DIVINITY
ORIGINAL SIN
THE BOARD GAME

RULEBOOK

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New Game Session

Whenever you start a **new game session**, follow these steps to unpack and set up the game:

1 Place the **Divine Atlas** in the center of the table, with the **combat board** to the right of it.

2 Place the **6 minion trays** and **lettered standees** (A-F) in a supply area near the Divine Atlas.. These will be used when enemies spawn.
(All Boss components can be left in the box; see pg 49)

3 Separate the **status effect cards** into stacks by type and place them in the supply.

4 Place all **dice**, **gold tokens**, and **environment effect tokens** in the supply.
(Make sure to keep the gold supply separate from the party's gold stash; see pg 28)

5 Keep the game box nearby so you can access the **minion deck, item decks, skill decks**, and other decks as you play. These are all considered part of the supply.

Each player takes the following steps to set up their **personal play area**:

A Take a **player tray** and place it in front of you. Place your **Origin card** in the Origin slot, and any **talent tiles** you've unlocked in your talent slots.

B Take an **Origin health point (HP) dial** and set it to the **max** ♥ **value** on your Origin card.

C Take an **action point (AP) tracker** token and place it on 0 🟢.

D Collect a number of **Source tokens** equal to the **max** ❄ **value** on your Origin card.

E Arrange your **item cards** in the equipment slots at the bottom of your board. You can also store up to 3 items in your **backpack**. Consumable items can't be equipped and must be stored in your backpack.

F Place your **Source collar** card next to your player tray, with the appropriate side up (intact or broken). If this is your first game, your Source collar is **intact**.

G Draw all your **skill cards** into your hand.

H Keep a **player reference card** nearby.
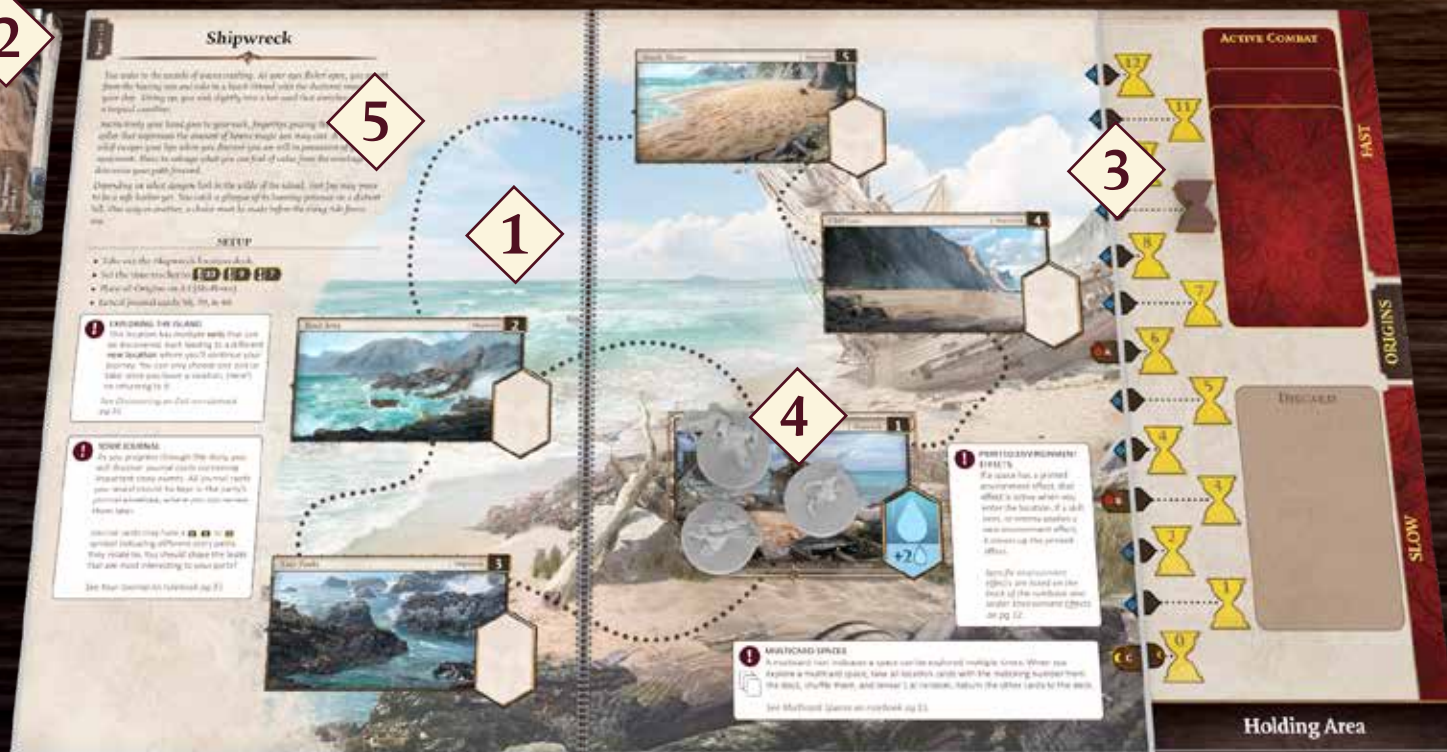
New Location

Whenever you **travel to new location**, including when you first start a new game session, follow these steps to set up the location:

1 Open the **Divine Atlas** to the location's page. Flip the combat board to the **time track** side and align it with the track along the right-hand page of the Divine Atlas.

2 Go through the **location cards** in the game box and find the **title card** that marks the start of the location's deck. Take out all cards for this location (up to the next title card), **without** looking at them. Place them in a stack near the Divine Atlas. **Do not shuffle them**.

3 Place the **time tracker** token on the starting space listed in the Divine Atlas for your player count.

4 Each player places their **Origin figure** on the **starting space** listed in the Divine Atlas.

5 Read the location's **intro text** in the Divine Atlas to the party, along with any **special rules** for the location, then begin the game!

Starting the Game

Divinity: Original Sin is a **campaign game** that is played over multiple sessions. In each session, you will play through one or more **locations** in the **Divine Atlas**. You can end your session after finishing any location and later pick up where you left off. *(Ending a Game Session, pg 39)*

The Divine Atlas begins with a **Tutorial** that introduces you to the story of *Divinity: Original Sin* and covers the basics of gameplay. We **strongly recommend** you play through the Tutorial if you have not played this game before, as it contains some important story elements.

In order to play the Tutorial, you will need to read the **Setup** and **Game Overview** sections of this rulebook. After that, you can begin the Tutorial and use the rulebook as a reference when you encounter unfamiliar situations during the campaign.

Playing Through a Location

When you arrive at a new location, you have a set number of **rounds** to explore, fight enemies, and discover a way to the next location before you **run out of time**. What happens each round varies based on whether you are **exploring** or **in combat** at the start of the round:

- ▸ If there are **no** enemies anywhere on the map at the start of the round, the party is **exploring** and can choose to either resolve an **Explore round** *(pg 7)* or a **Rest round** *(pg 9)*.

- ▸ If there are **any** enemies on the map at the start of the round (even if none of them share a space with an Origin), the party is **in combat** and must resolve a **Combat round** *(pg 10)*.

At the end of each round, the **time tracker** advances **1 space**. If the tracker reaches the **end of the time track** before you discover how to reach the next location, time is up and you must face the consequences. *(End of Round, pg 12)*

Explore Rounds

Exploring is the primary way to progress through a location and discover a way to the next one. While you explore, you may come across many dangers and enemies, but also treasures and advantages to help you on your adventure.

If there are **no enemies** on the map at the start of a round, the party can collectively choose to resolve an Explore round. During an **Explore round**, each Origin takes a turn to travel **any distance** to any **numbered space** that they can reach by **unlocked paths.** *(The Location Map, pg 30)*

Once each Origin has moved, each group of Origins that are in a space together can either decide to **explore** that space and reveal a new **location card** to resolve, or resolve a location card that was revealed in a **previous round** but was set aside in the **holding area**.

Exploring New Spaces

When a group of Origins **explore** a space, they reveal the **matching-numbered card** from the **location deck**, read the **front** of the card to the party, and resolve its effects.

If the party has split up into **multiple groups** to explore different spaces, **each group** must first reveal and read their location card to the party. Then the party collectively **chooses the order** in which to resolve them.

If a group is in a space that's **already been fully explored** (there are no matching-numbered location cards remaining in the deck), they can either choose to resolve a previously revealed card *(see next section)* or choose **not** to resolve a location card this round.

> **!** **TIP:** Splitting the party can be dangerous, as each group of Origins will have to face whatever they find on their own!

Resolving Previously Revealed Cards

A location card may give the party the option to set it aside in the **holding area** instead of resolving its effects immediately. Any card placed in the holding area is kept **front side up** and may be reviewed by the party at any time. There is no limit to the number of cards that can be placed in the holding area.

During an Explore round, a group of Origins in a space together may choose to resolve **any one** holding area card **instead** of exploring the space they occupy. The group does **not** need to be in the space where the holding area card was originally revealed. Each group must choose whether to resolve a holding area card **before** they reveal a new location card from the deck; once they have revealed a new card, they may **not** choose to resolve a card from the holding area instead.

For more detail on explorating and resolving location cards, see Exploring a Location, pg 30.

Steps to Resolve an Explore Round:

1 **Origin Turns:** Each Origin takes 1 turn, in the order of their choice. On your turn, do the following:

a. **Start of Turn:** Resolve any "start of turn" effects on your cooldown track.
(Status Effects, pg 18; Ongoing Skills, pg 24)

b. **Travel:** You may move **any distance** to any **numbered space** on the map that you can reach by unlocked paths.
(The Location Map, pg 30)

c. **Slide Cooldowns:** Slide all cards on your cooldown track left 1 slot.
(Cooldowns, pg 11)

2 **Explore:** Once all Origins have finished moving, each group of Origins that are **sharing a space** together choose one of the following, in any order:

a. Reveal the **location card** matching the **number on your space** from the deck and read it to the party; OR

b. Take any **1 location card** from the holding area and read it to the party.

3 **Resolve Cards:** Once each group has read a location card, the party collectively decides what **order** to resolve them. Then each group resolves their card **one at a time**.

4 **End of Round:** Once all location cards have been resolved, advance the **time tracker** by 1 and resolve an **event** if it reaches one *(End of Round, pg 12)*. Then start the next round by determining if it will be an Explore, Rest, or Combat round.

Example:

Ifan, Sebille, and the Red Prince start their journey in Shipwreck. There are no enemies present, so they start exploring.

Ifan and Sebille stay in Shallows where they started, while the Red Prince moves to explore the Tide Pools. Ifan and Sebille reveal and read card #1 from the location deck, while the Red Prince reveals and reads card #3. The party then decides which one to resolve first.
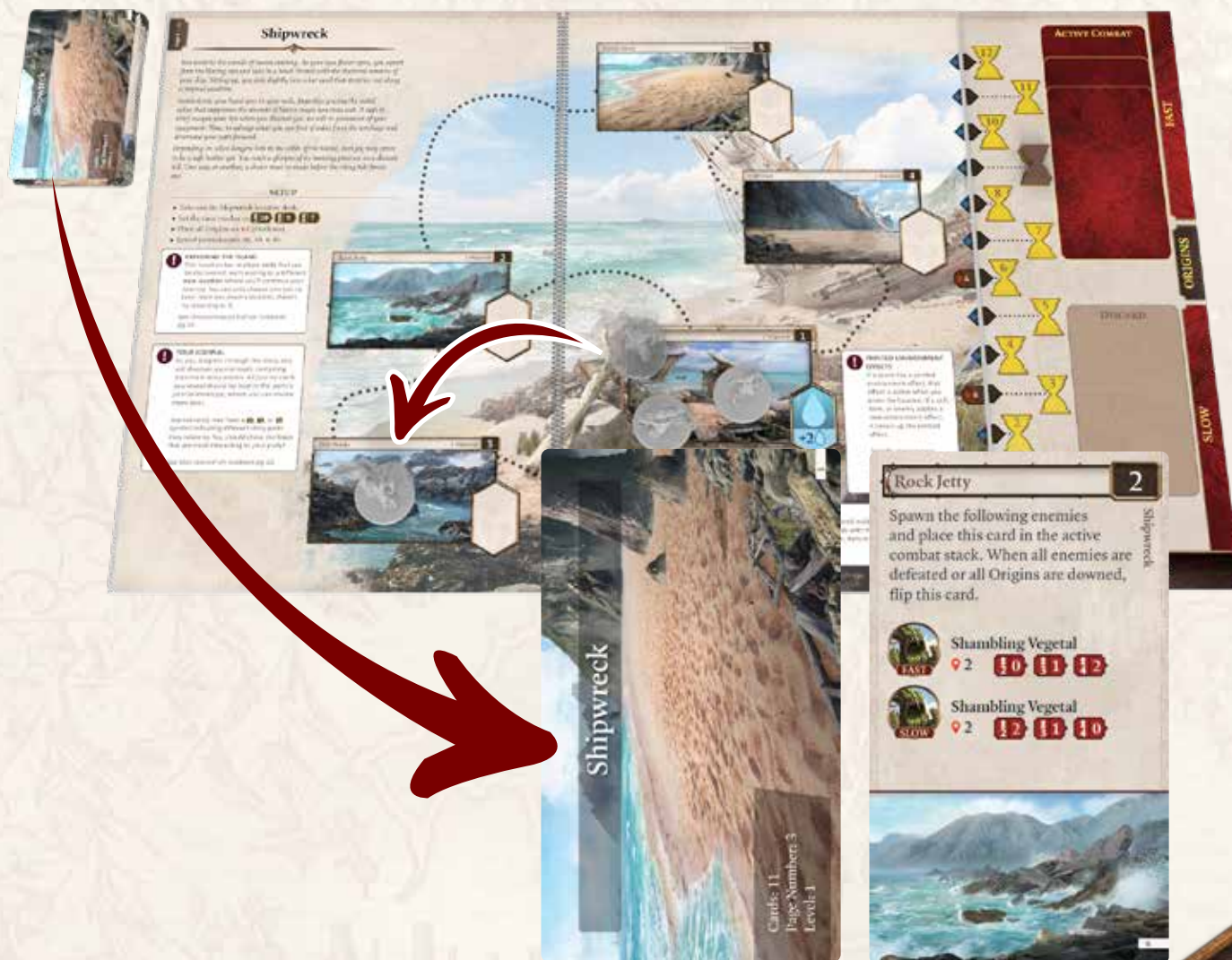
Rest Rounds

Resting gives the party a chance to heal, adjust their inventory, and use skills and items outside of combat. It is often a good idea for the party to rest after an arduous battle.

If there are **no enemies** on the map at the start of a round, the party may collectively choose to resolve a **Rest round** instead of an Explore round. During a Rest round, each Origin takes a turn to perform a variety of non-combat actions. If the party chooses to rest, **all** Origins must do so (no one may explore that round).

> **!** **TIP:** To speed up Rest rounds, Origins may choose to take their turns simultaneously.

Steps to Resolve a Rest Round:

1 **Origin Turns:** Each Origin takes 1 turn, in the order of their choice. On your turn, do the following:

a. **Start of Turn:** Resolve any "start of turn" effects on your cooldown track. *(Status Effects, pg 18; Ongoing Skills, pg 24)*

b. **Recover:** You may heal 2 ♥ and discard all **status effects** from your cooldown track to the supply, including positive statuses. *(Health & Damage, pg 16)*

c. **Revive:** You may revive and transfer any amount of your ♥ to any number of **downed Origins** anywhere on the map. *(Downed Origins, pg 21)*

d. **Equip & Trade:** You may move or swap any number of **items** between your equipment slots and your backpack, and give or take any number of items from Origins anywhere on the map. *(Equipping & Storing Items, pg 26; Trading Items, pg 29)*

e. **Use 1 Skill or Item:** You may use **any 1 action** on a skill or item card you have, ignoring its ● cost. *(Using Skills, pg 22; Using Equipment, pg 27; Consumables, pg 27)*

f. **Slide Cooldowns:** Slide all cards on your **cooldown track** left 1 slot. *(Cooldowns, pg 11)*

2 **End of Round:** Once all Origins have rested, advance the **time tracker** by 1 and resolve an **event** if it reaches one *(End of Round, pg 12)*. Then start the next round by determining if it will be an Explore, Rest, or Combat round.

Combat Rounds

Whenever you discover a group of enemies, you must find a way to deal with them before you continue exploring. Defeating enemies can earn you rewards and clear the way to progress to the next location.

If there are **any enemies** on the map at the start of the round, the party **must** resolve a Combat round (they may **not** resolve an Explore or Rest round). Each Combat round, each Origin and enemy get **1 turn** to move, attack, and take other actions. Enemies on the FAST initiative track take their turns first (in left to right order), followed by the Origins (in the order of their choice), and finally enemies on the SLOW initiative track (left to right).

Combat continues until either **all enemies** are defeated or **all Origins** are downed *(Ending a Combat, pg 48)*. If there are still enemies left at the **end** of a Combat round, the next round will **also** be a Combat round.

*For more detail on combat, see **Fighting Enemies**, pg 39.*

Steps to Resolve a Combat Round:

1 **Fast Enemy Turns:** Each enemy on the FAST initiative track takes 1 turn, from left to right. Each enemy **minion** does the following on their turn. *(Enemy Boss turns are covered in Fighting a Boss, pg 50)*

a. **Start of Turn:** Resolve any "start of turn" effects on the minion's cooldown track. *(Status Effects, pg 18)*

b. **Choose Target:** Roll the targeting die. If a 🗡 is rolled, the minion targets the **closest Origin** to their position. If a ◉ is rolled, they instead use the **special targeting rule** on their minion card to choose a target. *(Minion Target Selection, pg 45)*

c. **Move To Max Range:** The minion moves towards or away from their target until the distance to their target is equal to their **range value**, or they have moved a number of spaces equal to their **move value**. *(Minion Movement, pg 46)*

d. **Attack Target:** After moving, if the minion is within range of their target, they make an **attack roll**. If they are not within range of their target, they instead **heal** ❤ equal to their **level**. *(Minion Attacks, pg 46)*

e. **Slide Cooldowns:** Slide all cards on the minion's cooldown track downward 1 slot. *(Cooldowns, pg 11)*

2 **Origin Turns:** Once all FAST enemies have acted, each Origin takes 1 turn, in the order of their choice. On your turn, do the following:

a. **Start of Turn:** Resolve any "start of turn" effects on your cooldown track, then gain **action points** 🟢 equal to the 🟢 **value** listed on your Origin card. *(Action Points, pg 44)*

b. **Take Actions:** Spend your 🟢 to take any number of **actions** listed on your player tray, in any order. You may take the same action more than once, if you can afford it. *(Combat Actions, pg 45)*

c. **Slide Cooldowns:** Slide all cards on your **cooldown track** left 1 slot. *(Cooldowns, pg 11)*

3 **Slow Enemy Turns:** Each enemy on the SLOW initiative track takes 1 turn, from left to right. They follow the same steps as FAST enemies.

4 **End of Round:** Once all Origins and enemies have had a turn, advance the time tracker by 1 and resolve an event if it reaches one *(End of Round, pg 12)*. Then start the next round by determining if it will be an Explore, Rest, or Combat round.

> **!** **TIP:** Each Combat round advances the **time tracker**, just like Explore and Rest rounds do—so if you take too long in combat, you can run out of time to find the next location!

Cooldowns

Each Origin, Boss, and minion has a **cooldown track** that acts as a timer for ongoing effects and skills that need time to recharge.

Each cooldown track is made up of **cooldown slots** where status effects, skills, and other ongoing effects can be placed. Each slot can contain **any number** of cards of any type.

Whenever an Origin or enemy **ends their turn**, they must **slide** all cards on their track 1 slot (to the left on Origin and Boss tracks, downwards on minion tracks). Whenever a card slides **off the end** of a cooldown track, it is **cleared** from cooldown.

Status effects and **consumable items** that are cleared from cooldown are **discarded** to the supply *(Status Effects, pg 18; Ongoing Consumables, pg 28)*, while **skills** and **Boss tactics** that are cleared are returned to their owner and can be used again. *(Using Skills, pg 22; Boss Cooldowns, pg 50)*

Cards that are **face up** on an Origin or enemy's cooldown track have **ongoing effects** that remain active until they are flipped **face down** or cleared. Cards that are face down have no effects, but must still reach the end of the track before they are cleared.

Example:

At the end of Ifan's turn, he slides all cards on his cooldown track left 1 slot. This clears the skill card he played and returns it to his hand.

The Frozen status remains on his track and will continue to affect him for 2 more rounds.

End of Round

At the end of each Combat, Explore, and Rest round, the **time tracker** ticks down towards the end of the scenario. Whenever the tracker reaches an **event icon**, the party must reveal and resolve the **location card** with the indicated **letter** from the deck.

- ▶ ● **Timed Events:** These trigger as time progresses, and may have positive or negative effects.

- ▶ ☾ **End of Scenario Event:** When the time tracker reaches this icon, you've run out of time to find the next location, and must face the consequences!

For more detail on the time track and events, see **Tracking Time**, *pg 36.*

When the time tracker reaches this space, the party must resolve location card D.

Reaching the Exit

The party must continue exploring a location and fighting through enemies until you **discover an exit** to a new location *(Discovering an Exit, pg 35)*. Some locations include **multiple** exits you can discover, each leading to different locations. Some of these exits can be **difficult to reach,** requiring you to defeat Bosses or navigate challenging obstacles.

When the party successfully exits a location, you will have a chance to recover ♥, purchase new items and, if instructed, level up before continuing on to the next location *(Finishing a Location, pg 37)*. You can also choose to **end your game session** after exiting any location and save your progress for the next time you play. *(Ending a Game Session, pg 39)*

> ❗ **STOP!**
> **You are ready to begin the Tutorial!**
> **Open the Divine Atlas to the Quick Start Guide.**

Your Origin

Cooldown Track

Action Point (AP) Track

Action Reference

Talent Slots

Backpack

Origin Card

Source Collar

Source Token

Origin HP Dial

Equipment Slots

Hand of Skills

Max HP

Current Level

AP gained on your Combat turn

Level Bonus

Max Source

Number of Unlocked Talents

Keywords

Special Ability

Your Keywords

Your Origin card lists a number of **keywords** that describe your character and background. These can help you resolve certain **location cards** as you explore. *(Location Cards, pg 32)*

You can gain **additional** keywords by unlocking talents, equipping items and runes, or summoning allies that provide them. You can also **temporarily** gain keywords by using skills or consumables that provide them.
(Skill Keywords, pg 23; Equipment Keywords, pg 27; Consumable Keywords, pg 28)

Your Special Ability

Each Origin has a unique special ability you can use throughout the game. Your special ability costs **no** 🟢 to use. It **stays the same** as you level up.

Source ❄

Source is the world energy of Rivellon, from which magic is born. Whenever you travel to a **new location**, you **refill** your Source tokens up to the max ❄ value on your Origin card. Like health points, **you may never have more Source tokens than your max ❄ value.**

While playing through a location, you can **spend** Source tokens to take the following special actions:

▶ **Source Rerolls:** After **any** dice roll (made at any time by any Origin, Boss, or minion), you may spend 1 ❄ to reroll **any number** of dice that were rolled. *(Rerolls, pg 43)*

▶ **Source Skills:** On your turn during a Combat or Rest round, you may spend ❄ to play a **Source skill** from your hand. *(Source Skills, pg 25)*

> **! TIP:** You'll only have a few Source tokens to use at each location, so spend them wisely!

Your Source Collar

At the start of the campaign, you have a **Source collar** that prevents you from using Source to its full effect. While your Source collar is **intact**, you may **only** use Source tokens to make rerolls.

Leveling Up

When you **exit certain locations**, the party will be instructed to **level up** *(Finishing a Location, pg 37)*. All Origins in the party always level up **together**.

When you level up, follow these steps:

1 **Update Origin:** Replace your **Origin card** with the matching card of the **next level**. (If you were at an odd-numbered level, **flip** your card to the other side. If you were at an even-numbered level, return your Origin card to the supply and take the **new** card of the next level.)

2 **Unlock Talent:** If your new Origin card shows **more unlocked talents** than you have on your player tray, choose a **new talent** of your level or lower and add it to your player tray.
(Unlocking Talents, next page)

3 **Learn Skill:** Learn **1 skill** of your level or lower. To learn an **advanced skill,** you must also have the **training talent** of the corresponding **skill school**. *(Learning Skills, next page)*

4 **Respec:** You may freely **replace** any talents and/or skills you previously learned with different ones. You must be able to learn the new talents and skills, and you must end up with a set you could have learned based on your new level (e.g. if you are now level 3, you may have 4 level 1 skills, 1 level 2 skill, and 1 level 3 skill you have the training talent for).

> **! TIP:** When starting a new game session, you can remember what level the party should be by checking the level of the **location** you're at.

Your Level Bonus ⭐

Some skills, items, and other effects grow stronger as your **level** increases. Wherever a ⭐ icon appears on a card, substitute the current **level bonus** printed on your **Origin card**.

3 🔴 + ⭐
SPECIAL

For this attack, you roll 3 red dice and add your level bonus to your total.

Example:

Sebille and her party leave a location and are instructed to level up. Sebille starts by flipping her Origin card to level 2 and notes her increased ♥ and level bonus ⭐. Next, she unlocks a new talent, choosing Arrow Recovery (level 1).

She can then learn 1 new skill, so she chooses Pin Down (level 2). She hasn't found the starting skill Tentacle Lash very useful, so she also decides to swap it out for Ricochet (level 1).

Level 1:

Level 2:

Unlocking Talents

Talents are special abilities your Origin develops as they gain more experience. Some talents have **ongoing effects**, while other talents can be used **once per location** by flipping them face down. Talents always cost **no ●** to use.

When you unlock a new talent, you may choose any talent tile from the supply of your **current level or lower**. Note that there is only 1 copy of each talent in the supply, so each Origin must choose **unique** talents.

Learning Skills

Skill cards provide you with a variety of unique actions you can use throughout the game. They are covered in detail under **Skills** on *pg 22.*

When you learn a new skill, choose a skill of your **current level or lower** and permanently add **1 copy** of it to your hand. **You may never have more than 1 copy of the same skill.** You may not learn a skill if there are no more copies in the deck.

> ❗ **TIP: Source skills** aren't like other skills and can't be learned by leveling up. You must find other ways to unlock them. (Source Skills, pg 25)

Advanced Skills & Training Talents

When learning a skill of **level 2 or lower**, you may choose a skill from **any** of the 12 skill school decks. However, skills of **level 3 or higher** are **advanced skills** and require special expertise to learn. You may only learn an **advanced skill** if you have the **training talent** for the appropriate **skill school**. *(Skill Schools, pg 23)*

In addition to allowing you to learn advanced skills, training talents provide special **keywords** that can help you resolve certain **location cards** as you explore. *(Your Keywords, pg 14)*

*In order to learn Fireball, you must be at least **level 3** and have the **Pyrokinetic Training** talent.*

HEALTH AND DAMAGE

Each Origin and enemy has a **health point dial** that shows you how much **damage** they can take before they are downed or defeated.

- ▶ **Damage:** Whenever an attack or other effect successfully deals **damage** to a target, their **health points** ♥ are **reduced** by the amount of damage dealt, to a minimum of **0** ♥. If a target is reduced to 0 ♥, they are immediately **downed or defeated**. *(Defeated Enemies, pg 21; Downed Origins, pg 21)*

- ▶ **Healing:** When a skill, item, or other effect **heals** a target, their ♥ is **increased** by the amount healed, up to the **max** ♥ **value** printed on their Origin card, minion card, or Boss booklet page.

Damage Types

Each attack and damaging effect lists a **damage type**. Damage of certain types can be reduced by **armor** *(see below)* or trigger special effects like **immunities** *(pg 19)* and **environment effects** *(pg 32)*.

Physical Damage: Reduced by target's physical armor ⚔.

Air Damage: Reduced by target's magical armor 🛡.

Water Damage: Reduced by target's magical armor 🛡.

Fire Damage: Reduced by target's magical armor 🛡.

Earth Damage: Reduced by target's magical armor 🛡.

Poison Damage: Reduced by target's magical armor 🛡.

Direct Damage: Ignores target's armor.

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Armor

Armor is used to reduce incoming damage of specific types. Origins and enemies may have **physical armor** ⚔ that reduces physical damage, **magical armor** 🛡 that reduces elemental and poison damage, or both.

Whenever a target takes damage, they first **reduce** the total by the amount of armor they have of the appropriate type, then apply the remainder to their ♥. If a target's armor reduces damage to **0 or less**, they take **no damage**.

Each **minion's** armor values are printed on its minion card, while each **Boss'** armor values are printed on their Boss booklet page.

Origins gain armor by equipping defensive **items** like helmets, chest armor, and shields *(Defensive Equipment, pg 26)*. Armor from different items and effects **stacks together**, so you always use your **combined** armor total from all sources.

Damage Reduction

In addition to armor, certain defensive items may **reduce damage of a specific type.** These effects stack with armor.

*This Leather Cap has +1 magic armor **and** reduces earth damage by 1. This means that when you take earth damage, you take a total of **2 less damage**. When you take other kinds of magic damage, you only take **1 less damage**.*

Armor Example:

While exploring, you trip across a trap that deals 3 🔥.

You have a shield equipped that gives +1 magic armor, and a helmet that gives another +1 magic armor, so you only lose 1 ♥.

Status Effects

Status effects are **ongoing effects** that last for multiple rounds after being applied. They can be **positive** (such as HASTE or INVISIBLE) or **negative** (such as POISONED or BLEEDING).

When an Origin or enemy gains a new status, take a matching **status effect card** from the supply and place it in the **cooldown slot** listed on the attack or effect that applied it. If the target is an **Origin** or **Boss**, place the card with the **dark brown** side (vertical) face up. If it is a **minion**, place it with the **red** side (horizontal) face up. There can be multiple statuses in the same cooldown slot.

Statuses are always applied after damage (*Making Attacks, pg 41*). Each status' effects remain active until it is cleared from the target's cooldown track. Statuses still affect Origins when they take turns during **Explore** and **Rest rounds**, even if they decide not to move or take any actions.

Whenever a status slides **off the end** of a target's cooldown track, it is **cleared** (*Cooldowns, pg 11*). Some skills, items, and other effects can also **immediately** clear specific statuses by **removing** them from your track. Once a status is cleared, its effects are no longer active, and it is returned to the supply.

> **!** **TIP:** Statuses you receive in combat can continue to affect you after combat ends. Taking a **Rest round** allows you to clear all your statuses, but costs you time.

Example:

Ifan is attacked by a FAST *Crocodile. The Crocodile rolls a ◈ icon, which triggers its ability to add +3 💥 and apply BLEEDING for 2 rounds. Ifan takes a BLEEDING status effect card and places it on 2⏳ above his player tray.*

At the start of his next turn, he takes 1💥, and must take additional damage each time he moves. At the end of his turn, he slides BLEEDING to 1⏳, indicating it will last 1 more round before it clears.

Start of Turn Effects

Statuses that apply a "start of turn" effect always trigger at the start of the affected Origin or enemy's turn, **before** they do anything else.

If you are affected by **multiple** start of turn effects from statuses, ongoing skills, or other sources, you may **choose** the order you resolve them. If an enemy is affected by multiple start of turn effects, the party collectively chooses the order to resolve them.

Reapplying a Status Effect

If an Origin or enemy has a status effect on their cooldown track and the **same effect** is applied to them again, they do **not** gain a second copy of that status.

Instead, compare the **cooldown** listed next to the new status with the **current cooldown slot** of the existing status. If the new status' cooldown is **higher**, slide the existing status to the higher-numbered slot to **extend its duration**.

A status' duration **can't** be extended above 5 (or 3 for minions).

Immunities

If a target is **immune** to a certain damage type, they take **no damage** from attacks or effects of that type. If a target is immune to a specific **status effect**, attacks or effects that would normally apply that status do not do so.

The Red Prince is immune to 🔥 damage and can't gain BURNING. *When the Red Prince is targeted with a 4🔥 attack that applies* BURNING, *he takes no damage and does not gain the status.*

Immovable

If a target is **immovable,** they can't be forced to move or prevented from moving by any means, and they are immune to the KNOCKED DOWN status. They can still move themselves.

Example:

The Red Prince has FROZEN *on 1⏳ on his cooldown track. A new enemy attack applies* FROZEN *2⏳ to him.*

Instead of gaining a new status, he slides FROZEN *from 1⏳ to 2⏳.*

Frozen

You gain 2 less 🟢 at the start of your turn.

You roll -1 die on all attacks.

When you take 🔥 damage, remove FROZEN.

❤ 9 The Red Prince
Level 2

USE CARD ACTION: Pay the 🟢 cost on a skill, item, or summon to resolve its effects. Place skills on cooldown after use. Discard consumables after use.

MOVE: Move any number of spaces for 1 🟢 each.

Undead

Origins and enemies that have the [UNDEAD] keyword do not **heal** like others do:

- ▶ Certain skills, consumables, and other effects that normally **heal** a target will instead deal **direct damage** 🗡 to [UNDEAD] targets. This is indicated in the effect's description. If a healing effect does not say that it deals damage to [UNDEAD] targets, it heals them normally.

- ▶ Whenever an [UNDEAD] target takes **poison damage** ☠, they instead **heal** ♥ equal to the total damage they would have taken, **ignoring armor**. This is indicated on the [UNDEAD] target's Origin card, minion card, or Boss booklet page.

If you are [UNDEAD], your allies may target you with ☠ **attacks** in order to heal you. You may also target **yourself** with single-target ☠ attacks, and any ☠ damage applied by **area** attacks in your space also heals you. *(Single & Area Targeting, pg 44)*

> ❗ **TIP:** Undead Origins can be revived and heal normally during Rest rounds or when using the Recover action in combat.

Example:

Sebille and the Red Prince are in a space with an Undead Ranger. Sebille decides to throw a Healing Grenade, which affects all enemies and allies in her space.

She rolls 5 💥 and adds her ⭐ of 2, so she and the Red Prince each heal 7 ♥, but the Undead Ranger takes 7 🗡, since it is [UNDEAD] .

Defeated Enemies

Whenever an enemy minion or Boss has **0** ♥, they are **defeated**. Remove their figure or standee from the map and remove their tray from the initiative track. When you defeat the **last enemy on the map** (minion or Boss), the combat immediately **ends** in a **victory** for the party. After combat, return all enemy components to the supply. *(Ending a Combat, pg 48)*

Downed Origins

Whenever an Origin has **0** ♥, they are immediately **downed** and must lay their figure on its side on the map. They **keep** all their equipped items, stored items, and any active summon they have, as well as all cards on their **cooldown track** (including statuses, skills, and ongoing consumables).

While they remain downed:

▶ They **can't** move, take actions, or receive or trade items.

▶ They **can't** be healed until they are first revived. *(Being Revived, pg 21)*

▶ They **can't** take damage by any means, and all enemies (including Bosses) ignore them when choosing targets. *(Minion Target Selection, pg 45)*

▶ They **can't** interact with location special rules, location cards, or challenge rolls in any way, **except** if all Origins in a space are forced to move to a different space, or a location card requires the entire party to be in a space. *(Location Cards, pg 32)*

▶ They **can** still be targeted by other Origins' skills or items. *(e.g. a Resurrection Scroll; pg 27)*

▶ They **can** still gain new statuses *(e.g. from area attacks; pg 44)* or have statuses removed. *(e.g. if an ally uses a Curative Elixir; pg 27)*

▶ Other Origins **can't** end a combat turn in a tactical space with them. Note the Revive action can be used from an adjacent space. *(Tactical Spaces in Combat, pg 40)*

Downed Origin Turns

During Combat rounds, downed Origins still take a turn as normal, but they only gain 🟢 (up to their max) and slide cooldowns. During Rest and Explore rounds, they again take turns, but **only** slide cooldowns. If an Origin is revived before they take their turn, they may take a normal turn.

Being Revived

Downed Origins must be revived **before** they can be healed by other effects. Healing skills and items have **no effect** on downed Origins, unless a skill or item explicitly **revives** its target.

Origins can be revived in the following ways:

▶ **Revive Action:** During a Combat round, you may spend 1 🟢 to transfer some of **your** ♥ to a downed Origin in your space or an adjacent space. The Origin is revived with the amount of ♥ you lost. You must transfer at least **1** ♥, but otherwise can transfer any amount you have available. If you transfer **all** of your remaining ♥, you are immediately downed. *(Origin Combat Turns in Detail, pg 44)*

▶ **End of Combat:** When a combat ends, **all** downed Origins are immediately revived with 1 ♥. This happens **regardless** of whether the combat ended in **victory** or **defeat** (unless a victory or defeat effect says otherwise). *(Ending a Combat, pg 48)*

▶ **Rest Rounds:** During a Rest round, you may transfer some of **your** ♥ to **any number** of downed Origins **anywhere** on the map, at no 🟢 cost. Follow all other rules for using the Revive action. *(Rest Rounds, pg 9)*

▶ **New Location:** When the party travels to a new location, **all** downed Origins are revived and healed up to their **max** ♥ value. *(Interlude Phase, pg 37)*

> **!** **TIP:** Effects that prevent Origins from healing, such as the **POISONED** status, do not prevent them from being revived.

Skills

Skills you learn provide you with a variety of unique actions and special effects. Some skills can be used to attack enemies, while others can be used to heal your party or apply ongoing effects that last for multiple rounds.

Action

AP Cost and Cooldown

Range and Targets

Attack Roll

Damage Type

Keywords

Special Effects

Skill School

Skill Level

Using Skills

When you **travel to a new location**, all skills you've learned start in your **hand**. You can use any skill in your hand during **combat** by paying its ● **cost** *(Combat Actions, pg 45)*, or for free during a **Rest round** *(pg 9)*. You can also use some skills to temporarily gain **keywords** when resolving a location event or challenge roll. *(Skill Keywords, next page)*

After you use any skill, place it on your **cooldown track**, in the numbered **cooldown slot** listed on the card. Each skill is placed **face down** on your cooldown track, **unless** it has a ⌛ icon, in which case it is placed **face up**. *(Ongoing Skills, pg 24)*

When a skill slides **off the end** of your track, it returns to your **hand** and can be played again *(Cooldowns, pg 11)*. Skills that have **no cooldown** listed return to your hand immediately after you play them, and can be played again in the same turn, if you have enough ●.

Keyword Requirements

Some skills can **only** be played if you have an **equipped item** or **active summon** with a specific keyword (such as BOW or SHIELD). If you do **not** have the correct keyword, you **can't** play the skill.

Skill Keywords

Some skills can be used to gain **temporary** keywords. When you encounter an event or challenge roll with a **keyword condition**, you may **play** a skill with that keyword from your hand to fulfill the condition (at no 🟢 cost). This **only** fulfills the immediate condition (you don't gain the keyword as an ongoing effect). Do not resolve any of the skill's other effects.

After using a skill keyword, place the skill **face down** on ⌛3 (using the cooldown next to the keyword, not the skill's normal cooldown in the top left).

Skill Schools

Each skill belongs to a different **school**. Skills within the same school have similar effects and synergize with one another.

Aerotheurge: Use the power of Air to deal ⚡ damage, teleport, and shock enemies.

Hydrosophist: Use the power of Water to deal 💧 damage and heal allies.

Pyrokinetic: Use the power of Fire to deal 🔥 damage, buff allies and make powerful area of effect attacks.

Geomancer: Use the power of Earth to deal 🪨 and ☠ damage, and maximize your damage against poisoned enemies.

Necromancer: Siphon your enemies' vitality to heal yourself and sacrifice your own health to harm, poison and bleed enemies.

Polymorph: Transform your body and harness nature's might against your enemies.

Summoning: Create summons and dominate minions to spread chaos among your enemies.

Scoundrel: Specialize in stealth and make devastating surprise attacks.

Warfare: Master tactics, movement, and defense on the battlefield.

Duelist: Unleash flurries of attacks with one hand weapons to take down low-armor enemies with ease.

Huntsman: Attack enemies from the safety of range using bows and crossbows.

Two-Handed: Cleave through enemy defenses and maximize your damage with two hands weapons.

Skill Effects

Attack Skills

Many skills allow you to make **attack rolls** against enemies. This is covered in detail under **Making Attacks** on *pg 41*.

*This skill costs 2 🟢 to use. It allows you to make an attack roll on a single enemy in your space or an adjacent one. After you use it, place it **face down** on cooldown 2.*

If a skill allows you to make one or more attacks with an **equipped item** or **active summon**, each attack uses the item or summon's stats and special effects *(Making Attacks, pg 41)*. You do not have to pay the 🟢 cost of the item or summon. This includes when a skill allows you to make an attack as a reaction outside of your turn. If an item or summon can only make a **limited number of attacks** each round, you must respect this when using any skill.


This skill costs 2 🟢 to use. It allows you to make 2 attacks on the same target, using the stats and special effects of an equipped one hand melee weapon and adding your level bonus to each roll. Ignore the weapon's 🟢 cost.

Ongoing Skills

Some skills apply **ongoing effects** that last a specific number of rounds. When you play an ongoing skill with a ⏳ icon, place it **face up** in the indicated cooldown slot (instead of face down). Its effects **remain active** as long as it is **face up** on your cooldown track.

Each ongoing skill lists a **second cooldown slot** next to a ⏳ icon. Whenever any ongoing skill reaches its ⏳ slot on your track, immediately **flip it face down**. Its effects are **no longer active**, but it must still reach the end of your track before it returns to your hand.

*This ongoing skill costs 1 ● to use. When you use it, place it **face up** on cooldown 4. It remains active until cooldown 1, when it is flipped **face down**.*

Stacking Ongoing Effects

Whenever you take an action that triggers **multiple** ongoing effects, they must be resolved one **at a time**, in the order of **your choice**.

*Ifan is in a space with Sebille. He has Lightning Aura active on his cooldown track, while Sebille has Frost Aura active. When Ifan makes a physical attack, he must choose which aura to resolve first, to convert his damage to **either** lightning or water.*

Summons

Some ongoing skills and other effects allow you to **summon** magical entities to aid you. When you gain a summon, take the appropriate **summon card** from the summon deck and place it in your player tray's active summon slot ⚚. If you already have an active summon, you must discard it to the supply (you can never have more than 1 active summon).

Unless a summon's card says otherwise, it doesn't have a separate figure or standee, and it is always considered to be in your space. It does not have ♥, and can never be targeted or take damage. While it remains in your ⚚ slot, treat it the same as an **equipped item**: You have all of its **keywords** and can use its **action** by paying the ● cost. *(Equipment, pg 45)*

Any summon granted by a skill or consumable is **temporary** and only lasts as long as the skill or consumable is **face up** on your cooldown track. When the skill or consumable flips face down (or leaves cooldown early), you must **discard** your active summon back to the supply. Note that if you are forced to discard your active summon for any other reason (e.g. gaining a new one), any card used to summon it remains on cooldown for its full duration.

*When you use Conjure Incarnate, place it **face up** on cooldown 5 and gain an **Incarnate** as an active summon. When the skill reaches cooldown 2, it flips face down, and you must discard your Incarnate.*

Special Skills

In addition to attack and ongoing skills, you can learn skills with special effects like **healing** or **teleportation**. Each special skill's effect text describes what it does.

All actions on a skill can be performed without spending additional ●, unless the skill says otherwise. If a skill allows you to move to a new space, ignore the ● cost of all spaces on your path.

Source Skills

Each Origin has unique Source skills that can be unlocked over the course of the campaign. They **can't** be learned by leveling up like normal skills.

Once you have unlocked a Source skill, you keep it in your hand and may pay its ⚜ **cost** to play it at any time you would play a normal skill. *(Source, pg 14)*

> **! TIP:** In order to unlock and play Source skills, you must find a way to break your **Source collar**. (Your Source Collar, pg 14)

ITEMS

Items are useful tools you can find on your adventure or purchase with gold as you progress through the campaign. You can **equip** items by placing them in the appropriate **equipment slots** at the bottom of your player tray, and you can **store** up to 3 items at a time by placing them in your **backpack**.

Equipment

Items that can be **equipped** have an **equipment slot icon** (such as 👹 or ⊘) in the top right corner. Only **1 item** can be equipped in each of your slots at a time.

While equipped, items may have **ongoing effects** such as granting **armor** *(Armor, pg 17)*, or they may provide you with actions you can use by spending ●. *(Using Equipment, pg 27)*

Equipment items can also be **stored** in your backpack when you are not using them. While in your backpack, equipment items have **no effect**.

> **! TIP:** In addition to your equipment slots, you have 1 slot for a **summon** at the bottom of your player tray. Summons are **not** considered items and are usually granted by **ongoing skills**. (Summons, pg 24)

Consumables & Stored Equipment (Max 3)

Active Summon

Equipped Weapons/Shield

Equipped Helmet

Equipped Chest Armor

Equipped Trinkets

Action Details

Special Effects

Equipment Slot

Gold Cost

Keywords

Long Bow

WHEN YOU ATTACK WITH THIS
Before rolling, you may spend
+1 🟢 to roll +1 🔴 .

Equipping & Storing Items

When you **start a new game session** (*Setup, pg 3*) or **travel to a new location** (*Finishing a Location, pg 37*), you may freely equip or store **any number** of your items.

While playing through a location, you can equip or store your items during a **Combat round** or **Rest round**:

▸ **During Combat Rounds:** On your turn, you may equip or store any number of items at a cost of 1 🟢 each. You **may** equip an item in a slot where you **already have another item**; if you do, you must store or discard the previously equipped item (at no additional 🟢 cost). (*Combat Actions, pg 45*)

▸ **During Rest Rounds:** On your turn, you may freely equip or store any number of items. (*Rest Rounds, pg 9*)

One & Two Hand Equipment

You have two **hand slots** where you can equip items such as **weapons** (which provide attack actions) and **shields** (which provide armor).

You can equip up to **2 one hand items** 👊 or **1 two hands item** 🤜. There are no restrictions on which one hand items you can equip together. If you equip a two hands item, you may **not** use your other hand slot.

Defensive Equipment

Equipment such as helmets, chest armor, and shields may increase your **physical armor** ⚔, **magical armor** 🛡, or both (*Armor, pg 17*). They may also provide additional **ongoing effects** like reducing damage of a specific type. (*Damage Reduction, pg 17*)

Thick Robes

+2 ⚔
+1 🛡

WHILE THIS IS EQUIPPED
You take -2 ⚡ damage.

While you have the Thick Robes equipped, you have +2 physical armor ⚔ and +1 magical armor 🛡. Additionally, when you take ⚡ damage, you take 2 less.

Using Equipment

Some equipment items provide you with **actions** you can take by paying their printed 🟢 **cost**. In particular, **weapons** allow you to make **attack rolls** against enemies *(Making Attacks, pg 41)*.

Unlike skills, equipment actions do **not** have cooldowns, which means you can use most equipment (including weapons) **multiple times** in the same turn or combat round. However, if an item states that it has limited uses per round, you must always follow this restriction (even if a skill or effect would normally let you make multiple weapon attacks).

While you have the Assassin's Dagger equipped, you can spend 1 🟢 to roll an attack on a single target in your space. It deals extra damage and applies the POISONED status if you roll any ⬦.

Trinkets

Some trinkets ⊘ provide **ongoing effects** that are active while they are equipped. Others provide unique effects you can use **once per round** or **once per location**.

While you have the Copper Band equipped, you may use it once per Combat round to reroll 1 die after you make a physical attack.
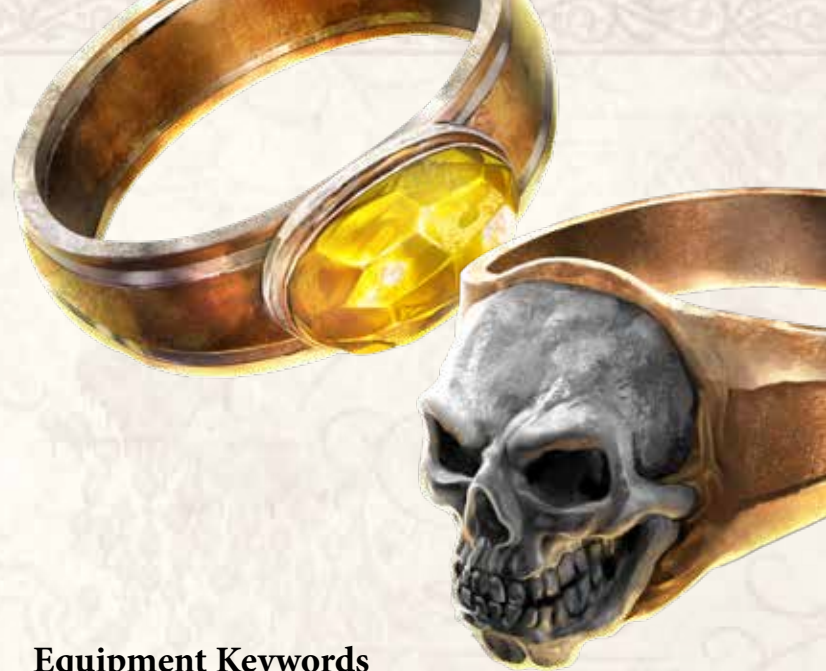
Equipment Keywords

Like your Origin card, some equipment items have **keywords** that can help you resolve certain **location events** *(Location Cards, pg 32)*. While equipped, these act the same as keywords printed on your Origin card *(Your Keywords, pg 14)*. You do **not** have to discard or place an equipped item on cooldown to gain its keyword.

Consumables

Consumables are **single-use items** that must be stored in your **backpack**. They come in 4 separate decks (scrolls, potions, grenades, and arrows). Each consumable provides you with an **action** you can take by paying its printed 🟢 **cost**. Unlike equipment, you do **not** need to equip a consumable before using it; you may use any consumable straight from your **backpack**.

Whenever you use a consumable, resolve its effect, then **discard** it immediately, unless it has an **ongoing effect** *(Ongoing Consumables, pg 28)*. Each discarded consumable is returned to the bottom of the appropriate deck in the supply.

Ongoing Consumables

When you play a consumable with an ⌛ icon, place it **face up** in the indicated **cooldown slot**. Its effects **remain active** as long as it is on your cooldown track.

When an ongoing consumable **slides off the end** of your cooldown track, **discard** it to the bottom of the deck.
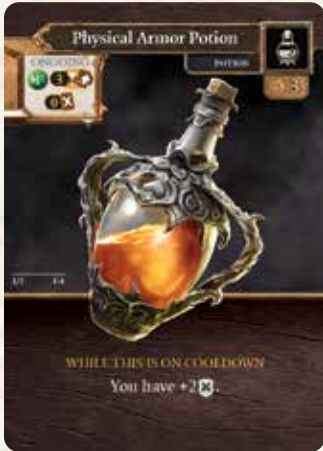
You can play this Physical Armor Potion from your backpack for 1 🟢 to gain +2 physical armor ✖ for the next 3 rounds.

Consumable Keywords

Like equipment, some consumable items have **keywords** on them. However, in order to use a consumable's keyword, you must **play** it, like a skill. *(Skill Keywords, pg 23)*

Playing a consumable for its keyword **only** fulfills the immediate keyword condition (you don't gain the keyword as an ongoing effect). Do not resolve any of the consumable's other effects.

After using a consumable keyword, immediately **discard** the consumable to the supply (ignoring any normal cooldown it has in the top left).

Aquiring New Items

The party can acquire new items by **discovering them** as you progress through a location or by **purchasing them with gold** when you travel to a new location.

Gaining & Spending Gold

All gold any Origin collects belongs to the **party** and is placed in a **group stash** that the party collectively decides how to spend. Gold can be spent to purchase items after exiting any location, if the party decides to **visit the Merchant**. *(Finishing a Location, pg 37)*

Finding Loot

When you survive events, defeat enemies, or solve challenges, you may be rewarded with riches:

- ▶ When you find **gold**, add gold tokens from the supply to the **party stash** *(see previous section)*.

- ▶ When you find a **unique item**, **rune**, or other **specific reward**, search the appropriate deck for the specific card listed.

- ▶ When you find one or more **generic items** (such as a consumable or level 1 item), draw the indicated number of items from the appropriate deck at random.

(continues next page)

If you find an item while **exploring a space** (or resolving a holding area card), any Origin in **your space** may immediately equip or store it at no ⬤ cost. If the party is granted an item as a reward at the **end of a combat**, any Origin **in any space** may immediately equip or store it at no ⬤ cost. *(Equipping & Storing Items, pg 26)*

Trading Items

When you **start a new game session** *(Setup, pg 3)* or **travel to a new location** *(Finishing a Location, pg 37)*, all Origins may freely trade items between each other.

While playing through a location, you can trade items during a **Combat** or **Rest** round:

▸ **During Combat Rounds:** During your turn, you may **give** or **take** any number of items from other Origins in your space at a cost of **1** ⬤ per item. *(Combat Actions, pg 45)*

▸ **During Rest Rounds:** On your turn, you may freely trade any number of items with any number of Origins **anywhere** on the map. *(Rest Rounds, pg 9)*

Whenever you **take** an item or an item is **given to you**, you may **immediately** equip or store it at no additional ⬤ cost.

Running Out of Space & Discarding Items

You may **only** acquire a new item if you have space to **equip or store** it in your backpack. If you acquire a new item and do not have enough space to carry it, you must immediately choose to either **discard** it, or discard **another item** to make space for it. Each discarded item is returned to the bottom of the appropriate deck in the supply.

Unique Items

The unique item deck is filled with treasures that can **only** be discovered through exploration and can **never** be purchased from the Merchant. Unique items you've acquired can still be **traded** among Origins, **discarded** for space, or **sold** for gold when visiting the Merchant *(see pg 37)*.

Runes

Runes can be **attached** to your equipped items to add **additional special effects** to them.

Each rune card is **double-sided**, with each side showing a different **equipment slot** in the top left (such as 🪖 or ⬭). A rune can **only** be attached to an item that is equipped in one of these 2 slots. It will provide a **different effect** depending on which slot you choose.
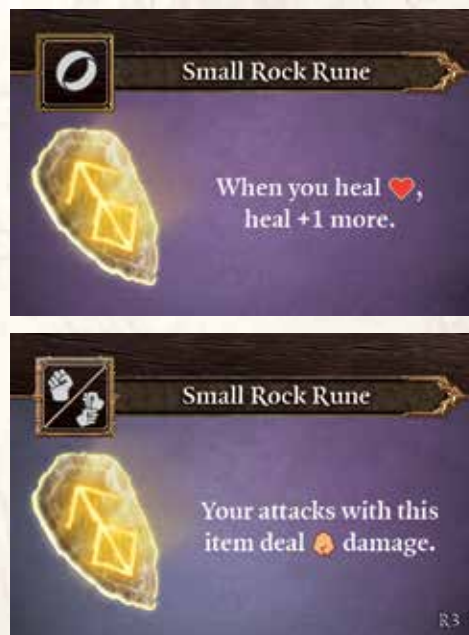
This rune can either be attached to a trinket to give you +1 ❤️ whenever you heal, or to a hand item to make attacks with that item deal 🔶 damage.

Attaching, Storing, & Trading Runes

Any time you would **equip** an item, you may instead **attach a rune** you have to one of your equipped items. Flip the rune to the appropriate side, then place it below the item. You may use this to **move** an attached rune to a different equipped item (flipping it if necessary).

Runes can also be **stored** in your backpack, where they count towards your limit of 3. You may **trade** or **discard** runes as you would items, but you can't sell them to the Merchant. *(Visiting the Merchant, pg 37)*

When you **replace** an equipped item that has an **attached rune**, you may attach the rune to the **new** equipped item at no additional ⬤ cost. However, if you **store** an equipped item with a rune and do **not** replace it, you must either store or discard the rune.

The Location Map

The Location Map refers to the locations printed in the Divine Atlas.

Printed Environment Effect   Numbered Space   Path

Tactical Space   Locked Path   Environment Effect Slot
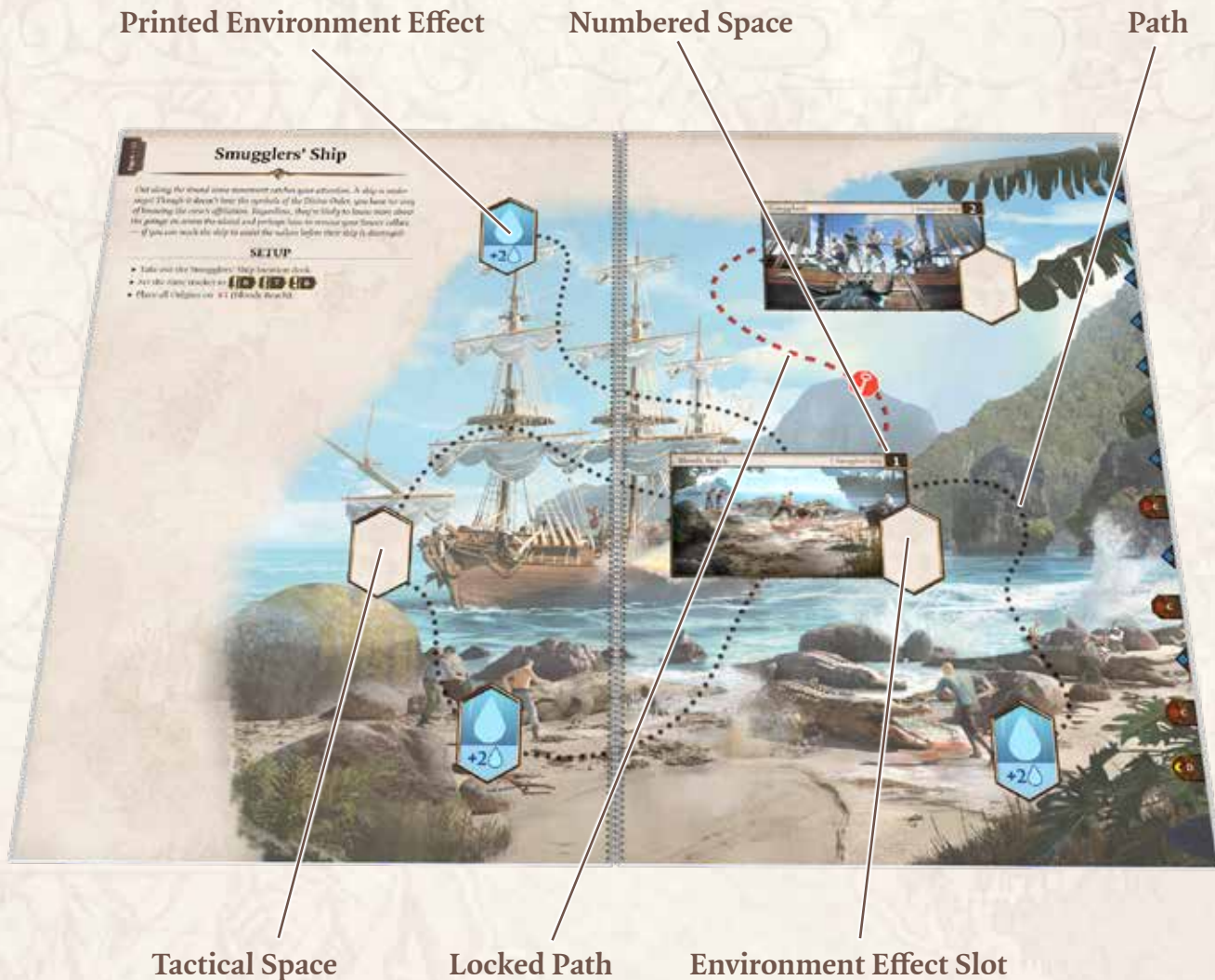
Locked Paths

Locked paths prevent you from reaching certain spaces on the map. While a path is locked, neither Origins nor enemies may move or be moved across it by **any means**, during Combat, Explore, or Rest rounds. This includes moving normally or using skills or items.

Some location cards may instruct you to place a **key token** 🗝 on a locked path. Once a locked path has a key token, it is **unlocked**, and you may use it like a normal path.

Locked Spaces

Locked spaces are spaces you have not discovered yet and can't travel to. While a space is locked, neither Origins nor enemies may move or be moved into or through it by **any means**, during Combat, Explore, or Rest rounds.

As you progress through a location, you may be instructed to **place a location card** on a locked space. Once a locked space is covered with a card, it is treated as a normal **numbered space,** except that when you **explore** it, you do not draw a new card from the deck. Instead, resolve the **"when explored"** instruction printed on the card that's placed there. *(Continuing Events, pg 35)*

| Lava Caves | 4 |

While this space is empty, you can't move into or through it. Once you place a location card on it, you've discovered the space and can move there to explore it.

Tactical Spaces

Some locations have extra spaces that **only** have an environment effect slot and **don't** have a name or number. These are **tactical** spaces.

While exploring, you may freely move **through** tactical spaces on unlocked paths, but may **not end your movement** there. While in **combat,** however, you **must** consider tactical spaces when calculating range and movement. *(Movement in Combat, pg 40)*

Multicard Spaces

Some locations have spaces that can be **explored** multiple times. These are marked with a **multicard icon**.

When you **explore** a multicard space, take **all** location cards with the matching number from the deck, **shuffle** them, and reveal **1 card at random**. You can still only reveal **1 location card** at a multicard space **each round**, but you can explore it again in future rounds (until all cards for the space have been discarded).

Return any cards you do not reveal to the deck. The card you reveal may instruct you to return it to the deck after resolving it, in which case it is included in the random draw for that space during future Explore rounds. *(Continuing Events, pg 35)*

Mount Cor

Ancient landmarks pocket the mountains, remnants of a civilization lost to time. Source flows through the ground below your feet here, contained by the rocky formations. As you make your way up the path, you spot a blockade of Magisters at the pass. Many more dot the landscape like splatters of bright red paint, easy to pick out from certain vantage points. Their hubris could be their downfall if you proceed with caution.

SETUP

▸ Take out the Mount Cor location deck.
▸ Set the time tracker to 12 12 12.
▸ Place all Origins on 1 (Ruined Foundations).

Environment Effects

Environment effects are **ongoing effects** that apply to all Origins and enemies in an affected space.

Each space on the map has a diamond-shaped slot where an environment effect can either be **printed** or applied by placing a **token**. A space can only have 1 **environment effect** at a time.

When an attack or effect applies a new environment effect to a space, place a matching token from the supply in its slot (covering any printed effect), and discard any other token there. Environment effects are always applied **after** damage. (*Making Attacks, pg 41*)

> **!** **TIP:** The **Difficult Terrain** condition only affects movement in **combat**. You may ignore it while exploring.

Location Cards

Each location has a unique deck of **location cards** that can be revealed through exploration, timed events, and other effects.

Whenever you're instructed to **resolve** a new location card, search the deck for the correct card and **read only the front side of it**. Do **not** look at the other side of the card unless you are explicitly instructed to flip it.

A location card may instruct you to do any of the following:

▸ Make a **challenge roll** (*next section*)

▸ Spawn **enemies** (*pg 33*)

▸ Place a **key token** 🗝 on a locked path (*pg 30*)

▸ Resolve another **location card** or reveal a **journal card** (*pg 36*)

▸ Exit to a **new location** (*pg 5*)

▸ Gain **items, gold,** or other **rewards** (*pg 28*)

▸ Place the card in the **holding area** (*pg 7*)

After you have **fully resolved** a location card, place it face down in the **discard pile** on the combat board (unless the card instructs you to do otherwise).

CHARGED: When anyone here takes ⚡ damage, they take +2 more.

WET: When anyone here takes 💧 damage, they take +2 more.

WARM: When anyone here takes 🔥 damage, they take +2 more.

OILY: When anyone here takes ⬡ damage, they take +2 more.

DIFFICULT TERRAIN: During combat only, Origins must spend +1 🟢 to move into this space, and minions must expend +1 movement to move into this space. Bosses ignore **DIFFICULT TERRAIN**. (*Movement in Combat, pg 40*)

Challenge Rolls

Location cards may instruct you to make a **challenge roll** to attempt a difficult or dangerous task. Depending on the card, **each Origin** in your space may be required to roll separately, or you may need to collectively choose **1 Origin** there to make the roll. Each Origin who makes the roll does so **independently**, and may not receive assistance from other Origins in their space (unless the card says otherwise).

Each Origin attempting the challenge begins with **3 white dice** ⓦ to roll. The challenge may grant **extra dice** for meeting certain **conditions**, such as having a specific **keyword** or having additional Origins present. Each Origin may roll **1 bonus die** of the indicated color for each condition they meet, up to a maximum of 5 of each color. (*Your Keywords, pg 14; Dice, pg 43*)

Each participating Origin rolls all dice they are entitled to and counts their total hits 💥 (but not specials ✦). Once all rolls have been made, **flip** the location card. Each Origin who rolled resolves the result next to their total. Then discard the card. (*see example next page*)

Example:

Ifan and Sebille explore a space together and discover a challenge to search for supplies. They each decide to make the attempt.

Ifan rolls 3 white dice, plus a 4th because his Origin card has the MERCENARY *keyword. Sebille doesn't have any of the keywords listed, so she just rolls 3 white dice.*

Automatic Successes

Some challenges list a **keyword** that will allow you to **automatically succeed** ✔ without rolling. If you have the listed keyword and decide to use it, immediately flip the challenge over, then **choose** which result you want to resolve. You must do this **before** you roll any dice.

Example:

Ifan and Sebille resolve a challenge from the holding area. Ifan plays the skill Phoenix Dive, which has the keyword TELEPORTATION*, and places it face down on* 3 *on his cooldown track. He then flips the challenge card and chooses the best result.*

Spawning Enemies

Location cards may instruct you to spawn enemies who you will have to fight before you can continue exploring.

When you're instructed to spawn one or more **minions**, follow the steps below. If you must spawn an enemy Boss, follow the Boss Setup instructions on *pg 49*. Once you have spawned all enemies, finish resolving any other location cards the party has revealed, then end the round normally. Since there are now enemies on the map, the following round will be a **Combat round.** *(Combat Rounds, pg 10)*

Steps to Spawn Minions:

1. For each each row of minions on the location card, check the appropriate **player count icon** to see **how many** of that type of minion spawn.

2. For each **individual** minion that spawns, find a matching card from the **minion deck** and slot it into an empty minion tray. Set the HP dial on the tray to the ♥ value on the minion's card. Place the tray next to either the FAST or SLOW initiative slot on the combat board, as indicated on the location card.

3. For each minion tray you place, find the standee with the matching **letter** and place it on the map, in the numbered space indicated on the location card.

4. Place the location card face up on the **active combat stack** on the combat board.

Example:

In a 3-player game, Ifan and his fellow Origins explore space #3 on the map and discover a squad of Darkhan's Lackeys!

Since there are 3 players, the card tells Ifan to spawn 1 FAST Lackey and 2 SLOW Lackeys, all in space #3 on the map.

Ifan finds 3 Darkhan's Lackey cards from the minion deck and places them in minion trays A, B, and C.

He sets each tray's HP dial to 28♥ and places 1 next to FAST and 2 next to SLOW, then places A, B, and C standees on space #3. Finally, he places the location card on the active combat stack.

! TIP: Enemies sometimes spawn in a different space than the one you explored. A single location card can even spawn enemies in multiple spaces—it's an ambush!

Combining Combats

If the party decides to explore **multiple spaces** in the same turn, they can potentially draw **multiple** location cards that spawn enemies. When this happens, spawn **all** enemies on **all** revealed location cards, and **stack** the location cards together in the active combat stack.

During the following Combat rounds, the party must fight a **combined combat** against **all** the spawned enemies. When a combined combat ends, the party flips and resolves the victory or defeat effects on **all** active combat cards in the stack. *(Ending a Combat, pg 48)*

Minion Limit

There can **never** be more than **6 minions** on the map at a time. If all 6 minion trays and standees are in use, and you are instructed to spawn more, do **not** spawn them. If you are only able to spawn some of the minions on a location card, spawn them in order from top to bottom on the card.

Bosses do not count towards the minion limit.

Veteran Minions

Each minion card is **double-sided**, with the **standard** minion on one side and the more difficult **Veteran** minion on the other. Only spawn the Veteran version of a minion when specifically instructed by a location card.

Continuing Events

Defeating enemies and solving challenges may lead to **further events**.

- ▶ If a location card tells you to **flip it over** or **resolve another location** card from the deck, immediately read and continue resolving the effects on the new card. If the card you are told to resolve is no longer in the deck (because it was already resolved or discarded), do not resolve it again.

- ▶ If a location card tells you to **place it on the map**, place it on top of the indicated numbered space and move any Origins, enemies, and environment effects there onto it. Any **ongoing effects** on the card remain active while it is there.

- ▶ If a location card tells you to **place a new location card on the map**, find the new card in the deck, place it on the indicated space, and move any Origins, enemies, and environment effects there onto it. During any future **Explore round**, if a group of Origins decide to **explore** that space, resolve the "when explored" effect on it (instead of taking a new card from the deck). *(Locked Spaces, pg 31)*

- ▶ If a location card tells you to **return it to the location deck** instead of discarding it, place it back in numbered order in the deck. If it was revealed while **exploring a space**, that space can be **explored again** to reveal and re-resolve the card. If it was revealed while exploring a **multicard space**, the card is included in future random draws when exploring that space. *(Multicard Spaces, pg 31)*

Downed While Exploring

It is possible to be reduced to 0 ❤ and **downed** outside of combat. When this happens, follow all normal rules for being downed. *(Downed Origins, pg 21)*

In the event the **entire party** is downed during an Explore round, immediately restart the location. *(Restarting a Location, pg 37)*

Discovering an Exit ➡

Some location cards allow you to leave your current location and head to a new location. Each **exit** ➡ lists the **name** and Divine Atlas **page number** of the location where the party will head next. When any Origin resolves a card with an exit, the **entire party** leaves the location and the scenario ends. *(Finishing a Location, pg 37)*

Optional Exits

An exit card may give the party the option to place it in the **holding area** instead of using it immediately. When the party first discovers an optional exit, they must collectively decide whether to use it right away **or** keep exploring until they are ready to travel to the next location.

During any **Explore round**, any group of Origins in a space together may choose to resolve an exit card in the holding area **instead** of exploring a new space *(Resolving Previously Revealed Cards, pg 7)*. The party must still **all** agree to use the exit in order to leave the location (otherwise it returns to the holding area).

> **!** **TIP:** Remember that when the party reveals **multiple** location cards during an Explore round, they choose the **order** to resolve them. If the party chooses to resolve an exit card **first**, the scenario **immediately** ends and no other location cards are resolved. This can allow you to avoid a nasty combat!

Mandatory Exits

If an exit does **not** give the party the option to place it in the holding area, it is **mandatory**, and the party **must** travel to the new location immediately.

Tracking Time ⏳

The time tracker's position tells you how many **rounds** you have left to finish your location, and when certain **timed events** will trigger. *(End of Round, pg 12)*

If you reach the bottom of the track, you must reveal the 🌙 **event** from the location deck and resolve its effects. This does **not** always end the scenario immediately or force you to restart (and can sometimes even be positive).

Pausing the Time Tracker

If a location card or other instruction tells you to **pause** the time tracker, do not advance the tracker or resolve any further timed events until you are told to **resume** tracking time.

Locations with No Time Tracker

If a location's setup instructions tell you **not to set** the time tracker, it means you do **not** have a time limit to finish the location. If the time tracker is not set, it does not advance at the end of the round, and timed events can't be triggered.

As you progress through a location, you may discover a location card or other instruction that tells you to **set the time tracker**. If this happens, place the time tracker on the indicated space and begin advancing it at the end of the round normally.

Your Journal

As you progress through the campaign, you will discover **journal cards** containing important clues and story events. The events you encounter can change what happens later on in the campaign.

Whenever a location card or other instruction tells you to **reveal a journal card**, find the matching-numbered card in the journal deck and read it to the party, then store it in the party's **journal envelope**. The journal envelope is stored with the party's gold stash and other components at the end of each game session, and its contents may be reviewed by anyone at any time during the campaign.

Collecting journal cards with the same **symbol** (📖, 🏛, or 🌀) can help you progress the story in a certain direction.

Finishing a Location

When the party resolves an **exit** ➡ on a location card, the scenario ends. Return all components on the map and all location cards (in numerical order) to the supply.

Before traveling to the next location, the party resolves an **interlude phase**, where each Origin may level up, recover ♥, and purchase items. After the interlude, the party may either choose to **end the game session** and save progress for next time, or follow the **New Location** setup steps on *pg 5* to continue playing the next location.

Restarting a Location

If the party encounters a major setback, you may be forced to **restart a location**. When this happens, remove everything from the map, return all **location cards** to the deck, and follow the **New Location** setup steps on *pg 5* to restart the location.

Whenever the party is forced to restart, you must **discard all gold** in the party stash *(Gaining & Spending Gold, pg 28)*. However, the party may **keep** any items or other rewards you discovered at the location.

After restarting a location, if you discover a **unique item**, **rune**, or other **specific reward** the party already acquired on a **previous attempt**, you do **not** gain another copy of that reward. If you rediscover a **generic reward**, such as gold or a level 1 item, you **may** collect it again. *(Finding Loot, pg 28)*

Interlude Phase

When the party exits a location, flip the **combat board** to the **interlude side** and follow the steps there:

1. **Level Up:** If the party was instructed to **level up** when they exited, each Origin follows the steps to level up on *pg 14*.

2. **Revive & Recover:** Each downed Origin is **revived**, and then every Origin in the party **heals** ♥ up to the **max** ♥ **value** on their Origin card. Each Origin also clears **all cards** from their cooldown track. *(Health & Damage, pg 16)*

3. **Restore Source:** Each Origin refills their **Source tokens** up to the max ❄ value on their Origin card. *(Source, pg 14)*

4. **Restore Talents:** Each Origin flips all their once-per-location talents **face up** so they can use them again. *(Unlocking Talents, pg 15)*

5. **Equip & Trade Items:** Each Origin may freely equip or store items, and trade items with any other Origins in the party. *(Equipping & Storing Items, pg 26; Trading Items, pg 29)*

6. **Visit the Merchant:** The party may visit the Merchant to **buy and sell** items *(see below)*.

Visiting the Merchant

During the interlude phase, the party may collectively decide to visit the Merchant to buy and sell items. To visit the Merchant, follow these steps:

1. **Entry Fee:** First, the party must spend **gold** to see what the Merchant has available. Choose an **equipment deck** of your **current level or lower** and pay gold equal to its **level**.

2. **Reveal Items:** Shuffle the selected deck and reveal **1 equipment item per player plus 1 extra**. The party may then also select any 1 of the **4 consumable decks**, shuffle it, and reveal the same number of consumable items.

3. **Purchase Items:** The party may collectively decide to purchase **any number** of the revealed items for their printed cost. Purchased items may immediately be equipped or stored by any Origin in the party. *(Acquiring New Items, pg 28)*

4. **Selling:** At any time after paying the initial entry fee, any Origin may sell any of their equipped or stored items for **half** the item's printed **gold cost**, rounded up. When an item is sold, place it on the bottom of the appropriate deck, and add the gold you earn to the **party stash**.

5 Restocking: At any time after paying the initial entry fee, if the party wishes to view **more** items, you may choose an equipment deck of your level or lower, or any consumable deck, and pay another entry fee to reveal 1 item per player plus 1 from that deck. Restocking from a consumable deck always costs **1 gold**. The party may restock **any number** of times.

When visiting the Merchant, you may **not** look at or purchase anything from the **unique item deck**, **rune deck**, or **summon deck**. Unique items that have a gold cost **can** be sold to the Merchant for half their cost, but the Merchant will not buy runes.

> **!** **TIP:** When you pay the Merchant's initial entry fee, you **also** get to look at a set of consumables without paying any extra gold. However, each time you wish to **restock** consumables, you must pay 1 gold.

Example:

Upon leaving their location, Ifan, Sebille, and the Red Prince have a total of 9 gold. They decide to visit the Merchant.

They are level 2, so they pay 2 gold to see 4 items from the level 2 deck. This also allows them to see 4 consumables from a deck of their choice; they choose potions.

One of the items they reveal is a Fire Staff, which the Red Prince wants to buy. He sells his Long Sword for 1 gold (its cost is 2), then convinces the party to spend 3 more gold to buy the Staff. He equips it immediately.

The party doesn't like any of the potions on offer, so they decide to spend 1 more gold to see 4 arrow consumables as well. They then buy Blessed Arrows for 3 gold, which Sebille places in her backpack. They have no gold left, so it's time to move on to the next location.

Entry Fee

Restocking Fee
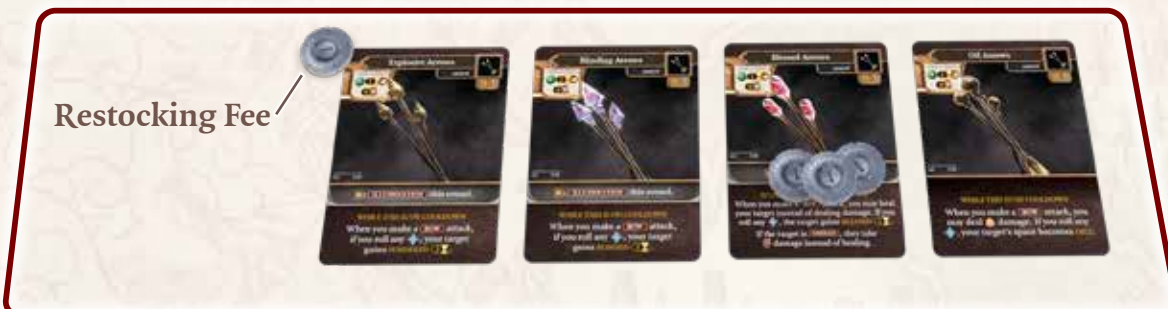
Ending a Game Session

At the end of any interlude phase (or after being forced to restart a location), the party can decide to **end the current game session** and continue playing later.

When you end a game session, do the following:

1 Use the **bookmark ribbon** in the Divine Atlas to mark the page of your next location.

2 Store each Origin's components separately:

- ▶ Their **Origin card** (current level only)
- ▶ Their unlocked **talents**
- ▶ Their hand of **skills**
- ▶ Their equipped and stored **items and runes**
- ▶ Their **Source collar**

3 Choose 1 Origin to store the party's **gold stash** and 1 to store the journal envelope.

You do not need to keep track of your current **health points** ❤ or **Source** ❄, as these are **fully replenished** when traveling to a new location.

You also do not need to remember which of your **items** are equipped or in your backpack, as you may freely rearrange them when traveling to a new location. Your **Source collar** always starts on the same side (intact or broken) as when you stored it.

Fighting Enemies

Start of Combat

If there are any enemies on the map at the start of the round, the party is in **combat**, and must resolve **Combat rounds** *(pg 10)* until either **all enemies are defeated** or **all Origins are downed**. *(Ending a Combat, pg 48)*

Active Combat Stack

Minion Letter

Minion Card

Fast and Slow Initiative Tracks

Minion Cooldown Track

Minion HP Dial

Time Track

Location Card Discard Pile

Holding Area

Active Combat Stack

When enemies are spawned, the location cards that spawn them are placed on the **active combat stack**. When combat **ends** in either victory or defeat, all cards on the active combat stack are flipped, resolved, and discarded. (*Ending a Combat, pg 48*)

Enemies, Allies, & Everyone

Combatants may be referred to using the following categories:

- ▶ **Enemies** refers to minions and Bosses.
- ▶ **Allies** refers to other Origins.
- ▶ **Everyone** refers to all figures and standees, including both enemies and allies.

Initiative Tracks & Enemy Trays

During Combat rounds, enemies on the FAST initiative track take their turns before the Origins do. Enemies on the SLOW initiative track take their turns **after** the Origins do.

Minion and Boss trays track the ❤, **stats**, and **cooldowns** of enemies on the map. When an enemy is defeated, their tray is removed from the initiative tracks and returned to the supply. (*Defeated Enemies, pg 21*)

Movement in Combat

During combat, your movement is **limited** by the **amount of** 🟢 you have to spend on your turn. Each space you move into, including tactical spaces, costs 1 🟢 (*Combat Actions, pg 45*). Moving into a space with the DIFFICULT TERRAIN environment effect costs an extra **+1** 🟢. (*Environment Effects, pg 32*)

As when exploring, you must move along paths, and you may not use **paths** that are **locked** (*pg 30*) or move into or through **locked spaces** (*pg 31*).

Tactical Spaces in Combat

During combat, Origins and enemies may move into and through **tactical spaces** as well as numbered spaces. Moving into a tactical space costs **1** 🟢 for Origins and **1 movement** for minions, just like a numbered space.

An Origin may **only end their turn** in a tactical space if there are **no other Origins there** (or they are forced to by an effect such as the KNOCKED DOWN status). However, during an Origin's turn, they may move **through** a tactical space another Origin occupies, and may stop there **temporarily** during movement to take actions. An Origin can also be **moved** into a tactical space with another Origin during **someone else's turn** (for example, by an enemy's special effect).

The above restriction **only** applies to Origins. Minions and Bosses can end their turn in tactical spaces with an Origin, or with other enemies.

Holding Area

Example:

It is Ifan's turn. He wants to make a melee attack on a Crocodile in an adjacent tactical space, but Sebille occupies the space. He must use 2 ● to move into the space because of the DIFFICULT TERRAIN environment effect.

During his movement, he spends another 2 ● to attack the Crocodile with his Long Sword. He then spends 1 ● to finish his movement where he started.

Making Attacks

Throughout combat, Origins and enemies will make **attack rolls** against each other. Origins can use **skills** and **items** to make attacks, while minions make a standard attack printed on their **minion card**.

Each attack lists the following stats:

A **Range:** The maximum number of spaces away the target can be. Range must be counted along **paths** and include **tactical spaces**. Range 0 indicates a **melee** attack that can only select targets in the attacker's space.

B **Targets:** Whether the attack is directed at a **single target** or has an **area.** *(Single & Area Targeting, pg 44)*

C **Dice Roll:** The number and color of dice rolled for the attack and the number of **bonus hits** added to the result. *(Dice, pg 43)*

D **Damage Type:** The **damage type** the attack deals. *(Damage Types, pg 16)*

Steps to Resolve an Attack Roll

1. **Roll:** Roll the attack dice and resolve any reroll effects. *(Dice, next page)*

2. **Count Hits:** Add up the total number of **hits** 💥 rolled plus the attack's **bonus hits**. Also add any **extra** hits from the attack's special effects, equipped items, and other sources.

3. **Apply Damage:** Check the attack's **damage type** and subtract the target's appropriate **armor value** (⊗ or 🛡) from the hit total. Reduce the target's ♥ by the number of hits remaining.

4. **Apply Statuses:** If the attack applies a **status effect**, place a matching status effect card on the target's **cooldown track** in the indicated slot. The target does not need to lose ♥ for a status to be applied (unless the attack says otherwise). *(Status Effects, pg 18)*

5. **Environment Effects:** If the attack applies an **environment effect**, place a matching **token** on the target's space. *(Environment Effects, pg 32)*

Example:

The Red Prince uses his Fire Staff to attack a Bandit Hydrosophist in his space.

He rolls 3 white dice and gets 3 💥 and a ✧. He adds the 2 bonus hits on his Fire Staff for a total of 5🔥 damage.

The space they're fighting in is WARM, so the Hydrosophist takes another +2🔥. However, the Hydrosophist has 2 🛡, so the total damage is reduced by 2 and he only loses 5♥.

Because the Red Prince rolled a ✧, his Fire Staff then applies BURNING to the Hydrosophist for 2 rounds.
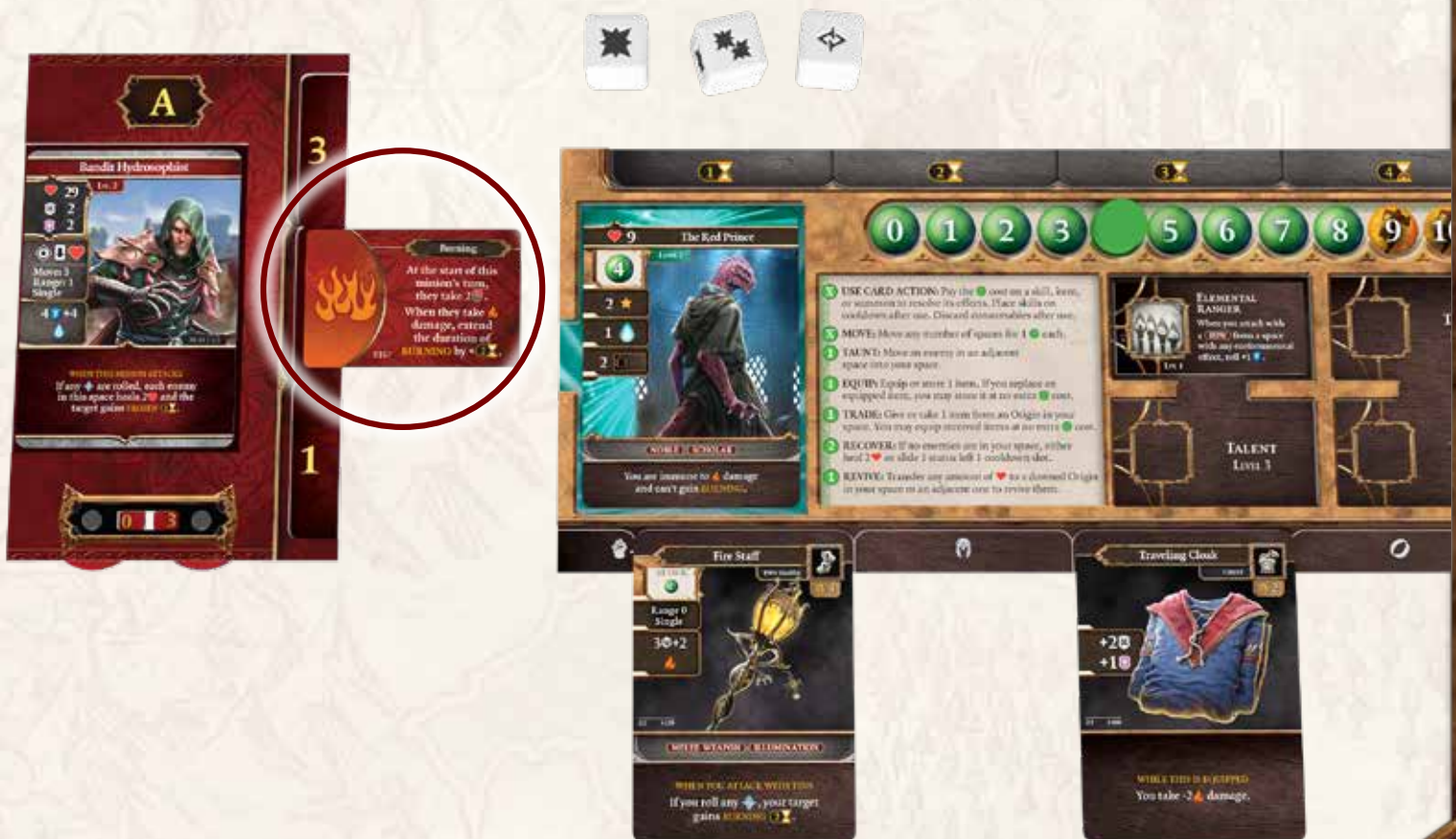
Special Icons

Some attacks have special effects that are triggered by rolling **special icons** ✧, such as adding additional hits to the roll or applying status effects. If an attack does not have any special effects triggered by rolling ✧, these icons have no effect.

Dice

Dice used in combat and challenges come in **3 colors**.

▶ Ⓦ **White dice** are basic dice that have the **fewest** hits ✹ and specials ✧.

▶ Ⓑ **Blue dice** have the **most** specials ✧.

▶ Ⓡ **Red dice** have the **most** hits ✹.

A maximum of **5 dice of each color** can be rolled during **any single roll** (including Origin attacks, enemy attacks, and challenge rolls). Whenever one or more effects would cause you to roll more than 5 of the same color, only roll 5 of that color.

Dice Reductions

Some effects may cause an Origin or enemy to **roll fewer dice** on rolls they make. If you are rolling dice of different colors, you may **choose** which die you remove from your roll. If an enemy loses a die, the party collectively chooses which die they remove.

It is possible for a roll to be reduced to **0 dice**. In this case, **only** the roll's bonus hits are counted, if it has any. For example, if a **3 Ⓑ + 2** attack is reduced by 3 dice, it deals **2 hits**, without rolling. You are still considered to have made a die roll for the purposes of all effects.

Rerolls & Setting Dice

Some effects allow you to **reroll dice** after you make an attack or challenge roll. If an effect allows you to reroll **more than one die**, you must reroll all affected dice at the same time (you can't reroll them one at a time). If you apply **multiple reroll effects** to the same die roll, you may resolve each of them one at a time, in the order of your choice.

Some effects allow you to **set dice** to specific faces before you roll. After choosing a die's face, treat it as if you had rolled that face for the purposes of all effects.

Healing & Other Effect Rolls

Some non-attack effects, such as healing skills, also require die rolls. When making a non-attack roll, follow the same rules and steps as an attack roll. Apply any healing first, followed by applying (or removing) statuses, and finally environmental effects.

Example:

Sebille uses the skill Poison Dart to make a 4 Ⓑ attack, rolling 3 misses and 1 hit. Since the target is in her space, Poison Dart allows her to reroll 1 of her dice. She rerolls 1 miss and misses again.

She then decides to spend 1 ❄ to reroll all 3 of her misses. This time she gets 2 more hits, improving her damage.

Single & Area Targeting

Most attacks and targeted effects apply to a **single target**, but some apply to **everyone within a target space**.

- ▶ **Single:** Choose a **single target** within range. You may choose a target in your own space, including yourself. All damage, statuses, and other effects are applied only to your target.

- ▶ **Area:** Choose a **space** within range. It may be a tactical or numbered space, and you may choose your own space. **Everyone** in that space except you is targeted, **including your allies**. If the effect requires a dice roll, make a **single** roll, and apply all damage, statuses, and other effects to all targets simultaneously.

  If you are in the target space, you may **choose** to also target yourself. Enemies will always choose **not** to target themselves, unless a special effect says otherwise.

  Downed Origins **can't** be damaged by area attacks, but **can** gain statuses from them. *(Downed Origins, pg 21)*

> Range 0
> Area
>
> 2 🅑 +1

*When you make this melee attack, you roll 2 blue dice and add 1 bonus hit, then deal that much 🔶 damage to **everyone** in your space **except for you** (unless you decide you want to take the damage).*

> ❗ **TIP:** You probably won't want to damage yourself with an area attack, but you might want to heal yourself with an area healing skill.

Origin Combat Turns in Detail

During the Origin Turns step of a Combat round, Origins may take their turns in **whatever order** the party chooses.

Action Points 🟢

Origins use **action points** 🟢 to take **actions** during combat. Whenever you **gain** 🟢, slide your tracker to the right the indicated number of spaces. You can have a **max of 8** 🟢 at a time (unless you have the HASTE status; see below). Any 🟢 gained in excess of your max is lost.

At the start of your combat turn, you gain the amount of 🟢 shown on your Origin card. If you have any **leftover** 🟢 from your previous turn, your new 🟢 is **added** to your leftover 🟢, up to your maximum.

You may then take actions by **spending** 🟢 (sliding your tracker to the left). If you have **0** 🟢 remaining, you may continue using actions that cost 0 🟢 (such as using Source skills or once-per-location talents) until you choose to end your turn.

You may choose to end your turn with leftover 🟢 and **save** it for the next Combat round, if there is one. You may not save 🟢 between combats. *(Ending a Combat, pg 48)*

Haste

The AP track on your player tray shows **2 extra spaces** that can **only** be used while you have the HASTE status or another effect that increases your max 🟢 *(Status Effects, pg 18)*. While you have HASTE, you have a maximum of **10** 🟢 instead of 8.

Combat Actions

The actions you can take in combat are listed on your **player tray** along with their 🟢 **costs**.

- **Use Card Action:** Spend the 🟢 cost on a **skill** in your hand, an equipped **item**, an active **summon**, or a **consumable** in your backpack, and resolve its effects. Skills must be placed on **cooldown** after they are used, while consumables must be **discarded**.
  (Using Skills, pg 22; Using Equipment, pg 27; Consumables, pg 27)

- **Move:** Move any number of spaces for 1 🟢 each. Moving into a space with the DIFFICULT TERRAIN environmental effect costs +1 🟢. *(Movement in Combat, pg 40)*

- **Taunt:** Spend 1 🟢 to move an **enemy** of your choice from an adjacent space into your space, ignoring DIFFICULT TERRAIN.

- **Equip:** Spend 1 🟢 to equip or store 1 item. *(Equipping & Storing Items, pg 26)*

- **Trade:** Spend 1 🟢 to give 1 item to or take 1 item from an Origin in your space. *(Trading Items, pg 29)*

- **Recover:** If there are **no enemies** in your space, spend 2 🟢 to **heal 2** ❤️ OR **slide 1 status** of your choice left 1 cooldown slot on your track. *(Health & Damage, pg 16)*

- **Revive:** Spend 1 🟢 to transfer any amount of **your** ❤️ to a downed Origin in your space or an adjacent one. The Origin is revived with that much ❤️. You must transfer at least **1** ❤️. *(Downed Origins, pg 21)*

Minion Combat Turns In Detail

Enemy minions and Bosses take their turns one at a time, from **left to right** on each initiative track. Boss turns are covered in detail under **Fighting a Boss** on *pg 50.*

Minion Level
Max HP and Armor
Special Targeting Rule
Movement per Turn
Attack Range and Targets
Attack Roll and Damage Type
Special Effects

Bandit Guard Lvl. 1
❤️ 18
☒ 3
🛡 2
Move: 3
Range: 0
Single
4 [W] +3

Origins must spend +1 🟢 to move into this minion's space.

Minion Target Selection

At the start of each minion's turn, they roll the **targeting die** to decide which Origin they will **target**:

- If the minion rolls a 👢, they will choose the closest Origin to them.

- If the minion rolls a ⊙, they will choose an Origin using the special targeting rule on their minion card. *(see table, next page)*

Whenever **multiple** Origins could be targeted (e.g. if there are multiple Origins that are closest), the party collectively **chooses** which of them is targeted.

When a minion targets an Origin that has the **most** or **least** of a certain quantity, they always use the Origin's **total current quantity**. For example, when choosing the Origin with the **least armor** of a certain type, they will count armor provided by items, ongoing skills, and all other effects.

Minions will ignore Origins that are **downed** or have the INVISIBLE status when choosing targets *(Downed Origins, pg 21; Status Effects, pg 18).* If there are any DOMINATED minions on the map, enemy minions will treat them as Origins during target selection. *(Dominated Minions, pg 48)*

🥾		The minion targets the closest Origin.
⬆️	❤️	The minion targets the Origin with the most current health points.
⬇️	❤️	The minion targets the Origin with the least current health points.
⬆️	⚔️	The minion targets the Origin with the most total physical armor.
⬇️	⚔️	The minion targets the Origin with the least total physical armor.
⬆️	🛡️	The minion targets the Origin with the most total magical armor.
⬇️	🛡️	The minion targets the Origin with the least total magical armor.
⬆️	❄️	The minion targets the Origin with the most Source tokens remaining.
⬇️	❄️	The minion targets the Origin with the fewest Source tokens remaining.
⬆️	👤	The minion targets the space with the most Origins.
⬇️	👤	The minion targets the space with the fewest Origins.
Special		The minion's special effects explain how it chooses targets.

Minion Movement

Once a minion has chosen a target, they will attempt to move to their **maximum range** from the target:

- ▶ If the current distance to the target is **equal** to the minion's range value, they do **not** move.

- ▶ If the current distance to the target is **greater** than the minion's range value, they move **towards** the target until they are in range.

- ▶ If the current distance to the target is **less** than the minion's range value, they move **away** from the target until they are at maximum range.

Each minion has a **move value** that limits the number of spaces they will move to get to their max range from the target (including tactical spaces). Once a minion has used up their movement, they will **stop** moving, even if they are not at their max range.

A minion will always move towards their destination by the **shortest route** possible. If there are multiple routes to their destination, they will prefer the route that ends their movement **furthest** from **all Origins other than the target**. If there is still a choice, the party collectively decides which route the minion takes.

Like Origins, minions must move along paths, and can't move through locked **paths** or locked spaces. However, any number of them can occupy **tactical spaces** at any time. To enter a space with the DIFFICULT TERRAIN environment effect, minions must expend **+1 movement**. If a minion does not have enough movement remaining to move into a DIFFICULT TERRAIN space, they stop moving.

Minion Attacks

After a minion moves, they will attempt to make an **attack** against their target. Minions follow all rules for **Making Attacks** on *pg 41*.

A minion will only attack if they are **within range of their target** (though they still attack if they are closer than max range). If a minion uses their full movement and is still **not in range** to attack their target, they will **not** make an attack, **even if there are other Origins within their range**. Instead, they will heal ❤️ equal to their level.

If a minion has an **area** attack, they will attempt to **attack** the **space** their target occupies. This attack affects **everyone** in the target space **except** for the attacking minion (minions always choose not to target themselves with area attacks).
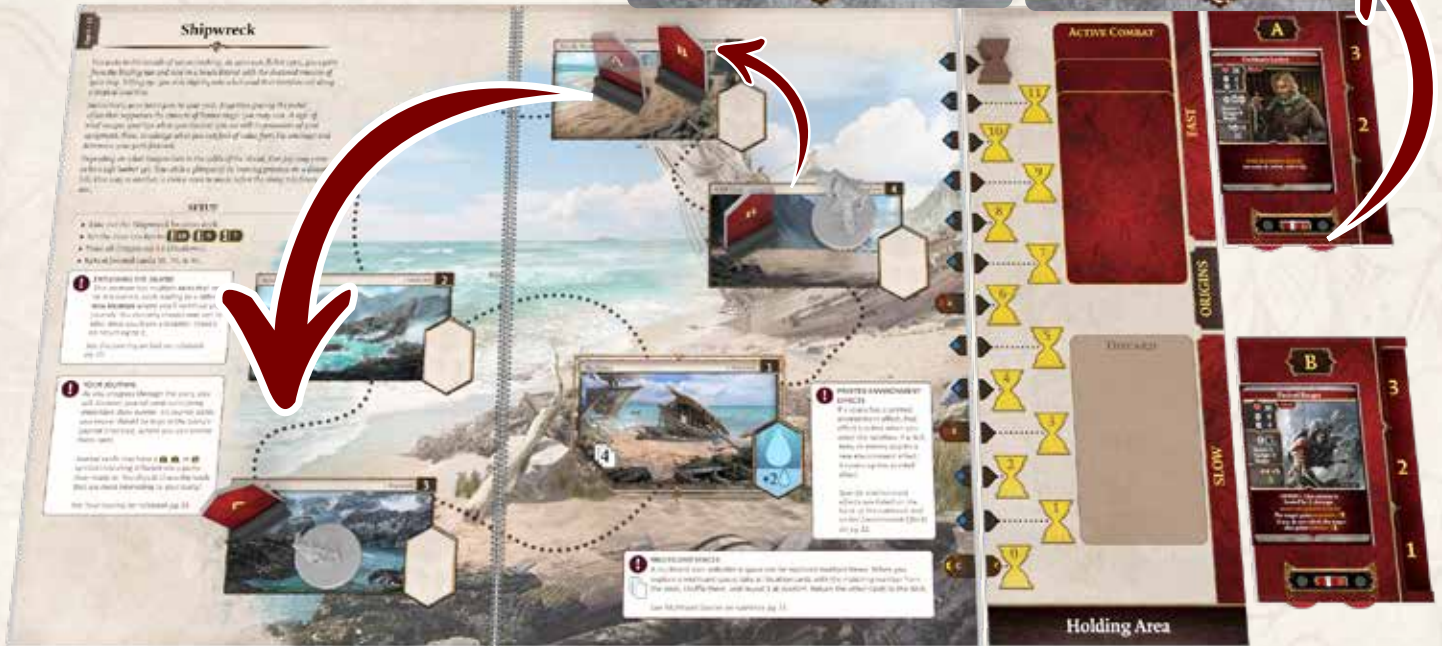
Example 1:

One of Darkhan's Lackeys starts their turn by rolling the targeting die. They roll a ⊙, so they use their special targeting rule to lock onto the Origin with the least physical armor, which is Sebille.

Sebille is only 2 spaces away, and the Lackey's range is 0, so they move to her space and stop. They then roll a ⚔ attack, adding +2☀ for each ◆ they roll. The total damage is 8⚔, but Sebille has 2✖ so she only loses 6 ♥.

Example 2:

An Undead Ranger is in the Red Prince's space. At the start of their turn, they roll the targeting die and get a 👢, so they target the Red Prince.

The Ranger's range is 1, so before attacking, they will move until they are 1 space away from the Red Prince. Since there is another Origin in space #3, they will choose the opposite direction.

The Ranger then rolls a ☠ attack, dealing 10☠, reduced to 5☠ by the Red Prince's 5🛡.

The Red Prince becomes POISONED for 3 rounds, but since the Ranger didn't roll any ◆, they do not become BLINDED.

Dominated Minions

When an enemy minion with the DOMINATED status takes their turn in combat, they do not roll the targeting die. Instead, the party may **choose** who they target, which may be another enemy. They will then move towards and attack that target if able.

When other enemies **choose targets**, they treat dominated minions as if they were **Origins** *(Minion Target Selection, pg 45)*. Dominated minions must still be defeated in order to end a combat. If an Origin attacks a dominated minion, it does not affect their status.

Ending a Combat

A combat ends **immediately** when either:

▶ **All enemies** are defeated; OR

▶ **All Origins** are downed; OR

▶ A special condition on an **active combat card** is met.

Steps to Ending a Combat

When a combat ends, immediately do the following:

1. **Victory/Defeat Effects:** Flip **all** location cards in the **active combat** stack. If the party defeated all enemies (or fulfilled a special condition), read and resolve all **victory** effects. If the party was downed, read and resolve all **defeat** effects.

2. **Clear Combat Board:** Discard all location cards from the active combat stack. Return all minion and Boss components to the supply (even if the party was downed).

3. **Statuses & Cooldowns:** Each Origin who has **not taken a turn** yet this round resolves any "start of turn" effects on their cooldown track, then slides all cards on their cooldown track left 1 slot. *(Status Effects, pg 18; Cooldowns, pg 11)*

4. **Revive Origins:** Each downed Origin is **revived** with 1 ❤. *(Downed Origins, pg 21)*

5. **Reset AP:** Each Origin sets their **AP tracker** to 0 🟢. *(Action Points, pg 44)*

6. **End of Round:** Advance the **time tracker by 1** and resolve an **event** if it reaches one. Then start the next round. *(End of Round, pg 12)*

> ❗ *TIP:* When combat ends, Origins who have not yet taken their turns do not get to take actions, but must still resolve statuses and slide cooldowns.

Encountering Bosses

Bosses are powerful enemies that you must defeat to continue your adventure. Each Boss has a page in the **Boss booklet** that lists their unique rules and behaviors.

Boss Setup

Whenever a location card instructs you to **spawn a Boss** *(Spawning Enemies, pg 33)*, follow these steps:

1. Take out the **Boss booklet** and open it to the Boss' page. Place it somewhere near the Divine Atlas.

2. Take out the **Boss tactics tray** and place it next to the booklet. Place an **AP tracker** on 0 🟢 on the Boss' track.

3. Go through the **Boss tactics cards** in the game box and find the **title card** that marks the start of this Boss' deck. Take out all cards for this Boss (up to the next title card). Set aside the Boss' title card, then shuffle the tactics and place them face down on the **draw deck** area of their tactics tray.

4. Take out the **Boss HP tray** and slot the Boss' title card into it. Set its HP dial to the Boss' max ❤ value for your **player count** and place it on the FAST or SLOW initiative track, as indicated by the Boss booklet. If there are other trays on the indicated track, place the Boss' tray to the right of them..

5. Find the Boss' **standee** and place it on the map, in the space listed in the Boss booklet.

6. Follow any **additional setup rules** listed in the Boss booklet, then read the Boss' **special rules** to the party.

Fighting a Boss

During combat, the Boss takes their turn with other enemies, in initiative track order *(Combat Rounds, pg 10)*. On the Boss' turn, they **gain and spend action points** 🟢 to take actions, like Origins do. Each Boss' actions are dictated by their **tactics deck**.

Steps to Resolve a Boss Combat Turn

▸ **Start of Turn:** Resolve any "start of turn" effects on the Boss' cooldown track. They then gain action points 🟢 equal to the 🟢 value in the Boss booklet. *(Action Points, pg 44)*

▸ **Play Tactics:** The Boss spends their available 🟢 to flip and resolve tactics from their deck until they can't afford the next tactic. *(Resolving Boss Tactics, below)*

▸ **Slide Cooldowns:** Slide all cards on the Boss' cooldown track left 1 slot. *(Cooldowns, pg 11; Boss Cooldowns, end of this page)*

Resolving Boss Tactics

The Boss starts playing tactics by paying the 🟢 cost shown on the back of the top tactic on their deck. They then flip and resolve that tactic.

Once the Boss finishes resolving their tactic, they place it on cooldown, then check if they have enough leftover 🟢 to pay for the next tactic on their deck. If they do, they also flip and resolve this tactic, then place it on cooldown.

This continues until the Boss doesn't have enough 🟢 to resolve the next tactic on their deck. When this happens, the Boss ends their turn and saves any leftover 🟢 for the next Combat round.

Boss Cooldowns

Each tactic the Boss resolves is placed **face down** in the indicated **cooldown slot** (unless it has a ⌛ icon).

Whenever any tactic slides **off the end** of the Boss' cooldown track, it is placed on the **bottom of their tactics deck**.

Attack Tactics

When the Boss resolves an attack, follow these steps:

▸ **Choose Target:** The Boss always chooses a target using their tactic's **special targeting** rule. They do **not** roll the targeting die. Bosses follow all other rules for choosing targets that minions do. *(Minion Target Selection, pg 45)*

▸ **Move To Max Range:** The Boss moves towards or away from their target until the distance to their target is equal to their tactic's **range value**, or they have moved a number of spaces equal to their tactic's **move value**. They follow all rules for minion movement, except that they **ignore** DIFFICULT TERRAIN. *(Minion Movement, pg 46)*

▸ **Attack Target:** After moving, if the Boss is within range of their target, they make an **attack roll**. If they are not in range of their target, or there are no Origins in the space they are targeting, do not attack. Instead, they **regain all** 🟢 spent on their tactic and place it on cooldown (they do **not** heal like minions do). *(Making Attacks, pg 41)*

If the Boss draws a tactic with an attack or other targeted effect while there are **no Origins on the map** who can be targeted (e.g. they are all INVISIBLE), the Boss does not resolve any part of the tactic. Instead, they regain all 🟢 spent on it, place it on cooldown, and immediately **end their turn** (saving all remaining 🟢 for the next round).

AP & Cooldown

Attack Range and Targets

Attack Roll & Damage Type

Special Effects
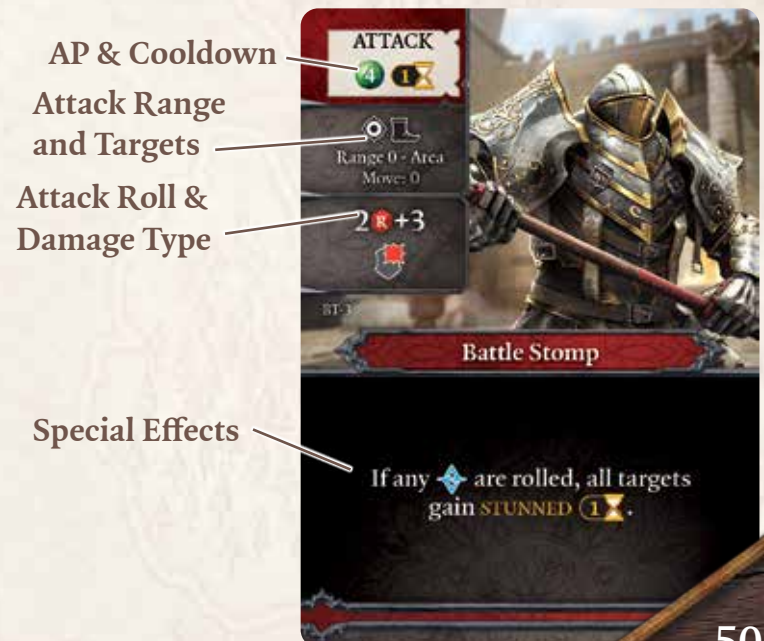
Ongoing & Special Tactics

When the Boss resolves a tactic with an ⏳ icon, they place it **face up** on their cooldown track, just like an ongoing skill. It remains active until it flips face down. *(Ongoing Skills, pg 24)*

Bosses may also have **special** tactics that allow them to heal, remove statuses, spawn enemies, or interact with special rules. When the Boss resolves a special tactic, follow its instructions. The Boss does **not** move or attack unless their tactic says so.

Boss Immunities

Each Boss' booklet page lists the damage types and status effects they are **immune** to. All Bosses are **immovable**, meaning they can't be forced to move or prevented from moving. *(Immunities, pg 19)*

Defeating a Boss

When the Boss has **0** ❤, they are **defeated** and removed from the map and initiative track. If **all** enemies have been defeated (or if a special condition on the active combat stack has been fulfilled), the combat ends immediately in a **victory** for the party. After combat, return all Boss components to the game box (keeping their title card with their tactics deck). *(Ending a Combat, pg 48)*

Boss Special Rules

Each Boss encounter introduces special rules that are detailed in the **Boss booklet**. Be sure to read all special rules in the Boss booklet **carefully** before beginning a Boss encounter.

GAME VARIANTS

Unrestricted Talents

An experienced party can choose to **ignore level restrictions** when unlocking new **talents**.

In this mode, each player may choose **any talent of any level** when they create, level up, or respec their Origin. This **only** affects talents; Origins may still only learn skills and purchase items of their current level or lower.

Honor Mode

If your party is exceptionally brave, you may choose to play through the campaign in **Honor Mode**.

In this mode, whenever the party is forced to **restart a location**, they must instead **restart the campaign from the beginning** with newly created Origins.

Solo Mode

To play the game **solo**, set up a 2 player game and control both Origins. Each Origin may take a separate turn each round. Store each Origin's inventory separately (though they may trade items as normal).

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Based on the foundational design by Dylan Birtolo and Josh Derkson

Index

Quick Reference

Die Rolls

W	White Die
B	Blue Die
R	Red Die
✹	Hit
✧	Special
✓	Automatic Success

Stats

❤	**HP** (Health Point)
●	**AP** (Action Point)
❄	**Source:** Spend to reroll any attack or challenge roll or play Source skills
★	**Level Bonus:** Added to some skill and item effects
⚔	**Physical Armor:** Reduces ⚔
✦	**Magic Armor:** Reduces ⚡💧🔥🟤☠

Cooldowns (PG 11)

2⧗	Place face down on cooldown 2
2⧗⟲	Place face up on cooldown 2
1⟲	Flip face down at cooldown 1
✗	Discard immediately
0✗	Discard when cleared from cooldown

Damage Types (PG 16)

⚔	Physical Damage
⚡	Air Damage
💧	Water Damage
🔥	Fire Damage
🟤	Earth Damage
☠	Poison Damage
✹	**Direct Damage** (ignores all armor)

Environment Effects (PG 32)

⚡	**CHARGED:** When anyone here takes ⚡ damage, they take +2 more.
💧	**WET:** When anyone here takes 💧 damage, they take +2 more.
🔥	**WARM:** When anyone here takes 🔥 damage, they take +2 more.
🔥	**OILY:** When anyone here takes 🔥 damage, they take +2 more.
≋	**DIFFICULT TERRAIN:** Origins must spend +1● and minions must use +1 movement to move here.

Target Selection (PG 45)

Range 0	Select a target in this space.
Range X	Select a target within X spaces.
Single	Select a single target.
Area	Select a space, everyone in that space except you is targeted.
◉	Use this enemy's special targeting rule.
👢	Target the closest Origin.
⬇	Target the Origin with least of this quantity.
⬆	Target the Origin with most of this quantity.

Location Map (PG 30)

🔑	**Locked Path:** You may not use this path until you place a 🔑 here.
🔑	**Locked Space:** You may not move to or through this space until you place a location card here.
⬡	**Tactical Space:** You can move through this space while exploring but can only stop here in combat. In combat, you may only end your turn here if there are no other Origins.
🗎	**Multicard Space:** When you explore this space, shuffle all matching-numbered location cards and draw 1.