



# LEVIATHAN WILDS™ RULEBOOK



# OVERVIEW

Long ago, the once-gentle leviathans lost their minds and tore the world apart. After generations of hiding and struggle, humanity discovered that the frenzied leviathans could be restored. Climbers willing to take the risk must explore the wilds and work together to heal the leviathans roaming the world.

**Leviathan Wilds** is a 1-4 player, boss-battling board game about climbing and saving massive creatures. Using a spiral-bound scenario book, players climb, jump, and glide across 17 unique leviathans, each with its own map and special rules.

# CONTENTS



8 CLIMBER FIGURES



1 SPIRAL-BOUND BOOK OF LEVIATHANS  
(17 LEVIATHANS)



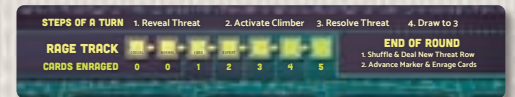
12 DICE  
(6 PURPLE, 6 TEAL)



4 PLAYER BOARDS



2 ATTACK MARKERS



1 THREAT BOARD



22 CLIMBER CARDS &  
72 CLASS CARDS



12 INJURY CARDS



107 THREAT CARDS &  
17 STORY CARDS



9 TRACKING CUBES  
(4 RED, 4 TEAL, 1 PURPLE)



11 CLIMBER & CLASS  
TOKENS



4 FOCUS TOKENS



16 MUSHROOM TOKENS



16 SCENARIO TOKENS

# KEY CONCEPTS

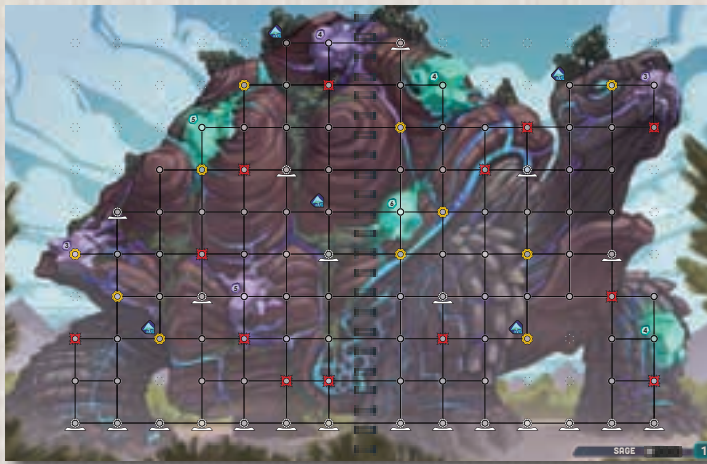
## CLIMBERS

In *Leviathan Wilds*, players cooperate as a crew of skilled and daring climbers: specialists in healing frenzied leviathans. Each climber has a figure to track their position on the map and uses a unique deck to represent their capabilities.



## LEVIATHANS

In each game, players challenge **any of the 17 leviathans**, each using a map created by the leviathan book lying open on the table (horizontal or vertical).



## BINDING CRYSTALS

Each leviathan is covered in a number of binding crystals: the cause of their sickness and frenzied behavior.

The binding crystals are tracked on the map by six-sided dice of two colors, used to indicate the **quantity** of crystal in that space.



## THREAT CARDS & MAP

Each leviathan has a unique deck that represents its attacks and other effects. Additionally, certain types of map spaces cause a variety of effects, such as health loss or falling.



## FALLING

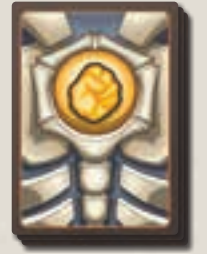
Climbing is risky, and certain effects cause you to fall downward until you reach a ledge.



LEDGE

## CLIMBER DECK

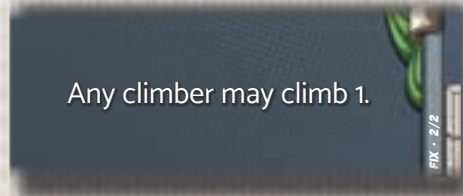
During setup, each player “shuffle-builds” their deck by combining the cards from **any one character and any one class**.



## MULTI-USE CARDS

During play, cards from your deck have multiple uses:

- **Action Points:** During your activation, you play 1 card for its action point (AP) value. AP is used to traverse the map, remove crystals, recover health, etc.
- **Skill:** The bottom half of each card features a unique skill. Skills provide a variety of effects, including movement, striking, and support effects.

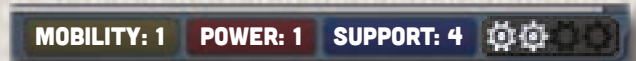


You can play a skill from your hand **at any time** as long as it does not interrupt another effect.

- **Grip:** The cards remaining in your **deck** (not including those in your hand), represent your climber's grip. When your deck is empty, you lose your grip and fall.

## ATTRIBUTES & COMPLEXITY

To help guide setup choices for your play group, attributes and complexity ratings are included on many components



Attributes indicate the types of effects featured in a character or class. They include mobility (movement), power (attack and defense), and support (assistance).

Complexity (gear icon) indicates the density of additional rules, components, and required strategy that a character, class, or leviathan may feature.

# LEVIATHAN SETUP

## 1. CHOOSE LEVIATHAN

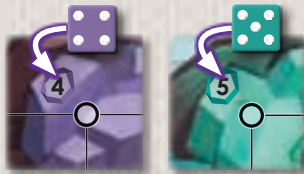
Flip through the leviathan book and choose **any leviathan** to face. Collect all cards in its set (they are numbered in the lower right).

If this is your first game, choose the Sage (leviathan #1).

## 2. PREPARE MAP

Place the **leviathan book** on the center of the table, horizontal or vertical, based on the orientation of the leviathan's name.

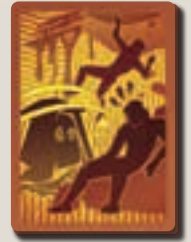
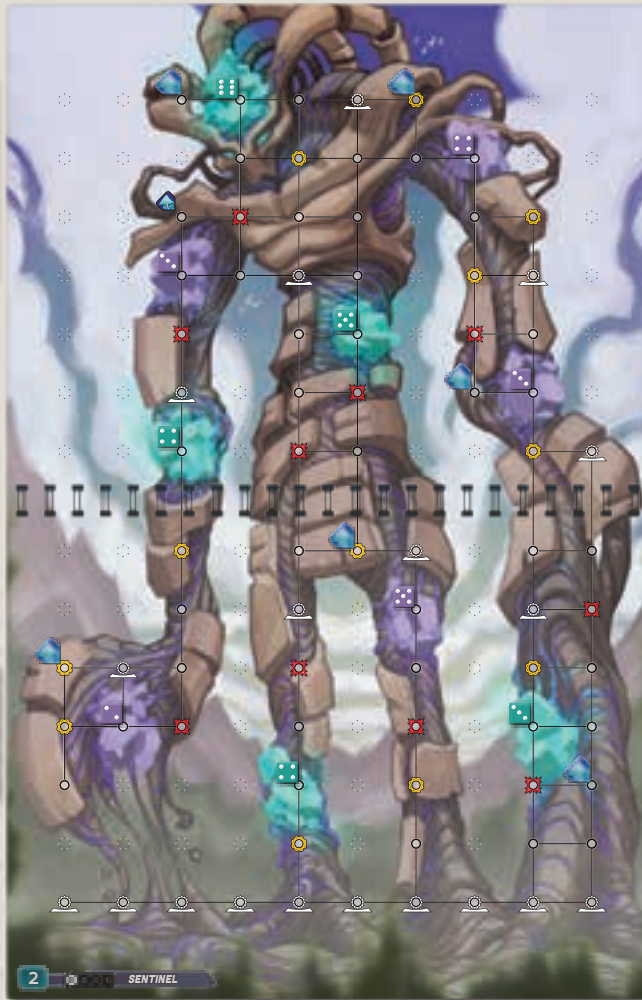
Place the purple (normal) and teal (blighted) **dice** on their map spaces with the indicated number showing.



Take 6 random **mushroom tokens** and place 1 facedown on each matching space. Return the rest to the box.



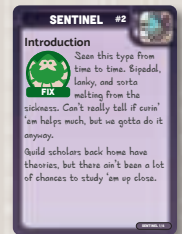
Place the **attack markers** and the shuffled **injury deck** facedown near the map.



INJURY DECK

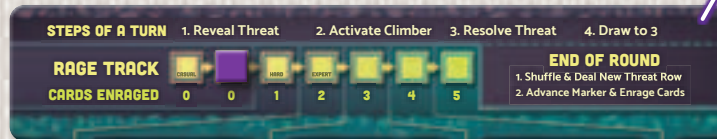


ATTACK MARKERS



STORY CARD

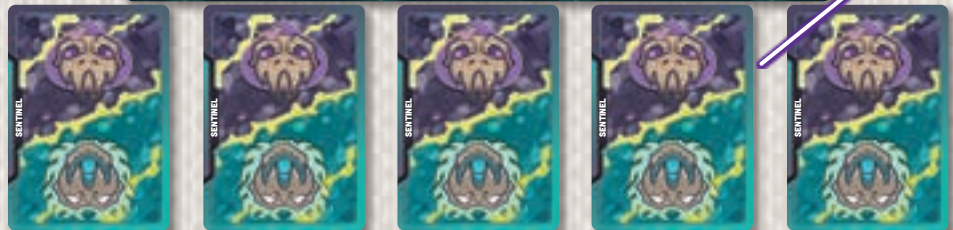
THREAT BOARD



THREAT CARDS

## 3. PREPARE THREAT

Place the **threat board** below the map.

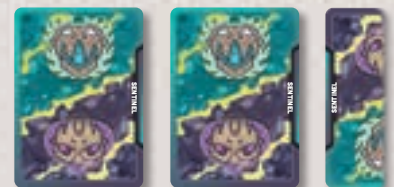
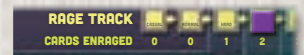


Place the **story card** near the map. If the set contains **scenario cards** (rules text on both sides), place them near the map, then **resolve any "Setup" instructions**.

Shuffle the **5 threat cards** (common purple and teal back). Deal them facedown in a row below the threat board, purple ends upright.

## 4. CHOOSE DIFFICULTY

Choose Casual, Normal, Hard, or Expert, and place the **purple cube** (threat marker) on the matching space of the threat board.



EXPERT DIFFICULTY

**Normal is recommended for your first game.** If you choose Hard, rotate the left-most card 180 degrees (teal end upright). If you choose Expert, rotate the two left-most cards.

# CLIMBER SETUP

## 1. SHUFFLE-BUILD CLIMBER DECKS

Each player chooses **any character set** and **any class set**.



Set aside the two cover cards, then ensure you have all of the action cards for each set (they are numbered along the right side).

Shuffle the action cards from both sets together to create **your deck**.



## 2. PREPARE PLAYER BOARDS

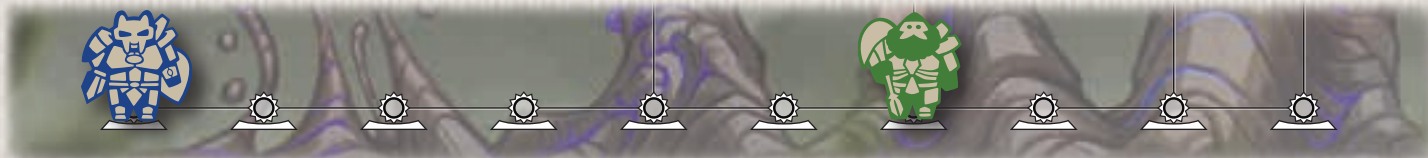
- Each player takes 1 **player board**.
- If there are any “Setup” rules on the back of your character cover card or your class cover card, resolve them.
- Place the **character cover card** on your board in its slot (art side faceup) and the **class cover card** below your board.
- Place 1 **red cube** (health marker) in the “8” space of the track and 1 **teal cube** (blight marker) in the “0” space.
- Place 1 **focus token** facedown in its slot on your board.
- Place your shuffled deck to the left of your board, then **draw 3 cards**.



## 3. PLACE CLIMBERS

Randomly choose a climber to take the first turn.

In clockwise order starting with that climber, take your **matching climber figure** and place it on any space on the starting row of the map (most often at the bottom).



STARTING ROW OF MAP

## 4. READ INTRODUCTION & BEGIN PLAY

Read the introduction text on the leviathan story card, then proceed with the first turn of the game.

# PLAYING THE GAME

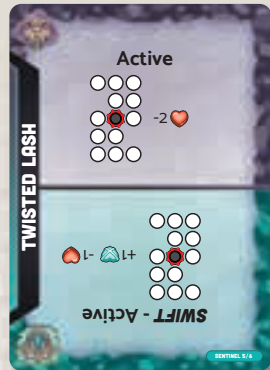
Take turns in clockwise order, following these 4 steps (also shown on the threat board):

1. Reveal Threat
2. Activate Climber
3. Resolve Threat
4. Draw to 3

## 1. REVEAL THREAT

Flip over the **left-most facedown card** in the threat row.

The threat card shows how the leviathan is going to attack or harm you, but **the effect does not resolve until later in the turn**, giving you a chance to react.



Each threat card has a **normal** end (purple) and an **enraged** end (teal). You always resolve the “upright” end of a threat card, ignoring the upside down end.



NORMAL

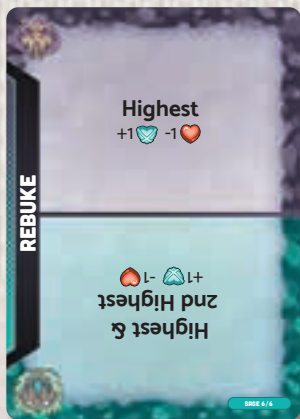


ENRAGED

Which threat cards are normal or enraged depends on the current position of the threat marker (see “End of Round” on page 7).

## EVENTS

Most threat cards specify a target climber, such as “Active” (the climber taking their turn) or “Highest” (the climber farthest from the bottom row of the map), followed by an effect. When the threat card resolves, the target (or targets) suffers the effect.



Keep in mind that the target of the effect can change between revealing and resolving (e.g., the current highest climber might not be highest after you activate).

## ATTACKS

Some threat cards are attacks, featuring area of effect diagrams. When you reveal an attack, place an attack marker around the specified target on the board.

The attack marker is the point of origin. Anyone caught in that space or any of the spaces highlighted in the diagram suffers the listed effects of the attack when it resolves.



The attack marker is placed around Fix, who is the “active” climber for the turn.

Fortunately, **the attack marker does not move after being placed**; any climbers in the area have the chance to scramble out of the way before the attack lands.

## OTHER POINTS OF ORIGIN FOR ATTACKS

Certain attacks use non-climber points of origin (crystals, scenario features, etc.). Since those are already “marked” on the map with icons and tokens, the attack markers are not used.



## MULTIPLE ATTACKS

Some attacks use multiple markers and/or other points of origin. Even if you are in overlapping attack areas, **you suffer the effect only once**.

## THREAT KEYWORDS

Threat cards frequently make use of keywords (e.g., push, swift) as shorthand for detailed rules (see “Keywords” on page 13).



## 2. ACTIVATE CLIMBER

After revealing the threat card and placing any attack markers, choose and play 1 card from your hand to the top of your board.

The card generates a number of action points (AP) equal to the value shown on the top left of the card.

Spend your AP to do actions (described in detail on page 8). You can mix, match, and repeat any actions until you run out of AP or choose to end your activation.

When your activation ends, place your AP card faceup in your discard pile.

- When using a card for AP, **the skill effect on the bottom half is not resolved.**
- If your card has one or more protection icons (   ) below the AP value, you are protected from the matching effects **during your activation** (see “Terrain & Map Effects” on page 10).
- You cannot save unspent AP to use later.

### EMPTY-HANDED

It is rare but possible for you to have no cards in hand at the start of your activation. If this happens, instead of playing a card for AP, **you automatically generate 2 AP with no protection icons.**



## 3. RESOLVE THREAT

After activating, resolve the effects of the threat card revealed earlier in the turn.



If a threat card has multiple effects, they are always resolved from top to bottom and left to right.

## 4. DRAW TO 3

After resolving the threat card, you (**and only you**) discard as many cards as you wish, then draw from your deck until you have 3 cards in hand.

If your deck runs out while drawing, **you do not reshuffle it.** Instead, you fall (see “Falling” on page 10).

### HANGING BY A THREAD

In order to avoid falling, you may choose not to draw the last card from your deck.

## END OF ROUND

After you finish your turn, if all cards in the threat row have been revealed and resolved, **the round ends.** When the round ends, follow these steps:

### 1. SHUFFLE & DEAL NEW THREAT ROW

Shuffle the threat cards and deal them facedown in a row below the threat board, normal ends upright.

### 2. ADVANCE MARKER & ENRAGE CARDS

Advance the threat marker 1 space to the right along the track. Then, enrage a number of cards equal to the current value on the track, **from left to right.**

### ENRAGING CARDS

When a threat card is enraged, rotate it 180 degrees so that the enraged end (teal) is upright.

When enraged cards are revealed and resolved, the enraged end will be upright (and the normal end ignored).



## NEXT PLAYER'S TURN

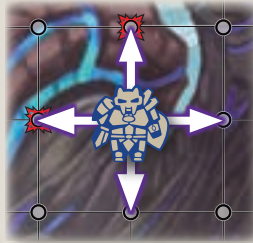
Whether or not the round ended, the next player in clockwise order takes their turn: revealing the next facedown threat card (left-most) in the row, activating their climber, and so on.



# ACTIONS

## 1 AP: CLIMB 1

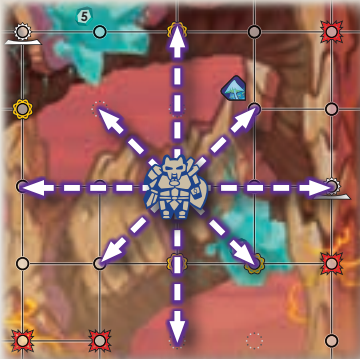
Move your figure to an adjacent space. This movement is orthogonal (up, down, left, right), not diagonal.



## 3 AP: JUMP 2

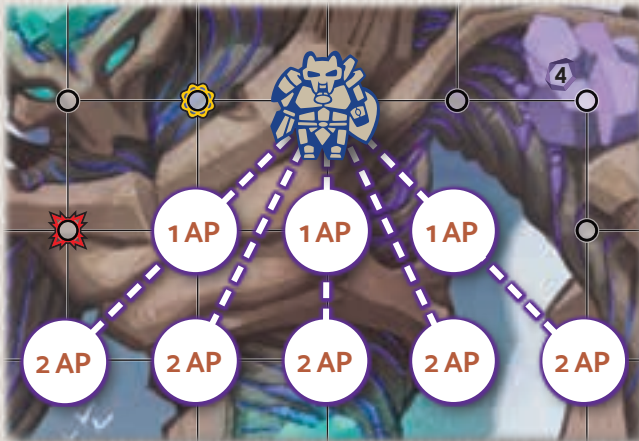
Move your figure directly to a space within 2 spaces (counted orthogonally).

You enter the space you land on (not the one jumped over). This lets you cross gaps without falling, avoid harmful terrain, and so on.



## X AP: GLIDE X

Move your figure directly to a space based on the AP you choose to spend. Count the spaces down and/or down-diagonal. Like jump, you only enter the space you land in, ignoring any you glide over.



## X AP: STRIKE X

Reduce binding crystals on your space equal to the amount of AP you choose to spend. Reduce the number on the die accordingly. If it reaches 0, the crystal breaks, and the die is removed from the map.

If you strike a blighted crystal (teal die), you gain 1 (blight). See “Blighted Crystal” on page 10 for details.

## 2 AP: REST

Shuffle your discard pile and place those cards **under your deck**. You must be on a ledge.



When resting, do not shuffle your AP card along with your discards.

## 1 AP: MEND 1

Gain 1 (health). You **do not** need to be on a ledge.

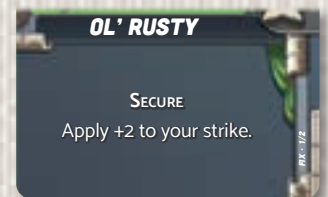
# ANYTIME ACTIONS

Anytime actions include using skills, letting go, foraging, and a few actions specific to certain leviathans. They can be triggered **at any time**, including between actions of your turn or another climber’s turn, or just before a leviathan threat effect.

Anytime actions cannot interrupt other effects (e.g., threat cards or other anytime actions).

## USE SKILL

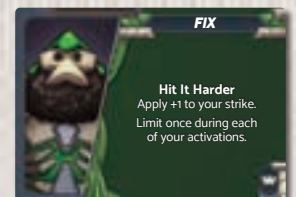
Each card in your deck has a skill (bottom half). When you play a card for the skill, resolve the effect, then place the card faceup in your discard pile.



AP values and protection icons have no effect when a card is played for its skill.

## CHARACTER SKILLS

Your character card also has a unique skill that is always available to be used as long as costs and conditions are met.



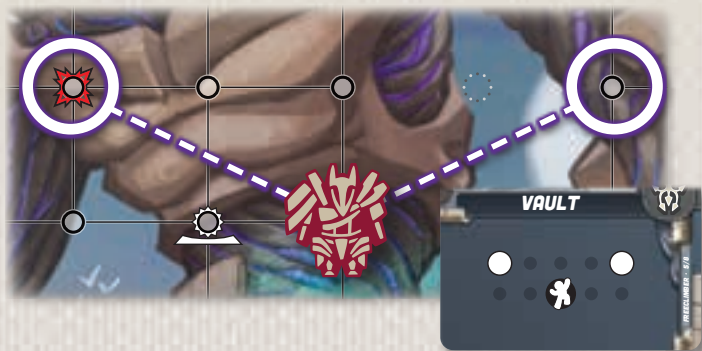


## SKILL KEYWORDS

Skills with action keywords, like climb or jump, follow the rules of the action. Some skills make use of other keywords (e.g., anchor) as shorthand for detailed rules (see “Keywords” on page 13).

## JUMP SKILLS

Jump skills contain diagrams, letting you move directly from your space to one of the highlighted spaces.



## LET GO

You can choose to let go and begin falling (see “Falling” on page 10).

## FORAGE

Each map has several mushroom tokens, each containing a single-use skill effect.



As an anytime action, you may:

- **Pick Up:** Place a mushroom from your space faceup in your play area. There is no limit to the number you can carry.
- **Use:** Discard a mushroom from your play area to use its skill effect. See the “Mushroom Guide” on the back of this rulebook for details on each mushroom.
- **Toss:** Give a mushroom to another climber within 3 spaces (counted orthogonally).

The climber “Cheer” interacts with mushrooms in additional ways (see “Cheer” on pg 14).

## HEALTH AND BLIGHT

Many game effects will cause you to lose ❤️ (health) and gain 💧 (blight), representing the amount of punishment that your climber can take.



When you lose ❤️, move the red marker on your board **to the right** equal to the amount lost.

When you gain 💧, move the teal marker on your board **to the left** equal to the amount gained.

The markers occupy the same track, and if they ever are in the same slot or cross over, you are defeated.

## DEFEATED

When you are defeated, your activation immediately ends (if applicable). Place all of your action cards in your discard pile, and place your figure and any other climber and class components on your board. You are eliminated from the scenario.

## LAST CHANCE

After any climber is defeated, the remaining climbers must quickly finish removing binding crystals from the leviathan, or they lose the game.

Continue with the remaining steps for the current turn (finishing an activation if necessary, resolving threat, drawing). Then, proceeding in clockwise order, each climber takes one more full turn, skipping any defeated climbers. After those turns, **the game ends, and all players lose.**

## GRIP

The cards in your deck (**not including your hand**) represent your climber’s 🍄 (grip). When you lose 🍄, discard that number of cards from the top of your deck faceup.

If your deck is ever empty, you fall (see “Falling” on page 10).

## GAINING GRIP

Some effects cause you to gain 🍄; take the indicated number of cards **randomly** from your discard pile. You may look at them, then randomize and place them **under your deck.**

## TERRAIN & MAP EFFECTS

Spaces on the map have different effects.



### NORMAL

Normal terrain has no additional effect.



### HARMFUL

When you enter harmful terrain, lose 1 ❤️ (health).



### DIFFICULT

When you enter difficult terrain, lose 1 🍷 (grip), discarding the top card of your deck.



### LEDGE

When you enter a ledge, you **may** stop falling. You must be on a ledge to rest.



### OPEN

When you enter an open space, you immediately fall.

## BLIGHTED CRYSTAL



When you **strike** a blighted crystal (teal die), gain exactly 1 💧 (blight) regardless of the strike amount.

You still gain 💧 when striking a blighted crystal that is not on your space (such as through ranged effects).

## PROTECTION ICONS

While activating, if your chosen AP card has 🍷, ⚠️, and/or 🍷, you are protected from the matching effect and do not suffer it.

This protection **does not apply to other effects** (e.g., threat cards and skill costs).



## FOCUS TOKENS

When your climber becomes focused, ready your focus token by flipping it faceup.

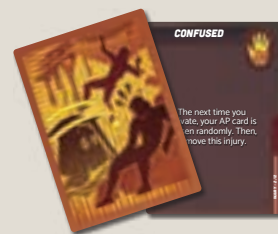


When you use **any skill** while focused, you may apply +1 to a numerical value on that skill. Then, exhaust your focus token (flip it facedown).

You cannot use focus to modify skill costs, such as 🍷 (grip) or 💧 (blight).

## INJURY

Certain game effects cause your climber to become injured, often indicated as “+1 Injury.” When this happens, draw a card from the injury deck and place it near your board.



Each injury applies its effect and can be removed as described. When an injury is removed, shuffle it back into the injury deck.

## FALLING

The common ways to start falling are:

- You enter an open space.
- Your deck is empty (i.e., you run out of grip). This applies **immediately and at all times**.
- You use the “Let Go” anytime action.

While falling, move down one space at a time **until you reach a ledge**.


- You are affected by terrain you enter while falling, but you do not suffer any penalty from the fall itself.
- Skills and other effects can be triggered during the fall **from any space** (including the starting space), but after they resolve you continue falling.
- You cannot spend AP while falling.
- While falling, you may ignore ledges and keep falling (except “through” the starting row).
- If you are already on a ledge when you start falling, you may immediately stop falling without moving.



## UNIQUE SCENARIO RULES


### KEYWORDS

Some scenario cards define new keywords that are often used with threat cards.

• **Fury X:** Move X random fury tokens from the supply facedown to this card. If the supply is empty, all climbers gain 1  instead.

### SCENARIO TOKENS

Some leviathans use a supply of special tokens. While the scenario card gives a thematic definition (e.g., “Frost” tokens), you create the token set with scenario tokens.

**SETUP**  
**Frost Tokens**  
• Create a supply of 3  per climber. These are frost tokens.  
• Each climber takes



Leviathans use tokens in a variety of ways, including certain color mixes and faceup/facedown placement: see the scenario card for details.

### MAP OVERLAYS

Some leviathans use cards that are placed directly on the map. These often use special rules, change terrain, or even move to different places.




An overlay is always placed in a way that aligns with specified map elements. When an overlay is on the map, it overrides any terrain under it.

Unless otherwise indicated by scenario rules, if an overlay moves, all game components on that overlay (climbers, attack markers, scenario tokens, etc.) move with it, staying in their respective spaces.

### CRYSTAL POOL

Some scenarios use crystal pools: a single larger crystal that a climber can strike from multiple spaces, using multiple dice to form a larger total value. If there is a crystal pool, **you must reduce it to 0 to win** (along with all other crystals on the map).

When you strike any space of the crystal pool, reduce the values on one or more of the dice, removing them as needed. If the crystal pool uses blighted dice, gain 1  (blight) each time you strike it.

## END OF THE GAME

### WIN - BREAK ALL CRYSTALS

When you remove the last binding crystal and resolve win conditions on the scenario card (if any), you save the leviathan and immediately win! Flip over the story card and read the conclusion.

### LOSE - FAILED LAST CHANCE

If there are crystals (or scenario win conditions) remaining after the Last Chance (see page 9), you lose.

If you are struggling on any repeat plays, consider lowering difficulty or changing your climber and class combinations.

## SOLO PLAY




You can play solo, coordinating the efforts of two climbers with a single deck and hand of cards.

### SETUP

Set up the game for two climbers, but create a single deck using the cards from 2 characters and 1 class.

### PLAYING THE GAME

Play proceeds as in the multiplayer game with a few changes. Alternate turns with your two climbers, who share a single deck and hand of cards.

- ▶ You use both climber boards to track each climber's  (health),  (blight), focus, injuries, and any mushrooms they have picked up.
- ▶ Any card in your hand can apply to either character (even if it isn't one of their own cards).
- ▶ Character cards, focus tokens, picked-up mushrooms, and injuries apply only to the matching character.
- ▶ When you rest, **gain 7**  (**grip**) instead of shuffling your entire discard pile.
- ▶ If your deck runs out, both climbers fall (resolved in the order of your choice).
- ▶ The “Paranoid” injury has no effect. If drawn, discard it and draw a different injury.

# ADDITIONAL RULES

## RULE CONTRADICTIONS

If core rules contradict rules on components, priority is given first to leviathan/scenario rules, then player effects (skills, etc), then lastly rules in this book.

## TIES

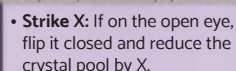
If there are multiple options for an effect, players decide how to resolve it. For example, if multiple climbers are “highest” or closest to a specified space on the map, choose from among the tied climbers to receive the effect.

## TIMING CONFLICTS

With a few rare exceptions, game effects (skills, anytime actions, threat cards, etc.) cannot interrupt each other. Any effects played or triggered are “queued” and will resolve one at a time after the current effect ends.


If multiple effects are “queued,” resolve them in the order of your choice, prioritizing any leviathan/scenario response effects.

For example, while playing the “Watcher,” if you use AP to strike the open eye and “queue” a skill with a strike effect, you flip the eye closed first, which would then cause the strike to have no effect.



• **Strike X:** If on the open eye, flip it closed and reduce the crystal pool by X.

## SKILLS

- If a skill has multiple effects, such as Climb 2 and Strike 2, you can resolve them in **any order** (unless the effect specifies an order).
- You may choose not to use the “full value” of an effect (e.g., if given Climb 2, you may Climb 1 or 0 instead), but you cannot “save” any unused value to use later.
- If a skill has a cost, such as  (grip), it must be fulfilled before you resolve the effect.

## DIAGRAMS (ATTACK AND JUMP)

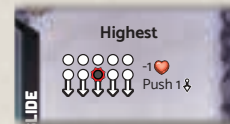
Certain threat and skills cards may show multiple highlight colors and/or arrows:

### THREAT CARDS

**Colors:** Some attacks cause you to suffer different effects depending which highlighted space you are in.

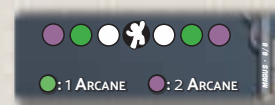


**Arrows:** Some attacks also affect **all spaces** above, below, to the left, and/or to the right of spaces in the diagram, shown by the arrows.






### SKILLS

Some jump diagrams contain highlighted spaces that have additional costs or requirements.



### “OR”

Certain threat and scenario effects force you to choose between multiple effects. When this happens, you must choose an effect that you can fulfill if possible.

For example, if your deck is empty and an effect specifies -1  (grip) or -1  (health), you must choose -1 .

### OPEN INFORMATION

Climber hands and discard piles are open information that can be freely examined and shared.

### EDGE OF MAP

You cannot move or be pushed past spaces at the edge of the map.

### SHARING SPACES

Climbers can enter and share spaces with each other.



## KEYWORDS

### ACTIVE

The climber currently taking their turn.

### ANCHOR



You may stop falling (without having to enter a ledge). Your deck cannot be empty, and you cannot stop in an open space.

### ANY CLIMBER

Choose any climber on the map (including your own) for the effect.

If another climber chooses you for an effect, you decide how it is used.

### BLOCK X

Prevent the indicated amount of  (health) loss,  (grip) loss, and/or push, split however you choose among any effects during the current step of the turn.

- Any unused block value is lost at the end of the current step of the turn.
- Block cannot prevent injury gain or scenario keyword effects (e.g., “Frost”).

### CRYSTAL POOL

See page 11.

### DELAYED

When the threat card is revealed, the **attack marker is not placed immediately** as normal. Instead, it is placed at the start of “Step 3. Resolve Threat” and then resolved immediately. Climbers can use anytime actions after placing the marker but before resolving the attack.

### FOCUS

See page 10.

### ENRAGE

Rotate the left-most facedown “normal” threat card in the row. No effect if all threat cards are already enraged.

### EXHAUST / READY

Certain effects are exhausted when used; a component (token or card) is flipped facedown as a reminder.

That effect cannot be used again until the component has been “readied” (flipped back faceup). Each effect specifies when it readies.

### HIGHEST, LOWEST, LEFT-MOST & RIGHT-MOST

Refers to the climber (or other component when specified) closest to the top/bottom row or the left/right-most column of the map.

### MISS

An additional effect on an attack that is resolved if the attack does not affect at least 1 climber.

If you use block to prevent some or all of the attack, **you do not resolve the Miss effect** (i.e., you were considered to be “hit”).

### NEXT

The climber who will activate next in clockwise order.


### PUSH X

Move your figure a number of spaces in the indicated direction. After the push resolves, remember to suffer applicable terrain effects for all spaces entered.

### RANGE

The number of spaces from one component and/or specific map space to another. Range is counted orthogonally, but it does not have to be counted in a straight line.

### SECURE

When you lose  (grip), if the card has the “Secure” keyword, place it in your hand instead of discard pile.

### STRIKE +X

Increases the next strike value (action or skill) by X.

- It has no effect without an accompanying strike and cannot be split among multiple strikes.
- If it is unused, the effect is lost at the end of the current step of the turn.

### SWIFT

The threat card resolves immediately when revealed (usually during Step 1 of the turn “Reveal Threat”). Climbers can use anytime actions after revealing the card (and placing the marker if applicable) but before resolving the threat card.

After a swift effect, place an attack marker on the card as a reminder that it has been resolved.

# CLARIFICATIONS

## CLIMBERS


### CHEER

- When planting extra mushrooms during setup, you choose any 2 different spaces on the map that already have mushrooms.
- If you need to take a mushroom, and there are none left, mix the discarded mushrooms facedown to create a new supply. If no mushrooms have been discarded, skip the effect.

### HAZARD

- When you use “Relic Shield,” you suffer another climber’s threat effect. This may be in addition to threat effects you are already suffering (e.g., if you use it on an “All” effect, you would suffer the effect twice).

### HORNET

- You still gain 1  when using “Sting” or “Stinger” to strike a blighted crystal.

### SAVVY

- “Scope It Out” does not allow a climber to ignore the effects of a blighted crystal.
- If you are on an open space with the farseer token (via “Hidden Paths”), you may choose not to fall. If the token moves and you are still on that space, you fall.

## CLASSES

### BREAKER

- Removing a die from a crystal pool is considered breaking a crystal for your effects.


### GAMBLER

- “My Lucky Day” and “Double or Nothing” can interrupt skills with **Heads/Tails** effects. This may change the flip result and resolved skill effect.

### HERALD

- For “Teamwork,” climbers can (but do not have to) choose the same effect. If they do, and the effect is focused, the +1 only applies once.
- “Onward!” has no effect if played at a time other than your activation.

### MAGUS

- You can choose only 1 **Arcane** effect per skill played.
- You still gain 1  when using “Arcane Blast” on a blighted crystal.

### ROUGHNECK

- “Retaliate” and “Daredevil” remain in play until after the effect they block is fully resolved. Then, the strike/climb effect resolves, and the card is placed in your discard pile.



## LEVIATHANS

### ALL

- Special strike effects for scenario cards can be generated through AP or skills, and you can apply “+x range” to those effects.

### COLLECTOR

- Each climber can pick up any number of relics.
- If you are defeated while carrying a relic, keep it. You cannot use its effect, but it counts toward the win condition.

### DEEP

- Only gliding and falling direction is affected by “Swimming.” Jump and attack diagrams do not have reversed orientation.
- If you use an air token for “Swimming” and end your activation on an open space, you fall.

### FORSAKEN

- Faceup rot tokens with terrain effects remain on the map for the rest of the game (excepting tokens that are replaced with blighted dice).
- AP icons prevent the matching penalties from rot tokens with terrain effects.
- The “Creeping Rot” attack does not originate from crystals that have been removed.

### FURY

- If there are no fury tokens, “Erupt” has no effect.

### HIVE

- You cannot split strike effects between swarms (i.e., Strike 2 cannot discard 2 swarms on your space).
- Per timing conflict rules (see page 12), you cannot interrupt the “Swarm” keyword effect (i.e., you cannot strike to discard a swarm that enters your space before it causes you to lose ❤️).

## HUNGER

- “Sprout Thorns” can target a climber in the stomach.
- If all climbers are in the stomach, the attack marker for “Gobble” is not placed or resolved. The “All in stomach...” effect still resolves.
- “Metabolize” increases the lowest-value crystal in the stomach or on the map, prioritizing the stomach if there is a tie. If there’s still a tie, climbers choose among the tied crystals.

## TUNNELER

- An attack marker stays on the lift when it moves.

## TWINS

- For enraged “Gore,” the Flee effect is also swift.
- The chosen climber for “Lock Horns” suffers the effects of the H / I space they enter (unless they are already on that space).
- If a climber is left behind when a Twin flees, they enter the matching space “underneath” the Twin. Since it is an open space, they start falling.
- The Blighted Twin always flees in **D - E - F - repeat** order, and the Normal Twin **A - B - C - repeat** order.
- Attack markers stay on Twins when they flee.

## TYRANT

- Enraged “Impale” resolves twice; once during Step 1 of the turn as a “Swift” effect, and again during Step 3 as a “Delayed” effect.

## VORTEX

- When resolving “Wind,” rotate climber figures to match the arrow (a reminder of current gravity).
- Any effects that push 🌀 do so based on the current direction of gravity.
- Movement actions, skills, etc. do not allow you to “wrap around” the map: only falling.

## WATCHER

- If the crystal pool is empty, “Eye Open” threat effects still apply and you can still strike the eye to close it (you do not gain 🗡️).



## QUICK REFERENCE

### ICONS

♥ **Health:** Move ■ on your player board when gaining/losing.

♣ **Blight:** Move ■ on your player board when gaining/reducing.

♦ **Grip:** Discard cards from deck when losing. Place cards under deck when gaining.

☠ **Harmful Terrain:** Lose 1 ♥ when entering.

⚙ **Difficult Terrain:** Lose 1 ♦ when entering.

○ **Open Terrain:** Fall when entering.

⚓ **Ledge:** Stop falling. Required for rest action.

♣ **Blighted Crystal:** Gain 1 ♣ when striking.

↖ ↗ ↘ ↙ : Direction of an effect (usually push).

☠ : Point of origin for a leviathan attack.

☁ : Point of origin for a climber jump skill.

### MOST COMMON KEYWORDS

**Anchor:** Stop falling. Cannot be in open space and deck cannot be empty.

**Block:** Prevent ♥ loss, ♦ loss, or push.

**Exhaust/Ready:** Exhaust (flip facedown) component to use an effect. Cannot be used again until readied (flipped faceup).

**Secure:** If the card is discarded for ♦ loss, place in hand instead.

**Swift:** Threat card resolves when revealed.

## MUSHROOM GUIDE

+2 ♥: Gain 2 ♥.

+2 ♦: Gain 2 ♦.

-1 ♣: Reduce your ♣ by 1.

☠ X: Strike X.

⚔ X: Climb X.

⚓ 2: Glide up to 2.

☠: Ignore ☠ terrain once, or while activating, your AP card gains the ☠ icon.

⚙: Ignore ⚙ terrain once, or while activating, your AP card gains the ⚙ icon.

♣: Ignore ♣ when striking once, or while activating, your AP card gains the ♣ icon.

**Anchor:** Stop falling. Cannot be in open space and deck cannot be empty.

**Focus:** Become focused.

**+1AP:** During your activation, gain +1AP.

**Block 1:** Prevent 1 ♥ loss, ♦ loss, or push.

**Draw 1:** Draw 1 card from your deck.

