



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. **Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials** – and lots more.

Sign up to the **monthly newsletter** on the website!

FOLLOW THE
EOG AND
DON'T MISS
A THING!



VIDEOS
EsotericOrderGamers



TWEETS
@EOGamers



PHOTOS
orderofgamers



NEWS
EOGamers

SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

Please sign up and support me!

PATREON.COM/ESOTERICORDER

Thankyou! Peter (Universal Head)

v1.1

October 2020

Game: **MACHINA ARCANA**

Publisher: **ADREAMA GAMES (2020)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Monster behaviour and variants reference x2**

Page 4: **Play reference x2 front**

Page 5: **Play reference x2 back**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

**If you need exceptional quality graphic design
for your next project, visit universalhead.com**

**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**





SETUP

Choose a **scenario**. Sort the **chapter cards** by putting the **scenario card** on top, followed by the chapter cards in numerical order. Set aside **endgame chapter cards** if there are any. Put the chosen scenario deck on the **chapter board's** bottom space.

Add **events**, **items**, **monsters**, and **explorers** from the chosen scenario to their respective core decks and shuffle each separately.

Each player chooses an **explorer** and takes the matching **card**, **standee** and a **player board**. On your board, set the **essence** marker to 0, and the **health** and **stamina** markers to match the explorer's health and stamina attributes on their card.

Take the 3 **explorer markers** with the symbol that appears on your player board, and place them at the top of your board.

Separate and shuffle all the level 1 **item cards** into 4 different decks based on item type: **weapon** ⚔, **apparel** 👤, **artifact** 💎 and **consumable** ✨. Set aside the level 2 and 3 cards, to be added to their corresponding decks when directed by a chapter card.

There are 4 items decks, and 1 destroyed (discarded) item deck.

Shuffle together the level 1 **monster cards**. Set aside the level 2, 3 and 4 monster cards, to be added to the monster deck as the monster level increases.

If the chosen scenario has an **endgame tile**, set it aside. Shuffle all the non-scenario double-sided map tiles, flipping some of them to mix up the sides. This creates the **map tile deck**. Place the bottom map tile in the play area as the **starting map tile**.

Turn over the first chapter card of the scenario and place it on the top space of the chapter board. Place the **spawn rating** and **horror rating tokens** in the positions indicated by the first chapter card. Place the **monster threat** and **monster level tokens** in the first position of their tracks on the chapter board.

Read the chapter text and follow its instructions; place an **entry token** and the explorer standees on the map as instructed.

GAMEPLAY

The game is played as a series of **rounds**, each of which consists of 4 phases played in sequence.

1. EXPLORER PHASE

Reset each explorer's **stamina** to the maximum number indicated on their explorer card. Return all explorer markers to their corresponding player boards.

Explorers with stamina have yet to take their turn this round.

Each round, the players (explorers) may play in any order they choose. Each explorer must finish their turn before another may take their turn.

On their turn explorers can take **actions** which usually cost **stamina**. You may continue to perform actions until you run out of stamina. You can also choose to finish your turn by setting your stamina to 0, thus indicating your turn is over.

2. SPAWN PHASE

Each explorer rolls a game die (unless all spawn spaces on the tile they are on are destroyed):

THE ROLL IS EQUAL TO OR GREATER THAN THE CURRENT SPAWN RATING:

- a. If you have reached the spawn limit** (there are 4 or more monsters on the explorer's map tile), **increase the monster threat by 1** and skip further steps.

If threat reaches the last position, reset it to the first position, increase the **monster level** by 1, then shuffle the monster cards with the corresponding level into the monster deck together with the destroyed monster cards. If the monster level is 5 (///), instead of increasing the monster threat, each explorer must destroy 1 equipped item or be destroyed.

- b. Spawn a monster** on the rolling explorer's map tile.

- c. Reset the spawn rating** to the default value (on the chapter card).

THE ROLL IS LESS THAN THE CURRENT SPAWN RATING:

- a. Lower the spawn rating slider by 1.**

SPAWNING A MONSTER

- If there are no spawn spaces on the tile of the rolling or activating explorer, skip further steps.
- Draw a card from the **monster deck**. If there are no available cards, shuffle the destroyed monster cards to create a new deck. If there are still none available, increase the monster threat by 1 and skip further steps.
- Place the monster card at the end of the **monster queue**. Place a number of **health tokens** on the card equal to the monster's maximum health.
- Place the monster figure on the **spawn space** nearest to the rolling or activating explorer, and resolve any *enters play* abilities. If the space is occupied, the explorer chooses the nearest unoccupied space to it.

3. HORROR PHASE

Place all horror markers next to the horror event deck. **Only one player rolls the game die:**

THE ROLL IS EQUAL TO OR GREATER THAN THE CURRENT HORROR RATING:

- a. Reset the horror rating** to the default value (on the chapter card).
- b. Increase the monster threat by 1**, then draw a card from the horror event deck. If there are none available, shuffle the destroyed horror event cards to create a new deck. Resolve the card's *enters play* abilities, then place the card faceup on top of the destroyed horror event deck.

THE ROLL IS LESS THAN THE CURRENT HORROR RATING:

- a. Lower the horror's rating slider by 1.**

4. MONSTER PHASE

Monsters play in a specific order, based on the **monster queue**. *If the monster queue is empty, skip this phase.* The first monster (the first that entered the queue) takes its turn, then the next, until all monsters in the queue have had their turn.

UNITS

There are 2 types of units: **explorers** and **monsters**. An explorer's **player board** tracks their **attributes**, which cannot go below 0 or exceed 9. Attributes can't surpass their maximum value (the starting value from the unit card, modified by game effects).

Armor 🛡 helps deflect physical attacks, and **will** 🗡 helps deflect arcane attacks. Each can be increased by equipping items with an **armor** or **will bonus icon**, or by specific abilities.

Essence ⚡ is an explorer's arcane energy. Explorers restore essence by activating an event space, activating a chest, destroying monsters on their turn, and with some abilities.

You may use essence in these ways:

- Lose 1 essence instead of losing 1 health;
- After your attack roll, or any other attack roll on your turn, you can increase that roll by 1 for each essence lost;
- Play abilities activated with essence;
- Seal a spawn space;
- Activate an unlit chapter space.

Whenever the activating explorer is losing essence, other explorers can assist by **contributing** with their essence. The space targeted is the **target space**; otherwise it is the activating explorer's position. Contributing explorers must be willing, and adjacent to the target space, activating explorer, or other contributing explorer. The activating explorer doesn't need to lose any of their own essence.

Health ❤ is the amount of damage a unit can take before dying. Explorers and monsters use health tokens to mark their current health. If a unit is hit, it loses 1 health; any unit with at least 1 lost health is **wounded**. When the last health is lost, the unit is destroyed. Health can be restored only through some abilities.

Stamina ⚡ is used during a unit's turn to move and perform abilities. Explorers track their stamina with a stamina token.

EXPLORERS

Explorers can use the active **abilities** from their explorer card, consumables and equipped items, the current explorer event, the current chapter, bound explorer events, and from interacting with the map tile or utilizing their inventory. When an explorer is placed on the map tile, after all chapter abilities have been resolved, resolve their *enters play* abilities.

Use your 3 **explorer markers** to mark your lasting effects. At the start of your turn return them all to the top of your player board.

If your health points are reduced to 0, you are **destroyed**. Remove your standee, card and markers from the game, shuffle your inventory and place it in the destroyed item deck, and remove your binding events from the game.

MONSTERS

Monsters can use the active **abilities** from their monster card, the current horror event, and from interacting with the map tile. When a new monster is spawned, resolve its *enters play* abilities.

A monster's whose health points are reduced to 0 is **destroyed**. If a destroyed or banished monster's level is *lower* than the current monster level, and it is not a level 4 monster, remove its card and standee from the game; otherwise place its monster card on top of the destroyed monster deck and set aside its monster standee.

Banished monsters are not considered destroyed, and banishing them does not trigger *when dies* conditional effects.

If a monster is **destroyed** (not banished) during an explorer's turn, that explorer receives 1 essence.

ATTACKS

Attacks are either **normal** or **arcane**. If an effect increases arcane attack rolls, even a normal attack is considered **arcane**. The target(s) of an attack, and any units affected by an untargeted attack, are **blockers**.

⌚ The **melee target** must be the activating unit or an adjacent unit.

⊗ The **ranked target** must be within range X, with no obstacles in the LOS.

⊗ The **ranked target** must be within range X, ignoring any obstacles in the LOS.

Range is the number of spaces to the target, ignoring obstacles. You may target yourself.

If the weapon has a ranged active ability with an attack effect, it is considered a **ranged weapon**. If the weapon has a melee active ability with an attack effect it is considered a **melee weapon**.

If an attack would affect more than 1 unit (eg. a trap or exploding barrel), make only 1 attack roll and apply the result to all blockers.

- The attacker rolls the specified number of **attack dice** (low/white and/or high/black) and totals the results.
- Add any present effects that increase the attack roll, then subtract any present effects that decrease the attack roll.

- If the attack roll is less than the target's blocking attribute, skip further steps. For normal attacks, the blocking attribute is **armor**, and for arcane attacks, the blocking attribute is **will**.

- Attacker hits.

- Blocker loses 1 health point.

ETHEREAL

An ethereal unit cannot be targeted by other units unless they have an active effect that enables them to do so. Ethereal units can be attacked indirectly using traps, exploding barrels, or other abilities that do not need to actually target the ethereal unit.

Monsters ignore all explorers that are not targetable, and do not move toward them. Units can move through ethereal units and vice versa. However ethereal units are still obstacles, and you cannot stop on a space occupied by an ethereal unit.

SWITCH POSITIONS

When you resolve this effect, the activating unit and the target unit switch the positions of their standees on the map tile.

CONTROL MONSTER

When it's the target monster's turn to play, the activating explorer controls its movement, attacking and playing the abilities of the controlled monster (it may even attack other monsters). This overrides the control of any players controlling monsters.

TELEPORT

When a unit teleports to a space within a specific distance, ignore all walls, obstacles, rubble and closed doors to reach the destination space. When a unit teleports to a specific destination space, always use the nearest, unexplored map space of that type on the map tile the specified unit is on. If the destination space is occupied or not passable, choose its nearest passable and unoccupied space.

PUSH AND PULL

A unit can be pushed away or pulled towards the activating unit or space. When not specified, the activating unit's position is the activating space. If the target unit is orthogonal to the activating space it moves in a straight line, otherwise it moves diagonally. Immobile units cannot be pushed or pulled.

If a unit would be pushed or pulled into a trap lever, activate the lever. An exploding barrel is counted as hit when a unit is pushed or pulled into it. If the destination space is a pit inside the target's LOS, the unit is pushed or pulled into the pit space and destroyed.

MOVEMENT AND MAP TILES

MOVE

Unless a unit is immobile, it can **spend 1 stamina to move 1 space** in any direction (diagonal or orthogonal) to an adjacent, unoccupied, and passable space. Units cannot move through rubble, obstacles, walls or closed doors. Some abilities allow you to move through obstacles or unpassable spaces.

EXPLORE NEW MAP TILE

An explorer on the edge of a map tile that does not contain an entry or exit token may **spend 1 stamina to explore further**. Draw a map tile and join it with the exploring map tile edge so its direction symbol is adjacent to the activating explorer.

The maximum playing area is 2x2 map tiles, but you may *scroll* map tiles: destroy some of the placed map tiles to explore a new map tile. The only requirement is that there are no explorers on the destroyed map tiles. If there are monsters on the destroyed map tiles, they are **banished**. Flip the destroyed tile and place it on the bottom of the map tile deck.

EXIT MAP TILE

When standing on the exit token, an explorer can **spend 2 stamina to exit a map tile**. Remove the explorer standee from the playing area. Skip the explorer's turn and ignore effects on them (and their spawn phase).

1 STAMINA 🗡

2 STAMINA 🗡

2 STAMINA 🗡

MAP ELEMENTS

If a map space is **destroyed**, place an explored token on it. A destroyed map space counts as an obstacle that doesn't obstruct LOS, and can't be interacted with. If a map space is **refreshed**, remove all the explored tokens on top of it.

Line of sight (LOS) is an imaginary line through the centers of source and target space. If that line crosses through a wall, rubble or closed door, the target is not in LOS. If the line just touches the end of a wall, or the corner of a space that would usually block LOS, the target is still in LOS. An **obstacle** is an impassable space that does not block LOS.

An **adjacent** map space is any space next to the activating unit and in LOS. Walls and doors are adjacent to a unit if they are on one of the unit's map space *borders*. A **passable** space does not obstruct LOS. A **wall** is a map space border which separates spaces and obstructs LOS; the unexplored edge of a map tile is a wall.

When determining the **nearest**, count spaces ignoring walls, rubble, pits, units, and obstacles.

DOOR: A map space border connecting 2 adjacent wall spaces. Doors are open by default. When opened or destroyed, units can normally pass through them, and LOS is unobstructed.

If a door is open (no door standee on it), an adjacent explorer can **spend 2 stamina to close a door** (place a closed door standee on it). A closed door acts as a wall. An adjacent explorer can **spend 2 stamina to open a closed door** (remove the closed door standee).

An adjacent unit can **spend 4 stamina to destroy a closed door** (replace the closed door standee with a destroyed door token). Units cannot activate a door with a destroyed door token on it.

Mindless monsters can only destroy *closed* doors for 4 stamina. Scheming monsters can open and close doors for 3 stamina, and also destroy closed *or* open doors for 4 stamina.

Pit: A unit that moves, is pushed, pulled, or teleported into a pit is destroyed. Mindless monsters never move themselves into a pit.

EXPLODING BARREL: An obstacle that doesn't obstruct LOS, and can be attacked: the attack roll must be at least 1 to score a hit. When one is hit, attack each adjacent unit for **3**, and place an explored token on top of the barrel space. When a unit is pushed or pulled into an exploding barrel, treat it as though the barrel is hit.

RUBBLE: An impassable space that obstructs the LOS.

SPAWN SPACE: A passable space that doesn't obstruct LOS. A destroyed spawn space counts as an obstacle. An explorer adjacent to a spawn space can **spend 3 stamina and 4 essence to seal that space**. Decrease the monster threat by 1 (min 1). If there is a unit on top of the spawn space, destroy it. Place 2 explored tokens on the space, then put a light token on the nearest chapter space on the explorer's map tile with no tokens on it.

TRAPPED SPACE: A passable space. When a **trigger traps** effect is resolved on a map tile, every unit on top of that map tile's trapped spaces is attacked by the activating unit for **3**.

ACTION SPACES

All action spaces can be **activated**. Once activated, put an explored token on the space. Every action space counts as an **obstacle**.

TRAP LEVER: Activate an adjacent trap lever (2 stamina for explorers and 3 stamina for scheming monsters) to **trigger traps**: attack all units on trapped spaces on the activating unit's map tile for **3**. If there is no activating unit, attack units on trapped spaces on *all* map tiles. A trap lever is activated if a unit is pushed or pulled to it.

RECHARGE STATION: An explorer can activate an adjacent recharge station for 1 stamina to **recharge**: roll the yellow **recharge die**. The result either restores 1 health, restore stamina, or nothing happens.

WORKBENCH: Explorers can **operate an adjacent workbench** for 3 stamina: draw the top **3 item cards** from any of the item decks (you can choose the same deck multiple times).

You can swap any of the drawn cards with items from your inventory (equipped or unequipped). Choose 1 card, then keep it or give it to an adjacent explorer. Destroy (discard) any number of remaining cards, then place the rest on top of their corresponding item decks in any order. Finally, resolve the **use inventory** effect.

CHEST: Explorers can activate an adjacent chest for 3 stamina to resolve the **gain item** effect and **restore 1 essence**.

EVENT SPACE: Explorers can activate an adjacent event space for 3 stamina to resolve the **invoke explorer event** effect and **restore 1 essence**.

CHAPTER SPACE: A chapter space can be in 3 different states: **unlit** (no token on top of it), **lit** (light token is on top of it), and **destroyed** (explored token is on top of it). An explorer can **activate an adjacent chapter space**:

- **Unlit chapter space:** the activating explorer loses 3 stamina and 3 essence. Put an explored token on top of it.
- **Lit chapter space:** the activating explorer only loses 1 stamina. Flip the light token to the explored side.
- If an exit token is placed on any map tile or the current chapter is a blocking chapter, skip further steps.
- Advance to the next chapter by flipping the current chapter to the top side of chapter board. Resolve the next chapter's *enters play* abilities and reset the spawn and horror rating sliders.

ITEMS


The owning explorer is the default target of an item's active abilities which don't need a target, and of its *enters play* abilities.

Every item, except consumables, must be **equipped** before its effects and abilities can be used. An explorer can **equip only 1 main item of each item type**, with the exception of weapons that enable you to equip 2 one-handed main weapons at once (each must have a one-hand symbol).

You can first unequip 1 main item of the same item type before equipping a new main item. Whenever a main item is **equipped**, immediately resolve its *enters play* abilities.

Equipped items can be **upgraded** via the vertical upgrade symbol with another item of the same type and matching upgrade symbol. You can first unequip 1 upgrade of the same item type before upgrading. A torso apparel cannot be upgraded with another torso item. Even upgrades can be upgraded. Treat the upgrading item as being equipped, and resolve its *enters play* abilities.

Equipped items can be **augmented** via the horizontal upgrade symbol and matching augment symbol. You can first unequip 1 item with the same augment symbol before augmenting an item. Treat the augmenting item as being equipped, and after augmenting, resolve its *enters play* abilities. Augmenting an item only affects that item, unless stated differently.

To **unequip**  an item, place that item and its upgrades and augments in your inventory. Rotate unequipped items to indicate their unequipped status.

GAIN ITEM

Draw the top 2 **item cards** from any of the item decks (you can choose the same item deck multiple times). Choose 1 card, then destroy (discard) it or place it on top of the corresponding item deck. Keep the remaining card or give it to an adjacent explorer.

You can resolve the **equip main item** effect using the kept card if it is of the following item type, based on your explorer's class:

Gunman: Apparel	Bruiser: Weapon
Mystic: Artifact	Crafter: Any item type

TRADE

You may **spend 2 stamina to initiate a trade with an adjacent explorer**. You can give and receive any number of items. If the items were equipped, they are traded in an unequipped state.

USE INVENTORY

You may **spend 3 stamina to unequip all of your items, then equip any number of main items**. Upgrade and augment any number of equipped items. Finally, give any number of items to any adjacent explorers if desired.

Instead of using their own inventory, an explorer may choose to resolve **use inventory** on an adjacent explorer.

CHAPTER

Explorers gain all the active abilities from the current chapter. The activating explorer is the target of the chapter's active ability.

Whenever a new chapter is played, resolve its *enters play* abilities and reset the spawn and rating sliders to its numbers. If the horror rating is disabled or missing from the chapter card, skip the horror phase. If the spawn rating is disabled or missing from the chapter card, skip the spawn phase.

Some chapters have a **blocking indicator** that blocks the ability to progress to the next chapter by activating a chapter space. Instead, one of the chapter's abilities will instruct you on how to progress to the next chapter or how to place an exit token.

CHAPTER EFFECTS

PLACE ENTRY TOKEN: Take the top tile from the map tile deck and place it in the playing area. Place an entry token on its direction symbol, facing inwards (ignore this if the tile is a scenario starting tile). Place the explorers on unoccupied spaces adjacent to or on the entry token. Resolve *enters play* abilities from their unit cards and equipped items.

PLACE EXIT TOKEN: The activating explorer places the exit token on any edge of the map tiles in the playing area (pointing outwards). An exit token cannot be placed on top of an existing entry token.

When the last surviving explorer exits the map tile, flip the current chapter and resolve the next chapter's *enters play* abilities, banish all monsters from the map tiles in play, and shuffle the placed map tiles and put them on the bottom of the map tile deck.

ADD ITEM LEVEL: Take all the item cards of that level and shuffle them into their corresponding item type decks.

START A NEW ROUND: Once this effect is resolved, the round starts again with the explorer phase. All the explorers are at max stamina, and all the horror and explorer markers are returned to their corresponding places.

ENTER ENDGAME: Place the specified scenario endgame map tile into play and place the explorers on unoccupied spaces adjacent to or on the illustrated entry token(s). Place the scenario endgame cards next to the tile and resolve its setup phase. Note victory and defeat conditions and special rules.

VICTORY: When a victory effect is resolved, flip the current chapter card. All surviving explorers have won the game.

EVENT

There are **explorer** events and **horror** events. The topmost destroyed event for each deck is the **current event**, and their passive abilities affect all units on all map tiles. Whenever a new event is played, resolve its *enters play* abilities. When you shuffle event card decks, shuffle in destroyed events as well.

EXPLORER EVENTS: Only explorers can play explorer events, by activating an event space for 3 stamina, or resolving invoke or reinvoked explorer event effects. The explorers gain all the active abilities from the current explorer event. The activating explorer is the default target of event's active and *enters play* abilities.

If the event has a **binding indicator**, the activating explorer places the event card next to their explorer card and now treats the event's abilities as though they are part of their explorer card.

HORROR EVENTS: Monsters gain all the active abilities from the current horror event.

3 STAMINA





EVENT EFFECTS

INVOKE EXPLORER: Draw a card from the explorer event deck. If there are none available, shuffle the destroyed explorer event cards to create a new deck. Resolve the card's *enters play* abilities. If it is a binding event, the activating explorer takes it. Otherwise place the card faceup on top of the destroyed explorer event deck.

INVOKE HORROR: Increase the monster threat by 1, then draw a card from the horror event deck. If there are none available, shuffle the destroyed horror event cards to create a new deck. Resolve the card's *enters play* abilities, then place the card faceup on top of the destroyed horror event deck.


REINVOKE EXPLORER/HORROR: Resolve *enters play* abilities of the current explorer/horror event card.

ABILITIES

Active abilities can be used by the activating unit by paying the activation cost: losing **stamina** , **essence** , or **health** ; **destroying the card** after playing the ability ; or another cost or condition specified on the card.

An active ability that doesn't require a legal target affects the activating unit. Active abilities can only be played one at a time, resolving all the effects from the played ability before another can be played. If an ability costs stamina it can only be played by a unit on that unit's turn.


Passive abilities do not need an activating unit; they continuously (passively) influence the game as long as the card is in play.


Enters play abilities  are resolved only once, when the card enters play.


Between each unit's action, someone can play an active ability if it does not need any stamina for activation. These abilities can be used between actions of other explorers and monsters and between turns of monsters and explorers. They cannot be used when they would interrupt another action.

If abilities don't specify a target, they affect the current map tile by default. If you are standing on the edge of a map tile, you also affect adjacent units standing on the edge of connected map tiles.

EFFECTS

 **Counted condition:** The condition needs to be triggered or the ability played multiple times to resolve the effect. Every time the condition is triggered or the ability is played, place an explored token on the card. If the number of tokens matches the specified count, remove all the tokens and resolve the effect.

Lasting effects last until the activating unit's next turn, and are identified by the text *this round*. Use explorer markers to mark the maximum number of stacked effects. If a card has a lasting effect and a destroy  icon, don't place the card in the corresponding destroyed deck until you return all its explorer markers to your player board. You can no longer play other abilities on that card and you cannot destroy the card again with game effects. If it is a binding event, it is not considered in play anymore. Use horror markers to track lasting effects from monsters and horror events.

 **Effect roll:** Roll the game die, and if the effect roll is equal to or greater than X, resolve the effect.

When you resolve an effect to **take** a specific monster(s), search the following decks in this order: monster deck (shuffle the deck afterwards) - destroyed monster cards - monsters removed from the game - monsters not yet added to the game.

WINNING AND LOSING

If the scenario has an endgame, players must achieve its victory condition. If it doesn't, players must resolve the chapter with the victory effect. Surviving explorers share the victory, even if some of the explorers were destroyed. Explorer death is permanent, so when the last explorer has died the game is lost. If players reach the endgame, and the defeat condition is met, the game is lost.



MONSTER BEHAVIOUR

Mindless monsters: If there are no destroyed explorers then the monster actions are deterministic and are played by any player.

On its turn, a monster will use always try first to play the active abilities from any bound horror events it has, then the current horror event, then active abilities in the order they are specified on its monster card.

Unless stated differently, it will only target explorers.

If a monster can't play any active ability, and it is not adjacent to an explorer, it will move toward the nearest explorer. It continues to do this until it has run out of stamina or cannot use any of its abilities and/ or is blocked from further movement.

Count the steps to each targetable explorer on any map tile, avoiding impassable map spaces, but ignoring closed doors and units. Immobile units are treated as rubble.

A monster will always prefer a space with fewer obstacles in the LOS and if possible will face the explorer in an orthogonal direction.

If another unit blocks the monster's path, the monster will move along a path around the blocking unit as long as it does not step further away from its target. End a monster's turn if another unit is blocking the path, and the monster cannot move in such a way that it will end closer to the target.

A monster will try to position itself adjacent to a closed doors if it needs to go through it and doesn't have enough stamina to destroy it. **Explorers resolve all ambiguities in the game**, so use the behavior of mindless to your advantage.

If there is a choice between 2 or more explorers, then the target will be the one with the lowest remaining health, followed by one chosen by the players.

A mindless monster will try to destroy closed doors for 4 stamina to continue on their path towards the nearest explorer.

After playing an active ability or moving for 1 stamina, a mindless monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

Scheming monsters: Otherwise the players of dead explorers become responsible of the monsters' turns. They can move, use their abilities or interact with the map tile by:

- Opening or closing doors for 3 stamina
- Destroying opened or closed doors for 4 stamina
- Activate a trap lever for 3 stamina

VARIANTS

Very fast game (less than 1 hour): Play scenario 1 using only chapters 1, 2, and 4. When the last surviving explorer exits the 4th chapter, the game is won.

Fast game (less than 2 hours): Play scenario 1 but remove chapters 2 and 7. The game is won when the victory condition is fulfilled. **EASIER GAME**

Easy game: On the game die, the 0 represents a roll of 10. If you want to play an easier game, treat the 0 as 0.

Very easy game: Ignore the lowering of rating sliders during the spawn and horror phases.

Campaign mode: If explorers survive the scenario, they can start playing another. After completing a scenario, each surviving explorer decides which items and bound events they want to keep, and adds the values of the kept cards to calculate their **campaign threat number**.

Item level 1: **1** Item level 2: **2**
Item level 3: **3** Bound event: **2**

Once the new scenario is prepared, explorers use their inventories, start at 0 essence and max health, resolve all the *enters play* abilities of the new chapter, and increase the monster threat by the highest campaign threat number among the playing explorers.

	PASSABLE You can move on it and target through it with ☺ or ☹	OBSTACLE You can target through it only with ☹	BLOCKS LOS
Passable space (including trapped space and pit)	✓	✗	✗
Unit (explorer or monster; see special rules for ethereal units)	✗	✓	✗
Wall, closed door, rubble	✗	✗	✓
Action space (event space, chest, workbench, recharge station, trap lever, chapter space)	✗	✓	✗
Spawn space (no tokens on top of it)	✓	✗	✗
Exploding barrel	✗	✓	✗
Destroyed map space	✗	✓	✗



MONSTER BEHAVIOUR

Mindless monsters: If there are no destroyed explorers then the monster actions are deterministic and are played by any player.

On its turn, a monster will use always try first to play the active abilities from any bound horror events it has, then the current horror event, then active abilities in the order they are specified on its monster card.

Unless stated differently, it will only target explorers.

If a monster can't play any active ability, and it is not adjacent to an explorer, it will move toward the nearest explorer. It continues to do this until it has run out of stamina or cannot use any of its abilities and/ or is blocked from further movement.

Count the steps to each targetable explorer on any map tile, avoiding impassable map spaces, but ignoring closed doors and units. Immobile units are treated as rubble.

A monster will always prefer a space with fewer obstacles in the LOS and if possible will face the explorer in an orthogonal direction.

If another unit blocks the monster's path, the monster will move along a path around the blocking unit as long as it does not step further away from its target. End a monster's turn if another unit is blocking the path, and the monster cannot move in such a way that it will end closer to the target.

A monster will try to position itself adjacent to a closed doors if it needs to go through it and doesn't have enough stamina to destroy it. **Explorers resolve all ambiguities in the game**, so use the behavior of mindless to your advantage.

If there is a choice between 2 or more explorers, then the target will be the one with the lowest remaining health, followed by one chosen by the players.

A mindless monster will try to destroy closed doors for 4 stamina to continue on their path towards the nearest explorer.

After playing an active ability or moving for 1 stamina, a mindless monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

Scheming monsters: Otherwise the players of dead explorers become responsible of the monsters' turns. They can move, use their abilities or interact with the map tile by:

- Opening or closing doors for 3 stamina
- Destroying opened or closed doors for 4 stamina
- Activate a trap lever for 3 stamina

VARIANTS

Very fast game (less than 1 hour): Play scenario 1 using only chapters 1, 2, and 4. When the last surviving explorer exits the 4th chapter, the game is won.

Fast game (less than 2 hours): Play scenario 1 but remove chapters 2 and 7. The game is won when the victory condition is fulfilled. **EASIER GAME**

Easy game: On the game die, the 0 represents a roll of 10. If you want to play an easier game, treat the 0 as 0.

Very easy game: Ignore the lowering of rating sliders during the spawn and horror phases.

Campaign mode: If explorers survive the scenario, they can start playing another. After completing a scenario, each surviving explorer decides which items and bound events they want to keep, and adds the values of the kept cards to calculate their **campaign threat number**.

Item level 1: **1** Item level 2: **2**
Item level 3: **3** Bound event: **2**

Once the new scenario is prepared, explorers use their inventories, start at 0 essence and max health, resolve all the *enters play* abilities of the new chapter, and increase the monster threat by the highest campaign threat number among the playing explorers.

	PASSABLE You can move on it and target through it with ☺ or ☹	OBSTACLE You can target through it only with ☹	BLOCKS LOS
Passable space (including trapped space and pit)	✓	✗	✗
Unit (explorer or monster; see special rules for ethereal units)	✗	✓	✗
Wall, closed door, rubble	✗	✗	✓
Action space (event space, chest, workbench, recharge station, trap lever, chapter space)	✗	✓	✗
Spawn space (no tokens on top of it)	✓	✗	✗
Exploding barrel	✗	✓	✗
Destroyed map space	✗	✓	✗



1. EXPLORER PHASE

Reset each explorer's **stamina** to their maximum. Return all explorer markers to their player boards. Players act in any order. On your turn, take **actions** until you run out of **stamina**.

MOVE/EXPLORE

① MOVE

Move to an adjacent, unoccupied, passable space.

② EXIT MAP TILE

Remove your figure from the playing area, skip your turn and your spawn phase rolls.

② EXPLORE NEW MAP TILE

Draw the top map tile and join it with your exploring map tile edge to a direction symbol.

INTERACT WITH THE MAP TILE

② OPEN/CLOSE DOOR

If a door is open (no tokens on it), close it by placing a closed door standee on it. If a door is closed (closed door standee on it), open it by removing the closed door figure.

④ DESTROY CLOSED DOOR

Replace the closed door standee with a destroyed door token.

③ 3⚡ ACTIVATE UNLIT CHAPTER SPACE

If current chapter is not blocking and an exit token is not on any map tile: flip the current chapter and resolve its *enters play* abilities. Put an explored token on top of the chapter space.

③ ACTIVATE LIT CHAPTER SPACE

If current chapter is not blocking, and if an exit token is not on any map tile: flip the current chapter, and resolve its *enters play* abilities. Flip the light token to the explored side.

③ 4⚡ SEAL SPAWN SPACE

Decrease monster threat by 1. If there is a unit on top of the space, destroy it. Place 2 explored tokens on top of the space. Put a light token on a chapter space on your map tile.

① ACTIVATE RECHARGE STATION

Roll the recharge die and, according to the result, either restore 1 health, restore stamina or do nothing. Put an explored token on top of the recharge station.

② ACTIVATE TRAP LEVER

Attack all units on trapped spaces on your map tile for **3**. Put an explored token on top of the trap lever.

③ ACTIVATE EVENT SPACE

Restore 1 essence. Draw the top card from the explorer event deck and resolve its *enters play* abilities. If it is a binding event, place it next to your explorer card, otherwise place it faceup on top of the destroyed explorer event deck. Put an explored token on top of the event space.

③ ACTIVATE CHEST

Restore 1 essence. Draw the 2 top items from any item deck(s) and choose 1 to either destroy or place on top of the corresponding deck. Keep the remaining card or give it to an adjacent explorer. You can immediately equip the kept card as a main item if **Bruiser**: weapon, **Gunman**: apparel, **Mystic**: artifact, **Crafter**: any item type. Put an explored token on top of the chest.

③ ACTIVATE WORKBENCH

Draw the 3 top items from any item deck(s). You can swap any of them with items from your inventory. Choose 1 and keep it or give it to an adjacent explorer. Destroy any number of remaining cards, then place the rest on top of their corresponding item decks in any order. Resolve the **use inventory** effect for free. Put an explored token on top of the workbench.

USE OR TRADE ITEMS

③ USE INVENTORY

Unequip all of your items, equip any number of main items, then upgrade or augment any number of equipped items.

② TRADE

Trade any number of items with an adjacent explorer.

USE ABILITIES

① PLAY ACTIVE ABILITIES

Play active abilities from your explorer card; bound explorer events; consumable items; equipped items; current chapter; current explorer event.

UTILIZE MAP ELEMENTS:

Exploding barrel: If the attack roll on an exploding barrel is at least 1, attack each unit adjacent to the barrel for **3**. Place an explored token on top of the barrel. When a unit is pushed or pulled into an exploding barrel, treat it as though it is hit.

Pit: A unit that moves, is teleported to, is pushed or pulled into a pit is destroyed. Mindless monsters never move themselves into a pit.

Rubble: An impassable space that obstructs LOS.

Wall: A border which separates spaces and obstructs LOS.

2. SPAWN PHASE

Each explorer rolls a die (unless all spawn spaces on the map tile they are on are destroyed).

THE ROLL IS EQUAL TO OR GREATER THAN CURRENT SPAWN RATING:

a. If there are 4 or more monsters on the explorer's map tile, increase the monster threat by 1, and skip further steps.

b. Spawn a monster on the rolling explorer's map tile.

c. Reset the spawn rating to the number on the chapter card.

THE ROLL IS LESS THAN CURRENT SPAWN RATING:

a. Lower the spawn rating slider by 1.

SPAWNING A MONSTER

1. If there are no spawn spaces on the tile, skip further steps.

2. Draw a card from the **monster deck**. If there are none available, shuffle the destroyed monster cards to create a new deck. If there are still none, increase the monster threat by 1 and skip further steps.

3. Place the monster card at the end of the **monster queue**. Place **health tokens** on the card equal to its health.

4. Place the monster figure on the **spawn space** nearest to the rolling or activating explorer, and resolve any *enters play* abilities. If the space is occupied, the explorer chooses the nearest unoccupied space to it.

3. HORROR PHASE

Place all horror markers next to the horror event deck. Only one player rolls the die.

THE ROLL IS EQUAL TO OR GREATER THAN CURRENT HORROR RATING:

a. Reset the horror rating to the number on the chapter card.

b. Increase the monster threat by 1, then draw a card from the horror event deck. Resolve the card's enters play abilities, then place it faceup on the destroyed horror event deck.

THE ROLL IS LESS THAN CURRENT HORROR RATING:

a. Lower the horror's rating slider by 1.

4. MONSTER PHASE

Monsters play in a specific order, based on the **monster queue**. If the monster queue is empty, skip this phase.



1. EXPLORER PHASE

Reset each explorer's **stamina** to their maximum. Return all explorer markers to their player boards. Players act in any order. On your turn, take **actions** until you run out of **stamina**.

MOVE/EXPLORE

① MOVE

Move to an adjacent, unoccupied, passable space.

② EXIT MAP TILE

Remove your figure from the playing area, skip your turn and your spawn phase rolls.

② EXPLORE NEW MAP TILE

Draw the top map tile and join it with your exploring map tile edge to a direction symbol.

INTERACT WITH THE MAP TILE

② OPEN/CLOSE DOOR

If a door is open (no tokens on it), close it by placing a closed door standee on it. If a door is closed (closed door standee on it), open it by removing the closed door figure.

④ DESTROY CLOSED DOOR

Replace the closed door standee with a destroyed door token.

③ 3⚡ ACTIVATE UNLIT CHAPTER SPACE

If current chapter is not blocking and an exit token is not on any map tile: flip the current chapter and resolve its *enters play* abilities. Put an explored token on top of the chapter space.

③ ACTIVATE LIT CHAPTER SPACE

If current chapter is not blocking, and if an exit token is not on any map tile: flip the current chapter, and resolve its *enters play* abilities. Flip the light token to the explored side.

③ 4⚡ SEAL SPAWN SPACE

Decrease monster threat by 1. If there is a unit on top of the space, destroy it. Place 2 explored tokens on top of the space. Put a light token on a chapter space on your map tile.

① ACTIVATE RECHARGE STATION

Roll the recharge die and, according to the result, either restore 1 health, restore stamina or do nothing. Put an explored token on top of the recharge station.

② ACTIVATE TRAP LEVER

Attack all units on trapped spaces on your map tile for **3**. Put an explored token on top of the trap lever.

③ ACTIVATE EVENT SPACE

Restore 1 essence. Draw the top card from the explorer event deck and resolve its *enters play* abilities. If it is a binding event, place it next to your explorer card, otherwise place it faceup on top of the destroyed explorer event deck. Put an explored token on top of the event space.

③ ACTIVATE CHEST

Restore 1 essence. Draw the 2 top items from any item deck(s) and choose 1 to either destroy or place on top of the corresponding deck. Keep the remaining card or give it to an adjacent explorer. You can immediately equip the kept card as a main item if **Bruiser**: weapon, **Gunman**: apparel, **Mystic**: artifact, **Crafter**: any item type. Put an explored token on top of the chest.

③ ACTIVATE WORKBENCH

Draw the 3 top items from any item deck(s). You can swap any of them with items from your inventory. Choose 1 and keep it or give it to an adjacent explorer. Destroy any number of remaining cards, then place the rest on top of their corresponding item decks in any order. Resolve the **use inventory** effect for free. Put an explored token on top of the workbench.

USE OR TRADE ITEMS

③ USE INVENTORY

Unequip all of your items, equip any number of main items, then upgrade or augment any number of equipped items.

② TRADE

Trade any number of items with an adjacent explorer.

USE ABILITIES

① PLAY ACTIVE ABILITIES

Play active abilities from your explorer card; bound explorer events; consumable items; equipped items; current chapter; current explorer event.

UTILIZE MAP ELEMENTS:

Exploding barrel: If the attack roll on an exploding barrel is at least 1, attack each unit adjacent to the barrel for **3**. Place an explored token on top of the barrel. When a unit is pushed or pulled into an exploding barrel, treat it as though it is hit.

Pit: A unit that moves, is teleported to, is pushed or pulled into a pit is destroyed. Mindless monsters never move themselves into a pit.

Rubble: An impassable space that obstructs LOS.

Wall: A border which separates spaces and obstructs LOS.

2. SPAWN PHASE

Each explorer rolls a die (unless all spawn spaces on the map tile they are on are destroyed).

THE ROLL IS EQUAL TO OR GREATER THAN CURRENT SPAWN RATING:

a. If there are 4 or more monsters on the explorer's map tile, increase the monster threat by 1, and skip further steps.

b. Spawn a monster on the rolling explorer's map tile.

c. Reset the spawn rating to the number on the chapter card.

THE ROLL IS LESS THAN CURRENT SPAWN RATING:

a. Lower the spawn rating slider by 1.

SPAWNING A MONSTER

1. If there are no spawn spaces on the tile, skip further steps.

2. Draw a card from the **monster deck**. If there are none available, shuffle the destroyed monster cards to create a new deck. If there are still none, increase the monster threat by 1 and skip further steps.

3. Place the monster card at the end of the **monster queue**. Place **health tokens** on the card equal to its health.

4. Place the monster figure on the **spawn space** nearest to the rolling or activating explorer, and resolve any *enters play* abilities. If the space is occupied, the explorer chooses the nearest unoccupied space to it.

3. HORROR PHASE

Place all horror markers next to the horror event deck. Only one player rolls the die.

THE ROLL IS EQUAL TO OR GREATER THAN CURRENT HORROR RATING:

a. Reset the horror rating to the number on the chapter card.

b. Increase the monster threat by 1, then draw a card from the horror event deck. Resolve the card's enters play abilities, then place it faceup on the destroyed horror event deck.

THE ROLL IS LESS THAN CURRENT HORROR RATING:

a. Lower the horror's rating slider by 1.

4. MONSTER PHASE

Monsters play in a specific order, based on the **monster queue**. If the monster queue is empty, skip this phase.

ATTACKS

Attacks are either **normal** or **arcane**. If an effect increases arcane attack rolls, even a normal attack is considered **arcane**. The target(s) of an attack, and any units affected by an untargeted attack, are **blockers**.

- ⦿ The **melee target** must be the activating unit or an adjacent unit.
- ⊗ The **ranged target** must be within range X, with no obstacles in the LOS.
- ⊗^X The **ranged target** must be within range X, ignoring any obstacles in the LOS.

Range is the number of spaces to the target, ignoring obstacles. You may target yourself.

If the weapon has a ranged active ability with an attack effect, it is a **ranged weapon**. If the weapon has a melee active ability with an attack effect it is a **melee weapon**.

If an attack would affect more than 1 unit (such as a trap or exploding barrel), make only 1 attack roll and apply the result to all blockers.

1. The attacker rolls the specified number of **attack dice** (low/white and/or high/black) and totals the results.
2. Add any present effects that increase the attack roll, then subtract any present effects that decrease the attack roll.
3. If the attack roll is less than the target's blocking attribute, skip further steps. For normal attacks, the blocking attribute is **armor**. For arcane attacks, the blocking attribute is **will**.
4. Attacker hits.
5. Blocker loses 1 health point.

ETHEREAL

An ethereal unit cannot be targeted by other units unless they have an active effect that enables them to do so. Ethereal units can be attacked indirectly using traps, exploding barrels, or other abilities that do not need to actually target the ethereal unit.

Monsters ignore all explorers that are not targetable, and do not move toward them. Units can move through ethereal units and vice versa. However ethereal units are still obstacles, and you cannot stop on a space occupied by an ethereal unit.

CONTROL MONSTER

When it's the target monster's turn to play, the activating explorer controls its movement, attacking and playing the abilities of the controlled monster (it may even attack other monsters). This overrides the control of any players controlling monsters.

TELEPORT

When a unit teleports to a space within a specific distance, ignore all walls, obstacles, rubble and closed doors to reach the destination space.

When a unit teleports to a specific destination space, always use the nearest, unexplored map space of that type on the map tile the specified unit is on. If the destination space is occupied or not passable, choose its nearest passable and unoccupied space.

PUSH AND PULL

A unit can be pushed away or pulled towards the activating unit or space. If the target unit is orthogonal to the activating space it moves in a straight line, otherwise it moves diagonally. Immobile units cannot be pushed or pulled.

If a unit would be pushed or pulled into a trap lever, activate the trap lever. An exploding barrel is counted as being hit when a unit is pushed or pulled into it. If the destination space is a pit, and it is inside the target's LOS, the unit is pushed or pulled into the pit space and destroyed.

MONSTERS

A monster's whose health points are reduced to 0 is **destroyed**. If a destroyed or banished monster's level is *lower* than the current monster level, and it is not a level 4 monster, remove its card and standee from the game; otherwise place its card on top of the destroyed monster deck and set aside its standee.

Banished monsters are not destroyed, and banishing them does not trigger *when dies* conditional effects.

If a monster is **destroyed** (not banished) **during an explorer's turn**, that explorer receives 1 essence.

MINDLESS & SCHEMING MONSTERS (IN ORDER OF PRIORITY):

⦿ PLAY ACTIVE ABILITIES

Play active abilities from bound horror events, then the current horror event, then active abilities in the order specified on the monster card.

④ DESTROY CLOSED DOOR

Replace the closed door standee with a destroyed door token.

① MOVE

Move to an adjacent, unoccupied passable space towards the nearest explorer.

After playing an active ability or moving for 1 stamina, the monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

SCHEMING MONSTERS (ADDED ABILITIES):

① MOVE

Move to an adjacent, unoccupied, passable space.

③ OPEN/CLOSE DOOR

If a door is open (no tokens on it), close it by placing a closed door standee on it. If a door is closed (closed door standee on it), open it by removing the closed door figure.

④ DESTROY CLOSED DOOR

Scheming monsters can destroy open or closed doors.

② ACTIVATE TRAP LEVER

Attack all units on trapped spaces on its map tile for **3**. Put an explored token on top of the trap lever.

ESSENCE ⚡

Explorers restore essence by:

- Activating a chest or event space.
- Destroying monsters on their turn.
- Specific abilities.

Use essence in these ways:

- Lose 1 essence instead of losing 1 health;
- After your attack roll, or any other attack roll on your turn, you can increase that roll by 1 for each essence lost;
- Play abilities activated with essence;
- Seal a spawn space;
- Activate an unlit chapter space.

Whenever the activating explorer is losing essence, other explorers can assist by contributing with their essence. They must be willing, and adjacent to the target space, activating explorer, or other contributing explorer. The activating explorer doesn't need to lose any of their own essence.

OTHER EFFECTS

⦿^X **Counted condition:** The condition needs to be triggered multiple times, or the ability played multiple times, in order to resolve the effect.

⦿^X **Effect roll:** Roll the game die, and if the effect roll is equal to or greater than X, resolve the effect

ATTACKS

Attacks are either **normal** or **arcane**. If an effect increases arcane attack rolls, even a normal attack is considered **arcane**. The target(s) of an attack, and any units affected by an untargeted attack, are **blockers**.

- ⦿ The **melee target** must be the activating unit or an adjacent unit.
- ⊗ The **ranged target** must be within range X, with no obstacles in the LOS.
- ⊗^X The **ranged target** must be within range X, ignoring any obstacles in the LOS.

Range is the number of spaces to the target, ignoring obstacles. You may target yourself.

If the weapon has a ranged active ability with an attack effect, it is a **ranged weapon**. If the weapon has a melee active ability with an attack effect it is a **melee weapon**.

If an attack would affect more than 1 unit (such as a trap or exploding barrel), make only 1 attack roll and apply the result to all blockers.

1. The attacker rolls the specified number of **attack dice** (low/white and/or high/black) and totals the results.
2. Add any present effects that increase the attack roll, then subtract any present effects that decrease the attack roll.
3. If the attack roll is less than the target's blocking attribute, skip further steps. For normal attacks, the blocking attribute is **armor**. For arcane attacks, the blocking attribute is **will**.
4. Attacker hits.
5. Blocker loses 1 health point.

ETHEREAL

An ethereal unit cannot be targeted by other units unless they have an active effect that enables them to do so. Ethereal units can be attacked indirectly using traps, exploding barrels, or other abilities that do not need to actually target the ethereal unit.

Monsters ignore all explorers that are not targetable, and do not move toward them. Units can move through ethereal units and vice versa. However ethereal units are still obstacles, and you cannot stop on a space occupied by an ethereal unit.

CONTROL MONSTER

When it's the target monster's turn to play, the activating explorer controls its movement, attacking and playing the abilities of the controlled monster (it may even attack other monsters). This overrides the control of any players controlling monsters.

TELEPORT

When a unit teleports to a space within a specific distance, ignore all walls, obstacles, rubble and closed doors to reach the destination space.

When a unit teleports to a specific destination space, always use the nearest, unexplored map space of that type on the map tile the specified unit is on. If the destination space is occupied or not passable, choose its nearest passable and unoccupied space.

PUSH AND PULL

A unit can be pushed away or pulled towards the activating unit or space. If the target unit is orthogonal to the activating space it moves in a straight line, otherwise it moves diagonally. Immobile units cannot be pushed or pulled.

If a unit would be pushed or pulled into a trap lever, activate the trap lever. An exploding barrel is counted as being hit when a unit is pushed or pulled into it. If the destination space is a pit, and it is inside the target's LOS, the unit is pushed or pulled into the pit space and destroyed.

MONSTERS

A monster's whose health points are reduced to 0 is **destroyed**. If a destroyed or banished monster's level is *lower* than the current monster level, and it is not a level 4 monster, remove its card and standee from the game; otherwise place its card on top of the destroyed monster deck and set aside its standee.

Banished monsters are not destroyed, and banishing them does not trigger *when dies* conditional effects.

If a monster is **destroyed** (not banished) **during an explorer's turn**, that explorer receives 1 essence.

MINDLESS & SCHEMING MONSTERS (IN ORDER OF PRIORITY):

⦿ PLAY ACTIVE ABILITIES

Play active abilities from bound horror events, then the current horror event, then active abilities in the order specified on the monster card.

④ DESTROY CLOSED DOOR

Replace the closed door standee with a destroyed door token.

① MOVE

Move to an adjacent, unoccupied passable space towards the nearest explorer.

After playing an active ability or moving for 1 stamina, the monster will again try to play one of its active abilities, then try to move towards the nearest explorer.

SCHEMING MONSTERS (ADDED ABILITIES):

① MOVE

Move to an adjacent, unoccupied, passable space.

③ OPEN/CLOSE DOOR

If a door is open (no tokens on it), close it by placing a closed door standee on it. If a door is closed (closed door standee on it), open it by removing the closed door figure.

④ DESTROY CLOSED DOOR

Scheming monsters can destroy open or closed doors.

② ACTIVATE TRAP LEVER

Attack all units on trapped spaces on its map tile for **3**. Put an explored token on top of the trap lever.

ESSENCE ⚡

Explorers restore essence by:

- Activating a chest or event space.
- Destroying monsters on their turn.
- Specific abilities.

Use essence in these ways:

- Lose 1 essence instead of losing 1 health;
- After your attack roll, or any other attack roll on your turn, you can increase that roll by 1 for each essence lost;
- Play abilities activated with essence;
- Seal a spawn space;
- Activate an unlit chapter space.

Whenever the activating explorer is losing essence, other explorers can assist by contributing with their essence. They must be willing, and adjacent to the target space, activating explorer, or other contributing explorer. The activating explorer doesn't need to lose any of their own essence.

OTHER EFFECTS

⦿^X **Counted condition:** The condition needs to be triggered multiple times, or the ability played multiple times, in order to resolve the effect.

⦿^X **Effect roll:** Roll the game die, and if the effect roll is equal to or greater than X, resolve the effect