Children of MORTA

THE BOARD GAME

RULEBOOK

In the mystical realm of Rea, where the shadows dance with secrets and ancient evils stir, a family of guardians known as the Bergsons has stood as the bulwark against encroaching darkness for generations. Bound by blood and duty, each member of the Bergson family possesses unique talents and strengths honed through years of training and sacrifice. As the corruption spreads like a plague across the land, threatening to consume all in its path, the fate of Rea rests in the hands of these courageous guardians. Will they rise to the challenge and vanquish the darkness, or will Rea succumb to its malevolent grasp? The answer lies within the hearts of the Bergsons and the choices they make on their perilous journey.

OVERVIEW

Children of Morta: The Board Game is a cooperative adventure game in which you play the role of one Bergson family member who is trying to stop the spreading corruption of the evil force in their beloved land of Morta. By defeating monsters and bosses, you gain upgrades that will make you stronger and more prepared.

The game has 2 modes of play: **Story Mode** and **Family Trial.**

We recommend beginning the game in story mode and then playing the Family Trial.

❯ **Story Mode:** Players progress through the campaign by playing through several chapters of the story and earning permanent upgrades while discovering the secrets of Mount Morta.

❯ **Family Trial Mode:** One-session game, with several encounters and boss fights. All progress is lost at the end (this is similar to rogue-like video games).

You can learn more about both modes in this rulebook

COMPONENTS

- » 1 Adventure Book
- » 6 Hero Boards

- » 60 Hero Talent Cards

- » 60 Hero Level-up Cards

- » 30 Item Cards

- » 96 Enemy Cards

- » 15 Support Cards

- » 15 Bond Cards

- » 15 Chapter Cards

- » 10 House Cards

- » 25 Boss Cards

- » 4 Reference Cards
- » 20 Basic Skill Tokens (🔆 , 🔱 , 🔻 , 🔰 , 🔽)
- » 25 Advanced Skill Tokens (🟡 , 🟣 , 🔴 , 🟢 , 🔵)
- » 5 Corruption Tokens (❄)
- » 18 Fatigue Tokens (⚔ , 🏹 , 🔥 , ⚔ , ✊ , 🗡)
- » 10 Rage Tokens (🔥)
- » 12 Ferocious Tiles (💀 , 🐐)
- » 24 Encounter Tiles (💀 , 💀 , 💀 , 💀)
- » 20 Damage Tokens (❤)
- » 10 Loot Tiles (📖)
- » 10 Stun Tokens (❄)

- » 10 Potion Tokens (❤)
- » 12 Coins (🟡)
- » 12 Gemstones (🔷)
- » 12 Dice (🎲 , 🎲 , 🎲)
- » 12 Markers (▬)
- » 6 XP Dial Trackers

- » 6 Hero Boxes
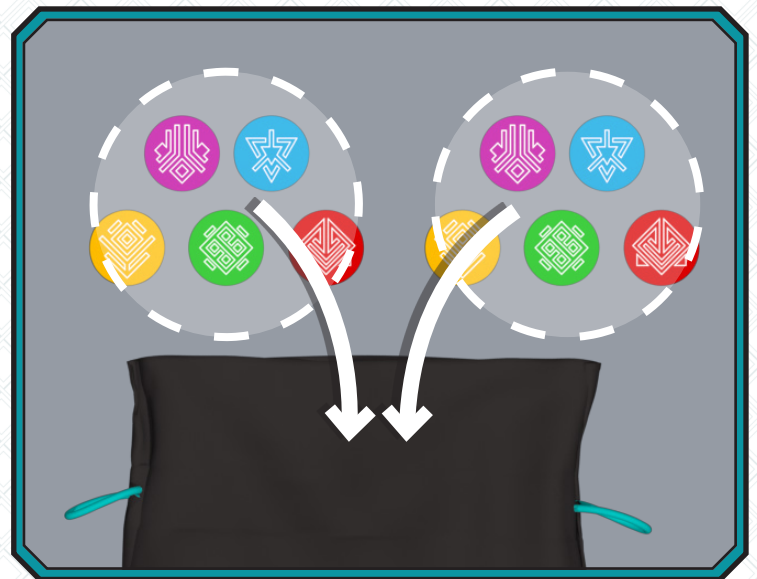- » 1 Family Marker (🔷)
- » 1 Leader Token (🛡)
- » 1 Bag
- » 1 Rulebook

STORY MODE

1. SETUP

First Time Only

Put one set (one of each of the five colors) of basic skill tokens per player in the bag (10, 15, 20 tokens for 2, 3, and 4 players). Put the remaining tokens back in the box.

For example, do this in a 2-player game.

Player setup

Each player does the following:

1. Choose a hero: John, Linda, Lucy, or Kevin.

> *Note: You cannot choose Mark or Joey until they are unlocked later.*

2. Take your chosen hero's board.

3. Take 3 markers (▬▬) for health, shield/evade (depending on your chosen Hero), and focus tracks. Place the health marker on the maximum health value and the others on the zero value.

4. Take 3 fatigue tokens that show your hero icon on them (⚔, 🗡, 🔥, ⚔); place them on the corresponding spaces of your board face up.

5. Take your XP dial tracker that shows your hero's icon; keep them near your board.

6. (skip for the first chapter) Take your talent cards that show your hero's icon; keep them near your board in a face-down pile.

Table Setup

7. Place the Adventure Book in the middle of the table, Story Mode side up. Unfold the cover so the house is visible.

8. Sort the Advanced Skill tokens by type and place them on their corresponding spaces on the house. *(There should be 5 sets of 5 colors each.)*

9. Shuffle and place all item cards 🗲 next to the board.

10. (skip for the first chapter) Shuffle and place all event cards 🗐 on their corresponding space of the house board.

11. Place the bag, all tokens, and Combat Dice at reach.

12. (skip for the first chapter) Draw and place a support card 🩹 in-between each player and the one next to them (e.g., in a 3 player game, there are 3 cards places, 1 between each pair of players.)

13. Proceed to the current chapter (Chapter I at the start of the campaign). Read the lore, then continue the dungeon and objective setup, which will guide you to set up the corresponding **encounter tokens** and **enemy cards**, and determine the **starting leader**.

2. HERO BOARD OVERVIEW

Selecting your hero is the first step in the game. Unlike many games, you are not limited to a single character; each time you play the game, you can use a different hero. While many things change throughout each new session, the guardians remain consistent, allowing you to freely switch between them. Let's have a look at the hero board.

Adjacent spaces
Any enemy can attack you from here!

Non-adjacent spaces
Only enemies with ranged-attacks can attack you from here!

Hero Board

1. Name – Your hero's name, and some descriptive text about them.

2. Stats – Where you keep track of the Health ♥ Points, the Shield 🛡 or Evade 🗲 Points, and Focus ⧗ Points.

3. Fatigue – Place for your Fatigue Tokens, and the discard pile for them.

4. Ability – Your hero's ability, which is unique to each hero.

5. Critical Roll – Shows the bonus you will gain in case you roll a critical ⊕.

6. Action Spaces – Your hero's actions, which can be upgraded during the campaign.

7. Battle Zone – Place for enemies.

8. Inventory – Place for your item 🗲 and talent 🎴 cards.

Talent Card Spaces

Item Card Spaces

3. GAME CONCEPTS

The story mode campaign includes 6 chapters that you will play in order. In each chapter, you will delve through one of the dungeons of the game (a RUN), fight endless enemies, and face new challenges; you do this until either: the chapter's objective is completed or the players are defeated. If you complete the objective, then you can play the next chapter. But if you're defeated, you'll have to start the Run again. After each game session, whether you win or lose, you return home to level up and rest. We'll talk about that a little later (on page 13).

Round Structure

Each round of the game has three phases: Encounter, Combat, and Cleanup.

> **Encounter:** Players reveal tiles on the map to see how many enemies to face.

> **Combat:** All Heroes take one collective turn, followed by enemy turns.

> **Cleanup:** Preparation for the next round..

Encounter Phase

The Family marker is moved and tiles are revealed during the encounter phase.

The encounter phase proceeds as follows:

❶ Move the family marker to any location connected by dots with tiles on them.

You may move any distance, through a chain of previously-explored locations (locations without any tiles), until you reach an unexplored location (which has tiles on it).

> **Note:** *You can not move through (skip over) locations that contain tiles.*

> Strategy Tip: Knowing that the current leader will face more enemies in each new location, it's vital that players decide where to go next as a group.

> Visiting each location in a dungeon is not mandatory, but you will gain more experience, treasure, and faster upgrades the more locations you visit.

❷ Flip and reveal all tiles in the new location, and carry out their effects:

> 💀 **Encounter Tiles:** There are 2 tiles at each encounter location. After flipping the tiles, the leader must take the tile with the **highest number** *(shown on top of the tile)*. Each **other player** uses the remaining tile.

> *For example: If the token of lower value shows 2 enemies, all other players (not the leader) draw 2 enemy cards each.*

> 🗃 **Chapter Tile:** Discard the tile, and then draw the top card of the chapter deck and perform the instructions on the card. If there are not any chapter cards left, make another movement.

> 🗺 : If the family marker lands on a location with a chest icon showing on the board (after flipping tiles), draw a random chest tile and give what it shows to any hero. In addition, **all heroes may pay one of their ⬡ to draw one of their 🗃 cards and place them below their board**.

Tile Icons:

💀 , 🎭 : For each enemy icon, draw 1 card from the matching enemy deck.

> Place each drawn enemy card above your board as follows: Melee attack enemies go in the leftmost empty space, and ranged attack enemies go in the rightmost empty space, as an icon on top of the enemy card shows.

> 🔴 , 🔺 : After placing each enemy, if the enemy icon was **red**, draw and place a random **ferocious tile** 🔴 on that enemy card. They increase the enemy's health and/or attack points.

🪙 , 💎 , ❤️ : For each morv, gemstone, or potion, take the matching resource from the reserve and place it on your hero board.

⚡ , 🎴 : For each item ⚡ or talent 🎴 card, draw the top card from the matching deck and place it below your board in the matching space, face-up.

> **Limits:** You can have up to 2 talent cards and up to 3 item cards. You may discard a card you already have to make room for a new one.

⚠️ *Important: There is room for six enemies above each hero board. If there is no room for a new enemy above a hero board during this phase, the game is over. Skip to the Run End section on page 13. Otherwise, proceed to the next phase.*
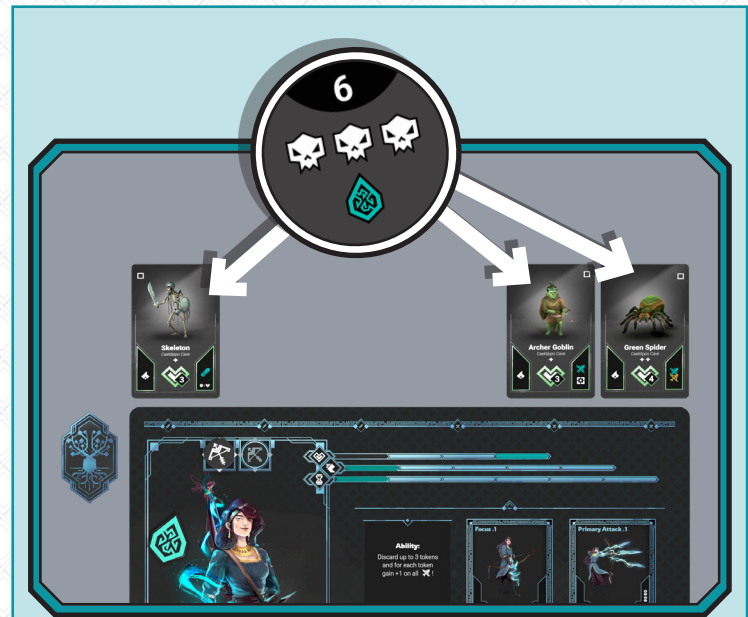
Linda, who is the leader, draws 3 enemy cards! 2 have ranged attacks, which she places in the right-most space above her board, the other one has a melee attack, and must be placed on the left-most space above her board.

Players move the Family Marker to a connected location and reveal both tiles there. The tile with the higher number (6) is for the leader, and she must draw 3 enemy cards and gain a gemstone. The tile with the lower number (3) is for all other players, and each of them must gain a coin and draw 2 enemy cards.

Combat Phase

All Heroes take one collective turn, followed by enemy turns.

Hero Turn

All Heroes work together to take a single turn with the following steps: **Draw** and **Perform Actions**.

1 DRAW

In any order, each player does the following:

Draw skill tokens from the bag until you have **exactly 5**, including left over tokens from previous turn (if any).

Note: *There are two types of tokens that count toward your limit of tokens, but they are worthless and cannot be used (they only clog up your 'hand' of tokens):*

❄ *Corruption tokens: Keep them on your hero board until the clean-up phase, when they go back to the bag, along with used tokens (there are no corruption tokens in Chapter I).*

⚔ , ⚒ , 🔥 , ⚔ *Fatigue tokens: Give any drawn fatigue tokens to the hero who is showing on the token to place it in their fatigue discard pile face down. (If you draw your own token, put it face down in your discard pile.)*

② PERFORM ACTIONS

One action at a time, in any order, perform any number of actions until you decide to stop, or you cannot legally perform anymore (i.e., you do not have the required focus/tokens to do so). All players take this step simultaneously.

❗ *In summary, to perform an action, you must cover all of its empty spaces with tokens; in addition, if there is a Focus cost, you must pay it.*

Note: *You can not trade tokens with other players, but you may discuss your placement options freely. Players can all perform their actions at the same time, or wait and collaborate between actions.*

Linda draws 5 tokens from the bag; one of them is a corruption (dark-purple) and is useless, so she has 4 tokens to use this turn. Then she passes the bag on to the next player.

Action Spaces Anatomy

1. Name – Name of the action.

2. Level – Level of the action.

3. Level-up – XPs required to buy that action when leveling up.

4. Cost – Focus required to activate that action.

5. Skill – Showing the skill (color) required to activate that action.

6. Action – What the action does.

Place: To perform an action, you must cover all empty token spaces that belong to that action (1 or 2) with the following rules:

a) A token can only be placed on an empty space of color **matching the color** of the token.

b) **You may use 2 tokens as a 'wild color' as follows**: Place **any 2** tokens in a single stack on a single space of any color. Note: When doing this, remember that Corruption tokens can not be used for this.

c) You may use any of your face-up fatigue tokens as a token of any color (placing them on any empty space).

> **Note:** *You can keep your unused tokens for future turns, but they count toward the maximum of 5 tokens when you draw from the bag.*
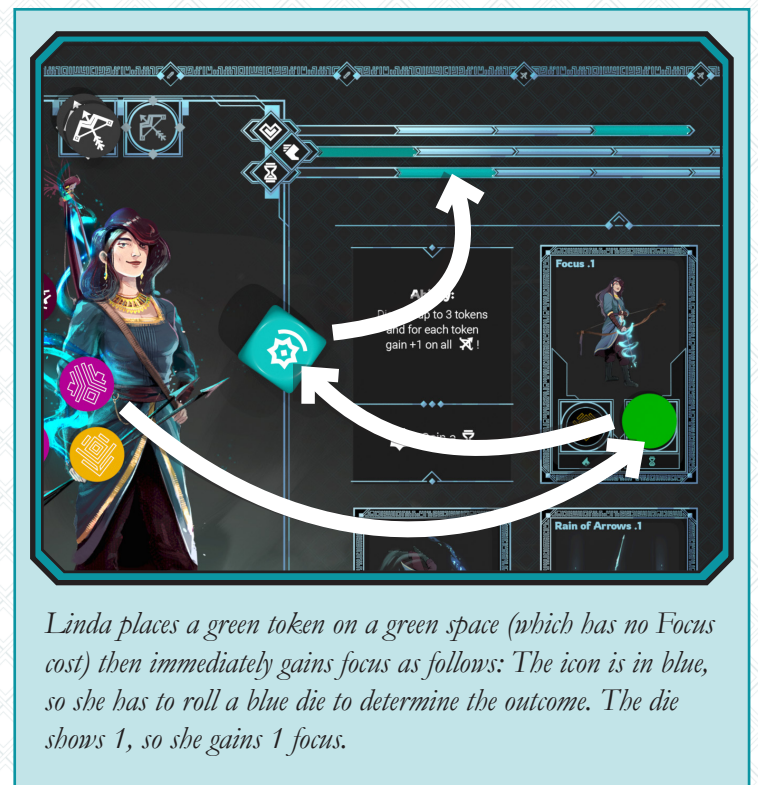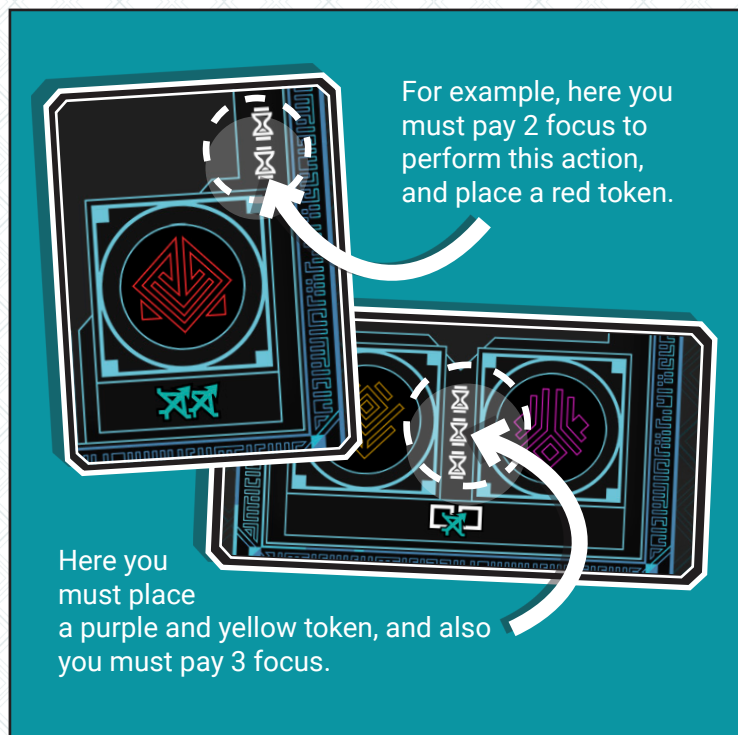
Pay: Pay focus ⧖ if required. The cost you must pay is shown beside the action. Pay ⧖ by moving your **focus** marker backward on your **focus** track.

Perform: Flip all the token(s) on that action space and resolve the icons of that action as follows:
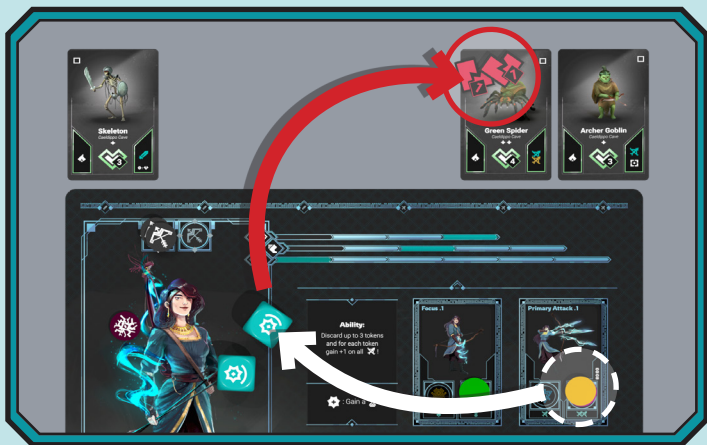
➤ White icon: Fixed value of 1 for that action.

➤ Colored icon: You must roll a die of that color to see the value of that action.

➤ You can re-roll dice if you have face-up Fatigue tokens (unused ones, those NOT on action spaces) as follow:

a) Flip 1 face-up Fatigue token face down in your discard fatigue area to re-roll any one die.

b) You can repeat this to reroll the same or a different die (one reroll per fatigue token you flip face down).

Actions are either used to gain resources (Rage ◇, Focus ⧖, Shield ⛨, or Evade ⤸) or to attack enemies (melee ⚔, ranged ⤳, or multi-target ⤳).

* See the *Hero Actions* section on page 17 for further information on all of the hero actions.

For example, here you must pay 2 focus to perform this action, and place a red token.

Here you must place a purple and yellow token, and also you must pay 3 focus.

Linda places a green token on a green space (which has no Focus cost) then immediately gains focus as follows: The icon is in blue, so she has to roll a blue die to determine the outcome. The die shows 1, so she gains 1 focus.

Linda does not have any red tokens, so she places two tokens on a space to activate an action that requires a red token instead. She pays the price (2 focus), then flips the tokens. The icon shows 2 blue bows, meaning she has to roll two blue dice to see the outcome of her ranged attack. She rolls the dice, and the result is 2, so she adds 2 damage to the targeted enemy.
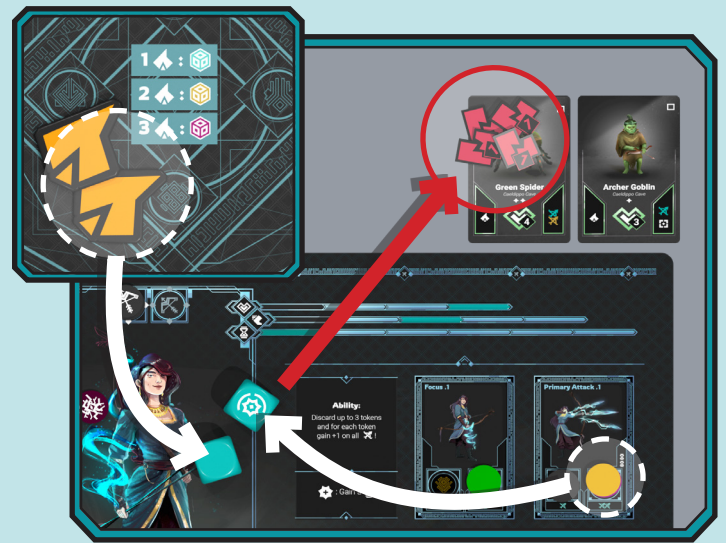
Linda wants to defeat that enemy, but she's out of tokens. She uses one of her face up fatigue tokens (as a token of any color) and places it on a space with no focus cost. She flips the token and now must roll a blue die. As she wanted to make sure she would defeat the enemy, after discussing with other players, she uses one of the Rage tokens in the shared pool area and added another blue die to her roll. She rolled them and dealt 2 damage to the enemy, which was enough to defeat him. Alternatively, she could have used both Rage tokens to add a brown die to her roll instead.

BOOST

Boost an action to roll more dice to increase the power of the action! You can Boost an action (even those with white icons) by spending Rage △ as follows:

|	
When you Boost an action, you can add up to 3 dice - up to 1 of each color. *For example: You can not spend 4 rage to add 2 brown dice to an action.*	**Rage** is a shared resource for all players. Make sure you communicate when using it so that the other players know it isn't available anymore!
Spend 1 △ to:	Add 1 blue die 🎲 to the action.
Spend 2 △ to:	Add 1 brown die 🎲 to the action.
Spend 3 △ to:	Add 1 purple die 🎲 to the action.

For example: You can spend 5 △ to add a 🎲 and 🎲 die to an action that originally had a 🎲 and 🎲 die. After paying the 5 △, you'd roll a total of 1 🎲, 2 🎲, and 1 🎲 dice.

*All players place their Rage tokens in the **shared pool** in the center of the table, which is located on the dungeon's setup page.*
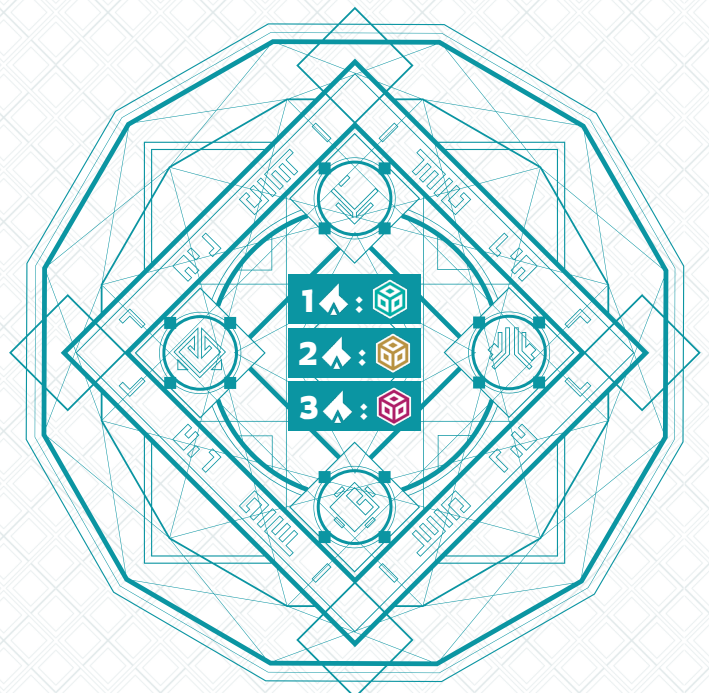
Enemy Card Anatomy

1. Spawn – Shows where the enemy should be placed; right (ranged attack) or left (melee attack).

2. Name – The enemy's name and type.

3. Health Points – Shows the enemy's Health Points.

4. Actions – Shows the actions of the enemy during the enemy phase.

5. Reward – Reward(s) you would get for defeating the enemy.

6. XP – Shows the XP you would get for defeating the enemy.

❯ Dealing Damage to Enemies

When you deal damage to an enemy (usually from damage dealing attacks, page 17), place a number of damage tokens 💔 on the enemy equal to the value of the attack.

❯ Defeating Enemies

An enemy is defeated when it has a number of damage tokens on it equal to or exceeding its health. When an enemy is defeated, gain the reward and XP shown on the card, then discard all damage tokens to the reserve and flip the enemy card.

❯ Critical Roll

For each critical roll ✦ result you make during an action, immediately receive the Critical roll reward shown on your hero board. You can't save it for later - use it now, or it is wasted.
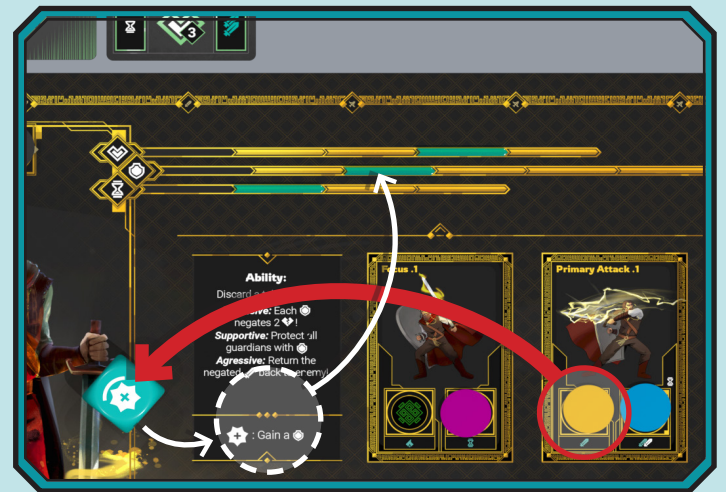
John rolls a die for his melee attack. He rolls a 1 + critical, so he deals one damage to the enemy and gains a shield as the effect of his critical roll.

❯ SUPPORT (Chapter II and onward)

From Chapter II and onward, a support card is placed between each set of 2 unique players sitting next to each other, during the setup. During the heroes turn, any player can activate a support card they are sitting next to, but note: Each support card can only be used **once per turn**! Place a 🪢 token from the reserve on the support card when it is used. At the end of each run (win or lose), support tokens are recorded on the bond table provided in the box. Which will possibly forge a bond between those heroes later during the campaign. Learn more about this in the *Hero Bonds* section, page 15.

John has a hard time and asks Linda for support! So Linda flips one of her tokens so John could gain 2 focus. They will also gain a support token.

Item & Talent Cards (Chapter II and onward)

During their turn, players can use two types of cards alongside their main actions: item cards ⚡ and talent cards 🔀. Item cards provide a one-time use benefit and can be found as rewards from encounter tiles. Talent cards, specific to each hero, offer permanent effects that last until the end of the run and can be purchased on specific spaces within each dungeon. Learn more about this in page 18.

Simultaneous Play

We recommend all players perform their ◇ action before moving on to their other actions. In this way, the total number of ◇ in the pool is known to all for the rest of the turn. Though there are situations when it matters what order players complete their actions in, for example, if one player defeats an enemy first and gets one rage as a reward, this could influence how other players complete their actions. Here, timing and communication are crucial. Keep in mind that you could postpone your action and wait until another hero completes theirs, but you may not undo your actions.

Enemy Phase

All **face-up** enemies above a hero board attack the hero.

⚠ **Exception:** *Melee attack enemies in the ranged attack section (right-most three spaces) do not attack. (Ranged attack enemies attack in any position.)*

> **Note:** *The Enemy Phase is played simultaneously by all players, so each hero activates their enemies on their own.*

Each player does the following for the enemies above their board:

a) Starting with the **right-most enemy** *(above your board)*, then proceeding leftwards, activate each enemy.

b) When activating each enemy, resolve **all of its actions**, starting at the **top-most action**, then proceeding downwards.

⚠ **Resolve all actions** *on each enemy* **before moving** *on to the next enemy.*

c) Skip any enemy that has a **stun token** ❄ - they do not resolve any of their actions.

d) Only after you do steps a-c for each enemy, then activate the attack part of the boss card (if it's a boss fight).

* See the Enemy Actions section on page 17 for further information on all of the enemy actions.

❯ EVADE AND BLOCK

Heroes have the ability to block or evade enemy attacks.

Shield Track 🛡 : Some Heroes have a Shield track (John, Joey). You may reduce your Shield to reduce damage as follows: anytime you take damage, reduce the damage you take by 1 for each movement backward on your shield track you decide to make.

> *For example: If you take 3 damage, you can move your shield marker back 2 spaces so that you only take 1 damage.*
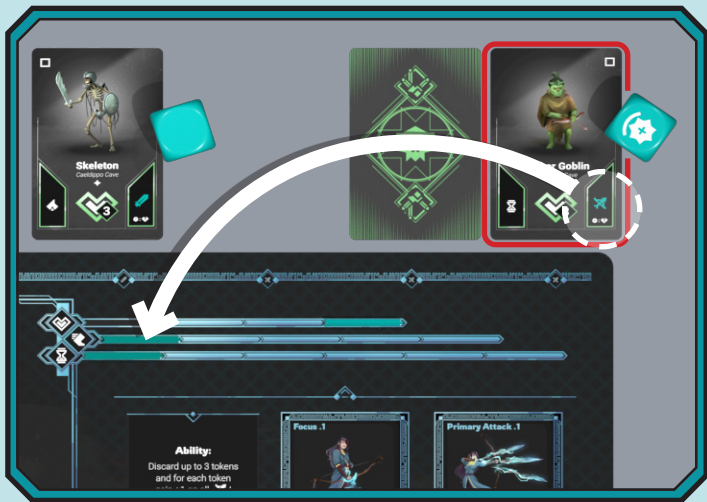
Evade Track ⤴ : If your hero has an evade track (like Linda, Kevin, and Lucy), you can move the evade marker backward one space to ignore the results of a 🎲 die, two spaces for a 🎲 die, and three spaces for a 🎲 die.

> *For example: If ignoring a die that tells you to take 3 damage, you take 0 damage instead.*
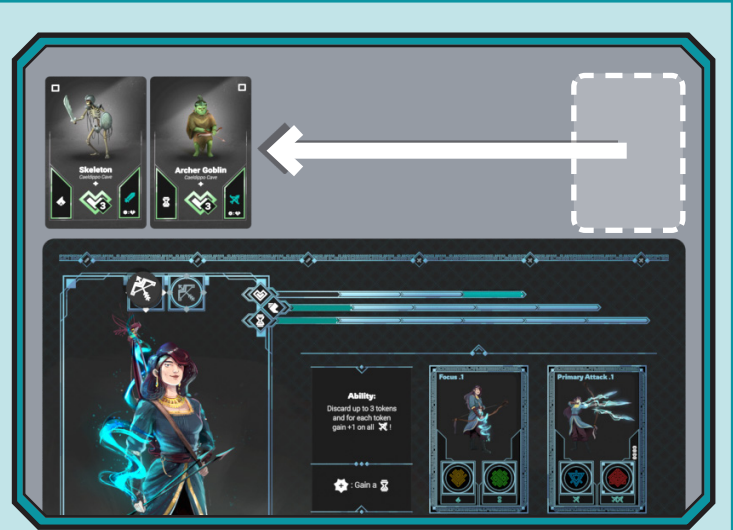
Important: *If **one** or more player's health is reduced to 0, the game immediately ends - proceed to the Run End section on page 13.*

The archer attacks Linda first. He rolls a blue die, and it's a 1, but the second icon on the archer attack shows that if they roll a critical, they deal 1 extra damage,, so it's 2. Linda decides to evade the blue die by spending an evade. Then it's the skeleton's turn; he rolls a blue die and is blank. The second action of the skeleton is to move toward the hero to the left; he moves there and then rolls another blue die to attack that hero.

Clean-up

The clean-up phase proceeds as follows:

1 Put all of your facedown skill and fatigue tokens (the ones on your action spaces, if any), along with drawn corruption tokens, in the bag.

2 Move the marker on your ⟳ and ⟲ track backward to the first space (zero).

3 Gain one ⧗ by moving your marker one space forward in the focus track, if possible.

4 Starting with the **leftmost** enemy above your board, then proceeding rightward, move each enemy to the leftmost empty space above your board. If the enemy has a stun token, remove the token without moving the enemy (enemies do not block each other).

5 The player to the left of the leader becomes the active leader.

Note: *Enemies showing the **steady** 🔲 icon do not move.*

Linda puts all of her used face-down tokens, including the fatigue she used as a wild and the corruption token, in the bag. She gains 1 focus and then moves the only enemy above her board to the left. After that, she gives the leader token to the player to her left.

4. RUN END

When the run ends, you go back home as detailed on the next page, regardless if you win or lose. If players win by accomplishing all chapter objectives, they can proceed to the next chapter after returning home.

There are **2 ways to lose**:

1) One or more **player's** ❤ **is reduced to 0** during the enemy phase.

2) There is **no space to place a new enemy** above a hero board during the encounter phase.

Immediately after either lose condition is met, players must come back home.
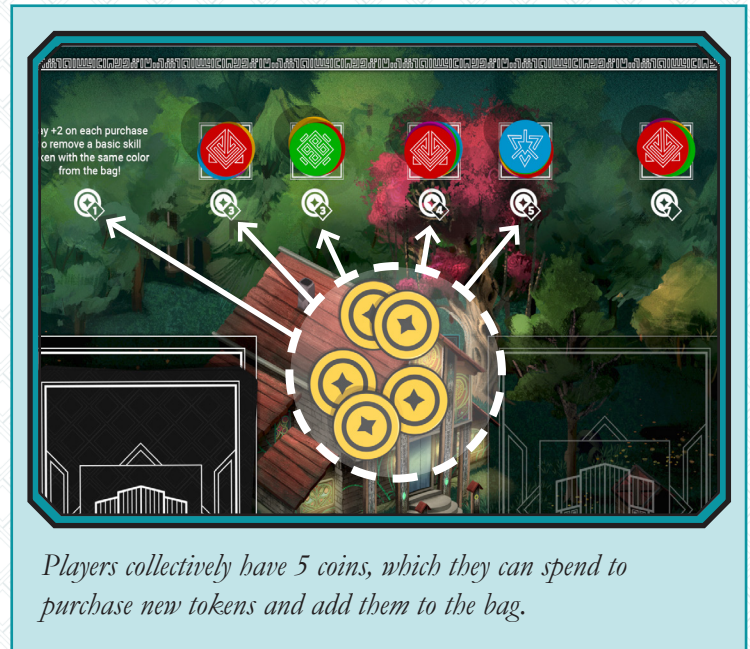
Run End - Come Back Home

When you go back home (from winning or losing), perform the following steps (if you choose not to play another session right away, you can skip the first two steps):

1 Reset your ⬦ , ⬙ or ⬗, and ⧗ marker to their starting setup.

2 Place all of your face-down fatigue tokens (those in your fatigue discard pile) face-up in the corresponding space on your hero board (leave the ffatigue tokens already in the bag there).

3 Discard and shuffle all remaining enemies with their corresponding decks.

4 Discard all of your item 🃏 and talent 🃏 cards, potions ❤, and gemstones ◈, and all of the △ in the shared pool area.

5 (Skip in Chapter I) Cross off the number of support tokens between each of the two adjacent players in the bond table on the back of this rulebook, then discard them. If the number reaches 7, cross off that space, showing that those heroes are now bonded together and get to now place a bond card between them in the next session instead of the support card. Learn more in the *Hero Bonds* section, page 15.

6 You may spend 🪙 (collectively) to buy advanced skill tokens, which you add to the bag. Each advanced skill token has a price depicted on the home board. Return the Morvs you pay to the reserve when you purchase them. You are free to choose the color of the token you are purchasing. Learn more about each advanced skill in the *Advanced Skill* section, page 17.

> **Note:** *When purchasing an advanced token, you may pay an additional* 🪙 *to take one basic token of the same color from the bag and remove it from the game for the remainder of the campaign. This will increase your chances of drawing advanced tokens.However, you cannot do this if there are no basic tokens left in the bag, and you cannot do this without purchasing a new token.*

Players collectively have 5 coins, which they can spend to purchase new tokens and add them to the bag.

7 Each player may spend their XPs ✦ individually to level up their hero. Select the card corresponding to the next level of the action you want to level up, pay the price shown on the top right corner of the card, and place it on that action space. Learn more about this in the *Level Up* a Hero section, page 15.

If you would like to continue playing later, you can save the game and return later. Learn more about this in the *Save the Game* section, page xx. You may also want to play as other heroes or add a player to your group, which are all explained in the *Add or Change Heroes* section, page 16.

You can also continue the game right away by setting up the next chapter dungeon, as described in the adventure book. Remember that if you lose the current chapter, you must play it again. But if you win, you must proceed to the next one. Also, check for any bonds between players according to the bond table at the back of this rulebook for your future games.

5. ADDITIONAL RULES

All the additional information you need to know for the campaign is covered here. However, knowing them is **not necessary when starting the campaign**. Simply browse the titles for now, and you can come back later when the time comes (or when the chapter wants you to do so).

Level-Up a Hero

During the game, your hero gains experience points (XP), which can be tracked using your XP dial tracker. You can **level up** that hero by **using all or some of your XP** when you go back home at game end. When you level up, cover your action space with the next level of that action/s. To level up, find the next level of your chosen actions from your level-up cards, and then use your XP to pay the price shown on the card's upper right corner. When you purchase a card, tuck it under the sleeve in the corresponding action space. Remember that you must level up an action to the next level **in numerical order**, and you may not level up an action more than once per Run (each game session).

John has 11 XPs and he decides to level-up his Primary Attack and Heaven's Strike to the 2nd level by spending 10 XPs in total. He tucks the level-up cards in the sleeves on his board.

Hero Bonds

The two heroes will become bonded when they cross off their sixth square on the support table, as described in the *Support* section, page xx. If that happens, fill the entire space so that when these two heroes are seated next to one another in the future, they will know that a bond card must be between them at the beginning of the session instead of a support card. Every two heroes have one **unique bond card** with their icons on the front. Bond cards can be used **during either hero's turn**, as indicated on the cards.

Boss Fight

Some chapters of the campaign feature boss fights. Each boss has **a distinct deck of cards**, which includes **one status card and several boss action cards**. The status card indicates a brief overview of the boss, health points (based on the number of players), and the prize for defeating them. The boss cards indicate what action they take during that turn. At the start of a boss fight, place the status card in the center of the table so that everyone can place damage tokens on it. Then, shuffle the boss cards and place them within reach.

Boss Status Card Anatomy

1. Name – The boss name and dungeon.

2. Description – *The boss description.*

3. Health Points – Shows the health of the boss for different player counts.

4. Reward – Reward(s) you would get for defeating the boss.

At the start of each turn, the current leader draws one boss action card and places it in front of themselves. During that turn, **the leader is the only player who can deal melee damage** to the boss. Other players may only attack them with ranged attacks.

Boss Action Card Anatomy

Stomp
◆ Nohar ◆

2

Deal [ ] the leader, and [ ] other heroes.
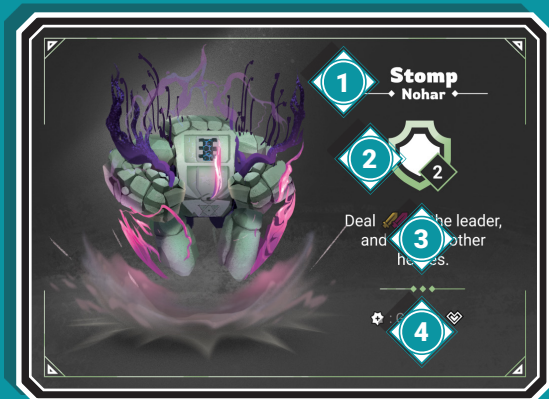
1. Name – The boss and action names.

2. Shield – The action defense value.

3. Action – Shows the actions of the boss.

4. Critical Roll – Shows the bonus gained by the boss when they roll a critical.

After the hero phase, execute the enemy phase as usual by activating any enemies on the board. **After all enemies** are resolved, activate the boss card as instructed. After that, and if no heroes are defeated, go to the next turn by discarding the action card. If, *at any point*, the boss deck runs out, **shuffle the discard pile and make a new draw pile**. Continue until either the heroes defeat the boss or one of them is defeated.

Save the Game

After you go back home at game end,, if you would like to continue playing later, you can save the game. Saving the game keeps track of all the progress and level-ups for your group and your hero. To save the game, put all your **markers, talent cards, and fatigue tokens on your hero board** (and not in the bag) in your hero box. Then, simply

knot the skill bag with everything inside and place it inside the box. That's it! Anything else can be packed as usual.

Add or Change a Hero

At the beginning of every session, you have **the option to switch up your hero** with another available one **or add a new player** to the group (provided that the four-player maximum is not exceeded). So, it's possible to change a 2-player campaign to a 3- or 4-player game, or vice versa. Knowing that, new heroes may not have the level-up cards like other heroes, but they still may benefit from all the family upgrades in the skill bag.

Setup Changes when Adding or Removing Heroes

When adding one or more heroes to the campaign, all you have to do is **add a set of five basic skill tokens per new hero to the bag** (1 set if you add one hero, 2 if you add two, and so on). Do the opposite if you're removing one or more heroes; pull out a set of basic skill tokens from the bag per hero you're removing from the campaign.

Resetting the Game

You might want to restart the campaign from the beginning at any time. Be aware that your entire campaign **progress will be lost** if you reset the game. To reset the game, place all your level-up cards back in your hero box. Gather all your fatigue tokens from your hero board and in the bag, and put them in your hero box as well. Last, remove all the advanced skill tokens and corruption tokens from the bag and place them in their corresponding reserve areas. Gather all the discarded chapter and event cards together again.

6. ACTIONS

Hero Actions

As a rule of thumb, each white icon indicates a fixed value of one for that action. Each colored icon indicates that you must roll a die of that color to see the outcome value of that action.

⚔ : Deal damage to one of the enemies in your melee zone (left-most three spaces).

Roll a matching die for colored icons, dealing damage equal to the rolled result.

🏹 : Deal damage to any enemy in your or your adjacent player's zone. Roll a matching die for colored icons, dealing damage equal to the rolled result.

⚔ : Deal damage to 2 or 3 adjacent enemies in your melee zone, depending on the number of squares. Roll a matching die for colored icons, dealing damage equal to the rolled result.

🏹 : Deal damage to 2 or 3 adjacent enemies above your player board, depending on the number of squares. Roll a matching die for colored icons, dealing damage equal to the rolled result.

🛡 , ⚒, or ⧗ : Gain that resource by moving the marker on that track one space forward. Roll a die for colored icons, gaining resources equal to the rolled result.

⟁ : Add a rage to the rage pool. Roll a matching die for a colored icon, gaining rage equal to the rolled result.

❄ : Place a stun token on any enemy above your board (page xx).

⮞ : Move an enemy to any empty space in your melee or ranged zone.

Enemy Actions

⚔ or 🏹 : Deal damage to the hero. Roll a matching die for colored icons, dealing damage equal to the rolled result.

✛ : If the enemy rolls a critical result, they deal +1 damage to the hero!

❄ : Place a stun token on your hero board. Stun tokens impact how many tokens you can draw up to during the draw tokens phase (page xx). For each stun token you have, the maximum number of tokens you draw up to is reduced by 1. After drawing tokens to your reduced limit, discard all of your stun tokens.

> *For example: If you have 2 stun tokens, you can only draw tokens until you have a total of 3 tokens, then you discard both stun tokens.*

☠ , ⚑ : Draw an enemy from the corresponding enemy deck and add above your board following the rules on page xx.

⮞ or ⮜ : Move that enemy to the left-most empty space above the board of the player to your right or left.

▣ : That enemy will not move in the clean-up phase.

Enemy Rewards

⟁ : Add 1 rage token to the shared pool.

⧗ : Move your focus marker one space forward.

◎ : Add 1 Morv to your hero board.

◈ : Add 1 Gemstone to your hero board.

💔 : Deal 1 damage to any other enemy (if any remain) above your hero board (melee or ranged).

Advanced Skills

⟁ : Immediately when drawn, add 1 rage token to the shared pool.

⧗ : Immediately when drawn, move your focus marker one space forward.

🎲 : Roll one additional blue die for the action you use this token for.

🎲 : Roll one additional brown die for the action you use this token for.

🎲 : Roll one additional purple die for the action you use this token for.

Item Cards - *One-time use*

Heaven's Justice
Divine Relic

Deal 2 ❖ to all the copies of one type of enemy!

Some encounter tiles reward players with item cards. When you get one, place it below your hero board in one of the 3 available spots. You can have up to 3 item cards. You may discard a card you already have to make room for a new one. Item cards can be played at any time during your turn and discarded after being used.

Talent Cards - *Permanent effect*

Pyro Blade
Rune

Add +1 ❖ to **Primary Attack!**

Players can buy talent cards by paying a 🔷 on the spots in the dungeon with 📦 icon (from chapter 2). When you get a talent card, draw two

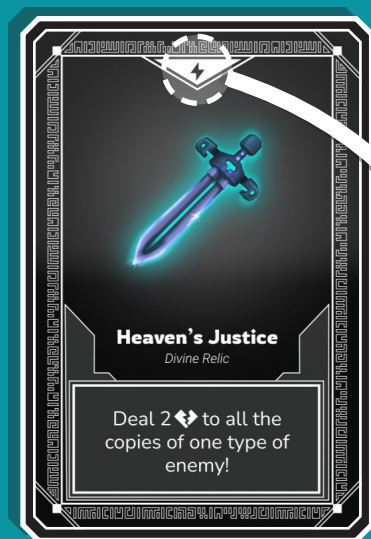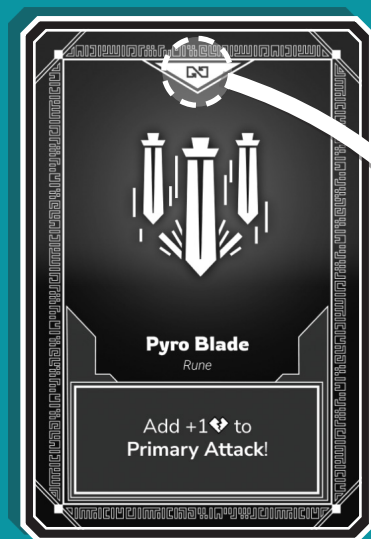cards from the top of your talent deck, place one below your hero board in one of the 2 available spots, and discard the other one at the bottom of the deck. You can have up to 2 talent cards. You may discard a card you already have to make room for a new one. Talent cards have a permanent effect until the run ends, at which point they are discarded.

Note: *All item and talent cards collected during the game are discarded at the end of the run. Learn more about this in the Run End section, page xx.*

John discards one of his item cards, allowing Linda and him to gain a focus. Now, he needs another focus to activate his Shield Slam. He waits for Linda to attack the goblin archer in front of him with her ranged attack. By defeating the goblin, John immediately receives the reward, which is a focus. Now he has 3 focus points needed for the Shield Slam. After paying the cost (2 tokens and 3 focus), he rolls 2 blue dice, one from the action and one by discarding a rage from the shared pool. The result is 3, and he deals 3 damage to each of the two adjacent monsters above his board. The first monster is defeated, and the reward is additional damage, which John uses to defeat the second monster and earn a gemstone.

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FAMILY TRIAL

In *Family Trial*, you play a one-session game with several encounters and boss fights. You win if you defeat the final boss, but you lose if your hero is defeated before then.

In any case, your progress is lost at the end, similar to rogue-like games. You may also unlock one or more achievements after a few plays, making future games easier. The gameplay is essentially the same in both *Family Trial* and *Story Mode*.

You can learn the differences here.

1. SETUP

Player Setup

The only difference is that each hero begins the game with the focus marker in the final space of the focus track.

Table Setup

1 Place the Adventure Book in the middle of the table, Family Trial mode side up. Unfold the cover so the shop is visible.

2 Sort the Advanced Skill tokens and place them on their corresponding spaces on the bazaar.

3 Shuffle and place item cards on their corresponding spaces of the shop.

4 Put one set of starting skill tokens (one of each of the five colors) per player in the bag. Put the remaining tokens back in the box.

5 Place the bag and token tray along with Combat Dice beside the book.

6 Draw and place a support card between each of the two players (there is no bond system in Family Trial mode).

7 Place two random corresponding encounter token on each space of the map face down.

2. RUN

In each run, you begin at the first space on the map, revealing tokens and fighting enemies as in *Story Mode*.

➤ If you reach a space with a bazaar icon, you can level up your hero and purchase advanced skill tokens, as well as other items from the bazaar.

➤ If you reach one of the two boss areas, fight Nohar on the first and Bushra on the second, as detailed in the Boss Fight section, page xx.

➤ There is no bond between the heroes in the family trial. However, the support tokens you collect in dungeons will be converted into XP when you reach the bazaar: for each support token, each hero gains 1 XP.

3. RUN END

When the run ends (whether you win or lose), you must reset the game using the instructions in the Reset the Game section. Then check the achievement table in this rulebook to see if you can unlock one. In future games, check this table for any bonuses before starting.

SOLO MODE

You can play both *Story Mode* and *Family Trial Mode* solo.

➤ Set up the game regularly, and place tokens in the bag for two players.

➤ Remove the Support and Bond cards and Support tokens from the game; they will not be used in Solo mode.

➤ Begin each run as the leader, then flip the leader token at the end of each round. This means you won't be the leader in the next round, alternating leadership every other round (odd rounds).

QUICK OVERVIEW

ENCOUNTER

1 **Move the family marker** to any connected location with tiles on it.

2 **Flip the tiles and resolve their effects**.

❯ **Encounter Tiles**: The leader must take the tile with the highest number, other players use the remaining tile.

❯ **Chapter Tile**: Draw the top chapter card and do as instructed.

COMBAT

Hero Phase

1 **Draw** back up to 5 tokens. Corruption and fatigue are worthless. Give fatigue tokens to the hero who owns them to place them in their fatigue discard pile face down.

2 **Place** the matching color token in empty action spaces, **pay** if there is a ⧖ cost, **flip** the token(s), and **perform** the action.

❯ **Using Wild**: You may place any 2 tokens or one of your face-up fatigue tokens as a wild color on any space.

❯ **Re-roll**: You can re-roll a die by flipping one of your face-up fatigue tokens face-down in the fatigue discard pile.

❯ **Boost**: Boost any action (even those with white icons) by spending ⬦ from the shared pool to add more dice to increase the power of the action!
Spend 1⬦ to add 1🟩, 2⬦ to add 1🟨, 3⬦ to add 1🟥!

❯ **Critical Roll**: For each critical roll ✦ during an action, immediately receive the Critical roll reward shown on your hero board.

Enemy Phase

1 Activate your enemies from right to left, resolving their actions from **top to bottom**.

❯ Skip melee attack enemies in the ranged attack spaces, and stunned enemies.

❯ Each ◈ negates one damage. Each ↯ negates a 🟩 die, two ↯ negates a 🟨 die, and three ↯ negates a 🟥 die.

2 Activate the attack part of the boss card (if it's a boss fight).

CLEAN-UP

1 Put all of your face down skill and fatigue tokens, along with drawn corruptions, in the bag, ADD: But leave face-down fatigue tokens in your discard pile (those not on action spots)?.

2 Zero your ◈ and ↯ and gain one ⧖.

3 Move all enemies above your board to the leftmost empty space. (starting with the leftmost enemy first, and moving rightward). Stunned tokens do not move, steady enemies do not move.

4 Pass the leader token to the player on your left.

RUN END

❯ **Win**: When the chapter's objective is completed.

❯ **Lose**: If one or more player's health points are reduced to 0 during the enemy phase or if there is no space to place a new enemy above a hero board during the encounter phase.

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Localization by LOCALIZATION TEAM NAMES