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# v1.1

Apr 2021

Game: **JOURNEY: WRATH OF DEMONS**

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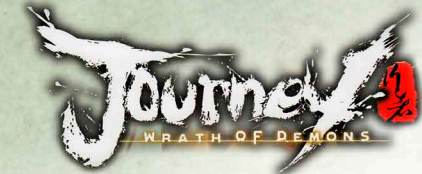
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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers





## SETUP

Choose a **quest**, set up the **map tiles**, **bridge tiles**, and other tokens and note any special setup and game rules. Shuffle the **corruption**, **fortune** and **misfortune** cards into separate facedown decks. Place the **condition** cards faceup near them.

Each player selects the **pilgrim(s)** they want to play and takes their **pilgrim sheet(s)**.

1 player: all 4 pilgrims  
2 players: 2 pilgrims each  
3 players: 2 players 1 pilgrim each; 1 player has 2 pilgrims  
4 players: 1 pilgrim each

Each pilgrim places their **weapon cards** by their pilgrim sheet, with the level 1 card on top. Shuffle the pilgrim's **skill cards** and draw 2, placing the remaining cards aside.

Set the tracking wheels on the pilgrim sheets: the **chi** wheel to 10 and both **karma** wheels to 0. Set the **health point slider** to its maximum value.

Place the **pilgrim and demon miniatures** on the map tiles as indicated in the quest diagram, noting their facing.

Decide on an **order of play** for the game and place an **initiative token** near each pilgrim sheet as a reminder.

## GAME TURN

### 1. MAINTENANCE PHASE

Each player examines their **active cards** to see if anything needs updating. Pilgrims can do this simultaneously, but if there is a conflict, play in initiative order.

If the number of **turn tokens** on a card matches its duration, it expires and can be discarded (do not apply its effect this turn).

**Active cards and ongoing effects:** Apply damage from cards that do so. Review other active cards.

**Unconscious pilgrims:** A facedown unconscious pilgrim is placed on its side. A pilgrim on its side is placed on its back. A pilgrim on its back is dead and removed from the game. Follow condition card instructions normally if an unconscious pilgrim has any.

**Age cards:** If the last turn ended with **demon rage**, remove the demon age card from the top of the demon deck.

**Special demon cards:** Inspect active special demon cards and discard any that do not have an explicit duration.

### 2. PILGRIM PHASE

In initiative order, each pilgrim is **activated** and **spends their action points (APs) to perform actions in any order**.

Pilgrims normally have 2 APs. Each action takes 1 AP and may be made multiple times, and not all AP need be spent.

### 3. DEMON PHASE

New demons appear at **demon gates**, then all demons are **activated in turn**, starting with the demon closest to *Tripitaka*. Demons are controlled by the game and any player can perform the required actions.

**Spawn demons:** Starting at the gate closest to *Tripitaka* and working back to the gate furthest from him, draw a demon card for each active gate, follow its instructions, and discard the card.

**Demon rage:** If you run out of demon miniatures when you are required to spawn demons, the demons already on the map gain an extra AP this Demon phase.

**Demon actions:** Demons normally have 2 APs but may only **move** and **attack**.

## 4. END OF TURN PHASE

Add a **turn token** to each card that lasts multiple turns. Follow any other special quest rules that track time.

## ACTIONS

### MOVE

A **miniature may move any number of squares up to its Movement points (MV)** in the direction it is facing.

It may not move diagonally and no part of its base may enter a blocked square at any time during its move. Movement cannot be interrupted by another action and resumed afterwards.

Blocked squares are those occupied by other miniatures, walls, closed doors, and other structures and tokens.

When making 2 or 3 movement actions, make one move of double or triple the movement points.

A miniature may change facing 90° any number of times at a cost of 1 MV each time. If it has a rectangular base, pick 1 square of the base that will be the same as it rotates.

### ATTACK

The attacker attacks a target.

### PRAY

A pilgrim on the same tile as a **mystical box** may **pray**. Draw a fortune card. Each pilgrim can only use a mystical box once (to pray or meditate) each time they are activated.

### MEDITATE

A pilgrim on the same tile as a **mystical box** may **meditate**. Use the spinner; the arrow must spin at least 1 full rotation, otherwise spin again.

If the pointer stops in the white area, draw 3 fortune cards. Keep 1 and discard the others.

If the pointer stops in the black area, draw 1 misfortune card.

Each pilgrim can only use a mystical box once (to pray or meditate) each time they are activated.

### BREAK DOWN A DOOR

Closed door tokens block movement for all miniatures. **Breaking down a door is automatically successful**, but the pilgrim must be in full base contact with the door and facing it.

Flip the door token over; it stays open for the rest of the quest.

### COLLECT SUTRA

A pilgrim adjacent to a **sutra** can **pick it up**. Place the Sutra token by the pilgrim's profile sheet.

Only *Tripitaka* can use sutras to close gates, and quest conditions may require certain pilgrims to collect them.

### RESCUE VILLAGER

A pilgrim adjacent to a **villager** can **rescue the villager**. Place the Villager token by the pilgrim's profile sheet and gain 3 good karma points.

### RECOVER

A pilgrim adjacent to a **water well** can **recover all health points**, up to their current maximum.

Each pilgrim can only use each water well once per quest; place a pilgrim marker next to the used well to indicate this.

### REST

The pilgrim **recovers 5 chi points**, up to their current maximum. Resting can be performed up to twice per activation.

### REVIVE

Only *Tripitaka* can revive adjacent pilgrims at a cost of 1-5 health points and 0-5 chi points. He must have at least 2 health points to perform this action.

The pilgrim is revived with as many health points and chi points as *Tripitaka* sacrifices. *Tripitaka* can reduce his own chi to 0, but cannot reduce his health points to below 1. The pilgrim can be revived with 0 chi, but must have at least 1 health point.

### MASTER SKILL

The pilgrim can sacrifice 4 good karma to draw a new skill card (one that it is 'discarded' after use). Discard any other skill cards until you get one of these 'one-time-use' cards. Each pilgrim can master a new skill once per activation.

### CLOSE GATE

Only *Tripitaka* can close a demon gate. He must have a Sutra token and be adjacent to a gate to close it. The Sutra token is removed from play.

## ATTACKS

At the start of an attack action, check any abilities, skill cards or condition cards already in effect and declare any new skill cards or abilities that you want to activate.

### ATTACKING

Check targets, range and LOS

Check the miniature's profile sheet to determine the possible number of **targets**, the **range icon**, and **line of sight (LOS)**. If a miniature can attack multiple targets, resolve these as a series of individual attacks in an order chosen by the players. An attacker cannot pick a target that is the same type as itself.

A target is in LOS if none of the squares directly between it and the target are blocked by other miniatures, tokens or impassable terrain. If a target occupies multiple squares, only part of it needs to be in range and LOS.

Generate attacker's damage

The attacker rolls the type and number of red **attack dice** listed on its profile sheet (ATT). Total the results (count X as zero) to find the **base damage**.

The white **pilgrim dice** may be rolled to represent the effects of equipped weapons; look up the result on the weapon card.

The black **demon dice** may be rolled to represent bonus demon abilities; consult the demon's profile sheet to find its effects.

Generate target's defense

The target rolls the type and number of blue **defense dice** listed on its profile sheet (DF). Total the results (count X as zero) to find the **base defense**. Defense is only applied to numerical damage, not to special damage such as that generated by condition cards or crushing damage.

If an attribute is missing from a profile sheet, that miniature does not use that concept, no dice are rolled and no modifiers applied.

Check for defeat

The **total damage is the attacker's damage minus the target's defense**. If this is 0 or less the attack is a failure.

If the health points of the target is one value, the target is a **one hit kill**. You must do at least this much damage in one attack to defeat the target. The target's health points remain unchanged by any attack that does not defeat it.

If the target's profile sheet has a health track, reduce its current health points by the total damage. If reduced to 0 or below, the target is **defeated**.

Kill or cleanse

Any attacker can choose to automatically **kill** a defeated target; the miniature is removed from the board, any cards attached to it are discarded, and any related ongoing conditions are cancelled.

Then **increase your bad karma** by the target's Bad Karma Reward (BKR) number.

Some attackers may choose to perform the **cleanse ritual** to save the soul of the target. The cleanse ritual can be performed if the attacker has the Cleanse Ritual (CR) attribute, and the target has a Soul Power (SP) attribute.

Roll the CR dice specified and apply any bonuses from cards or skills. If the result is equal to or greater than the target's SP, you have saved the target's soul. Remove its miniature from the board, discard any cards attached to it, and cancel any related ongoing conditions. Then **increase your good karma** by the target's Good Karma Reward (GKR) number.

If the result is less than the target's SP, the target fully recovers from the hit.

## SPECIAL ATTACKS

Knock back

The number is the number of squares the target is moved back along the line of attack. This is not a legal move as the miniature may move backwards and diagonally.

For each square that the target cannot be moved (eg, it is against an obstacle or the edge of the board) the target takes 1 point of **crushing damage** that it cannot defend against.

Immediately after moving the target, the attacker may make a free **follow** move to move with the attacker at no cost in AP. This move must be a legal single forwards move.

## DEFEATED PILGRIMS

A pilgrim reduced to 0 health points is **unconscious**. You cannot interrupt game play, play cards or take any actions once the damage is revealed and you become unconscious.

Demons ignore unconscious pilgrims completely.

## KARMA

When a pilgrim's **good karma reaches 10**, you *must* reduce it by 10 and draw a skill card; one that it is 'retained' after use. Discard any other skill cards until you get one of these 'permanent' cards.

When a pilgrim's **bad karma reaches 10**, you *must* reduce it by 10 and upgrade your weapon card to the next level (the card can be upgraded twice). You must also draw a corruption card. Once the weapon card has been fully upgraded, you must still draw a corruption card each time your bad karma reaches 10 points.

## CARDS

**Inactive cards** are those in the player's hand (or spread out on the table). There is no hand limit. To use a card, interrupt normal game play and carry out the card's instructions. If there are ongoing effects, keep it near the pilgrim's profile sheet.

Cards indicate when they can be played: at any time; immediately before a trigger condition; immediately after a trigger condition (you may see the result before playing the card); or on a forced trigger condition.

There may be cost to play the card. When playing health point costs, you must leave the pilgrim with at least 1 health point. If the cost includes Action points, the card can only be activated while the pilgrim is active in the Pilgrim phase.

Some cards have immediate effects, some use special rules to change a specific action and last as long as that action, some last until the end of the current turn, and some are continuous and associated with a trigger condition.

WEAPON CARDS

Weapon cards are only used during an attack action. Characters with a weapon card equipped roll a white **pilgrim die** for the weapon as part of the attack roll. Look up the number rolled on this die on the weapon card to see the result.

CORRUPTION CARDS

Some corruption cards prevent double moves or double actions: this applies to the initial 2 actions all pilgrims take in a normal Pilgrim phase. If the pilgrim is allowed a third action, they can choose any third action, even if it doubles up.

**Lure of Demons:** The pilgrim cannot perform the same action twice in 1 turn.

**Demon Distraction:** You cannot take more than 1 action per turn, under any circumstances.

**Permanent Limp:** 1 MV is lost from the **double move** total.

CONDITION CARDS

Place condition cards by the pilgrim’s profile sheet to indicate ongoing effects. If a condition is in effect for multiple turns, track time by placing **turn tokens** on the card, removing one each Maintenance phase.

If a pilgrim receives a duplicate of a condition that is already in effect, discard the existing card and its counters and apply the new card normally.

Defense dice do not reduce or prevent damage from a condition.

**Disabled:** The pilgrim cannot attack, but can make all other actions and can defend if attacked.

**Paralyzed:** The pilgrim cannot make any actions, play cards, or defend.

FORTUNE CARDS

When drawn, fortune cards enter your hand and can be played immediately or saved until later. A statistic cannot be raised above its maximum or drop below 0.

**Om Mala of Knowledge:** You can still select a new skill card, even if you do not have one to discard.

MISFORTUNE CARDS

Misfortune cards have negative effects that are normally applied immediately. If you cannot apply the full effect, apply it as best you can and discard the card.

**Losing Health:** This card can reduce your health points to 0.

PILGRIM SKILL CARDS

**Tripitaka, Prayer of Sealing:** If a quest says the gates cannot be sealed, this card cannot be used.

**Tripitaka, Om Chant:** Enemies not on the same map tile as Tripitaka plan their moves normally. If they move onto the same map tile, they stop on the first square and become inactive.

**Tripitaka, Prayer of Mercy:** All effects of the attack are ignored, including *knock back* and condition cards.

**Tripitaka, Asure Seal:** Once *Tripitaka* is protected, he will not roll defense dice. All effects of the attack are reflected, including *knock back* and condition cards; so the demon may take damage, crushing damage and/or condition damage.

Add all this up to see if the demon is defeated, then Tripitaka has the choice to kill or cleanse. If the demon survives, track condition card duration normally, but after the first turn damage can generally be ignored as condition cards do not generate enough damage for a one hit kill.

**Monk Sha, Brotherhood of the Skull:** *Monk Sha* will become the target of the attack, even if he could not normally be targeted by the attacker. He rolls the defense dice and can play other defensive skill cards.

**Monk Sha, Spirit of Fortune:** This can only be used to affect any fortune wheel spin.

**Cho Hakkai, Greedy:** *Cho Hakkai* can take a fortune card regardless of whether a mystical box is on the map tile or not.

TERRAIN

If a miniature has a large base, apply all the modifiers from special squares it occupies but only apply each modifier once, regardless of the number of squares of that type it occupies.

**Yellow lines:** No part of a miniature’s base can be moved through a yellow line at any time (including when it changes facing). LOS cannot be drawn across a yellow line.

**Purple lines:** Completely impassable, even with special skill cards or when knocked back.

**Red lines:** Pilgrims take 1 point of damage every time they enter one of these squares or at the end of their turn if they are stationary in the square for a full turn. Demons are unaffected.

**Green lines:** When miniatures that use defense dice stand on this feature, they get a +1 to defense.

**Blue lines:** Pilgrims pay 2 MV in a blue square, even when changing facing. When you make a double move, count the squares as if it was one move with double the number of MV. Demons are unaffected.

**Tokens** block movement and LOS unless otherwise stated. Treat them as impenetrable squares with yellow borders. The Broken Door token, however, is treated as 2 open squares.

DEMON AI

If there is an ambuity, make a decision that favors making the game harder for the pilgrims; if you cannot decide as a group, the player controlling *Tripitaka* makes the decision.

GATES

**Demon gates** can be active (in which case they spawn demons each turn), inactive, or closed. Turn the token over to indicate a closed gate; it can never become active again.

SPAWNING

During the Demon phase, starting at the active gate closest to *Tripitaka*, draw 1 demon card and follow its instructions. Do this for each gate in turn, working further away from *Tripitaka*.

**Reinforcement cards:** A newly spawned demon is placed adjacent to its gate in an open square which is not blocked or separated from the gate by impassable terrain. Consider the demon’s options and select the best square for it to be placed in and facing the direction in which it will move.

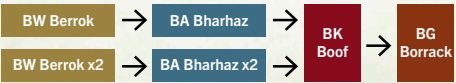
If you cannot decide, pick the square closest to *Tripitaka* and facing along the shortest path to him.

**Unique cards:** If the unique demon is currently not in play, spawn it as normal. If it is, discard the card and draw again.

**Special cards:** Read the card aloud and place it faceup beside the demon deck as a reminder to follow its instructions during this Demon phase.

DEMON RAGE

If you run out of demon miniatures, use this promotion scheme to spawn tougher demon(s) in place of those drawn. Follow the arrows until you find the first result where you have the miniatures to place and use that result instead.



If you can’t find a tougher demon, they begin to **rage**. Place the **demon rage card** on the demon card deck. Stop drawing demon cards for the rest of the Demon phases of this turn.

**When demon rage is in effect, each demon gets 3 AP**, not 2.

Demon rage ends during the next Maintenance phase, but may start again next Demon phase if not enough demons have been cleared.

DEMON ACTIVATION PHASE

Demons are activated in order, starting with the demon closest to *Tripitaka* and followed by ones further away.

Demons normally get 2 AP and have 2 actions, **attack** and **move**, which they can use in any combination.

When you activate a demon, select the highest priority plan that the demon can carry out:

**Priority 1:** Use the AP to attack *Tripitaka*, possibly more than once.

**Priority 2:** Use the AP to attack any other target, so long as the demon ends up closer on the board to *Tripitaka*.

**Priority 3:** Use the AP to attack any other target.

**Priority 4:** Use the AP to move towards *Tripitaka*.

Demons attack *all* targets in their attack range. If you see valid plans of the same priority, choose the option with the highest preference:

**Preference 1:** Attack the most targets possible.

**Preference 2:** Attack the weakest target (the one with the lowest number of health points).

Once a demon can attack its targets it stops moving, though it will make a longer move to attack more targets. Demons moving towards targets flow around obstacles like water. They do not cooperate: play each one by one and do not consider other demons while controlling the current one.

Generally demons and gates behind closed doors are inactive until the door is opened and they can move towards the pilgrims. However, if a pilgrim enters a room without opening the door, the demons/gates will become active until the pilgrim leaves.

SPECIAL DEMON CARDS

**Spawn Demon Lord:** The demon is placed and takes actions as normal. As soon as it makes 1 full attack action (successful or not), remove the demon from play (no karma reward is given and this does not count towards quest objectives). The demon may remain on the board for several turns until it makes its attack.

**Flood Gate:** Move the demon from its current square to a square adjacent to the gate if it means the demon is closer to *Tripitaka*. Typically, demons on the same map tile as *Tripitaka* will not respawn. Place them around the gate as if they spawned there this turn and move them normally in the Demon phase. Discard the card once you have repositioned the demons currently in play (it does not affect demons spawned later this turn).

**Wild Attacks:** Demons do not have to attack or move closer to *Tripitaka* as their main priority this turn: skip plan 1 and plan 2. They will follow plan 3 or double move towards the closest figure.

**Phase March:** Demons ignore impassable terrain like walls, closed doors, miniatures and tokens. They can move through them but not end their turn on an obstacle. Demons inside buildings, normally inactive, ignore the walls and plan their moves accordingly, but if a move does not take a demon outside the building, it will be inactive next turn as normal.

QUESTS

KARMA UPGRADES

For each **karma upgrade**, each pilgrim may either take 10 good

karma points (take 1 permanent skill card) or 10 bad karma points (upgrade to the next level weapon card and take 1 corruption card).

If the quest awards multiple karma upgrades, mix these upgrades in 10 point blocks as desired.

SPECIAL CARD DECKS

When a quest tells you to remove certain cards from the deck, you can also use the full deck and discard/redraw when one of the eliminated cards comes up.

DEFEATING DEMON LORDS

Quest events that are triggered by defeating demon lords are triggered before the demon lord is killed or cleansed; therefore the pilgrim does not get any karma points.

BACK TO BACK GAME PLAY

If several quests are played in succession, do the following between each quest:

- regain full health and chi, discard any condition cards
- keep the same good and bad karma points
- retain all skill, weapon, corruption, fortune and misfortune cards you have at the end of the quest.

Then compare your pilgrims to the setup for the next quest. If your setup is similar, you are ready to play. If you have too many or too few cards, feel free to make random card draws, or discard sme cards, to balance the difficulty.

DEFINITIONS

ADJACENT

The 8 squares surrounding a square, or the corresponding pattern if the object is not a single square. If not specifically mentioned, facing is irrelevant.

DISCARD PILE

Discarded cards are placed faceup in a discard pile beside the relevant deck. When the draw deck is empty, shuffle the discards to create a new deck. If both draw deck and discard pile are empty, you cannot draw new cards until some are discarded.

INCREASING STATISTICS

Nothing can increase a statistic above its maximum value for that character, though that value may be changed by cards.

ATTACK TWICE FOR 1 AP

If you can attack twice for 1 Action point, resolve all the attacks separately. Therefore the second attack may be able to target miniatures revealed by the first attack. Some cards limit the second attack to the original target.

RULES CONFLICTS

Where there is a conflict in rules, the most specific source wins (eg, quest rules override card rules, card rules override the rulebook).

REDUCE TO HALF

If you must halve a statistic, round the result down.

ON A MAP TILE

For larger miniatures with bases covering multiple squares, the miniature is ‘on a map tile’ if any part of its base is on the map tile (so it can be on more than 1 map tile at a time).

WINNING THE GAME

The game stops immediately and the players win when the quest’s victory conditions are met. Players may fail the quest when other conditions are met.

The pilgrims win or lose as a team.



## GAME TURN

### 1. MAINTENANCE PHASE

**Check active cards.** Discard cards with a number of turn tokens on them matching their duration.

**Unconscious pilgrims:** A facedown unconscious pilgrim is placed on its side. A pilgrim on its side is placed on its back. A pilgrim on its back is dead.

**Rage cards:** If the last turn ended with **demon rage**, remove the demon rage card from the demon deck.

### 2. PILGRIM PHASE

In initiative order, each pilgrim is activated and spends their action points (normally 2 APs) to perform actions in any order. Each action takes 1 AP.

### 3. DEMON PHASE

**Spawn demons:** Starting at the gate closest to *Tripitaka* and working back to the gate furthest from him, draw a demon card for each active gate.

**Demon rage:** If you run out of demon miniatures when you are required to spawn demons, the demons already on the map gain an extra AP this Demon phase.

**Demon actions:** Demons normally have 2 APs but may only move and attack.

### 4. END OF TURN PHASE

Add a turn token to each card that lasts multiple turns. Follow any other special quest rules that track time.

## ACTIONS

### MOVE

Move forward any number of squares up to MV. Miniatures may change facing 90° any number of times at a cost of 1 MV each time.

### ATTACK

Attack a target.

### PRAY

A pilgrim on the same tile as a mystical box may pray. Draw a fortune card. Each pilgrim can only use a mystical box once (to pray or meditate) per activation.

### MEDITATE

A pilgrim on the same tile as a mystical box may meditate. Use the spinner; if the pointer stops in the white, draw 3 fortune cards and keep 1. If the pointer stops in the black, draw 1 misfortune card.

Each pilgrim can only use a mystical box once (to pray or meditate) per activation.

### BREAK DOWN A DOOR

Breaking down a door is automatically successful, but the pilgrim must be in full base contact with the door and facing it.

## COLLECT SUTRA

A pilgrim adjacent to a sutra can pick it up.

## RESCUE VILLAGER

A pilgrim adjacent to a villager can rescue the villager. Take the Villager token and gain 3 good karma points.

## RECOVER

A pilgrim adjacent to a water well can recover all health points, up to their current maximum. Each pilgrim can only use each water well once per quest; place a pilgrim marker next to the used well to indicate this.

## REST

The pilgrim recovers 5 chi points, up to current maximum. This can be performed up to twice per activation.

## REVIVE

Only *Tripitaka* can revive adjacent pilgrims at a cost of 1-5 health points and 0-5 chi points. He must have at least 2 health points. The pilgrim is revived with as many health points and chi points as *Tripitaka* sacrifices.

## MASTER SKILL

The pilgrim can sacrifice 4 good karma to draw a new skill card. Each pilgrim can master a new skill once per activation.

## CLOSE GATE

Only *Tripitaka* can close an adjacent demon gate with a Sutra token. The token is removed from play.

## ATTACKS

Check the possible number of targets, the range icon, and line of sight (LOS).

Attacker rolls red attack dice (ATT) = base damage.

The white pilgrim dice may be rolled for equipped weapons; look up the result on the weapon card.

The black demon dice may be rolled to represent bonus demon abilities.

Target rolls blue defense dice (DF) = base defense. Check for Defeat

Total damage = attacker's damage minus target's defense. 0 or less the attack is a failure.

If the target is a one hit kill, you must do at least this much damage in one attack to defeat the target.

If the target has a health track, reduce its current health points. If 0 or below, the target is defeated.

Kill or cleanse

Any attacker can automatically kill a defeated target; remove it from the board, then increase your bad karma by the target's BKR.

Some attackers may perform the cleanse ritual: roll CR dice. If the result is equal to or greater than the target's SP, remove it from the board, then increase your good karma by the target's GKR. If the result is less than the target's SP, the target fully recovers from the hit.



## GAME TURN

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A pilgrim adjacent to a villager can rescue the villager. Take the Villager token and gain 3 good karma points.

## RECOVER

A pilgrim adjacent to a water well can recover all health points, up to their current maximum. Each pilgrim can only use each water well once per quest; place a pilgrim marker next to the used well to indicate this.

## REST

The pilgrim recovers 5 chi points, up to current maximum. This can be performed up to twice per activation.

## REVIVE

Only *Tripitaka* can revive adjacent pilgrims at a cost of 1-5 health points and 0-5 chi points. He must have at least 2 health points. The pilgrim is revived with as many health points and chi points as *Tripitaka* sacrifices.

## MASTER SKILL

The pilgrim can sacrifice 4 good karma to draw a new skill card. Each pilgrim can master a new skill once per activation.

## CLOSE GATE

Only *Tripitaka* can close an adjacent demon gate with a Sutra token. The token is removed from play.

## ATTACKS

Check the possible number of targets, the range icon, and line of sight (LOS).

Attacker rolls red attack dice (ATT) = base damage.

The white pilgrim dice may be rolled for equipped weapons; look up the result on the weapon card.

The black demon dice may be rolled to represent bonus demon abilities.

Target rolls blue defense dice (DF) = base defense. Check for Defeat

Total damage = attacker's damage minus target's defense. 0 or less the attack is a failure.

If the target is a one hit kill, you must do at least this much damage in one attack to defeat the target.

If the target has a health track, reduce its current health points. If 0 or below, the target is defeated.

Kill or cleanse

Any attacker can automatically kill a defeated target; remove it from the board, then increase your bad karma by the target's BKR.

Some attackers may perform the cleanse ritual: roll CR dice. If the result is equal to or greater than the target's SP, remove it from the board, then increase your good karma by the target's GKR. If the result is less than the target's SP, the target fully recovers from the hit.



## KNOCK BACK

The number is the number of squares the target is moved back along the line of attack. This is not a legal move as the miniature may move backwards and diagonally.

For each square that the target cannot be moved, the target takes 1 point of **crushing damage** it cannot defend against.

Immediately after moving the target, the attacker may make a free **follow** move to move with the attacker at no cost in AP. This must be a legal single forwards move.

## KARMA

When a pilgrim's good karma reaches 10, you *must* reduce it by 10 and draw a skill card; one that it is 'retained' after use. Discard any other skill cards until you get one of these 'permanent' cards.

When a pilgrim's bad karma reaches 10, you *must* reduce it by 10 and upgrade your weapon card to the next level (the card can be upgraded twice). You must also draw a corruption card. Once the weapon card has been fully upgraded, you must still draw a corruption card each time your bad karma reaches 10 points.

## TERRAIN

**Yellow lines:** No part of a miniature's base can be moved through a yellow line at any time (including when it changes facing). LOS cannot be drawn across a yellow line.

**Purple lines:** Completely impassable, even with special skill cards or when knocked back.

**Red lines:** Pilgrims take 1 point of damage every time they enter one of these squares or at the end of their turn if they are stationary in the square for a full turn. Demons are unaffected.

**Green lines:** When miniatures that use defense dice stand on this feature, they get a +1 to defense.

**Blue lines:** Pilgrims pay 2 MV in a blue square, even when changing facing. When you make a double move, count the squares as if it was one move with double the number of MV. Demons are unaffected.

**Tokens** block movement and LOS unless otherwise stated. Treat as impenetrable squares with yellow borders. The Broken Door token, however, is treated as 2 open squares.

## DEMON AI

### DEMON RAGE

If you run out of demon miniatures, use the promotion scheme below to spawn tougher demon(s) in place of those drawn. Follow the arrows until you find the first result where you have the miniatures to place and use that result instead.

If you can't find a tougher demon, they begin to **rage**. Place the **demon rage card** on the demon card deck. Stop drawing demon cards for the rest of the Demon phases of this turn.

During demon rage, each demon gets 3 AP, not 2.

### DEMON ACTIVATION PHASE

Demons are activated in order, starting with the demon closest to *Tripitaka* and followed by ones further away.

Demons normally get 2 AP and have 2 actions, **attack** and **move**, which they can use in any combination. When you activate a demon, select the highest priority plan that the demon can carry out:

**Priority 1:** Use the AP to attack *Tripitaka*, possibly more than once.

**Priority 2:** Use the AP to attack any other target, so long as the demon ends up closer on the board to *Tripitaka*.

**Priority 3:** Use the AP to attack any other target.

**Priority 4:** Use the AP to move towards *Tripitaka*.

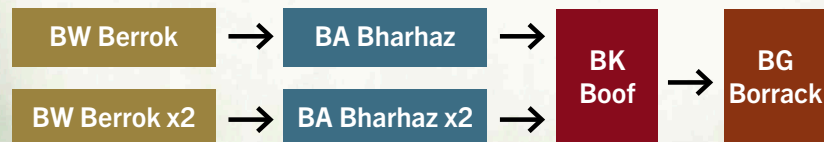
Demons attack *all* targets in their attack range. If you see valid plans of the same priority, choose the option with the highest preference:

**Preference 1:** Attack the most targets possible.

**Preference 2:** Attack the weakest target (the one with the lowest number of health points).

Once a demon can attack its targets it stops moving, though it will make a longer move to attack more targets. Demons moving towards targets flow around obstacles like water. They do not cooperate.

Generally demons and gates behind closed doors are inactive until the door is opened and they can move towards the pilgrims. However, if a pilgrim enters a room without opening the door, the demons/gates will become active until the pilgrim leaves.



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