v1

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Game: **SOLOMON KANE**

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SOLOMON KANE

SETUP

Choose an **adventure** and the appropriate **story book**, and choose an **act** to play. The story book details the act's narrative, setup, objectives, results and special rules.

Each player chooses a **Virtue** and takes their **dashboard, miniature**, and deck of cards. Place your Virtue miniature on its dashboard, covering the **aura** text.

Shuffle your **virtue cards** and deal them into 2 piles of 4. Look at the cards in both piles and then choose 1 pile as your starting hand of cards. Place 1 card from this pile into your dashboard's left-hand **action slot** and another into your right-hand action slot. Reshuffle the 4 cards you did not choose to form your **draw deck**. You should have 2 cards in play, a hand of 2 cards, a draw deck of 4 cards, and none in your discard pile.

Place the **map tiles, miniatures, fight, fight effect**, and **discovery cards** for this act to one side. Do not shuffle these card decks.

Shuffle the **darkness** and **event decks**. Place the **dice, tokens**, and **player aid** with reach.

Start the adventure by reading the **chapter 1a entry** (unless instructed by a previous act to start elsewhere).

Place the **stat board** nearby and check the story book for the starting values.

Rules on cards takes precedence before core rules. If a rule gives you more than one option, the Virtue players decide; if the players cannot agree, the one who took the last turn decides. When several miniatures must move and fight, resolve all move actions first, then the fight. Game components are limited; do not proxy resources.

GAME MODES

If you are playing co-operation or confrontation modes at fewer than the maximum player count, you may add new players mid-game. At the start of any round, each new player takes an unplayed Virtue of their choice and sets them up as normal.

CO-OPERATION (1-4 PLAYERS)

The standard way to play. Players play the 4 **cardinal Virtues** (Courage, Temperance, Justice, and Prudence), aiding Solomon Kane (SK) against a **Darkness** controlled by the game AI.

If you are playing with fewer than 4 Virtue players, each player still takes the role of a single Virtue, leaving some *unplayed*. Keep the dashboard(s) of the unplayed Virtue(s) nearby, as their actions can be used by any player, as if they were an extension of their own dashboard. Therefore unplayed Virtues can still be spawned on the board to confront shadows or use their auras. **The action decks of unplayed Virtues are not used.**

CONFRONTATION (2-5 PLAYERS)

This mode is similar to co-operative mode, but with one additional player taking the part of **Darkness**. Two player confrontation mode is a Darkness player against a Virtue.

SOLO (1 PLAYER)

The player takes the roll of Providence, and fights against the game's Darkness AI. You can also play solo in co-operation mode as any of the 5 Virtues.

DUEL (2 PLAYER)

One player takes the role of Providence and the other takes the role of Darkness.

THE STORY BOOK

SETTING UP A CHAPTER

If starting at chapter 1a, set the **starting stats** given. Apply any special rules. Then reveal and read out each **discovery card** displayed, from left to right.

Reshuffle all darkness cards back into the darkness deck, then form a **darkness deck** from the number of darkness cards given in the chapter entry (sometimes, none will be displayed).

Objectives may not be clear from the start; the players may need to reveal a discovery card to uncover their mission. **Outcomes** lead to new chapters. An outcome of 'other' is the worst outcome and applies when none of the alternative end conditions apply.

Story chapters do not use map tiles. In some, players will only need to choose which path to take, and do not need to form a darkness deck.

Scene chapters use board tiles and miniatures. Players must help SK achieve his objectives in the time allocated. Refer to the map setup, lay out the map tiles, and add all components to the scene.

ENDING A CHAPTER

↩ The **outcome symbol** describes a condition that will see you finish the current turn and resolve the end of the chapter. Players may have to choose from several options leading to different chapters; in which case the current chapter will end without players having taken any turns.

If the last of a chapter's darkness cards is discarded or resolved, complete that Darkness or player turn and then resolve the end of the chapter.

An act ends in immediate defeat if SK's **STRENGTH, CLARITY,** or **COMPASSION** are reduced to 0 or below, or if **DANGER** exceeds 10. Read the last page of the story book.

Otherwise the act ends when the players reach a chapter that tells them they have reached a major or minor victory, or defeat.

GAME PLAY

Each **act** is made up of **chapters**, each made up of **rounds**.

At the start of each round, the Virtue players decide their turn order; allocate each 1 **turn order token** to each Virtue to show who will go first, second, third, and fourth.

Start the round with the Virtue turn of the player holding turn order token 1.

After *each* Virtue turn, there is a Darkness turn, followed by the next Virtue turn in ascending numerical order. If all Virtues have already taken a turn, the round is over. If there is no trigger for the chapter's end, start a new round.

The player taking a turn is the **active player**.

VIRTUE TURNS

1. Trigger any *start of turn* effects.
2. Roll 3 dice.
3. You may choose to either **flip one** of the dice to its opposite face, *or* **re-roll one** of them.
4. Add any dice you had in your dashboard's **donated** and **reserved** areas (these are not rolled again) to the dice you rolled to form your pool.
5. Allocate each dice in your pool to one of the following:

a. A space with the matching symbol — on your dashboard, one of your active virtue cards, on a discovery card in play that has a dice slot, on the central action space on another Virtue player's dashboard (this costs an additional ❓), or on any action on an *unplayed* Virtue's dashboard.

b. One of the **donated** spaces on another Virtue's dashboard. **You may donate up to 1 dice per player per turn**, and only to a player who has not yet taken their turn this round. You may donate a dice to a player that already has 2 donated dice but they must decide which one to remove.

c. One of the 2 **reserve** spaces on your own dashboard.

6. Resolve actions that have been paid for *in full*. **When an action on a virtue card is resolved, discard that card.** Actions on your dashboard are always available.

7. Choose whether to keep or discard any remaining **active cards** from your left and right hand slots.

8. If either or both of your left and right hand slots are empty, choose a card from your hand to place there.

9. Draw back up to a hand of **2 virtue cards**. If your deck runs out, shuffle your discards to form a new one.

10. **Discard any dice that are not in the reserve area of your dashboard,** including dice in donated slots and on virtue and discovery cards. The number of reserved spaces on the dashboard is the limit of reserved dice you may store. If you ever get more dice in reserve than you have slots, you must choose which to remove until each dice has a dashboard slot.

11. Trigger any *end of turn* effects.

12. Flip your turn order token to show that your turn is over.

DARKNESS TURNS

1. Resolve an **omen** card if it is on top of the darkness deck.

2. Draw the top card from the darkness deck.

3. **If the current chapter is a story,** resolve the story section of the card, discard it, then go to step 5. Otherwise, continue.

When resolving a nightmare card, always resolve the story section regardless of whether the chapter is a scene or a story.

4. **If the current chapter is a scene,** resolve the **near** section of the card, then the **far** section. Also resolve the **spawn** section. When all sections have been resolved, discard the card.

5. The Virtue with the next turn order token starts their turn, or the round ends if all Virtues have taken a turn.

DICE

✝	✿	◯	⬡	✹
Faith	Bravery	Determination	Pain	Fear

✝ can be used as **wild dice** to stand in for up to **1 symbol per action** (in addition to any ✝ already part of that action's cost).

A ❓ slot on any action can be paid for with any dice result.

TESTS

Tests list the type of interaction (**TALK, FIGHT,** or **EXPLORE**), followed by the card they trigger (depending on the result of the test).

You can only perform tests that are listed on the current page of the story book or on the cards currently in play, and **tests are listed on their target character.**

TALK and FIGHT tests can be taken from SK's surroundings.

EXPLORE tests can only be taken from the same area as SK.

TALK and **EXPLORE** tests are usually part of a character's stat line, but **FIGHT** tests are usually on a separate card and list the keyword **FIGHT** in the stat line, indicating that character can be fought, once the relevant **FIGHT** card is revealed.

Make a test by finding the **base value** listed on the card that triggered the test, adding any applicable **modifiers**, then adding a **random number**. Compare the total to the listed ranges and read and resolve the appropriate discovery or fight card(s). If a result gives several cards, resolve each one completely before moving onto the next.

If the test is unique, modifiers are listed on the relevant cards. Otherwise, the following modifiers apply. In any case, **if a nemesis is performing the test, add the current DANGER modifier.**

Shadow auras apply to all tests. As listed below, **each shadow's aura reduces all of SK's tests by 1 and increases all tests which target SK by 1** (cumulative).

FIGHT

If the miniature taking the test is SK:
- Add the current **STRENGTH** modifier on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Courage*.

If the miniature taking the test is an enemy:
- +1 for every other enemy mortal in the target's surroundings.
- +1 for every shadow in SK's surroundings.

TALK

If the miniature taking the test is SK:
- Add the current **COMPASSION** modifier on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Justice*.

If the miniature taking the test is an enemy:
- +1 for every shadow in SK's surroundings.

EXPLORE

If the miniature taking the test is SK:
- Add the current **CLARITY** modifier on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Temperance*.

If the miniature taking the test is an enemy:
- +1 for every shadow in SK's surroundings.

Random number: Reveal the top an event card, ignore the top lines, and use the numbers at the bottom. The left-hand number is used when the test is made by **crowds** or **rabble**; the centre is for **villains** and **champions**; and the right-hand number for **heroes** and **nemeses**. Unless otherwise specified, SK always uses the hero level.

VIRTUE DASHBOARDS

You can have a maximum of 2 dice in the **donated** slots; if you donated a third, you must remove one. Up to 2 dice from the Virtue's pool can be placed in the **reserved** slots. You may end a chapter with dice in your donated and reserved slots; it is only at the end of your turn that the dice are checked and any outside your reserve lost.

The 3 **permanent actions** function like virtue cards but are available every turn and cannot be discarded. The central action has a variable effect (X) with a number of sockets to hold ⬤, and other players may use this action, at a cost of an additional ❓.

Unless otherwise specified, actions on Virtue dashboards refer to SK.

CARDS

If an effect allows a player to *play a card,* the player places the card in one of their dashboard slots. If that slot already has a card, discard it before the new one is placed.

A *Remains in Play* stays in effect until the end of a chapter or until it is discarded by another effect. A *Remains in Play until XX* card stays in effect until the XX condition is met.

VIRTUE CARDS

Unless otherwise specified, actions on virtue cards refer to SK.

Each active slot on a Virtue's dashboard can hold 1 virtue card. When a card is in one of these slots, it is an **active card**. These cards, plus the permanent actions on the Virtue's dashboard, are the actions available to that Virtue's player during their turn.

DARKNESS AND NIGHTMARE CARDS

If the chapter is a **story**, only the story section of the darkness card is used (open book icon). If the chapter is a **scene**, the **near**, **far**, and **spawn** sections are all used.

Each effect line is resolved separately, in order, from top to bottom. Resolve all the lines you can in any section that applies (not every line will be resolved every time), choosing the miniatures with the correct **keyword**. If more than one level of miniature shares a keyword, activate **nemesis** level miniatures first, then **villains**, then **rabble** (Virtue players choose if there is a tie).

Each miniature on the board can only act once during a Darkness turn, regardless of how many lines it could have acted in. However, miniatures can add modifiers to actions in any number of lines. You cannot ignore a miniature to save it for a later line if the line could be completed another way. If it is the only miniature that could resolve a line, it must do so.

The **spawn** section tells you to place a **shadow** on the board, into the area with the indicated spawn token. Treat this as if the shadow was entering the area from an adjacent area for purposes of interacting with other miniatures. Do not spawn a shadow if the **shadow spawn threshold** has been reached (as indicated under the **DANGER** level on the stat board).

If an action adds a darkness card to the deck, take a random darkness card from the supply and add it to the bottom of the deck without looking at it. If an action discards a darkness card from the deck, discard the top card without resolving it.

The story section of a **nightmare card** is used in every chapter, whether story or scene. If this is a story chapter, it is the only section of the card that is used. Nightmare cards can spawn up to 3 shadows per card. From left to right, place a shadow on each listed spawn point (X, Y, Z). If the shadow spawn threshold is reached, excess shadows do not spawn.

EVENT CARDS

When an event is revealed, resolve each effect line separately, starting at the top and working your way down the card. Resolve all the lines you can. Virtue players may choose when there are multiple ways to resolve a line effect, but they may only choose between options that actually resolve the line.

If the event deck runs out, shuffle the discard pile to create a new one.

FIGHT CARDS

Fight cards resolve fight tests. When fight cards are revealed, they always enter play on their A side. If there is a **flip icon** 🔄 on the card, then after it is resolved, flip the card to its alternate side.

Fight effect cards detail the instant effects of combat and ongoing status effects, all of which must be performed if possible. When one with the *remains in play* keyword is revealed, tuck it underneath the target's fight card so that the title is visible, as a reminder that its status effect is in play on that character.

DISCOVERY CARDS

Discovery cards reveal elements of the adventure.

⚡ **Instant effects** are triggered once, when the card is revealed. If an effect would reveal a discovery card with an instant effect again, while it is still in play, the effect does not trigger again.

⚙ **Ongoing effects** are effects that continue as long as the card remains in play.

🗡 **Opportunities** are things the players can do which they could not before, and work like other actions on Virtue dashboards or cards. Unless otherwise specified, they are available to any Virtue player.

SIN CARDS

Sin cards have an effect that applies as long as the card remains in play. Once a light token has been placed in their slot, the card is discarded and the effect cancelled.

OMEN CARD (N): DXX

The omen card is a trigger for something that happens during a chapter. N is the timer, X is what happens when triggered.

To setup the darkness deck for a chapter with an omen card, take the listed number of darkness cards and shuffle them, deal out N of these cards into a pile, then place the omen card on top of that pile. Then deal the rest of the darkness cards on top. An omen card is resolved if it is on top of the darkness deck at the start of a Darkness turn, or if it is discarded for any reason. To resolve an omen card, first discard the card itself, then reveal the related DXX discovery card.

When Darkness mode is being played, this sequence is modified, and the Darkness player can act before the omen card is resolved.

STAT BOARD AND THE CLOUD

The **STRENGTH, CLARITY, COMPASSION** and **DANGER** stats are shown on a separate dashboard that all players share. The first 3 cannot go above 10, and **DANGER** cannot go below 1. High and low stat values have **stat modifiers** above them which are applied to related tests.

SHADOW SPAWN THRESHOLD

Linked to the **DANGER** stat, the **shadow spawn threshold** (or just 'shadow threshold') is the maximum number of shadows that can be spawned at once. If an effect increases the threshold in one of the sections, place a **threshold token** next to the current section. Each threshold token increases the threshold of that section by 1. They are not discarded until the end of the current act.

THE CLOUD

The cloud is an area in which the Virtues can place and store all of their collective resources and have equal access to them: **mercy cubes, luck cubes, blessing tokens,** and **purity point tokens**.

Luck (green cubes) can be used whenever a random number is revealed. By discarding a luck cube from the cloud the Virtue player can ignore the first number drawn and draw a new one. You may continue spending luck to draw a new card until you run out of luck or accept the last drawn number.

Mercy (white cubes) an be used instead of one of the dice requirements for an action. More than 1 mercy cube can be used on a single action, and they can be used in addition to wild dice. However, they cannot replace stat costs.

🔥 **Blessings** provide a different benefit, as explained on each token. They can be used at any time, even during other player's turns.

⭐ **Purity points** are sometimes used to track how well the Virtues are doing. Unlike the other resources, they are removed from the cloud at the end of each chapter.

LIGHT

When an effect tells you to **place light**, place a **light token** ⚪ from the supply in any one of the currently available sockets (on a dashboard, card, or in the story book) or in a place detailed by a discovery card's special rule.

Each socket can take 1 ⚪. Light remains in a socket until an action tells a player to *Remove* ⚪, in which case you may take it from any socket currently in play and return it to the supply.

Each Virtue has a central action that contains sockets; its effect is based on the number of ⚪ in those sockets (X).

A chapters may display a **Solomon's Path** of 5 sockets. To *Illuminate Solomon's Path*, place ⚪ tokens onto it, covering each socket.

At the end of a chapter which contains Solomon's Path, if the total ⚪ upon the path is 0-2, the path is considered to be **dark**; if the total is 3-5, then it is **bright**.

If players succeed in turning Solomon's Path bright, they gain a number of points they can use to modify SK's stats:

- 3 ⚪ offers 1 modification.
- 4 ⚪ offers 2 modifications.
- 5 ⚪ offers 3 modifications.

Each point of modification can move **DANGER** down by 1 point, or **STRENGTH, CLARITY** or **COMPASSION** up by 1.

After all modifications have been assigned to the stat dashboard, remove all ⚪ from Solomon's Path before moving on to the next chapter.

AURAS

An **aura** is a special ability which affects the surroundings of a miniature who has it.

An aura only affects SK (unless otherwise stated). When SK is within range of an aura, it is active and its effect applies.

The effects of multiple active auras are cumulative.

SHADOWS

When moving, shadows always follow the shortest route towards SK, even if that means passing through a Virtue. Shadows move round and through each other and enemy mortals without any effect.

When a shadow moves into an adjacent area to SK, it **threatens** him with its aura, modifying tests.

Shadows cannot fight: when a shadow moves into the same area as SK, it **engages** him (regardless of the miniature limit): **remove the shadow and reveal the top card of the event deck.**

If SK moves into the same area as a shadow, remove the shadow and reveal the top card of the event deck. SK may continue his move after the event has been resolved.

If a shadow wants to move into the same area as a Virtue, the Virtue player may allow the shadow to do so and trigger a **shockwave**. Alternatively, the Virtue may **hold their ground**: the shadow cannot move into the area. Return it to the last area it was in before it tried moving into the Virtue's area; its move ends, and **DANGER** increases by 1.

SHOCKWAVE

When a shadow moves into an area that contains a Virtue, or a Virtue moves into the same area as any shadows, a **shockwave** is triggered. Remove from the board the target Virtue and all shadows in that Virtue's aura range, without revealing an event.

MAP TILES

A miniature's **surroundings** are the area they are in, plus all adjacent areas. Two areas are **adjacent** if they share a common border. Being in the same area as something is not considered being adjacent to it.

An enemy adjacent to SK can be activated by the **near** section of a darkness/nightmare card. An enemy that is *not* adjacent to SK can be activated by the **far** section of a darkness/nightmare card.

When 2 tiles are placed next to each other, areas along the adjoining edges that do not have lines on the outside join together to form bigger areas. When an area spans 2 or more tiles, it is considered to be part of all of those tiles.

Single white lines separate one area from another. **Red lines** cannot be crossed with a movement effect by any miniature. An area enclosed by **double lines** is special, as described by a discovery card.

Doors can determine a line on the edge of a tile, thus separating a larger area into 2 distinct areas.

The **compass rose token** sits beside the board with an orientation defined by the current chapter map. When a compass direction is called for by a card, use the compass rose token as reference.

Each area can hold as many miniatures as can physically stand inside it. A miniature must have at least half of its base in an area to count as being inside it. If an area is full, a **mortal** miniature cannot move into or through it. An **Immortal** miniature can move into a full area if it will immediately be removed and does not need to be physically placed on the board.

Virtues can be placed onto the board as an action, in any area that does not already contain an immortal. They move like other miniatures, but 2 Virtues cannot exist in the same area. Other immortals can either share an area, or will be mutually destroyed when they enter the same area as another.

If SK ends an action or turn in the same area as an encounter miniature or token, reveal card DXX. The encounter is not triggered if SK moves *through* the encounter area and leaves it in the same action.

HEALTH

N is the number of wounds a character can suffer before they are defeated and removed from play. If no **HEALTH** value is listed for a character then it is assumed to be **HEALTH** 1.

When a character is wounded, place a number of **wound tokens** next to their miniature (note that they are not considered to have the **wounded** keyword). When the number of tokens equals or exceeds their **HEALTH**, they are defeated. **HEALTH** 1 characters are removed as soon as they are wounded.

A wounded miniature cannot move more than 1 area per turn.

SK does not have **HEALTH**; his state of mental and physical wellbeing is indicated by the stat board.

WINNING

In every mode, the Virtues work co-operatively and either all win or all lose, as described by the final chapter they reveal.

In confrontation and duel modes, the Darkness player wins if the Virtues are defeated.

You can **modify the difficulty** during set up of an act by adding one or more mercy, luck, and/or blessings to the cloud. To make an act harder, replace one or more of the darkness cards for that chapter with nightmare cards, on a 1-for-1 basis. Some chapters will force you to include a certain amount of nightmare cards.

SOLOMON KANE

DICE

✝ **Faith**   ✿ **Bravery**   ◯ **Determination**   ◌ **Pain**   ✸ **Fear**

✝ can be used as **wild dice** to stand in for up to **1 symbol per action** (in addition to any ✝ already part of that action's cost).

A ❓ slot can be paid for with any dice result.

GAME ROUND

Allocate **turn order tokens** to the Virtues to indicate the turn order. Start the round with the Virtue player holding token 1.

After *each* **Virtue turn, there is a Darkness turn**, followed by the next Virtue turn in ascending numerical order.

VIRTUE TURNS

1. Trigger any *start of turn* effects.
2. Roll 3 dice.
3. You may choose to either **flip one** dice *or* **re-roll one**.
4. Add any dice results you had in your dashboard's **donated** and **reserved** areas to the dice you rolled to form your pool.
5. Allocate each dice in your pool to one of the following:

   a. A space with the matching symbol (on your dashboard, one of your active virtue cards, on a discovery card in play with a dice slot, on the central action space on another Virtue player's dashboard at a cost of an additional ❓, or on any action on an *unplayed* Virtue's dashboard.

   b. One of the **donated** spaces on another Virtue's dashboard. **You may donate up to 1 dice per player per turn**, and only to a player who has not yet taken their turn this round. If the player already has 2 donated dice they must decide which one to remove.

   c. One of the 2 **reserve** spaces on your own dashboard.
6. Resolve actions that have been paid for *in full*. **When an action on a virtue card is resolved, discard that card.**
7. Keep or discard any remaining **active cards** from your slots.
8. If any of your slots are empty, place a card from your hand there.
9. Draw back up to a hand of **2 virtue cards**.
10. **Discard any dice not in the reserve area of your dashboard**.
11. Trigger any *end of turn* effects.
12. Flip your turn order token to show that your turn is over.

DARKNESS TURNS

1. Resolve an **omen** card if it is on top of the darkness deck.
2. Draw the top card from the darkness deck.
3. **If the current chapter is a story,** resolve the story section of the card, discard it, then go to step 5. Otherwise, continue.

   When resolving a nightmare card, always resolve the story section, whether it is a scene or a story chapter.
4. **If the current chapter is a scene,** resolve the **near** section of the card, then the **far** section. Also resolve the **spawn** section. Then discard the card.
5. The Virtue with the next turn order token starts their turn, or the round ends if all Virtues have taken a turn.

TESTS

You can only perform tests that are listed on the current page of the story book or on the cards currently in play, and **tests are listed on their target character.**

TALK and FIGHT tests can be taken from SK's surroundings. EXPLORE tests can only be taken from the same area as SK.

Make a test by finding the **base value**, adding any **modifiers**, then adding a **random number** from the bottom of an event card. The left-hand number is used when the test is made by **crowds** or **rabble**; the centre is for **villains** and **champions**; and the right-hand number for **heroes** and **nemeses**. Unless otherwise specified, SK always uses the hero level.

Compare the total to the listed ranges and resolve the appropriate discovery or fight card(s).

If the test is unique, modifiers are listed on the relevant cards. Otherwise, the following modifiers apply. In any case, **if a nemesis is performing the test, add the current DANGER modifier. Shadow auras apply to all tests.**

✝FIGHT
If the miniature taking the test is SK:
- Add the current **STRENGTH modifier** on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Courage*.

If the miniature taking the test is an enemy:
- +1 for every other enemy mortal in the target's surroundings.
- +1 for every shadow in SK's surroundings.

TALK
If the miniature taking the test is SK:
- Add the current **COMPASSION modifier** on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Justice*.

If the miniature taking the test is an enemy:
- +1 for every shadow in SK's surroundings.

EXPLORE
If the miniature taking the test is SK:
- Add the current **CLARITY modifier** on his stat track.
- -1 for every shadow in SK's surroundings.
- +2 if SK is within the aura of *Temperance*.

If the miniature taking the test is an enemy:
- +1 for every shadow in SK's surroundings.

OTHER

A wounded miniature cannot move more than 1 area per turn.

Luck (green): Ignore the first number drawn and draw another.

Mercy (white): Use instead of one of the dice requirements for an action.

CHARACTERS

Each individual mortal and immortal in the game is a **character**. and has a miniature to represent them on the board.

Immortal creatures are the 4 main Virtues (Courage, Temperance, Justice, Prudence), Providence, Darkness, and the shadows. Everything else in the game is **mortal**. and are usually flesh-and-blood creatures (though not always).

Mortals are either **allies**, **enemies** or **neutrals**. Allies are mortals controlled by the Virtue players. Enemies are mortals controlled by Darkness. Neutrals are controlled by neither.

All characters have a **level**. The name of each level depends on whether the character is an ally or an enemy of SK.

Level	Allies	Enemies
1	Crowd	Rabble
2	Champion	Villain
3	Hero	Nemesis

Whenever more than one miniature is activated (from a darkness card or from a keyword), they do so nemesis first, then villain, then rabble. Virtue players choose if there is a tie.

COMPANION

Companions are SK's closest allies. After resolving a **FIGHT**, **TALK**, **EXPLORE**, or **MOVE** action for SK, all of his companions immediately resolve the same action (without paying the dice cost).

These additional tests and movements are separate to SK's. Resolve any test using the companion's values and only the modifiers that apply to them. Generally, auras and shadows will not modify companion's tests, even if the same stat or shadow modified SK's.

If SK is not on the board in a scene, Virtues may play actions on companions instead. If SK is not on the board, companions do not get the free bonus action mentioned above.

COWARD

At the end of each Virtue turn, a **coward** miniature moves 1 area towards the nearest edge of the board. If they are already adjacent to the board edge, they are removed from play.

FOLLOWER

After SK moves, each of his **followers** immediately moves the same number of areas towards SK.

GLOATER: (N)

At the end of each Virtue turn, each **gloater** in SK's surroundings takes a **TALK** test against him, with a base value of N.

GUARDIAN: (N)

At the end of each Virtue turn, each **guardian** in SK's surroundings takes a **FIGHT** test against him, with a base value of N.

HUNTER

Darkness and nightmare cards describe when and how far hunters move. Hunters always move towards SK by the shortest route possible.

After all the active hunters have completed their movement, they will make a single combined attack, if possible. Choose the highest-level hunter in SK's surroundings to be the attacker.

IMMUNE

This miniature cannot gain wound tokens.

PRISONER

Players cannot move a **prisoner** (though game effects can). The character may still take any tests that are available to a prisoner.

SCOUT

Darkness and nightmare cards describe when and how far **scouts** move. They move in cardinal directions, as dictated by the compass rose token, or towards a defined target.

In some chapters, scouts can **SEARCH**. This action can only be taken by scouts can take, and only when listed in the current chapter entry or on discovery cards. When a search test can be taken on a character, the test will be listed as part of the target miniature's stat line, along with who the scout is looking for. Scouts may also use search to activate other special actions as dictated on discovery cards.

SEEKER: X

At the end of each Virtue turn, a **seeker** moves 1 area towards the nearest X (a specific miniature or token).

SENTRY: N1, N2, N3

Sentries patrol a specific area along a specific route defined by listing a number of waypoints: N1, N2, N3, and so on. A route can be of any length.

Darkness and nightmare cards describe when and how far sentries move. They move up to this distance, stopping if they reach their next waypoint. Each time they move it is towards the next point along their specified route. If they reach the end of their route, their next movement will be back towards the first point in the route so that they can start again.

VANDAL (N): X

At the end of each Virtue turn, each **vandal** that has not moved this turn removes 1 N token from the area they are in. This keyword is activated first when the miniature is activated.

As soon as the last N token is removed from an area, the vandal takes the action or reveals the card X. If a vandal doesn't have the X action, they just remove N tokens.

If a vandal standing in an area with a N token is also a *seeker*, they will perform the vandal effect and not perform the seeker effect that turn.

WARDEN

Mortal miniatures cannot enter the same area as a **warden**.

SHADOWS

When moving, shadows always follow the shortest route towards SK, even if that means passing through a Virtue. Shadows move round and through each other and enemy mortals without any effect.

When a shadow moves into an adjacent area to SK, it **threatens** him with its aura, modifying tests.

Shadows cannot fight: when a shadow moves into the same area as SK, it **engages** him (regardless of the miniature limit): **remove the shadow and reveal the top card of the event deck.**

If SK moves into the same area as a shadow, remove the shadow and reveal the top card of the event deck. SK may continue his move after the event has been resolved.

If a shadow wants to move into the same area as a Virtue, the Virtue player may allow the shadow to do so and trigger a **shockwave**. Alternatively, the Virtue may **hold their ground**: the shadow cannot move into the area. Return it to the last area it was in before it tried moving into the Virtue's area; its move ends, and **DANGER** increases by 1.

SHOCKWAVE

When a shadow moves into an area that contains a Virtue, or a Virtue moves into the same area as any shadows, a **shockwave** is triggered. Remove from the board the target Virtue and all shadows in that Virtue's aura range, without revealing an event.

PROVIDENCE

Providence cannot be used with the other Virtues. She can be played either as a solo player against the game, or as part of a 2 player game against a Darkness player.

When Providence is in play you don't need the miniatures, actions, or auras of the 4 cardinal Virtues. When a scene's map shows one or more of the cardinal Virtues on the board, Providence can choose one of them to replace with her own miniature. Ignore any other Virtues on the map.

Any cards or effects that apply to Virtue(s) generally apply to Providence as well. Cards or effects that mention one of the other Virtues by name are not triggered by her.

AURA

Providence's aura is variable. It starts with no effect and becomes more powerful as **light tokens** ⚪ are placed in its sockets. Each socket powers a different aura effect. As long as a ⚪ is in the associated socket, the effect works. Providence's aura is the combination of all the effects that currently have ⚪.

+1 aura size: Providence's aura extends to cover all areas within 2 of her. In addition, any shockwave she triggers while this part of her aura is ⚪ removes all shadows within 2 areas of her.

+1 dice: Providence may roll 4 dice at the start of her turn instead of 3.

+X to all tests: SK adds X to all of his tests. X is the number of aura sockets with ⚪ in them.

DARKNESS

Darkness can be played in **confrontation** or **duel** modes against either Providence or the other Virtues. Playing against a Darkness player instead of AI is much more challenging.

Darkness uses the darkness deck and her own dashboard and miniature. The Darkness player deals 1 darkness card into each of the left and right hand slots of her dashboard. These cards are in addition to the darkness deck, which is constructed as usual. Place the corruption tokens and nightmare cards nearby.

Place the *Between Light and Dark* discovery card (D0000) next to the cloud. This will be available to the Virtue players throughout the act.

DARKNESS TURNS

1. Allocate some, all, or none of the dice in your reserve to actions on your dashboard. A ❓ slot on any action can be paid for with any dice result. You may also spend corruption tokens. Each action may only be paid for and resolved once per turn. When all the symbols on an action have been covered, the action is paid for and is resolved in step 2.

2. Resolve actions that have been paid for *in full.* You cannot resolve **impiety** if DANGER is at 1, because you cannot reduce danger below this.

3. Resolve an **omen** card if it is on top of the darkness deck.

4. Choose either the left or right hand darkness card on your dashboard to resolve. If only 1 card is available, you must choose that. If both slots are empty, skip this step.

5. **If the current chapter is a story,** resolve the story section of the card, discard it, then go to step 7. Otherwise, go to step 6.

6. **If the current chapter is a scene,** resolve the **near** section of the chosen darkness card, then the **far** section. When both sections have been resolved, discard the card.

7. Draw a darkness card from the top of the darkness deck until both left and right hand slots of the Darkness dashboard have a card (faceup).

DICE

At the end of a Virtue turn, all 🔵 and ✴ results that were used this turn to activate an action, or would normally have been returned to the supply for any other reason, instead go to the Darkness player.

Without changing their result, place these in the **reserve** section of the Darkness player's dashboard. If there are more dice than will fit in reserve, the Darkness player must choose which to keep and which to return to the supply.

DISCARDING DARKNESS CARDS

An action that adds a darkness card works as normal, but when removing a darkness card, the player resolving the action can choose either the left or right hand card from the Darkness dashboard to discard.

THE DARKNESS MINIATURE

The Darkness miniature never counts towards the shadow spawn threshold.

When resolving a line on a darkness card that refers to moving a shadow, Darkness may choose to treat her own miniature as a shadow, assuming it is already on the board. This may move her miniature, though she must still abide by the normal rules and cannot move herself in more than 1 line per darkness card.

Darkness has the same aura as a shadow.

If the Darkness miniature enters the same area as SK, she **engages** him in the the same way as a shadow, however with a different effect. The Darkness miniature is returned to her dashboard. Then, draw 2 event cards, look at them, and decide which to discard and which to resolve (you must resolve one of them). Darkness does not gain a corruption token when she engages SK herself.

When Darkness enters the same area as a Virtue, or vice versa, both are removed and a **shockwave** is triggered, but there is no event. This happens before SK can be engaged, if he is in the same area. Darkness is removed by a shockwave as if she was a shadow. A Virtue cannot stop Darkness from entering her area, and vice versa.

CORRUPTION TOKENS

When a shadow engages SK while Darkness is also in his surroundings, place a **corruption token** on the Darkness dashboard in addition to triggering an event.

The Darkness player may have as many of these at any one time as there are tokens provided.

During her turn, **Darkness may spend a corruption token from her dashboard to pay for an action instead of spending a dice**. Corruption will replace any dice cost, but not a stat cost. Each corruption token replaces 1 dice.

PRIORITY OF DECISIONS

When Darkness is being played, she must make her own choices in these circumstances:

1. When using the **despair** and **malevolence** actions on her dashboard.

2. When resolving the near and far sections of a darkness card. This applies only to the selection referring to which miniature(s) move and where they move, and must follow all applicable rules.

3. Moving her miniature.

The Virtue players continue to make all other choices.

To make things even more difficult for the Virtues, you may allow Darkness to make all the decisions regarding **fight effect** cards for rabble, villain, and nemesis miniatures.