affect them in your favor.

Influence Vital 🔗 **18**

In addition to reducing their Health to 0, you may vanquish an opponent with an Influence Vital by reducing their Influence value to 0.

To do this, **Heal** the opponent using your Abilities or **Items**. When the group **Heals** (Health or Energy) an opponent with Influence, it will not restore their Health or Energy Vital. Instead, it reduces their Influence value by an equal amount of the **Healing** they receive.

Healing effects that Influence an opponent are not reduced by their **Block** or **Defend**. Unless otherwise stated, opponents cannot affect their own Influence value while **Healing** themselves. The group gains rewards normally for vanquishing an opponent using Influence.

Facing Opponents with Outlast: Some opponents may have an Outlast Vital ⧗. Outlast acts as a combat timer for certain events. For Swarms and Hordes, Outlast represents the length of time it takes the heroes to gain the upper hand in combat and achieve victory.

Stat Tests Available: Opponents with an Outlast value may have 3 stats shown under the Outlast value. During the Declaration phase as a hero's action for the round, heroes may choose one of these available stats to roll a Stat Test against in order to reduce (or sometimes increase) the Outlast value.

Stat Test Immunity: Each round of combat, each hero may choose to roll one stat that matches one of the 3 Stat Tests available (shown under the Outlast value).

Rolling this Stat Test becomes the hero's only action for the round.

Stat Test Result	
Success	-1 Outlast
Critical Success	-2 Outlast

- If the Stat Test is successful, reduce Outlast based on the type of success (shown at right). Additionally, each hero who succeeds on a Stat Test that matches the opponent's action is immune to the action that matches the Stat Test rolled this round.
- If the Stat Test is unsuccessful, the hero will suffer the full effects of their opponent's action.

Using Other Abilities while Facing an Outlast Opponent: Heroes may choose to use their Defend or Masteries instead of rolling a Stat Test when facing an opponent with Outlast. If the opponent cannot suffer Health or Energy damage, effects that would normally damage them are ignored. All other effects may still apply (such as **Defending** damage, **Healing** or **Raising** Vitals, decreasing the damage your opponent deals, etc).

Automatic Outlast Reduction: Unless otherwise specified, opponents with Outlast lose 1 Outlast automatically during the Resolution phase of each round of combat.

② Opponent Phase

- Opponents differ in the number of combat options available to them. Encounters ⚔ have 3 options while Bosses ☠ have 6.
- Roll the Hex die each round of combat and consult the action key to determine what action your opponent takes.
- If the action rolled requires Energy, they spend the action's Energy cost this phase. If the opponent doesn't have enough Energy, their action defaults to another action (see pages 63 andpage 91).
- If the group faces more than one opponent, roll the action die once for each opponent in any order.
- Determine Individual targets, if any, during this phase.

Opponent Targeting

Opponent actions may target Individual (Single, Dual, Triple, or Multi-Target) targets, or Group targets.

Individual Targets: Single, Dual, Triple, or Multi-Target

Actions that affect individual targets. Target dice are rolled to determine the target(s). In a Dual/Triple target attack, the highest 2 or 3 Target dice, respectively, are the attack's targets. Each target may only receive 1 individual attack per round per opponent, unless otherwise stated. Multi-Target attacks will specify how to determine the targets.

Group Targets

Actions that affect each hero and all allies. Target dice are not rolled for group attacks.

Target Dice

You may need to determine a target for an opponent's action (or in other situations). Each group member (heroes and allies) rolls a Core die and applies any applicable modifiers. Compare your result with the others. The one with the highest roll becomes the target of the game effect that called for one. In the case of a tie, the ones who tied roll again (without modifiers) until a target is chosen. When choosing multiple targets, the highest rolls become the targets; reroll as needed to break ties.

⟨3⟩ Resolution Phase

- Group and opponent effects take place at the same time during this phase.
- Heroes and opponents select any unselected targets (if any) for their actions as well as any unique choices provided by a Mastery that was used and all remaining action results are tallied (damage is dealt, **Defended** against, **Healed**, etc).
- Resolve any/all actions in any order you choose.
- When facing multiple opponents, each of their actions will resolve separately in any order.
- Conditions are applied at the end of the Resolution phase after all damage is dealt.
- Combat resumes with the start of a new round and continues until the opponent(s) or heroes are defeated.

Resolving Damage & Conditions

Effects that reduce damage are calculated first. Then all remaining damage and **Healing** are calculated into one total. The final result is then applied to the target.

Resolve all damage to each group member and opponent(s) as necessary.

Conditions are applied at the end of the Resolution phase after all damage is calculated.

Hero / Opponent Defeat

If a group member or opponent drops to 0 Health or less, they are in danger of dying. If the combat phase ends (and moves into another phase) and they remain at 0 Health or less, the hero or opponent dies. It is possible to drop below 0 Health and in the same combat phase be brought back above 0. For instance, if a hero is reduced below 0 Health and is **Healed** to 1 Health or more during the Resolution phase in the same round, the hero remains alive. In these cases the hero, or opponent, has escaped death. It is possible to suffer damage and die during any phase of combat.

Negative Vitals

When a combat phase ends, any negative Vital values are brought back to 0.

Combat Example

The Samurai and the Sage face a **Dangerous** Graveler ⚔ while playing on Easy difficulty. The Sage has Favored Opponent against Magical Nature opponents.

Record their Vitals: The Graveler has 20 Health and 17 Energy (10/7 base + 5 per Vital per hero for **Dangerous**) is recorded on the Battle Mat.

Look for a Passive: We see the Graveler has a Passive. The players take note.

Declaration phase: The heroes each declare their actions, in any order they wish.

The Samurai chooses to use Kenjutsu (his First Mastery). It's rank is 8, costs him 1 Energy to use, and it may be used in many ways. He does not declare how it will be used at this time.

The Sage has Favored Opponent against Magical Nature Opponents. She decides to wait to roll this damage until the end of the round. She uses her Passive to give the Samurai Favored Opponent to Earth Opponents. She also uses Resonance (her First Mastery) to Heal a target. She spends 3 Energy (2 for the Passive and 1 for her Mastery). She does not yet select the target to **Heal**.

Opponent phase: The Hex die is now rolled to determine how the Graveler acts.

The result is a 3. This is a Mastery, which consumes 3 Energy to use (record this Energy reduction on the Battle Mat). One player reads the action. The group will suffer 3 Earth damage (2 Base + 1 for **Dangerous**) and each hero will roll Navigate. The heroes who fail this roll will be **Slowed**. Because this is Earth damage, if any hero has Water **Attuned**, they would have **Weakness** to this damage and would suffer an additional Hex die worth of damage from this attack.
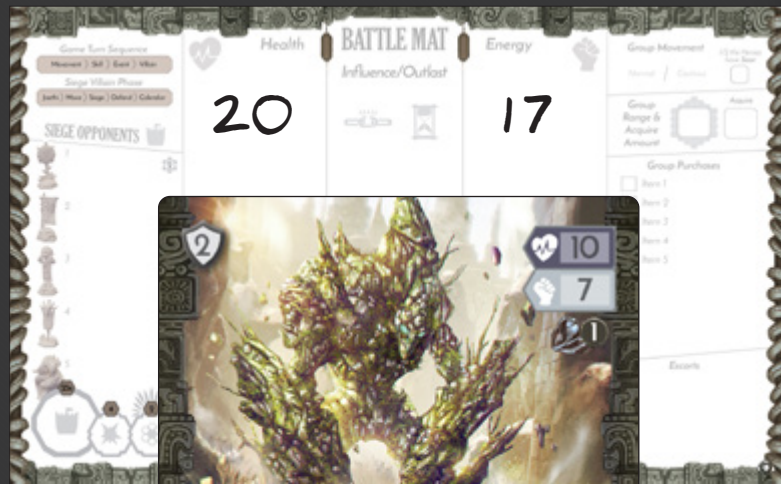
Resolution phase: Now the heroes discuss their battle plan, choose any of their unchosen actions, and roll their necessary Stat dice (Navigate).

Each hero rolls thier Favored Opponent dice at this time and they target Health. The roll results are 4 and 1, for a total of 5 Favored Opponent Health damage. This number is written in the bottom of the Battle Mat damage section (it cannot be reduced).

The Samurai decides to use Itto-ryu, to gain **Counterattack** against the Graveler's action. He has used his rank 4 and 6 bonuses to improve Itto-Ryu twice. He deals 8 Health damage to the Graveler (half Kenjutsu's rank of 8 equals 4, plus 4 from each of the 2 rank improvements).

The Sage uses Resonance on herself, to ensure she does not die from the Graveler's incoming attack. Her Health is Healed accordingly.

Each hero rolls their Navigate. The Sage succeeds but the Samurai fails.

Damage is now tallied. The Samurai and Sage suffer 3 Earth Health damage from the Graveler's attack. The Sage reduced this damage to 0, so suffers none. The Samurai suffers full damage.

The Graveler has Block 4, so this reduces the Samurai's damage accordingly. It suffers 9 Health damage and 3 Energy damage. This is not enough to vanquish it. The player controlling the Battle Mat records the new Vital values for this opponent (11 Health and 14 Energy).

Finally, the **Slowed** Condition is applied to the Samurai. An opponent remains alive, so a new round now begins.

Hero Death

- When a hero dies, other alive heroes gain access to a dead hero's backpack, Gold, and Food, at any time outside of combat, or during combat while performing a Defend action.
- Gold, Food, or Items a dead hero would receive as a reward are divided between the other heroes outside of combat. Power Up rewards are still taken by dead heroes, but they are kept face down until the hero is Revived.
- The game is not over if all heroes die in MoG. If all heroes are dead, play only the Villain phase each turn until the group Revives.

Creating New Heroes

Players may create a new hero if one has died. The new hero begins with 10 Gold, 3 times their Food Rating in Food, and 3 Power Ups per Stage Number. They join the group after the Skill phase the next time the group arrives in one of the following game locations: City-State, Temple, Settlement, Antiquity Site, Tower, or Fortress.

Reviving Heroes

In the Mountains of Godai, heroes are automatically brought back to life. Certain **Items**, Treasures, or Hero Masteries can also bring a dead hero back to life.

Stage Revival: Heroes who die are automatically **Revived** in a 🔔 City-State of their choice after a number of Game Turns have passed equal to the current Stage number. Heroes Revived in this way Revive during the Movement phase of that turn and may rejoin any alive heroes when they are in Range of the chosen 🔔 City-State.

Each City-State gives a different **Gear Upgrade** bonus when the hero is Revived. See the City-State Placard for detail.

If all heroes have died, remove the group miniature from the board and continue play only with Villain phases. The group must choose a ⬡ City-State to Revive in and wait a number of Game Turns equal to the current Stage number. Note that the waiting period of only playing the Villain phase will extend into the start of the next Harvest Stage if it must. When the group Revives, place the miniature on any hex of the chosen ⬡ City-State and continue in the Movement phase of that Game Turn.

> **Stage Revival Example:** It is the Harvest Stage of the second Siege Wave and three of the four heroes have died.
>
> During the Movement phase of the Game Turn two turns from this one, the heroes who have died will be Revived in a City-State of their choice and will rejoin the group when the alive hero is in Range of the City-State selected.
>
> If the last hero would have perished, the group would Revive in a City-State of their choice and the Villain phase of the next two turns would continue to be played until the group Revives. The normal game sequence is then reestablished in this Movement phase.

REWARDS

Rewards

- Heroes will earn great rewards as they face Jaethi's armies.
- Unless otherwise stated, non-hero Escorts do not earn rewards.
- Rewards come in two broad categories: Group and Single Rewards.

Distributing Rewards

Anytime a Single Reward is earned, each hero will roll target dice (see page 102) to determine who receives it. Some players enjoy distributing rewards after they've been drawn or to assign Single Rewards or drawn Power Ups to specific heroes. Feel free to adopt this rule in your games, if desired.

Power Up Deck

The **Power Up** ⊞ deck contains many different types of Power Up cards. Heroes gain access to the Power Up deck by completing Commissions, vanquishing Opponents, and in many other situations. When the group gains access to this deck, each hero draws their own card (unless otherwise noted). Gain the bonus on the card and then place it in the discard pile (unless the card specifies to hold on to it). Each time the Power Up deck has been expended, increase the Game Difficulty by 1 and then reshuffle the deck to be used again.

Elemental Power Ups: Roll the associated Element die to gain an Element when a hero draws this card (see the Elements placard). If you gain an Element, you may chooset to **Augment** it to your hero immediately or add it to the Stockpile.

Resource Power Ups: Like cards found in the Harvest deck, Power Ups with a Resource reward also increase the group's Stockpile by the Resource type and amount shown.

Group Reward

Determined by the reward type, a Group Reward may be given once to the group or once to each hero.

Single Rewards

Only one hero will receive a Single Reward. In single hero games, the hero gains all rewards listed.

Elemental & Resource Ribbons

Group Reward Types

Each hero gains these rewards:

Reward	Description
+	Unless otherwise specified, each hero gains the number of Power Up cards shown.
X (Gold)	Each hero gains Gold equal to the amount shown.
X (Food)	Each hero gains Food equal to the amount shown.
(Gear)	Each hero gains 1 **Gear Upgrade**.

The group gains this reward once:

Reward	Description
X	Gain Platinum equal to the amount shown. Add to your Stockpile.
(Elemental dice)	Roll the Elemental Die shown to gain an Element (see page 47). If you gain one, add to your Stockpile.
(Elements)	Gain the amount and type of the Element shown. Gain 1 if there is no number recorded. Add to your Stockpile.
(Resources)	Gain the amount and type of the Resource shown. Gain 1 if there is no number recorded. Add to your Stockpile.
X (Portal)	The designated Portal is now destroyed. Place a Destroyed Portal Token (see page 9) on the Portal with the matching number.

Single Reward Types

Roll target dice (see page 102) or choose one hero to determine who receives these rewards:

Reward	Description
(Stat)	These bonuses are stat rank increases and match one of the 9 hero stats. Unless otherwise specified, these are always Single Rewards.
(Gear)	One hero gains a **Gear Upgrade** of their choice. Unless otherwise specified, these are always Single Rewards.
Item	An item or a number of items are gained. Unless otherwise specified, these are always Single Rewards.
Other	Sometimes a reward may be a specific card (like a Treasure). Unless otherwise specified, these are always Single Rewards.
Wielder Bonus	Sometimes a Treasure or Legendary card grants a Wielder Bonus. These are always considered to be **Items**. While the wielder carries it, they gain the rank bonus shown. Unless otherwise specified, these are always Single Rewards.

Opponent Rewards

If the heroes defeat their opponent(s), they'll gain the reward shown on the card or placard. Opponent rewards may be Group Rewards or Single Rewards.

If unspecified (for instance on Encounter cards), see the Rewards Type tables on the previous page to determine what rewards the group has earned.

Example 1: The group has vanquished Asura ⚔.

Each hero will draw their own Power Up, and the group will recieve the Resource Reward.

They will add 2 Essence and 2 Sky Metal to their Stockpile.

Example 2: The group has vanquished Atlecuhtli 💀.

First, we examine the Group Reward. The group erases one bubble on the Calendar and then places a Destroyed Siege Portal token on Siege Portal 4. Each hero draws 2 Power Up cards and gains 5 Gold and 5 Food.

Next, we examine the Single Rewards. The group rolls Target dice. The hero with the highest result gains the +3 Attack rank, and the target with the next highest result gains 3 Viper Potions.

Example 1: Encounter Reward

Example 2: Boss Reward

Index