MYTH

GAME RULES

ONCE UPON A TIME...

But for what purpose was the earth formed? - Voltaire, Candide

Pure evil. A force, controlling both man and beast, stealing the soul and leaving monstrosity. The Darkness.

From whence it comes is not fully certain. The breath of the underworld, the children of dark spirits, the evils of all humanity strung together. These are all only theories. For now, it is only known that the Darkness rises from the earth and spreads.

But while the source is unknown, we do know these. Its gates can be crushed, its minions may bleed, it can feel fear. And so, for now, we choose to not give in to Darkness. Not without a fight.

SUMMARY

Myth is a co-operative game in which the players travel and fight together as heroes, choosing one of many adventuring paths, facing the forces of the Darkness, and sharing the rewards.

Each player begins the adventure by choosing one of five hero classes. Each hero has its own unique deck of hero cards, which represent the hero's attacks and abilities.

Myth's stories occur in quests, which describe the setup, challenges, and rewards of an adventure. Quests may describe single skirmishes or extended campaigns.

Action takes place in the Realm, on tiles that represent settings like forests, caves, and castles. Heroes set up and remove tiles while moving through the Realm. Heroes do battle by playing attack cards from their hero decks and rolling dice to determine success or failure.
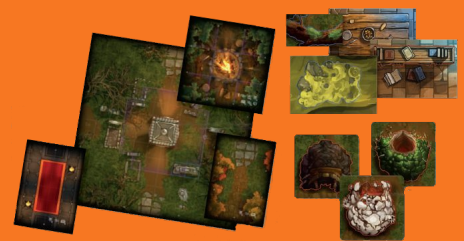
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5 HERO AVATARS, 8 HERO TOKENS, 5 HERO BOARDS, 150 HERO CARDS (30 CARDS PER HERO), 15 BROWN ITEM CARDS

30 QUEST CARDS, 54 QUEST TOKENS, 10 HIT DICE, 5 FATE DICE, 4 HERO ABILITY TOKENS, 10 VITALITY COUNTERS, 7 THREAT COUNTERS

10 REALM TILES, 53 REALM OBJECT TOKENS, 6 LAIR TOKENS

However, when a hero plays a hero card, that card may increase the Darkness Meter. In Myth, the Darkness does not simply act once per round, alternating with the heroes. Instead, the monsters fight back when the Darkness Meter fills up. In this way, the Darkness acts as often as the heroes act, becoming more aggressive when the heroes fight at full force.

When the heroes slay a strong monster or group of minions, treasure drops in the Realm. Treasures include better equipment, single-use potions, and gold coins. Merchants trade gold for other items. Other quest rewards include serendipity, which the heroes can trade for fortunate events, and titles, which represent the experience gained from a long campaign.

ROLLING DICE

Myth uses two types of dice.

- Hit Dice **D10**: Ten-sided dice are used for most actions with a chance of failure, including attacks. A hit die succeeds when it meets or exceeds a target number (TN), such as a monster's Defense or a trap's disarm TN.

- Fate Dice **FD**: These six-sided dice have a fate symbol on each face, which determine the results of many special events. Heroes use these dice to activate the special powers of their weapons.

FATE SYMBOLS

◬	ARCANE	◉	NATURE
◭	FAITH	◖	RAGE
◮	GUILE	◉	DARKNESS
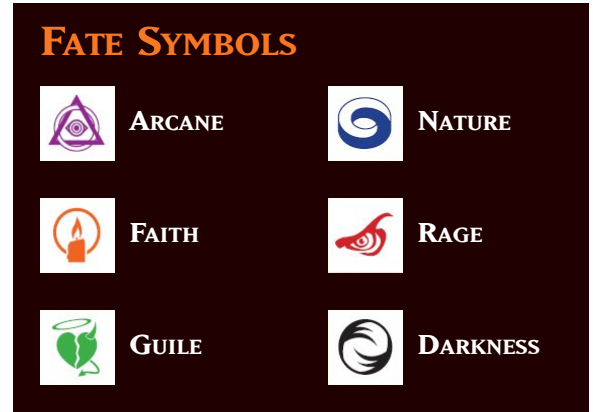
GAME SETUP

Begin each adventure with these steps.

I. CHOOSE HEROES

Each player chooses a hero class. Players may choose the same hero for multiple adventures, keeping some of the abilities and items that they gained in previous adventures.

Players also begin with starting equipment cards and a hero deck with their heroes' abilities (see Chapter II, p.5).

II. CHOOSE ADVENTURE

Choose whether to play a free-form, story, or slaughterfield adventure (see Chapter III, p.20).

III. SET UP FIRST TILE

Place a tile in the Realm. Set up the tile using the tile's legend and the quest's rules (see Chapter IV, p.23).

IV. THE TREASURE BAG

At the start of the heroes' first adventure, place 30 white treasure tokens and 15 green treasure tokens into a bag. When a quest alters the bag's contents, keep that bag for future adventures (see Chapter VIII, p.51).

V. SET UP DARKNESS BOARD

Set up the Darkness Board as shown on the next page.

**1 DARKNESS BOARD, 7 MONSTER CARDS, 10 DARKNESS CARDS, 36 MONSTER MINIATURES, 32 STATUS EFFECT TOKENS**

50 TREASURE TOKENS (35 WHITE, 15 GREEN, 5 BLUE), 72 ITEM TREASURE CARDS (30 WHITE, 29 GREEN, 23 BLUE)

18 POTION TOKENS, 24 GOLD COINS, 10 MERCHANT CARDS, 30 STORY TITLE TOKENS, 8 SERENDIPITY TOKENS

THE DARKNESS BOARD

The Darkness Board tracks various elements of play while fighting off the Darkness. The most important of these is the Darkness Meter, which shows when monsters will attack.
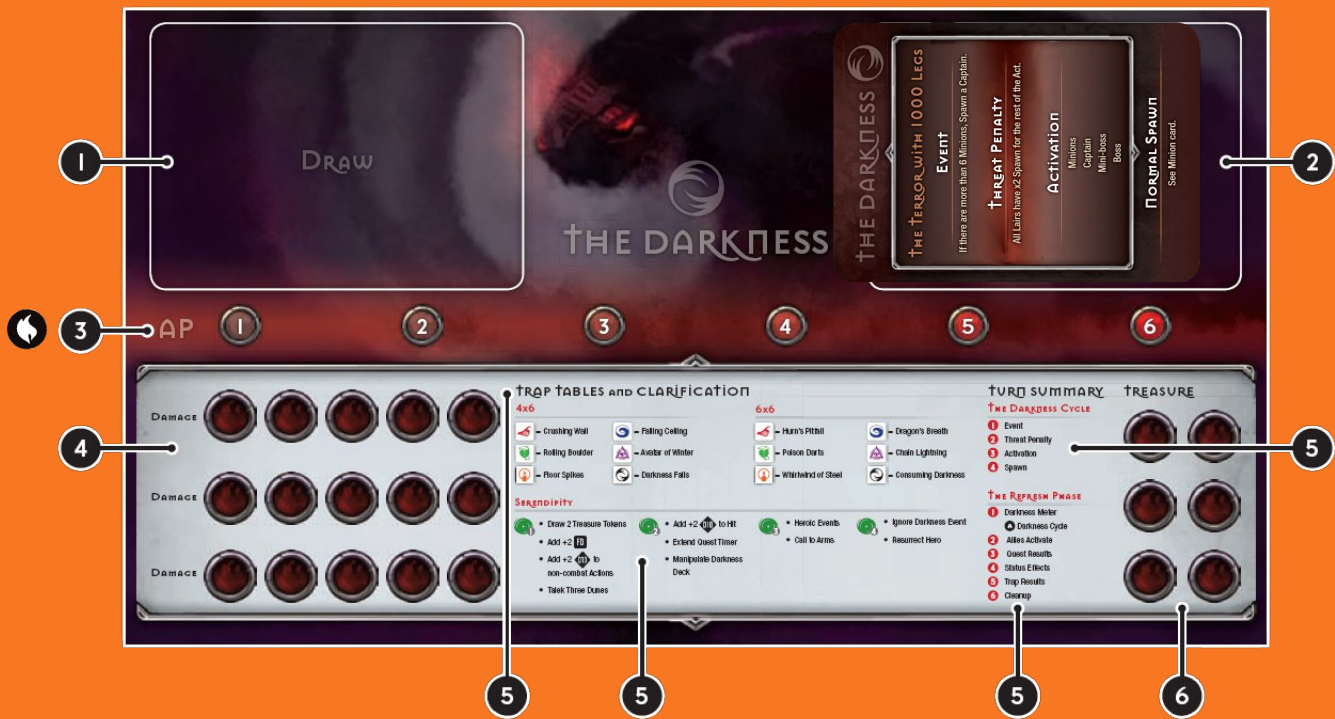
1. DARKNESS DECK

Choose a Darkness deck, a set of Darkness cards with a single boss's name at the top of each. Shuffle the deck and place it on this spot *(see Chapter VII, p.40)*.

2. DARKNESS DECK DISCARD

When the Darkness deck empties, shuffle the discards to form a new deck.

3. DARKNESS METER

This meter increases when heroes spend action points (AP) for hero cards. Place a Threat counter on this meter at zero, just off of the meter.

4. DAMAGE METER

Place Vitality counters on this meter when tracking monsters with more than one Vitality.

5. TRAP TABLES, SERENDIPITY, AND TURN SUMMARY

These tables summarize the traps that spawn in small tiles *(see Chapter X, p.59)*, serendipity rewards *(see Serendipity, p.56)*, the steps of the Darkness Cycle, and the steps of the Refresh Phase.

6. TREASURE

Place treasure tokens here when placing a new tile in the Realm *(see Tile Legend / Treasure, p.24)*.

RULE NUMBER ONE OF MYTH: IT'S YOUR GAME, PLAY HOW YOU LIKE

Myth is a storytelling and adventuring game with many variations and interactions. The quests provided with the game provide specific paths for adventure, but players may also design their own quests or wander haphazardly through the Realm.

If players are ever unsure of how to set up a quest, interact with an element, or otherwise proceed with the game, play as you feel would best benefit the players and the game.

Visit MythBoardGame.com to find updated rules, new adventures, and the game's online community, including player-created content.

THE HEROES

A hero is no braver than an ordinary man, but he is brave five minutes longer. - Emerson

A hero becomes more. Without equivocation, a hero rises to the occasion, encounters the enemy, and demands that fate provide victory. Those who stand with the hero may earn the right to be called equals.

HERO SETUP

Each player chooses a hero at the beginning of an adventure, taking a hero board, hero deck, hero token, and hero avatar (hero miniature). Each hero also begins with starting equipment, three brown item cards listed in the hero's individual section.

THE HERO BOARD

The Hero Board tracks the hero's inventory, combat status, and abilities.

1. HERO TOKEN SLOT

Place a hero token here, which shows the hero's base statistics.

2. STATUS

Place status effect tokens here. Monsters inflict status effects on heroes during combat.

3. INVENTORY

Place gold, quest tokens, potions, and unequipped items here.

4. THREAT METER

Place a Threat counter on this meter, beginning at zero. Threat represents the danger that the hero poses to the Darkness, rising when the hero damages a target *(see Threat, p.37)*.

5. EQUIPMENT

These five slots are the primary, secondary, armor, helm, and accessory slots. One item may be equipped in each slot, allowing the hero to gain the item's bonuses. New heroes begin an adventure with three brown item cards, the hero's starting equipment. Better items appear during the game as treasure.

6. VITALITY METER

Place a Vitality counter on this meter, beginning at the hero's maximum Vitality. Reduce this meter after taking damage.

7. ACTION SPACES

Play hero cards to these spaces, one card per space. At the end of a round, each hero loses Threat for their empty action spaces *(see Hero Deck Phase, p.29)*.

THE HERO DECK

The hero deck contains most of a hero's abilities, including attacks, dodges and parries, enhancement spells, and bonus movement. New heroes have a deck of 25 hero cards.

1. CARD RANK

The 25 hero cards with a white flame on the border create the hero's starting deck. The 5 hero cards with a green flame are novice abilities, which must be earned as deck manipulation rewards *(see Titles and Deck Manipulation, p.55)*.

2. CLASS ICON

This icon matches a hero class.

3. HERO ABILITY

The name of this card.

4. DAMAGE AND RANGE

The card's damage and range, if any *(see Playing Hero Cards, p.33)*. For attacks with Range:Weapon, use the range printed on the hero's weapon card (primary slot item).

5. MOVEMENT TYPES

These symbols are the four movement types. When the heroes choose a movement type, it affects how far they can move during that hero cycle. Hero cards gain the bonus or penalty listed for the chosen movement type. For example, *Smite* gains a -2 TN bonus to the attack roll when played with no movement *(see Movement Types, p.32)*.

6. ABILITY DESCRIPTION

This text explains the card's attack or ability.

7. ABILITY TYPE

This symbol shows when to play the card.

- Action: Each hero may play one action per Hero Cycle.
- Reaction: Each hero may play any number of reactions per Hero Cycle.
- Action/Reaction: Some bonuses, such as the Acolyte's *Feet of the Saints* card, improve hero actions. To gain these bonuses, heroes must play action/reaction cards as the one action of the cycle. Otherwise, play these cards as reactions.
- Interrupt: Heroes may only play these cards during the Darkness Cycle *(see p.37)*.
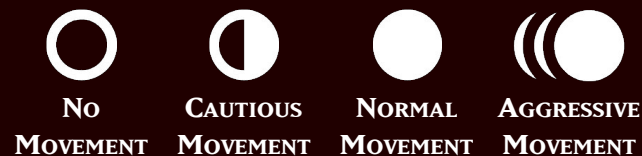
8. ACTION POINT COST

Each red segment in this icon is an action point (AP). Pay the AP cost of a card by increasing the Darkness Meter on the Darkness Board. At AP 6, the Darkness activates *(see The Game Round, p.28)*.

CARD RANKS

- ⬡ **WHITE:** BASE ABILITIES
- ⬡ **GREEN:** NOVICE ABILITIES
- ⬡ **BLUE:** JOURNEYMAN ABILITIES
- ⬡ **ORANGE:** MASTER ABILITIES
- ⬡ **RED:** AGENT ABILITIES

ACTION	REACTION	ACTION / REACTION	INTERRUPT

NO MOVEMENT	CAUTIOUS MOVEMENT	NORMAL MOVEMENT	AGGRESSIVE MOVEMENT

◆ COSTS 1 AP	◆ COSTS 2 AP

> When a hero deck empties, immediately shuffle its discards to form a new deck.

TARGET NUMBER (TN)

To succeed with an attack or other ability, a hit die must meet or exceed a TN, such as a monster's Defense. For example, grubbers have Defense 5. If the Apprentice has a -1 TN bonus to attacks, he must roll a 4 or more with a D10 to hit and damage a grubber.

HERO CARD EXAMPLE: FINGERS OF IA

- *Fingers of Ia* initially deals 1 damage to one target within 3 squares of the Apprentice.
- The card's text explains that the Apprentice may clear Ongoing cards to make this spell jump to additional targets. Those targets may be outside of the spell's range. The card shows an example on a grid.
- If the Apprentice chooses to not move this Hero Cycle, then the attack is more accurate (-1 TN). With normal movement, the attack is more inaccurate (+1 TN).
- This card cannot be played with aggressive movement. The Apprentice could not play a Move card this cycle.
- This attack is an action. The Apprentice could not play two of these cards.
- This attack costs 2 AP.
- This attack has the Air keyword.

LIMITS

- Inventories may hold any number of items.
- Heroes cannot heal more than their maximum Vitality.
- Heroes cannot have less than zero Threat or more than 10 Threat.
- Players can hold up to five hero cards in hand.

FINGERS OF IA
1 damage, Range: 3

-1TN O

Yes ◐

+1TN ○

No ◖

Air
Attacks 1 target, then jumps 2 squares away hitting up to 1 target per **Ongoing** effect cleared.

HERO TOKENS

Hero tokens show the hero's base statistics. Items, cards, and other effects may change these statistics.

1. CLASS

The hero's class.

2. DICE POOL

The hero's starting hit dice and fate dice. These dice apply to all hero abilities.

3. TITLE

Place the hero's active title token here. Heroes earn titles by completing story quests *(see Titles and Deck Manipulation, p.55)*.

4. FATE SYMBOL

The fate symbol associated with the hero. This symbol is sometimes used to determine which heroes are affected by enemy attacks. This symbol does not directly affect fate recipes or other fate die rolls.

5. MOVEMENT

The hero's movement points (MP) per round *(see Movement, p.31)*.

SOLDIER
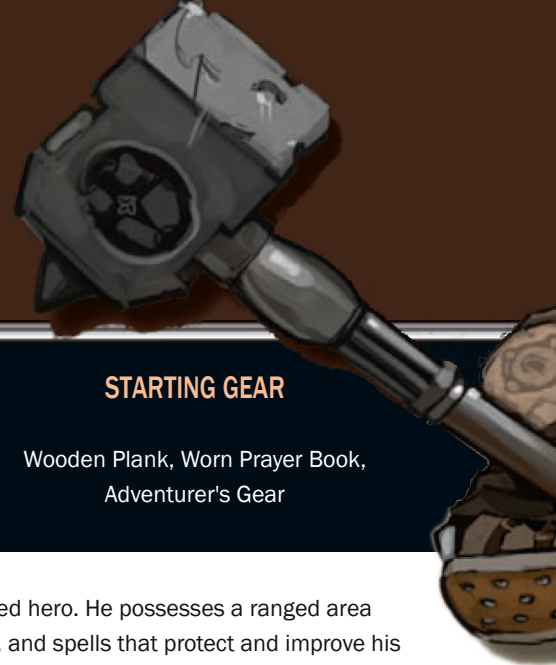Dice Pool: +1 D10, +1 FD
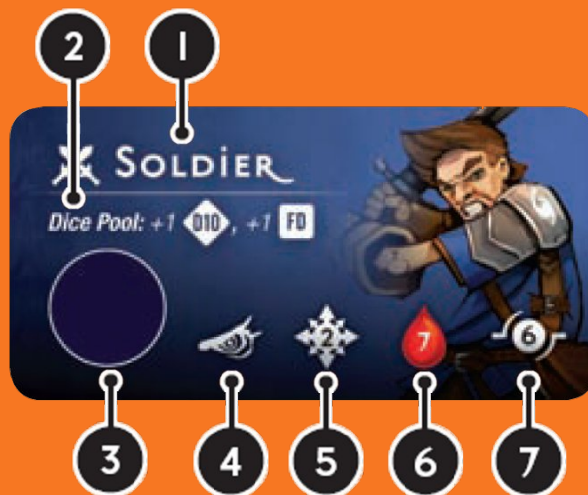
6. VITALITY

The damage required to kill the hero.

7. COURAGE

The TN for Courage tests made by the hero, which allow the hero to attack certain frightening creatures *(see Courage Tests, p.37)*.

ACOLYTE

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL	STARTING GEAR
Faith	2	6	6	+1 D10, +1 FD Starting Faith: 1	Wooden Plank, Worn Prayer Book, Adventurer's Gear

n the center of the great, dark room, the Acolyte stops. He spies a body in the aura of thin, glimmering light. A young girl, limp, cold, but not yet gone to the Darkness. He kneels at the body, placing one knee onto the hewn stone floor. He then unhooks the hammer from his belt, placing haft upon the floor and iron against his forehead. He prays.

"To the Lord of morning...," he whispers, as the blackness alights with the eeriness of a hundred crawler eyes. "My protector and shield...," he continues, as the eyes fearfully approach the intruder. "Guide my hands, and focus my thoughts...," as he slowly rises, lifting his chin to face the creeping death. "All that I am, I give over to Your glory..."

A mass of mandibles surges toward the Acolyte, a wave of hissing and scratching. In a flicker, the hammer rises from the ground, begging the light to persist.

"You have brought me here!" A crush of chitin and carapace. "At this time! For this purpose!" A claw and spine sent through the air. "The victory is yours!" A metallic ringing amidst a dozen monstrous shrieks.

The remaining crawlers hesitate, rearing on their hind legs, grappling with the concept of a prey that refuses to be consumed. In that hesitation, the Acolyte's prayers shift into an unfamiliar language. The hammer ceases to swing and points toward the ceiling.

"I am your servant!" White light consumes the blackness of the stone room. The crawler pack screams with desperation—and fear. Almost as suddenly, the screams halt.

The burning light fades, save for the pale aura at the center of the room. The Acolyte steps over the bloody mess of carcasses and leans down to touch the dying girl's face. He feels a weak pulse and a light breath. Satisfied, he lays his left hand over the girl's forehead and lifts his right hand toward heaven.

"...Your will be done."

The Acolyte is a balanced hero. He possesses a ranged area attack, healing prayers, and spells that protect and improve his allies. However, the Acolyte lacks defensive movement and Threat reduction, so he must take care when committing to a skirmish.

UNIQUE KEYWORD: FAITH

It's not enough to know the words of a prayer. You must believe in the words and the source behind them. And you would be amazed at the strength of belief during times of crisis.

Faith affects many of the Acolyte's hero cards, such as a Heal card that restores Vitality equal to twice the Acolyte's Faith, or a Holy attack that grows larger with additional Faith.

The Acolyte has 1 Faith printed on his hero token. Many relics provide additional Faith (though the Worn Prayer Book does not). A hero card with the Faith keyword provides 1 Faith while on an action space, which also applies to that card's own abilities.

Faith is a statistic, not a spendable resource. The Acolyte's Faith can improve any number of different cards or abilities during a round.

FAITH EXAMPLE

The Acolyte has 1 Faith on his hero token. He first plays *Feet of the Saints*, a reaction with Faith. Next, he plays *Armor of Faith*, another reaction with Faith, which increases all monster attack TNs by the Acolyte's Faith (currently at 3).

Finally, the Acolyte plays *Attend the Weak*, an action with Faith, which instantly restores 8 Vitality to one hero, an amount equal to twice his 4 Faith. This also provides more Faith to *Armor of Faith*, which now increases all monster attack TNs by 4.

HERO CARDS

Attacks
Angelic Word: Holy. Strong ranged attack that adds hit dice per Faith.
Consuming Fire: Fire. Ranged attack that places a DoT on one target *(see Status Effects, p.37)*. DoT duration increases per Faith.
Last Rites: Holy. Ranged attack. Targets a number of additional squares equal to Faith, expanding to any orthogonal square, and then expanding clockwise to other squares adjacent to the attack's center, as shown in the card's diagram.
Smite: Melee attack.

Defenses
Armor of Faith: Faith. Increases the TNs for monster attacks per Faith.
Attend the Weak: Faith, Heal. Restores 2 Vitality per Faith to one target.
Guardian Angel: Faith, Interrupt. Rerolls all successful hits against one hero.
Hand of the Father: Faith, Heal. Restores 3 Vitality and adds one hit die to all dice rolls, including non-combat actions, but prevents the Acolyte from moving this cycle. Targets 1 hero per Faith.
Soothe Wounds: Heal, Interrupt. Restores 2 Vitality to one target.

Utilities
Blessings of the Dawn: Faith. Adds fate dice to hero actions per Faith.
Blood of an Overcomer: Faith. Clears all status effects from one or two heroes.
Feet of the Saints: Faith. Reduces the AP cost of hero attack actions.
Intercession: Faith. Adds hit dice to one hero's non-combat actions.
Pray: Draw three random cards from the Acolyte's discard pile. Place any drawn cards with Faith on top of *Pray*, and discard the other drawn cards. The drawn cards add to the Acolyte's Faith.
Righteous Fury: Faith. Increases the damage of hero actions, targeting one hero per Faith.
Stand Fast: Faith. Adds hit dice to hero actions and reduces the TN of Courage tests, but prevents the Acolyte from moving this round.
Sprint and Hustle: Move. Aggressive movement.

Novice Abilities
Chant of the Morning: Faith, Heal. Removes status effects from heroes on the tile.
Dirge of Twilight: Strong melee attack that stuns captain monsters (forces the monster to skip its next activation).
Guided by the Light: Interrupt. Melee attack with bonus hit dice and fate dice. Allows the Acolyte to play *Smite* as an additional interrupt.
Angelic Word, Attend the Weak: An additional copy of these cards exists as a novice ability.

UNIQUE KEYWORD: HOLY

The Acolyte's power is the bane of the walking dead. When a Holy attack hits an Undead monster, that monster cannot use Resurrect abilities. This persists while the Holy card is on an action space.

UNIQUE ITEM: RELICS

Relics are secondary slot items with the icon shown here. Relics provide bonus hit dice or fate dice to the Acolyte's ranged attacks. A relic with bonus Faith provides Faith to all of the Acolyte's abilities.

Relics do not improve the Acolyte's weapon attacks (attacks with Range:Weapon), or the ranged attacks of other heroes.

HERO TIPS

- Playing *Righteous Fury* and *Feet of the Saints* in the same round may allow the party to burn through an entire wave of monsters without activating the Darkness Cycle.
- *Pray* is most useful when the Acolyte has discarded several Faith cards. A successful prayer may allow the Acolyte to clear a large path with *Last Rites* or bless his entire team with *Hand of the Father.*
- Most Faith cards, such as *Blood of an Overcomer*, may be played to increase the Acolyte's Faith even if there is no need for the card's benefits.
- While it's tempting to fill the Acolyte's hero board with enhancement spells every round, strong spells may drown the Acolyte in Threat. Keeping control of the Acolyte's Threat leaves room for explosive abilities in time of need.
- See additional Acolyte notes on p.18.

APPRENTICE
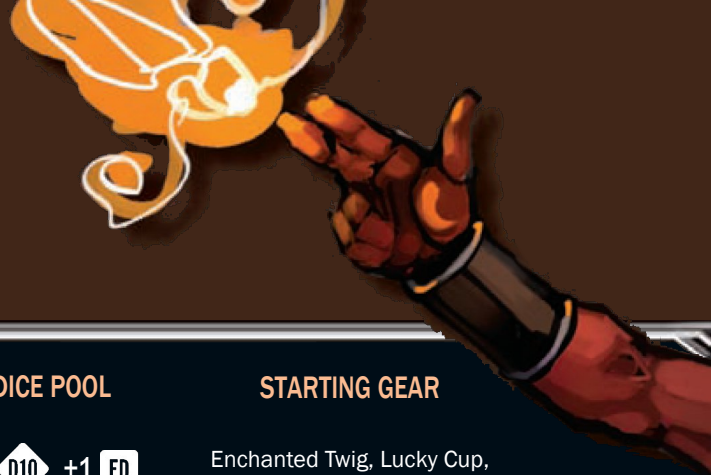
FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL	STARTING GEAR
Arcane	2	5	6	+1 D10, +1 FD	Enchanted Twig, Lucky Cup, Adventurer's Gear

warm spring day, the sun hangs upon a blue sky. Loose boulders and rotting bones cover the entrance to a stone cavern. The smell of burnt flesh mixes with the howling gale rising from the opening in the earth.

The Apprentice plants his feet at the border between the two domains, seeming to blend in with both the energy of the day behind him and the fury of the shadow before him.

"Usurpers!" he shouts, with a voice bearing hints of a lightning's crackle and a thunder's rumble. "You have encroached on that which is mine, and you have earned my disdain! I call you forth to face your judgment!"

The cave stirs, and the Apprentice continues his order. "The cosmos has chosen your fate, craven beasts! There is no plane left that will conceal you! Now, crawl to me!"

And so, the Iathi come shuffling from the cave, joints creaking with grinding rock and metal. They trudge through the entrance and crash to a halt, eyeing their summoner up and down, pondering his strength. The elementals exchange glances, quietly sharing their thoughts.

Without warning, the air roars, and the Iathi charge forward with a splintering scream. The evil decides to blitz the summoner with all of the power at its disposal. Foolishness.

The Apprentice raises a hand, and the ground splits. Several Iathi trip into a pit of magma and violently melt. The Apprentice points, and the once-calm boulders jut from the ground, launching elementals far into the air, out of sight.

A few Iathi remain, charging toward the summoner. His eyes glow with white, searing energy, and the air around him wavers. At close distance, he resembles a clay pot trying to contain a comet within itself. And then, the comet escapes.

The Apprentice waves a hand, and the energy explodes away as a bolt of lightning. It arcs into one Iathi, then curves to the next, and the next, and the next, in the blink of an eye. The elementals explode in a blast of splinters.

The mist of death clears away. The Apprentice stands stoic against the blue sky and hanging sun. He allows himself a moment to inhale deeply, regaining his breath. He then clasps his hands and vanishes, leaving the mountainside to itself.

The Apprentice excels at destroying multiple weak targets with a single strike, while his single-target spells topple and disrupt larger enemies. He can also sustain auras that bolster his allies, allowing him to contribute to a battle while standing down. The Apprentice's survival depends on unleashing his aggressive spells from a safe distance.

UNIQUE KEYWORD: ONGOING

It's a basic feat of magic to throw it at your enemies and watch it explode. The next step toward mastery is learning to hold magic in reserve. Such magic may sustain the user for an entire battle, or it may be consumed to fuel a truly powerful spell.

Most hero cards are cleared from action spaces during the end of the round, but the Apprentice may choose to leave Ongoing cards in their action spaces. These abilities persist for as many rounds as the Apprentice allows.

Some of the Apprentice's spells clear Ongoing abilities, siphoning their powers into a larger spell. Turn a cleared Ongoing card upside-down in its action space. That Ongoing card's abilities still affect the spell that cleared it, but the Ongoing effect then ceases to function, and the card is discarded at the end of the round *(see Hero Deck Phase, p.29)*.

HERO CARDS

Attacks

Arcane Lance: Arcane. Strong ranged attack.
Attack: Arcane. Basic attack using a primary weapon's range.
Blood of Gaia: Fire. Ranged attack that strikes four squares. Choose any three squares orthogonal to the initial square as the attack's area.
Chaotic Overflow: Arcane. Ranged attack that deals 1 damage per Ongoing effect cleared. This may instead attack multiple targets, dividing the damage in any way amongst the targets *(see Multiple Attacks, p.38)*.
Fingers of Ia: Air. Ranged attack that creates a path through targets, hitting one additional target per Ongoing cleared. Additional hits must choose the target closest to the previous target. This cannot hit the same target more than once unless there are no new targets in range of the previous target *(see Move-Through Attacks, p.38)*.
Leech: Arcane. Strong adjacent attack (using a focus) that restores 2 Vitality to the Apprentice on a successful hit.
The Mountain Crumbles: Earth. Ranged attack that hits two squares, knocking captains prone.
Winter's Bite: Ice, Interrupt. Short-range attack that temporarily stuns one target.

Defenses

Aura of the Elements: Ongoing. The Apprentice ignores the first point of damage dealt to him in a Hero Cycle.
Illuminate: Ongoing. Increases attack TNs for all monsters with the Instinct class.
Meditate: Clears all Ongoing effects to restore the Apprentice's Vitality and reduce his Threat.
Sphere of Deflection: Ongoing. Increases the TNs of monster ranged attacks.

Utilities

Arcane Sigil: Removes a curse status effect from one hero.
Blink: Teleports the Apprentice three squares (not a Move). May travel through monsters and obstacles.
Breath of Heroes: Provides heroes with automatic success on all Courage tests.
Glacier's Grip: Ice, Ongoing. Place the glacier's grip token on a square in range. That square and all adjacent squares are iced, reducing move speed and ranged defense for all targets on those squares.
Hero's Edge: Ongoing. Give one hero the hero's edge token, providing a bonus hit die and fate die. The Apprentice may give this token to a different hero at the beginning of each Hero Cycle.
Research: Ongoing. Allows heroes to reroll one hit die per Hero Cycle.
Reservoir of the Ancients: Ongoing. Grants bonus hit dice and fate dice to the Apprentice's Arcane attacks.
Sprint and Hustle: Move. Aggressive movement.

Novice Abilities

Diminish: Reduces the Apprentice's Threat by twice the number of Ongoing effects cleared.
Life Sieve: Arcane, Ongoing. Play after using the *Leech* spell to place a DoT on the target, which heals the Apprentice whenever it deals damage *(see Status Effects, p.37)*.
Riftwalk: Interrupt. Teleports the Apprentice 2 squares (not a Move). May travel through monsters and obstacles.
Chaotic Overflow, Fingers of Ia: An additional copy of these base cards exists as a novice ability.

Unique Item: Focuses

Focuses are secondary slot items with the icon shown here. Focuses provide bonus hit dice or fate dice to the Acolyte's ranged attacks.

Focuses do not improve the Apprentice's weapon attacks (attacks with Range:Weapon), or the ranged attacks of other heroes.

Unique Keyword: Arcane

Cards with the Arcane keyword receive bonuses from *Reservoir of the Ancients* and some other abilities.

Hero Tips

- With *Reservoir of the Ancients* and *Hero's Edge* in play, the Apprentice has little trouble scoring multiple hits with a single *Chaotic Overflow*.
- Heroes may keep one card when discarding their hands at the end of the round. Since the Apprentice has many strong attack cards, consider discarding attacks and saving *Meditate* or *Blink* for a dangerous situation.
- Every empty action space on the hero board reduces Threat during the Hero Deck Phase. Sustaining multiple Ongoing spells may prevent the Apprentice from controlling his Threat.
- Playing *Leech* and *Aura of the Elements* together can save an Apprentice from the brink of death. Add the novice card *Life Sieve,* and the Apprentice can often fight toe-to-toe with the Darkness.
- See additional Apprentice notes on p.18.

ARCHER

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL	STARTING GEAR
Nature	2	5	6	+1 D10, +1 FD	Stick & Twine, Arrow Bag, Adventurer's Gear

Far down the riverbank, the sycline spot the Archer strolling through the thick mud, making a heavy splosh with each step, mindlessly testing the twine of her bow.

To a casual observer, this would seem like idiocy, an easy prey for the forces of the Darkness. Indeed, the bulb-eyed, brawny creatures waste no breath in discussing tactics. The smaller beasts grab makeshift clubs and charge, while their patriarch gathers its bulky muscles to stand. The evening quiet breaks with impatient roars and a commotion of feet.

The Archer sighs and reaches into her quiver, recognizing her favorite tools by touch. She pulls a yellow-pine arrow, feeling its stiff shaft and frilled fetching. The arrow rests on her bowstring for only a moment before flying, sailing over the heads of the charging sycline. It lands harmlessly in the mud.

Another daft gesture. But the sycline flinch, breaking their assault to stare at the strange burst of color passing overhead. Is it a signal? A flame? A burst of magic? Or is it...

The first sycline looks back to the wanderer. A moment ago, she was twenty paces away. Before the beast can roar a warning, there is a hunting knife inside its throat.

The sound of metal against flesh startles the other sycline, but they are too late. The Archer bends to one knee, holding an arrow between each pair of fingers on her right hand. Four light pulls on the twine, four soft twangs, and four ash-black shafts in the guts of the sycline. The beasts fall to the mud.

The Archer stands and calmly advances, one arm holding a bow stable at her eyes, the other looping through the air to pull and release her tools. She steps over her first victims, plucking arrows from the dead without looking down, her arms seemingly acting by their own will.

The sycline captain pushes past its underlings, its hulking weight sinking into the mud as it runs, howling with rage and murder. The Archer tarries a moment, letting an iron-tipped arrow rest on her bowstring for nearly two seconds.

A heavy twang, and the iron falls into the captain's massive eye. An intelligent creature may have fled to seek medical aid. But the captain continues to charge, bleeding to death, screaming even as it collapses into the mud.

The Archer, concentrating on the fleeing stragglers, only notes the captain's death by its dissipating scream. There is no reason to let its death distract her. She already knows that some fools can only learn things the hard way.

The Archer's long-range attacks are excellent for destroying lairs and strong monsters, even when firing through a crowd, while her mobile abilities keep her safe from retaliation. However, the Archer is uniquely restricted by her ammunition supply, so she must choose targets wisely and recognize when to hold back.

UNIQUE ITEM AND KEYWORD: QUIVER AND AMMO

The bow is a small wonder in the Realm. It is Smerely a stick attached to a rope, and yet it possesses the same power of a magical crystal or holy relic. Then again, the Archer has yet to see her Acolyte ally pray for extra arrows.

Quivers are equipped in the Archer's secondary slot. During the Hero Deck Phase, the Archer takes any Ammo cards in her action spaces and places them on her quiver. The Archer's starting quiver holds up to four Ammo cards. Without a quiver, the Archer can only hold one Ammo in her off-hand.

The Archer must discard one Ammo in a quiver to make any attack with the Requires Ammo keyword.

Then he drew his trusty yew, holding it drawn but a moment,
then loosed the string. Straight flew the Arrow...
- Pyle, *The Merry Adventures of Robin Hood*

HERO CARDS

Attacks

Gift of the Underworld: Requires Ammo. Places a bleeding DoT on the target *(see Status Effects, p.37)*. The DoT lasts additional Hero Cycles with no movement or cautious movement.

Kharon's Payment: Requires Ammo. Massive ranged attack.

Orion's Tears: Requires Ammo. Deals 1 damage per Ammo card discarded from the quiver. This may instead attack multiple targets, dividing damage in any way amongst the targets *(see Multiple Attacks, p.38)*.

Through a Needle's Eye: Requires Ammo. Attack with reduced TN against targets with the Armored class *(see Monster Cards, p.41)*.

Tumble: Optional Ammo. Shift the Archer 3 squares (not a Move) and attack. Deals +1 damage to adjacent targets. May shift through monsters and obstacles.

Wayfarer's Ruse: Requires Ammo, Interrupt. Play after a target attacks the Archer (receiving the attack's damage if hit). Attack any target in range afterward. May use an Ammo card in an action space instead of the quiver. Turn that Ammo card upside-down, and discard it during the Hero Deck Phase.

Defenses

Circumvent: Optional Ammo, Interrupt. Choose one adjacent monster (Range:1) attacking the Archer. Attack that monster, then shift the Archer 2 squares (not a Move).

Fool's Errand: Requires Ammo. Reduces the Darkness Meter by 2 AP. Place the fool's errand token on a square in range, which persists until the card is cleared from the action space. Monsters move toward and attack this token as though it were a hero with 5 Threat *(see Activate Monsters, p.43)*.

Now You See Me: Interrupt. Dodges (ignores) one successful hit against the Archer.

To the Knee: Optional Ammo, Interrupt. Knocks one minion or captain prone *(see Status Effects, p.37)*.

Utilities

Arrow: Ammo. Moves to the quiver in the Hero Deck Phase.

Find Weakness: Choose a target. While this card is in an action space, the heroes gain a hit die and fate die against the chosen target. Also reduces the TN of the heroes' non-combat actions.

Retrieve: Place 1 Ammo card from the Archer's discard pile into her quiver.

Vision of the Mark: The Archer's next action using Ammo gains 1 damage, a hit die, and a fate die.

Sprint and Hustle: Move. Aggressive movement.

Novice Abilities

Pacify: Nature. Reduces the Darkness Meter by 1 AP.

Pincushion: All ranged attacks against the Archer are redirected to an adjacent minion, killing the minion if the attacks deal damage.

Scavenge: Place 2 Ammo cards from the Archer's discard pile into her quiver. These Ammo cards must be adjacent in the discard pile. This cannot be used to place a single Ammo card.

Orion's Tears, Wayfarer's Ruse: An additional copy of these base cards exists as a novice ability.

OPTIONAL AMMO

Some Archer attacks, such as *Tumble* and *To the Knee*, have the Optional Ammo keyword. These attacks have two options.

- If the Archer discards an Ammo from her quiver, she attacks with her bow's range and bonus dice.

- If the Archer does not discard an Ammo, she attacks an adjacent target with her knife, using only her base dice, plus any bonus dice from other abilities.

UNIQUE ABILITY: ARCING LoS

Unlike other heroes, the Archer can draw line-of-sight (LoS) through monsters and attack the targets behind them *(see Playing Hero Cards, p.33)*.

HERO TIPS

- The Archer can deal a lot of damage to one target in a short period of time. For example, she could *Tumble* to a lair and slice it with the bonus for an adjacent target, follow it with *Vision of the Mark* to enhance her next attack, then shoot *Gift of the Underworld* into the lair. With a point of DoT damage at the end of the round, this combo deals enough damage to destroy a lair.

- Playing an Ammo card uses an action space, which reduces the amount of Threat that the Archer loses during the Hero Deck Phase. Consider filling up the Archer's quiver before she begins dealing damage.

- Don't underestimate *Fool's Errand*, which can group enemies together for an area attack and give the heroes time to reposition.

- See additional Archer notes on p.18.

BRIGAND

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL	STARTING GEAR
Guile	2	6	6	+1 D10, +1 FD	Sharpened Butter Knife, Dirty Blanket, Adventurer's Gear

n the makeshift camp, three tailless scurry back and forth, occasionally sniffing the air, twisting their whiskers, pointing ears upward at any stiff breeze. It is not that they expect danger, but that they lost their ability to remain calm after becoming slaves of the Darkness.

One slave hears rustling in the bushes. It turns its attention away from the camp, but it finds nothing, and it again only hears the other slaves' shuffling feet. But then, the shuffling stops. The slave turns back to camp and finds the other slaves face-down on the ground, with ripped throats and spilt blood.

The slave does not see the shrouded Brigand, a mere dagger's length away, nor does it realize that it was intentionally left alive and allowed to scramble away, chittering for help. Bait.

Several other tailless arrive to sniff the bodies. Words are whispered, eyes dart back and forth, breathing is tense. Fear is one of the Darkness's favorite weapons. It isn't accustomed to being afraid itself.

Soon, they bring the beast, a lumbering rodent that staggers under its own weight, smelling of disease and rot, clumps of fur falling with each footstep. The slaves lead the beast around the corpses, letting it sniff the gruesome display, then pointing it down the trail leading from camp. There is only one proper course of action now: hunt the murderer.

The Brigand feels exactly the same way. She darts from the camp itself, to the slaves' turned backs, using speed to bury her dagger in the beast's tailbone. Her other hand grabs a clump of fur, and she vaults airborne. The dagger slices straight down, splitting the beast's spine in twain. Any life that remained in the hulk is gone.

The other tailless see the beast topple, but they have no time to comprehend the event. The Brigand emerges, flailing as she bounds from rat to rat, slaying four before the others even think to pull their own weapons. And then, the trespasser vanishes.

The remaining slaves can scarcely believe what they've seen, much less believe that they did not see the assassin escape. They trace the shadows, ears attentive, eyes darting, scarcely breathing. They search the wrong shadows. Another scatter of footsteps, and more corpses join the pile.

The bodies remain to be found by the next charge of tailless, that they may worry over the one who dwells within the shadows, without the shadows dwelling within her.

The Brigand can approach enemies without threatening them, sneaking in from behind to slay powerful targets. She also excels at critical strikes that activate the special powers of her weapons. The Brigand is weaker against groups of small enemies, but she always has a few tricks at her disposal.

UNIQUE KEYWORD: SHADOWS

There are many ways to survive a monster attack, such as dodging, wearing armor, or running out of range. Survival increases, though, if the monster doesn't even know where to attack.

The Brigand is in Shadows while she has a card in an action space with the Shadows keyword (*One with the Dark* or *Shadowslip*). Monsters cannot attack a Brigand in Shadows unless they first pass a Notice test (*see Activate Monsters / Shadows, p.46*).

The Brigand's Shadows cards are Ongoing abilities. As with the Apprentice's Ongoing abilities, the Brigand may choose to not clear these cards from action spaces at the end of the round, allowing her to stay hidden until she is ready to strike.

Shadows breaks (no longer functions) when:
• A monster notices the Brigand.
• The Brigand uses normal movement or aggressive movement (*see Movement Types, p.32*).
• The Brigand successfully hits with any attack.

To show that Shadows is broken, turn the Shadows card upside-down, and discard it during the next Hero Deck Phase (*see p.29*).

HERO CARDS

Attacks

Attack: Melee attack.

Dirty Tactics: Melee attack that reduces the target's movement to half (rounded down).

Fool's Gambit: Interrupt. Play after an adjacent target attacks the Brigand (receiving the attack's damage if hit). Attacks that target.

Shadow's Reach: Optional Shadows. Teleports the Brigand up to 3 squares (not a Move), ending adjacent to any target. Attacks that target. May travel through monsters and obstacles.

Shadow's Touch: Requires Shadows, Optional Shadow's Reach. Massive melee attack from Shadows.

Suicide Run: Optional Shadows / Shadow's Reach, Optional Hustle. Moves two squares (not a Move), and may move through targets. Attacks each target moved through *(see Move-Through Attacks, p.38)*. May play *Hustle* to increase the move distance of the attack (which requires aggressive movement).

Defenses

I'll Take That: Interrupt. Parries (ignores) one successful hit against the Brigand.

Like a Reed in the Wind: Interrupt. Before rolling monster attacks, redirect one attack targeting the Brigand to an adjacent target. This may kill the adjacent target before it attacks.

Now You See Me: Interrupt. Dodges (ignores) one successful hit against the Brigand.

Utilities

Blood Letting: Removes the poison status effect from one hero.

Cunning: Adds a hit die to the Brigand's next non-combat action.

Dark Reaver: Optional Shadows / Shadow's Reach. Reduces hit dice of up to three monsters in an arc. Deals damage when played after *Shadow's Reach* with Shadows (requires both optional cards for the combo).

One with the Dark: Shadows, Ongoing. Monsters must succeed at a Notice check (TN 6) to target the Brigand.

Shadowslip: Shadows, Ongoing. Monsters must succeed at a Notice check (TN 5) to target the Brigand.

Unravel: When picking up treasure this Hero Cycle, draw 2 treasure tokens instead of 1, and draw a treasure card for both. When played after *Cunning*, add an additional hit die to the Brigand's next non-combat action.

Unseen Ally: Requires Shadows, Optional Shadow's Reach. Adds a hit die, a fate die, and 1 damage to an ally's attack. Does not break Shadows, except after a successful *Shadow's Reach* attack.

Sprint and Hustle: Move. Aggressive movement.

Novice Abilities

Lost in a Crowd: Interrupt. Increases the TN for adjacent monsters that attack the Brigand.

Shadow's Friend: Interrupt. Ignores one successful Notice check, allowing the Brigand to stay in Shadows.

Shadowstep: Optional Shadows. Adds 3 MP (aggressive movement). With Shadows, instead adds 2 MP and does not count as a Move.

Like a Reed in the Wind, Suicide Run: An additional copy of these base cards exists as a novice ability.

SHADOWS COMBOS

"Combo: +2FD" appears on the Brigand's Shadows cards. This combo improves some of the attacks that she makes while hidden.

- Attacks with Optional Shadows gain +2 **FD** if played while the Brigand is in Shadows.

- Attacks with Required Shadows must be played while the Brigand is in Shadows. These attacks also gain +2 **FD**.

- If the Brigand attacks with *Shadow's Reach* while in Shadows, which gains +2 **FD**, she can then play an attack with Optional Shadow's Reach, and that attack also gains +2 **FD**.

COMBO EXAMPLE

With *Shadowslip* in play, the Brigand plays *Shadow's Reach, Suicide Run,* and *Hustle*.
- *Shadow's Reach* gains +2 **FD** for a Shadows combo.
- *Suicide Run* combos with both Shadows and *Shadow's Touch*, so it also gains +2 **FD**.
- *Suicide Run* also combos with *Hustle*, so it adds that card's +2 MP to the length of the attack.

HERO TIPS

- The wicked combo of Shadows, *Shadow's Reach*, and *Shadow's Touch* deals enough damage to destroy a lair.
- Monsters only make Notice checks when the Brigand is adjacent. The Brigand could slay a monster, step away from other monsters, then use *Shadowslip* to return to Shadows, protecting her from retaliation.
- *Suicide Run* is a versatile attack, especially in a combo with *Hustle*. With 4 squares of movement, the Brigand could slice down a brigade of minions, ending in the safest spot, or deal the last point of damage to a wounded captain, then spend the rest of her movement running as far away as possible.
- *Dark Reaver* doesn't always deal damage, but it can prevent multiple minions from attacking by taking away their hit dice.
-

SOLDIER

FATE SYMBOL	MOVEMENT	VITALITY	COURAGE	DICE POOL	STARTING GEAR
Rage	2	7	6	+1 D10, +1 FD	Fireplace Poker, Pot Lid, Adventurer's Gear

he caravan had been spotted. Grubbers charge down the valley path, driven by a greedy mucker with a taste for both human foodstuffs and human blood. The caravan leader calls an order to flee.

"No!" the Soldier screams, cutting off the order. "Hold your ground!"

The leader protests, "What good can we—"

"You can't run forever! I can watch you from here!" There is no more time for protest. The Soldier unhooks his sword and shield and hops from the rear wagon.

The marauding army continues to charge, their crude stone axes raised in the air, their quarry almost within reach. Only a single armed escort stands in their way. This will be a slaughter.

The grubber at the front of the charge grins wide, anticipating the first blood. Its grin crashes into the dirt and cracks a tooth, as the Soldier steadies his shield to one side and crushes straight through the army. The counter-charge stops right at the mucker's feet, where the Soldier swings his shield through the air like a club, toppling the captain with the heavy blow.

The grubbers see only a noble, futile rescue. Some of them regain their feet and run toward the caravan, but they don't get far before a manic roar stiffens their joints. They turn back to see the Soldier rise from beneath his shield, his sword swinging through grubber heads like a furious guillotine.

The army no longer sees a noble human sacrifice. With bloodshot eyes and a demonic tremor, the Soldier screams, "Back here, maggots!" and rockets back towards the caravan.

The screaming and crashing continues. By the time the mucker has regains its footing, half of its army is destroyed. It roars a challenge from across the clearing.

This unwise decision only reminds the Soldier of the mucker's presence. The Soldier breaks from the pack and charges back toward the captain, bounding through the air with unnatural strength. The mucker's axe falls midswing as a sword smashes through its skull.

The caravan leader watches the carnage and considers fleeing. Could he trust the safety of his wagons to such a bloodthirsty madman? But then he hears the sound of the second army, rising from the opposite side of the clearing, in the caravan's only escape route. In the end, the leader thinks, perhaps it's better to stick with the danger that's on your side.

The Soldier excels at direct melee combat. He can slay several small monsters with a single strike, then play strong defensive abilities to withstand the monsters' attacks. What's more, the Soldier can lend his defenses to his allies and act as the capstone of the party. However, the Soldier needs to be closer to his foes than his allies do, so he must always expect to be the target of an attack.

UNIQUE ABILITY: RAGE

The Archer strings up a diversion, the Brigand slips into a corner, and the Acolyte kneels to pray. The Soldier thinks, "I hope I don't disturb them," then charges in, screaming like a mad hyena.

At any time, including during a Darkness Cycle, the Soldier may draw the top card of his hero deck, without looking at it, and place the card face-down in an empty action space. This card is a point of Rage. Many Soldier abilities gain bonuses for each point of Rage in play, such as additional hit dice or attack range.

Clear Rage cards when clearing other cards in action spaces *(see Hero Deck Phase, p.29).*

HERO CARDS

Attacks

Attack: Melee attack that gains fate dice per Rage.

Blade Dance: Interrupt. Counterattack that deals 1 damage per Rage. This may instead attack multiple targets, dividing damage in any way amongst the targets *(see Multiple Attacks, p.38)*.

Devastate: Massive melee attack. Gains fate dice if the Soldier moves before the attack.

Harvest of Bones: Attacks all targets in a 3-square arc (using a weapon). 1 Rage or 2 Rage adds a 4th or 5th square to the attack.

The Hidden Blade: Melee attack with a reduced TN against targets with the Armored class.

Riding the Edge: Move, Shield. Move 3 squares, plus 1 square per Rage. May move through targets. Attacks each target moved through *(Move-Through Attacks, p.38)*.

Defenses

Disengage: Interrupt. The Soldier may spend 2 MP (not a Move) before being attacked.

I'll Take That: Interrupt. Parries (ignores) one successful hit against the Soldier.

Impenetrable: Shield, Interrupt. Raises the TN of attacks against the Soldier by 1, plus an additional +1 TN per per Rage.

Utilities

Battle Rage: Battle, Interrupt. Each card in an action space counts as Rage. Soldier attacks gain one hit die per Rage.

Battle Roar: Battle. Reduce all hero attack TNs by 1.

Drawing the Ire: Interrupt. Choose a hero within three squares. Reduce that hero's Threat by 1 per Rage. All attacks against that hero instead attack the Soldier, even if the Soldier is out of the attacker's range.

The Easy Way: Search the Soldier's deck for 1 card and draw it, then shuffle the deck. Add 2 hit dice to the Soldier's next non-combat action.

This Yoke is Heavy: Shield. Knocks one captain or minion prone. Counts as Rage.

Your Mother is a Crawler: Monsters in Threat range of the Soldier must move toward the Soldier this Darkness Cycle. Those monsters cannot attack any target other than the Soldier. Range of this card increases per Rage.

Sprint and Hustle: Move. Aggressive movement.

Novice Abilities

Battle Joy: Battle. Monsters cannot move or attack unless they first pass a Courage test. Rage raises the Courage test's TN.

Everyone Behind Me: Shield, Interrupt, Optional Impenetrable. Heroes adjacent to the Soldier gain the TN bonus of the Soldier's shield. If played after *Impenetrable*, those heroes also gain the bonuses of *Impenetrable*.

Follow Through: Requires This Yoke is Heavy. Attack the prone target of *This Yoke is Heavy*.

There Can Be Only One: Affects all other heroes in range (as determined by the Soldier's movement). Reduce those heroes' TNs for attacks by the Soldier's Rage.

You Can Have This: Shield, Interrupt, Requires I'll Take That. Attack the target parried by *I'll Take That*.

Unique Keyword: Shield

Shields like Pot Lid, Buckler, and Bulwark are equipped in the secondary slot. Any hero may hold a shield, but the shield's bonus hit dice and fate dice only apply to hero cards with the Shield keyword. Other shield bonuses always apply, including TN penalties to attacks against the hero.

Hero cards with the Shield keyword do not gain any bonus dice from the Soldier's primary weapon, and the Soldier must hold a shield to play these cards.

Hero Tips

- *Your Mother Is a Crawler* is a fine way to group monsters together for *Harvest of Bones*, daring minions to group up for a killing blow.
- *Riding the Edge* does not require a target. If the Soldier needs a breather, he may play this card to move away.

- Rage fills a Soldier's action spaces, preventing him from losing Threat each round *(see Hero Deck Phase, p.29)*. The Soldier may use Rage this way to draw fire from the enemy and protect his frailer allies. Just be careful that the Soldier doesn't gain too much Threat and activate the Threat penalty *(see p.43)*.
- With *Impenetrable* and 3 Rage, the Soldier is nigh invulnerable. The Soldier may want to hold this card for when his allies activate the Darkness Cycle twice in a single round.
- See additional Soldier notes on p.19.

HERO AND HERO CARD NOTES

These notes provide additional explanation for hero cards and abilities.

ALL HEROES

- Buffs: Hero cards do not change anything that occurred before the card was played. A card that improves other abilities only affects the abilities played after that card.
- Courage Bonuses: Any card that improves non-combat actions can also be used to improve Courage tests (see *Courage Tests, p.37*).
- Non-Move Cards: If a card shifts a hero to another square but does not count as a Move, then it does not cause aggressive movement. These cards may be used with any movement type, even no movement if the hero does not spend any MP (see *Movement Types, p.32*).
- Passive Bonuses: Bonuses provided by hero cards, such as the reroll bonus of the Acolyte's *Guardian Angel* or the increased TN of the Brigand's *Lost in a Crowd*, persist for as long as those cards remain in an action space. This can be useful when the heroes plan to act aggressively and activate the Darkness Cycle twice in the same round.
- Secondary Items: Any class may hold a shield in the secondary slot. The Acolyte and Apprentice may still make ranged attacks while holding a shield (instead of a relic or focus), but do not add the shield's bonus hit dice or fate dice to those attacks.

ACOLYTE

- Action Buffs: Some Acolyte cards, such as *Stand Fast*, only improve hero actions. An action/reaction card must be played as an action to gain these benefits.
- Consuming Fire: This attack deals 1 damage immediately when played. It then deals 1 DoT damage in the Refresh Phase.
- Heal: Heroes cannot heal past their maximum Vitality.
- Last Rites: This attack strikes a number of additional squares equal to the Acolyte's current Faith. The Acolyte chooses a center square for the attack (which must be within range). With 1 Faith, he chooses any orthogonal square as the second square, and adds squares to the attack clockwise around the center square. With a large amount of Faith, this attack can grow beyond 5 squares, as shown in the diagram here.
- Smite: This card gains a -2 TN bonus for no movement when played as an interrupt (as a combo with *Guided by the Light*), since heroes do not move during the Darkness Cycle.
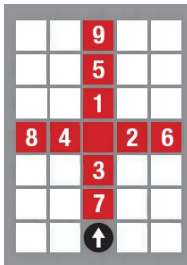
APPRENTICE

- Area Attacks: The initial square of the Apprentice's area spells must be within his range. The other squares may stretch beyond the attack's range (see *Determine Line-of-sight and Range, p.33*).
- Elemental: The Elemental keyword, which appears in Myth's expanded releases, refers to cards with the Earth, Air, Fire, or Ice keywords.
- Meditate: This card does not provide bonus dice with no movement (this is a typo in some printings of the game).
- Ongoing: Ongoing cards in action spaces do not count toward the hand limit for cards, but they do prevent the Apprentice from playing cards in those spaces. An Ongoing card that affects another hero, such as *Hero's Edge*, remains on the Apprentice's hero board. The Apprentice may play an Ongoing card without choosing a target for it.
- Ongoing, Clearing Cards: When a spell would clear an Ongoing card, the Apprentice chooses which card to clear. A cleared Ongoing card still affects the card that cleared it, such as applying the Arcane bonuses of *Reservoir of the Ancients* to *Chaotic Overflow*, even if *Reservoir of the Ancients* is cleared to give that spell an additional target.
- Weapon Attacks: Apply the bonus dice of the Apprentice's primary weapon (such as a Wand) to any attacks with Range:Weapon, not the bonus dice of a focus.

ARCHER

- Ammo: Any card that requires Ammo cannot use an Ammo card in an action space. *Wayfarer's Ruse* is the exception to this case. If *Wayfarer's Ruse* spends an Ammo card in an action space, turn that Ammo upside-down, and discard it during the Hero Deck Phase.
- Circumvent: When a monster targets the Archer with an attack, she may use *Circumvent* to move out of the monster's range. The monster loses the attack and cannot switch targets.
- Darkness Meter Reduction: *Fool's Errand* and *Pacify* cannot reduce the Darkness Meter below zero.
- Gift of the Underworld: This attack deals 1 damage immediately when played. It then deals 1 DoT damage in the Refresh Phase.
- Nature: Pacify has the Nature keyword. This keyword appears more often in Myth's expanded releases.
- No Quiver: If the Archer is ever without a quiver, she may hold one Ammo in an empty secondary slot. Essentially, the Archer may ready one arrow in her off-hand.

BRIGAND

- Combos: Do not activate the Darkness Cycle in the middle of a combo. For example, when the Darkness Meter is at AP 5, the Brigand could play *Shadow's Reach* (1 AP) and *Shadow's Touch* (2 AP) as a combo. Both attacks resolve before activating the Darkness Cycle. The Darkness Meter then reduces by six, from AP 8 to AP 2.
- Non-Combo Attacks: *Fool's Gambit, Dirty Tactics,* and *Attack* are not combo cards and do not receive bonus fate dice from Shadows.
- Shadows after Attacks: Shadows cards may be played after other cards, including successful attacks. Actions that break Shadows only affect Shadows cards currently in play.
- Shadows after Movement: Shadows cards may be played after spending movement points (MP), but the Brigand breaks Shadows when using more MP than allowed for cautious movement. For example, the Brigand could play *Hustle*, which gives her 4 MP for the cycle and causes aggressive movement. She could spend 3 MP, then play *One with the Dark* to enter Shadows, but she then breaks Shadows if she spends any additional MP.
- Shadowstep: As with other cards that do not count as a Move, the Brigand could play *Shadowstep,* use the 2 MP provided by that card's Shadows combo, and still choose any movement type for the cycle.
- Unseen Ally: The bonus damage of *Unseen Ally* generates Threat for another hero, not for the Brigand. If this card is played in a combo after Shadows and *Shadow's Touch*, then the Brigand remains in Shadows, using an ally to cover for her movement.
- Unravel: This card does not affect the tile's treasure limit. The Brigand plays this card to gain 2 item cards per treasure token.

SOLDIER

- Blade Dance: This card is a unique counterattack. The Soldier plays this card when an enemy targets him with an attack. The card provides a +2 TN defense bonus to attacks against the Soldier.
  - The Soldier counterattacks after the monster's attack, whether or not the monster successfully hits. For each point of Rage, the Soldier chooses one adjacent monster, including choosing the same target multiple times.
  - The +2 TN bonus persists as long as this card remains in an action space, but the Soldier only counterattacks once.
- Battle: *Battle Rage* and *Battle Roar* have the Battle keyword. This keyword appears more often in Myth's extended releases.
- Charging Attacks: *Devastate* and *This Yoke Is Heavy* gain bonuses with more movement, as the Soldier uses momentum to plow through a target. However, the bonuses only apply for movement before the attack.
  - For example, a Soldier with Movement 2 plays *Devastate*. If he moves 2 squares before the attack (normal movement), the attack gains a fate die. If he moves 3 or more squares (aggressive movement with *Hustle*), the attack gains 2 fate dice. The attack also shows a -1 TN bonus if the Soldier uses no movement.
- Combos: *Follow Through* and *You Can Have This* must be played immediately after their Required cards, as with the Brigand's combo cards.
- Disengage: When a monster targets the Soldier with an attack, he may use *Disengage* to move out of the monster's range. The monster loses the attack and cannot switch targets.
- Your Mother Is a Crawler: This card can force monsters to break melee with other targets and move toward the Soldier *(see Activate Monsters / Priority and Movement, p.43).*
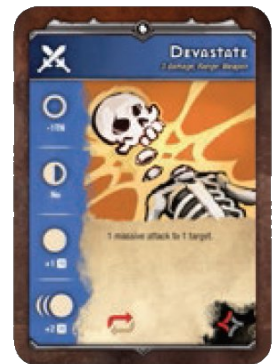
REALM OVERVIEW

1. HERO BOARD
2. DARKNESS BOARD
3. MONSTERS
4. DARKNESS CARDS
5. STATUS EFFECT TOKENS
6. THE REALM (TILES)

QUESTS

It is good to have an end to journey toward; but it is the journey that matters, in the end. - Hemingway

To what direction shall the heroes travel? To the borderlands of the east, where battles rage against the encroaching forces of Darkness? To the old settlements of the north, where enemies are said to lie behind ruin and shadow? Or perhaps, merely a mile to the east, where a mysterious fire appears to burn in the distance...

ADVENTURING

An adventure is a series of gaming sessions linked together by one or more quests, described on quest cards or in story quests. When beginning a session of Myth, the heroes may begin a new adventure or continue a previous adventure.

QUEST CARDS

Quest cards explain a challenge for the heroes to overcome.

1. QUEST TITLE

The name of the quest.

2. CHAIN

This space may have one of three icons.

- First Chain: **The first quest in a chain.**

- Linked Chain: **A quest that chains from another quest.**

- Stand-alone: **A quest with no connections.**

3. IDENTIFIER

This icon shows a (C) chapter, (A) act, or (S) story.

4. INTRODUCTION

Read this text to the heroes when beginning the quest.

5. SETUP

Set up the Realm tile as explained here *(see Chapter IV, p.23)*.

6. REWARD

If this quest chains into another quest, the reward explains which cards to add to the quest deck.
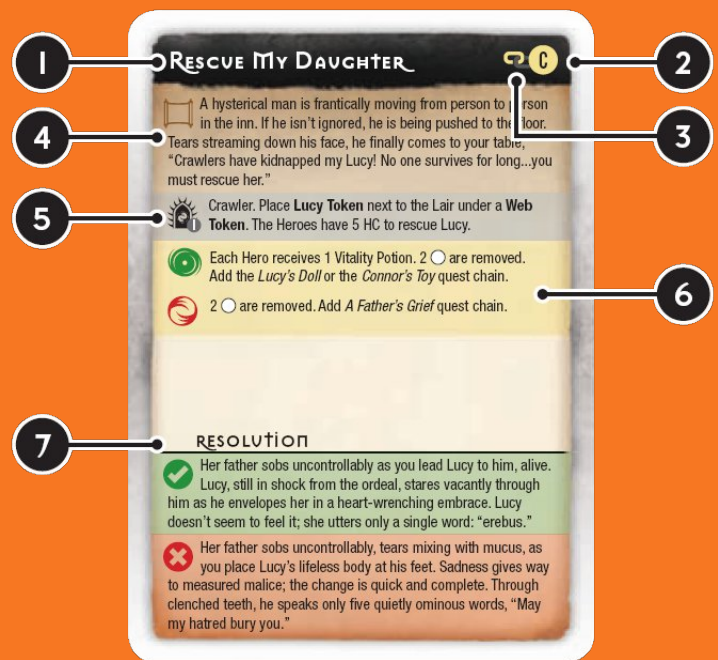
If the heroes successfully complete the quest, perform the text next to the serendipity icon. If this icon is numbered, the heroes gain serendipity equal to that number *(see Serendipity, p.56)*.

If the heroes fail the quest, perform the text next to the Darkness icon. If this icon is numbered, increase the Darkness Meter by that much AP.

7. RESOLUTION

Read either the success text or the failure text at the end of the quest.

STORIES, ACTS, AND CHAPTERS

Myth has three levels of quests. All quests take place on tiles in the Realm *(see Chapter IV, p.23)*.

C Chapters are the smallest type of quest. These quests involve a single tile on the Myth map. The heroes usually complete a chapter by clearing all threats from the tile.

A Acts may involve multiple tiles, or they may also cover a major event on one large tile. Completing a single act may take one to two hours.

S Stories are longer plots that unfold over three act quests. Completing a story may require several hours of play or multiple game sessions.

Chains appear on some chapter and act quests. When completing one of these quests, the next quest in the chain may appear later in the adventure.

FREE-FORM ADVENTURING, CHAPTERS

In a free-form adventure, the heroes wander from tile to tile, looking for trouble and treasure wherever it shows up. This adventure may be best suited to quick, casual games.

A free-form adventure begins with the quest deck. First, shuffle the stand-alone and first-chain chapter quest cards into a deck. Then, place a tile into the Realm. Place the heroes' avatars onto that tile, and set up the tile as described in Chapter IV.

If the tile's legend shows a quest, then draw a card from the quest deck and begin that quest. After completing that quest (or deciding to flee), place a new tile into the Realm, and check that tile's legend when the heroes enter that tile.

FREE-FORM ADVENTURING, ACTS

Free-form adventures may include act quests. The heroes may create a quest deck with act cards, mix acts and chapters into the same quest deck, or select a preferred act quest at the beginning of an adventure.

An act quest's setup text may require specific tiles, or it may give general guidelines for tiles. The heroes decide which tiles to place if the act does not specify. On a tile that does not advance the act, the heroes may draw a chapter quest for that tile.

STORY ADVENTURING

For a longer narrative, choose a story quest from Chapter XI, or draw a random story quest card.

Read the first act quest of the story, then set up the first tile of that act, using the setup rules in Chapter IV and the quest's text. Set up other tiles in the act's description when the heroes enter those tiles. Do not draw chapter or act quest cards when entering a new tile.

After completing the first act, the adventure chains into the story's second and third acts. Completing all three acts of a story provides title and deck manipulation rewards, which provide growth and customization for heroes across multiple adventures *(see Titles and Deck Manipulation, p.55)*.

SLAUGHTERFIELD

Heroes do not quest during the Slaughterfield. Instead, they challenge their endurance against a horde of enemies on a 12x12 tile. Slaughterfield rules appear in Chapter IX *(see p.57)*.

The Slaughterfield also appears in some chapter and act quests, in which the heroes must stand their ground for a set amount of time or defeat a certain number of monsters. Set up these quests as described in Chapter IX.

During a free-form adventure, the heroes draw a card from the quest deck when they enter a tile with the quest icon in its legend, as shown here.

Tiles that don't require a card from the quest deck usually activate a trap. Traps have their own challenges and rewards *(see Chapter X, p.59)*.

ADVENTURE'S END

At the end of a session, the heroes' items may degrade due to overuse, while other rewards may remain for future adventures.

Between acts of a story quest, or when completing an act during a free-form adventure:
- Keep all items, potions, gold, serendipity, and other game elements.
- Shuffle hero decks and the Darkness deck.
- Reset each hero's Vitality to the hero's maximum.
- Reset each hero's Threat to zero.
- Reset the Darkness Meter to zero.
- Revive all slain heroes, but do not provide them with any quest rewards *(see Activate Monsters / Damage and Death, p.47).*

At the end of a story quest, or at the end of any free-form adventure:
- Keep all titles and all modifications to the heroes' decks *(see Titles and Deck Manipulation, p.55).*
- Keep each hero's starting equipment, plus one item per each of the hero's titles. Discard all other items.
- Keep the treasure bag, including added or removed tokens.
- Keep the quest deck, including added or removed quests.
- Keep any ongoing consequences of completed and failed quests.
- Lose all potions, gold, and serendipity.
- Reset each hero's Vitality to the hero's maximum.
- Reset each hero's Threat to zero.
- Reset the Darkness Meter to zero.
- Revive all slain heroes, but do not provide them with any quest rewards *(see Activate Monsters / Damage and Death, p.47).*

Do not reset anything after chapter quests or after clearing tiles within an act *(see Clearing a Tile, p.38).*

ADVENTURING NOTES
- A free-form quest reward may immediately lead to another quest or action, rather than shuffling that quest into the quest deck. This action begins after reading the current quest's resolution text.
- Some free-form quests have rewards for both success and failure, while other quests have tiered rewards for success based on the objectives accomplished. Be sure that heroes understand these goals before beginning the quest.
- The heroes don't always fight alone. Some quests provide the heroes with allies, which move and attack during the Refresh Phase *(see Allies, p.39).*

STORY QUESTS

No Rest for the Weary: The heroes rest after a night of hunting, but the innkeeper isn't what he seems. Surviving this quest provides the *Harbinger* title, which teaches the heroes to spread fear to the Darkness.

The Stone of Life: A frontier city calls the heroes to deal with an unseen threat, awakened by the theft of a sacred jewel. Returning the jewel provides the *Life-bringer* title, sharing the jewel's restorative gifts with the heroes.

The Mad King: Has the Hermit King restored his former army? The heroes set a distraction and investigate the keep. A successful infiltration provides *The Kingslayer* title, which provides confidence against the strongest of foes.

Common People: The heroes make camp after a successful day of battle. They may need allies to survive another day. Outlasting the Darkness provides the *Light of Freedom* title, which provides freedom wherever the heroes travel.

The Infernal Machine: A worn castle opens its doors, presenting the heroes with a queen's dangerous challenge. Solving the machine's puzzle provides the *King of the Impossible* title, which allows heroes to avoid the machinations of the Darkness.
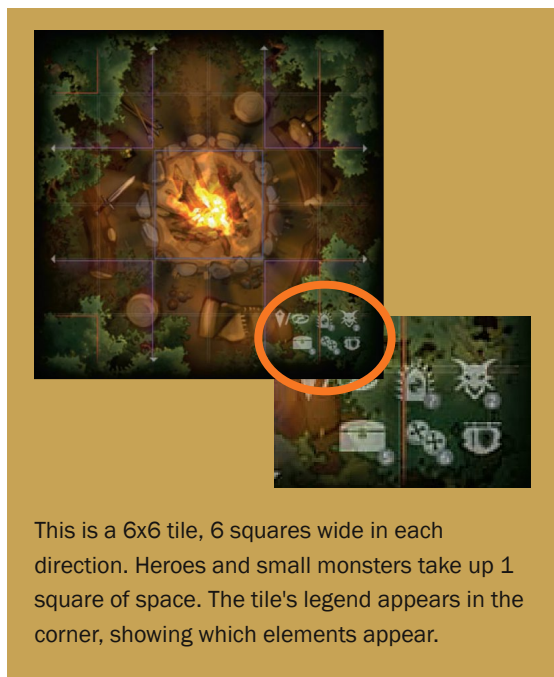
THE REALM

Toto, I have a feeling we're not in Kansas anymore. - Baum, *The Wonderful Wizard of Oz*

The Realm is a dangerous place. Minions of the Darkness build lairs in hidden corners and underground passages. Greater threats rebuild ruined castles and raise squalid armies. But the Realm's dark corners also hold its treasures, as well as its glory and heroism.

TILE LEGEND

The Realm is constructed with tiles of various sizes. Some quests require certain tiles, while free-form adventuring allows the heroes to customize their path through the Realm.

Each tile has a legend on its edge. Some of these icons represent monsters or lairs, which are placed with the tile. Other icons represent rewards available on that tile. Numbered icons indicate a variable number of enemies or rewards.

QUEST	TRAP	LAIR	HUNTING PACK	TREASURE	GOLD

SERENDIPITY	MERCHANT	GOLD HOARD	TREASURE HOARD	MINI-BOSS

This is a 6x6 tile, 6 squares wide in each direction. Heroes and small monsters take up 1 square of space. The tile's legend appears in the corner, showing which elements appear.

I. QUEST
During free-form adventuring, draw a card from the quest deck when the heroes enter this tile. Ignore this icon during story quests, since the story itself provides the quest.

II. TRAP
When the heroes enter this tile, set up all traps and lairs on the tile, then roll a fate die. Consult the trap table on the Darkness Board to determine which trap appears on the tile, and set up that trap as described in Chapter X *(see p.59)*.

III. LAIRS
Place a lair when setting this tile. Lairs are paths from the Darkness to the Realm, spawning during the Darkness Cycle.

Place a lair using these rules:
- Place on the opposite tile edge from where the heroes enter.
- Place at least one square of the lair within the tile's purple lines.
- May place over blue lines or red lines.
- Heroes must be able to reach and attack the lair.

The heroes choose the lair's monster type, then place an initial population of that type of minions. Place each minion adjacent to the lair, as close to the heroes as possible. Lairs on a tile do not need to share the same monster type.

IV. HUNTING PACKS

Place a hunting pack when setting this tile. A hunting pack is an additional group of minions on patrol (see *Monster Cards, p.41*).

Place each hunting pack using these rules.

- May include 3 to 8 minions. The heroes choose how many minions to add to a hunting pack.
- Must all be the same minion type, but may be a different type than any lair or any other hunting pack on the tile.
- Place all minions in the pack adjacent to at least one other minion in the pack.
- Place at least one minion within the tile's purple lines, at least 4 squares away from the heroes.

V. TREASURE

When setting this tile, place treasure tokens on the Darkness Board equal to the icon's number. This is the tile's treasure limit. When treasure drops in the Realm, place a token from the Darkness Board onto the tile *(see Deal Damage and Drop Treasure, p.36)*.

VI. GOLD

When this tile is cleared, the heroes gain bonus gold equal to this icon's number.

VII. SERENDIPITY

When this tile is cleared, the heroes gain bonus serendipity equal to this icon's number *(see Serendipity, p.56)*.

VIII. MERCHANT

When this tile is cleared, draw a random merchant card. This passing merchant offers to buy and sell items for gold *(see Merchants, p.53)*.

IX. GOLD HOARD AND TREASURE HOARD

Place a hoard anywhere within the tile's purple lines when setting the tile. When this tile is cleared, the heroes may loot the hoard for multiple rewards *(see Hoards, p.54)*.

X. MINI-BOSS

Place a mini-boss monster adjacent to the treasure hoard when setting this tile *(see Stronger Monsters / Mini-bosses, p.50)*.

LAIR INITIAL POPULATION

Crawler: **6 + 1 per hero**
Grubber: **5 + 1 per hero**
Shambler: **4 + 1 per hero**
Tailless: **6 + 1 per hero**
Iathi: **2(F), 1(E), 1(A)**
Sycline: **5 + 1 per hero**

LINES ON REALM TILES

1. RED LINES

Outlines solid objects, such as trees or walls. Red lines block movement and line-of-sight (LoS).

2. PURPLE LINES

Only used during tile setup. Place at least one square of lairs and one minion of hunting packs inside the purple lines. Purple lines do not block movement or LoS.

3. BLUE LINES

Outlines rough terrain or short obstacles, such as campfires or running water. Blue lines block movement, but they do not block LoS.

QUESTS AND THE TILE LEGEND

Quests may require specific lairs, hunting packs, or other tile elements. Tile setup must still fulfill the tile's legend, but quest requirements count towards the legend. For example, if a quest's setup text requires one crawler lair, and a tile's legend requires 1 or 2 lairs, the quest's lair counts toward the legend's requirements, and the heroes choose whether or not to place a second lair.

THE SIX TILES

Each Realm tile is double-sided and represents different general areas. There are six tile sizes, three of which are created by placing smaller tiles together. The tiles' legends are explained below.
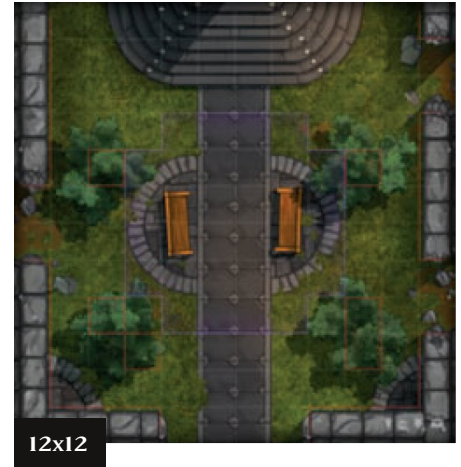
When a tile allows for a variable number of lairs, hunting packs, or other elements, the heroes decide how many to place, based on their desires for challenge or treasure.
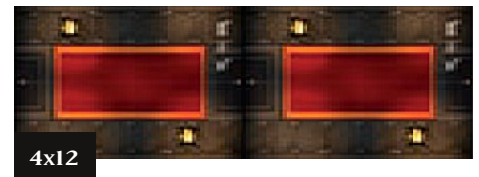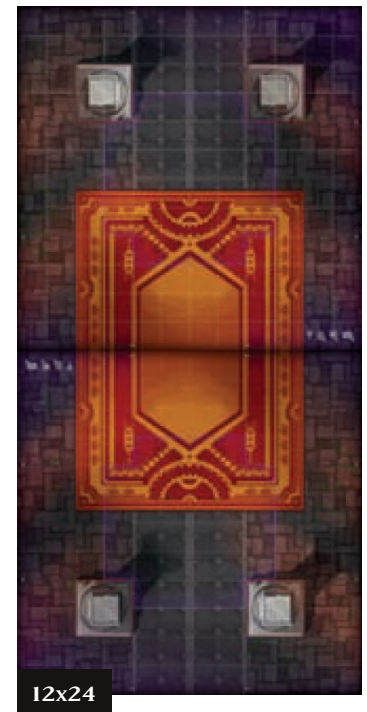

4X6: 1 HUNTING PACK (OPTIONAL), 1 TRAP, 4 TREASURE

Quests do not appear on the smallest tile, but the heroes may have a difficult time dealing with both a trap and a hunting pack in the limited space.

6X6: QUEST OR TRAP, 1 LAIR (OPTIONAL), 1 OR 2 HUNTING PACKS, 5 TREASURE, 6 GOLD REWARD, MERCHANT

The heroes choose whether to place a quest or trap on this tile. In free-form adventuring, this tile is a good destination when the heroes are looking for a merchant.

12X12: QUEST, 1 OR 2 LAIRS, 1 HUNTING PACK (OPTIONAL), 6 TREASURE

This tile is a common spot for questing during free-form adventures, with room to maneuver and multiple challenges to pursue.

4X12: TRAP, 2 HUNTING PACKS, 2 SERENDIPITY REWARD, 4 TREASURE

Place two 4x6 tiles together as shown here. The added danger of this corridor rewards the heroes with additional serendipity.

6X12: QUEST, TRAP, 1 LAIR, 1 HUNTING PACK, 5 TREASURE, GOLD HOARD, MERCHANT

Place two 6x6 tiles together as shown here. The multiple dangers of this tile reward the heroes with a hoard of gold. A merchant should be nearby to deal with that reward.

12X24: QUEST, 2 TO 4 LAIRS (CANNOT ONLY PLACE 1), 1 OR 2 HUNTING PACKS, MINI-BOSS, 6 TREASURE, TREASURE HOARD

Place two 12x12 tiles together as shown. This tile contains at least two lairs and a mini-boss guarding the treasure hoard. This den of evil may be the capstone for a free-form adventure.

TILE PLACEMENT

Place new tiles in the Realm using these rules.

- First Tile: On the first tile of an adventure, place all heroes adjacent to the same tile edge. If the tile has a defined exit, the heroes begin on the edge farthest away from the exit.

- New Tile Size: In free-form adventures, heroes cannot enter a tile of the same size that they leave. Some story quests place tiles of the same size together.

- Orientation: In free-form adventures, place the new tile at any rotation. In story quests, use the orientation shown in the quest's description.

- Full Combined Tile: When placing a 4x12, 6x12, or 12x24 tile, place and set up both sides of the tile at once.

- New Exit: During free-form adventures, heroes may exit the tile from any edge that is not is not blocked by a blue or red line, but not the same edge that they entered (or started).

- Align Squares: The grid lines of adjacent tiles must align.

- Align Arrows: Tiles have one or two arrows along their edges. In free-form adventures, a tile's arrows cannot be set outside of an adjacent tile's arrows. One arrow of a tile must meet an arrow on the adjacent tile, or one arrow must be placed between two arrows of the adjacent tile. In effect, the tiles must connect on at least four squares.

While following these rules, the heroes may choose any tiles for their progression through a free-form adventure.

THE REALM NOTES

- When the heroes leave a cleared tile, remove it from the Realm *(see Clearing a Tile, p.38)*.
- If the heroes place a tile in the Realm, but the current quest card requires a different tile, immediately place that tile adjacent to the current tile. Begin the quest when the heroes reach that tile.
- During story quests, do not set up a tile until the heroes enter it. When completing one act of a story quest, clear the Realm, then place the heroes on the next act's first tile.
- Slaughterfield mode has its own setup rules which ignore the tile legend *(see Chapter IX, p.57)*. Quests that function as slaughterfields still use the tile's treasure limit.
- A free-form adventure may split the party into different tiles. These tiles play their own quests and treasure tokens.

CORRECT

CORRECT


INCORRECT

CORRECT

INCORRECT
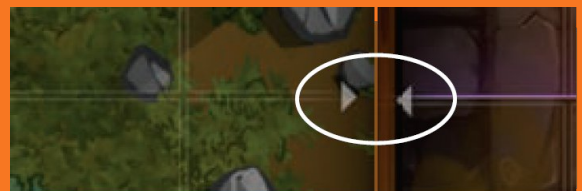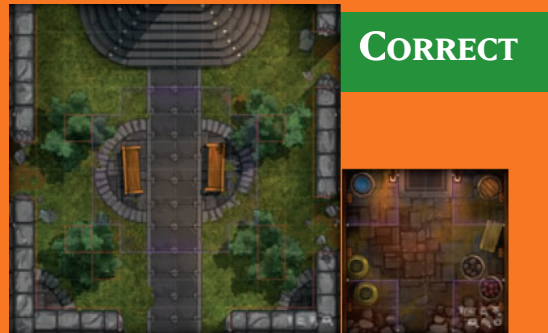
REALM SETUP EXAMPLE

The players begin a free-form adventure with chapter quests. They place a 12x12 tile and draw a chapter quest for the tile, *Rescue My Daughter*.

This quest setup text shows a single lair marked "Crawler." It also states, "Place Lucy Token next to the lair under a Web Token. The Heroes have 5 HC (hero cycles) to rescue Lucy."

1. Per the quest's setup, the players place 1 lair on the side of the tile opposite the heroes, with at least 1 square of the lair anywhere within the purple lines on the tile.

2. With four heroes, this lair begins with an initial population of 10 crawlers. Crawler lairs spawn half melee crawlers and half ranged crawlers *(see p.47)*.

3. Per quest setup, the players place the Lucy token and a web token next to the lair.

4. The tile legend allows the players to place 1 or 2 lairs and an optional hunting pack. The players want a bit of challenge, but they worry that their new heroes won't be able to finish the quest while dealing with two lairs.
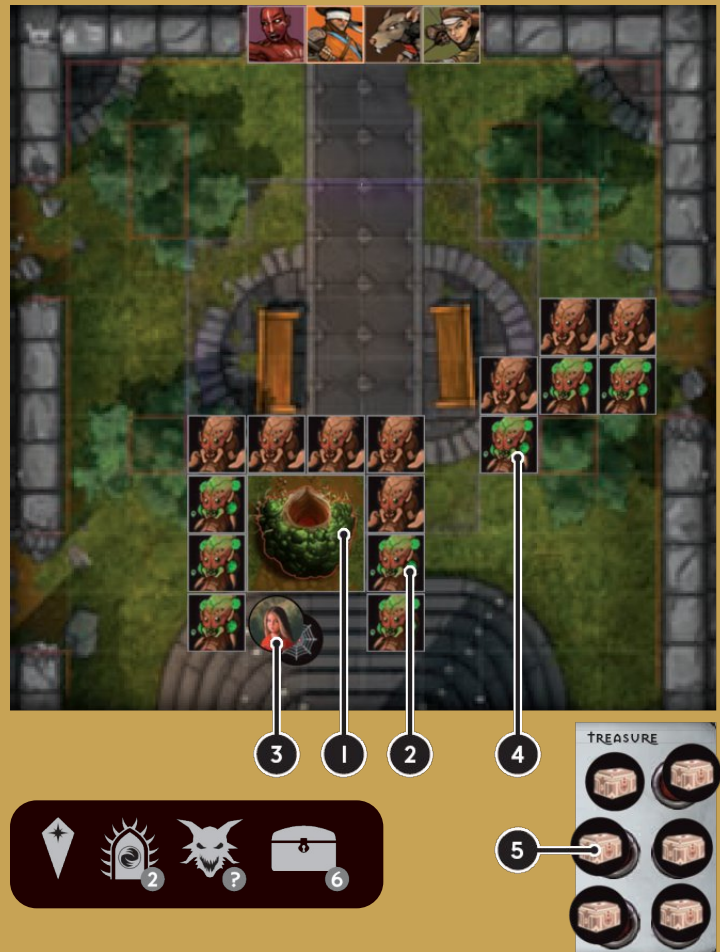
   The players decide to place a hunting pack of crawlers on the tile. A hunting pack has 3 to 8 minions, so the players place 6 minions on the tile, with one crawler within the purple lines, at least 4 squares away from the heroes.

5. The tile legend shows 6 treasures. The players place 6 treasure tokens on the Darkness Board. These tokens drop in the Realm when monsters are slain.
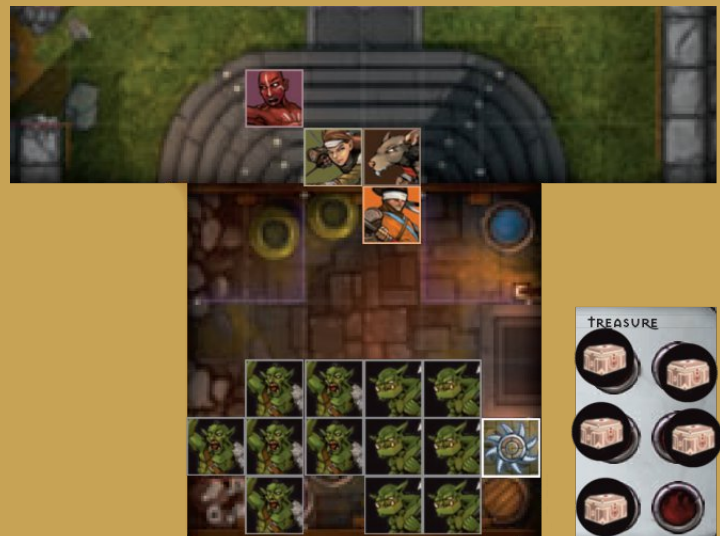
The players successfully complete the quest and clear the tile. They read the quest's reward and resolution text.

They then decide to place a 6x6 tile at the end of the current tile. This tile allows the heroes to choose a quest or a trap, and the players choose a trap.

The 6x6 tile legend shows an optional lair and 1 or 2 hunting packs. The players decide to place two hunting packs of 6 grubbers. They place 5 treasure tokens on the Darkness Board, per the tile's legend. Finally, one player rolls a fate die for the trap, which comes up as *Faith*, so a *Whirlwind of Steel* trap appears on the tile *(see p.62)*.

The heroes clear the tile and disarm the trap, gaining 3 serendipity for the trap's rewards. Per the tile's legend, the heroes also gain 6 bonus gold for clearing the tile, and they draw a random merchant card for trading.

THE GAME ROUND

For nothing matters except life; and, of course, order. - Woolf, The Common Reader

Myth is played over a series of game rounds, beginning with the Cycle Phase. The heroes decide for themselves when the Cycle Phase ends and passes to the Hero Deck Phase and Refresh Phase. At the end of a round, the heroes draw new cards and regain movement points, but they also activate traps and hasten the actions of the Darkness.

THE HERO CYCLE (CYCLE PHASE)

At the beginning of a quest, the heroes draw five cards from their hero decks. Play then begins with the Hero Cycle, in which heroes move and play cards.

There is no turn order during the Hero Cycle. Instead, the heroes discuss the situation and decide how to act together. Heroes may move and take actions, defer to other heroes, then act again later in the cycle. The Hero Cycle ends once all heroes decide to end the phase.

Heroes play cards to action spaces on their hero boards, increasing the Darkness Meter by each card's action point (AP) cost. Heroes may also choose a movement type and spend movement points (MP), which costs no AP but may reduce a hero's ability to play cards *(see Movement Types, p.32)*.

I. CYCLE PHASE

HERO CYCLE (SEE P.31)
- SPEND MP TO MOVE, PICK UP TREASURE, AND PERFORM NON-COMBAT ACTIONS
- PLAY ACTION AND REACTION HERO CARDS

DARKNESS CYCLE AT AP 6 (SEE P.40)
- CHECK THREAT RANGE
- RESOLVE EVENT
- CHECK THREAT PENALTY
- ACTIVATE MONSTERS
- SPAWN MONSTERS
- PLAY INTERRUPT HERO CARDS DURING ANY STEP

II. HERO DECK PHASE
- REDUCE THREAT
- CLEAR ACTION SPACES
- DISCARD HANDS (MAY KEEP 1 CARD)
- DRAW CARDS

III. REFRESH PHASE
- DARKNESS METER
- ALLIES ACTIVATE
- QUEST RESULTS
- STATUS EFFECTS
- TRAP RESULTS
- CLEANUP (AND EQUIP)

HERO CYCLE (ACTIONS ⇄ AND REACTIONS ⇄)

Acolyte plays *Smite* for 1 AP (as an action)

Apprentice plays *Fingers of Ia* for 2 AP (action)

Archer plays *Arrow* for 0 AP (reaction)

Soldier plays *Harvest of Bones* for 2 AP (action)

Brigand plays *Shadowslip* for 0 AP (as a reaction)

Archer plays *Retrieve* for 1 AP (as a reaction), activating a Darkness Cycle

DARKNESS CYCLE (CYCLE PHASE)

Whenever the Darkness Meter reaches AP 6 or more, resolve the current hero card, then begin the Darkness Cycle. In this way, the more cards that the heroes play, the more that the Darkness acts in return. If the heroes are very active, the Darkness Cycle may activate multiple times during one Cycle Phase.

During the Darkness Cycle, monsters attack the heroes, lairs spawn new monsters, and the Darkness deck endangers the heroes with a random event. Then, the Darkness Meter reduces by 6 AP, and play returns to the Hero Cycle.

CYCLE PHASE NOTES

- Each hero can only play one action card during a Cycle Phase, even if the Hero Cycle is split by a Darkness Cycle.
- Heroes may only play interrupt cards during a Darkness Cycle.
- Serendipity and potions may be spent at any time, even outside of the Cycle Phase, with no cost in AP or MP *(see Items, p.51).*

HERO DECK PHASE

The heroes decide when the Cycle Phase ends, when they are finished moving and playing hero cards. Then, the Hero Deck Phase begins, allowing the heroes to draw a fresh hand of cards.

I. REDUCE THREAT
Heroes generate Threat when they deal damage *(see Threat, p.37).* Monsters are drawn to dangerous-looking opponents, but they may lose interest if the target ducks away or holds back.

In this step, reduce each hero's Threat by one for each of that hero's empty action spaces.

II. CLEAR ACTION SPACES
Discard all cards in action spaces. The heroes may choose to keep or discard any Ongoing cards in their action spaces *(see p.11).*

III. DISCARD HANDS (MAY KEEP ONE CARD)
Each hero may keep choose one hero card in hand to keep for the next round. Discard all other cards in hands.

IV. DRAW NEW HANDS
Draw hero cards to fill each hero's hand to its maximum size (five cards, plus any bonuses). When a hero deck is empty, immediately shuffle its discards to form a new deck.

HERO CYCLE	REFRESH PHASE

DARKNESS CYCLE (INTERRUPTS ⟲)

EVENT • MOVE • ATTACK • SPAWN

1	2	3	4	5	6	1

Archer plays *Circumvent* and *Wayfarer's Ruse* for 1 AP each (interrupts)

Brigand plays a combo with *Shadow's Reach* for 1 AP (reaction) and *Shadow's Touch* for 2 AP (action)

Grubbers and a mini-boss are active in the Realm and add 2 AP, activating a Darkness Cycle

REDUCE THREAT STEP EXAMPLE

The Acolyte currently has 5 Threat and one hero card in an action space. During the Hero Deck Phase, he loses 3 Threat for his empty action spaces.

REFRESH PHASE

When the heroes end the Cycle Phase, they begin the Hero Deck Phase and draw a new hand of cards to use against the Darkness. However, the Refresh Phase begins after that, which usually increases the Darkness Meter. The heroes must balance their need for hero cards against the danger of activating the Darkness Cycle.

I. DARKNESS METER

Increase the Darkness Meter for each of the following.

- Each active monster type adds 1 AP. All minions and captains of a single type count for only 1 AP.
- Each active mini-boss adds 1 AP.
- Each boss adds the AP on its monster card *(see Stronger Monsters, p.49).*

Immediately activate a Darkness Cycle if the Darkness Meter reaches AP 6. Inactive monsters do not increase the meter *(see Check Threat Range, p.42).*

DARKNESS METER STEP EXAMPLE

A large tile contains:

- A crawler lair, with melee crawler minions, ranged crawler minions, and stalker captains. These monsters are active.
- A grubber lair, with grubber minions. These monsters are farther away from the heroes and are inactive.
- Yardu, a mini-boss. Yardu is active.

The Darkness Meter increases by 1 AP for the crawlers and stalkers, and 1 AP for Yardu.

II. ALLIES ACTIVATE

Activate any allies in the Realm. The heroes decide how allies move and attack *(see Allies, p.39).*

III. QUEST RESULTS

Check the goals of the active quest, including deliveries, escorts, or other effects that determine success or failure.

During timed quests, where the heroes must succeed or survive a a certain number of rounds, the round timer ticks down during this step. Check the quest's other goals before checking the timer, so that the heroes may succeed at a quest during the final round.

IV. STATUS RESULTS

Resolve status effects that occur once per round. The most common effects are poison effects and other damage-over-time (DoT) effects, which deal 1 damage during this step *(see Status Effects (heroes), p.37 and Status Effects (monsters), p.50).*

V. TRAP RESULTS

During this step, remove disarmed traps from the Realm, and activate any traps that activate once per round *(see chapter X, p.59).* A monster associated with a trap, such as the Avatar of Winter, activates during this step.

VI. CLEANUP

- Remove slain heroes from the Realm.
- If the current quest failed, remove quest objectives from the Realm.
- Heroes may switch any items in their inventory with their equipped items.

After the Cleanup Step, a new game round begins, starting with the Cycle Phase.

MOVEMENT AND COMBAT

I have no words; My voice is in my sword. - Shakespeare, *Macbeth*

This chapter focuses on the heroes' abilities during the Hero Cycle: spending MP, playing actions, and playing reactions. There is no set order for the heroes' abilities during the Hero Cycle, but be wary that playing hero cards may activate the Darkness Cycle.

MOVEMENT

Myth's original heroes have Movement 2, providing 2 movement points (MPs). MP may be affected by the hero's equipped items, such as a heavy armor with a -1 MP penalty, or enchanted boots with a +1 MP bonus. Status effects and hero abilities may also affect MP.
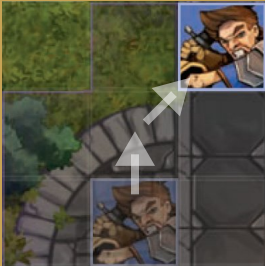
MP may be spent in three ways. A hero may spend MP before and after using hero cards or taking other actions.

I. MOVE ONE SQUARE

Spend 1 MP to move a hero orthogonally or diagonally to an adjacent square.

Heroes cannot move through:
- Other heroes
- Monsters
- Allies and followers
- Red lines and blue lines on the tile

MOVEMENT EXAMPLE

The Soldier spends 2 MP to move 1 square up and 1 square diagonal. The Soldier has Movement 2, so this movement type is normal movement.

II. PICK UP ONE TREASURE

Enemies may drop treasure in the Realm when slain. Heroes can pick up these treasures using MP.

A. Spend 1 MP.
B. Remove one treasure token in the hero's square.
C. Draw a token from the treasure bag. Return this token to the bag afterward *(see Game Setup, p.3)*.
D. Draw a random card from the white, green, or blue item deck, corresponding to the color of token drawn from the bag.
E. Place this item in the hero's inventory. The hero may equip items during the Cleanup Step of the Refresh Phase *(see p.30)*.

III. TAKE A NON-COMBAT ACTION

Non-combat actions are mostly used to interact with traps and quest objects. Spend 1 MP to perform one of these actions.

- Pick up a quest object in the hero's square, as with picking up treasure.
- Activate an object, such as a switch or torch. The hero must be adjacent to the object.
- Disarm a trap or perform a difficult task. The hero must be adjacent to the object. If the action requires a success test, roll the hero's base 1 **D10**, plus any bonus hit dice that apply. The action succeeds if any hit dice meet or exceed the action's TN.

NON-COMBAT ACTION NOTES

- Heroes that fail a non-combat action may spend another MP to try again.
- Bonuses from items, including a weapon's hit dice, do not apply to non-combat actions unless otherwise stated.
- A single non-combat action can only succeed once, even if the action rolls multiple hit dice.

THIEF'S TOOLS

Thief's Tools is a noteworthy item that grants a non-combat action to damage a lair. This action costs 1 MP and has no TN, dealing 1 damage to a lair per action. Since this is not an attack, it does not break Shadows for the Brigand (unless using more MP than allowed for cautious movement).

Heroes may freely trade inventory items with adjacent heroes *(see Inventory and Trading, p.53)*.

MOVEMENT TYPES

Many hero actions require a precise, steady hand, while other actions are best used at the end of a charge.

Each hero card shows the four movement type symbols listed here. Unless the card shows Yes for each symbol, the hero must choose a movement type when playing that card.

The chosen movement type affects how many MP that the hero may spend during the Hero Cycle, including MP spent before and after playing the card. That movement type affects all cards played during that Cycle Phase, even when the Hero Cycle is interrupted by a Darkness Cycle.

If the card shows a penalty or bonus with a movement type's symbol, the hero applies that penalty or bonus when playing the card with that movement type. If the card shows No for a movement type, the hero cannot play that card when using that movement type.

MOVEMENT TYPE EXAMPLE

The Archer has Movement 2 and the Ring of Niria item, which provides +1 MP, for a total of 3 MP. She spends 1 MP to move one square into range before playing her *Kharon's Payment* attack. This attack gains +3 **FD** when played with no movement, but the Archer has already spent 1 MP this cycle. She chooses cautious movement and gains the card's +2 **FD** bonus for cautious movement. The Archer may then spend 1 more MP. (3 MP ÷ 2, rounded up, = 2 MP, minus the 1 MP already spent.)

+3 **FD**

+2 **FD**

+1 **FD**

The Acolyte plays *Smite* before spending any MPs, but he plans to play a Move card and retreat after attacking, so he must select aggressive movement before making the attack. *Smite* carries a +1 TN penalty for attacking with aggressive movement.

The Brigand plays *Shadow's Reach*, an attack that allows the Brigand to shift three squares (not considered a Move). Since this card is not a Move. the Brigand is not forced to select aggressive movement. In fact, the Brigand chooses to spend no MP this round, so she plays *Shadow's Reach*, shifts three squares, and attacks with the card's -2 TN bonus for no movement.

MOVEMENT NOTES

- Orthogonally adjacent targets do not block movement to diagonal squares, as shown here.
- Spending MPs does not count as an action or cost action point. Some hero cards, such as *Sprint*, cost action points in exchange for additional MP.
- Some abilities and items provide MPs that do not count as a Move. If a hero uses those MP and spends no other MP during that Hero Cycle, then the hero may choose no movement.
- Heroes never spend MP during the Darkness Cycle, so treat any interrupts played during the Darkness Cycle as being used with no movement.
- An item deck of one color may become empty. If a hero draws a token from the treasure bag for that color, the hero gains no treasure and may not draw again.
- Many Realm object tokens have red lines or blue lines on the token, blocking movement.
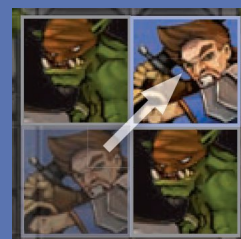
ORDER OF ACTIONS

During the Hero Cycle, heroes may spend MPs and play cards in any order. They may even move or act once, wait for the other heroes to act, then play additional cards or movement points. However, all heroes follow these general rules.

I. RESOLVE THE CURRENT CARD

After playing a hero card, fully resolve that card before anything else occurs.

II. BONUSES ARE NOT RETROACTIVE

Cards that provides bonuses to other abilities only apply to cards and abilities played later in the cycle.

III. CHOOSE MOVEMENT TYPE WHEN PLAYING HERO CARDS

When playing an action or reaction, the hero must choose a movement type unless the hero card show Yes for each type.

IV. MUST SPEND MPS OR FILL AN ACTION SPACE

Heroes must spend MPs to move, pick up treasure, or take non-combat actions. Heroes must have an empty hero space to play a hero card.

V. ONE ACTION ⟳ PER HERO CYCLE

Each hero may only play one action card per Hero Cycle. Heroes may play any number of reaction cards (see *Ability Type, p.6*).

VI. SPEND AT LEAST 1 ACTION POINT TO AVOID LOITERING

If the heroes spend no action points during a Hero Cycle, they are considered to be loitering. Loitering reduces the amount of treasure available to the heroes and prevents them from avoiding the current quest to chase other goals.

When caught loitering, remove one treasure token from the Darkness Board for the current tile. For the rest of the act, place one fewer treasure tokens on the Darkness Board when setting up a tile. This effect can stack multiple times.

ACTION/REACTION CARDS ⟳

Many bonuses, such as the Acolyte's *Feet of the Saints*, only affect actions. Action/reaction cards do not gain those bonuses unless played as a hero's one action for the cycle. These cards should otherwise be played as reactions.

PLAYING HERO CARDS

Hero cards include attacks, bonus movement, party bonuses, and other abilities. The following steps mostly deal with attacks. Use the same steps for Move cards and other non-combat cards, ignoring any steps that only apply to attacks.

I. DETERMINE LINE-OF-SIGHT (LoS) AND RANGE

Ranged attacks require LoS to a target. Heroes have LoS to a target when they can draw a straight line from any corner of the hero's square to any corner of the target's square, without crossing any other targets, traps, or red lines on the tile.

The target must also be within the card's range. Range is counted as squares from the hero to the target. A target at Range:1 is adjacent to the hero, while a target at Range:4 has three squares between itself and the hero.

RANGE TYPES

Range:Weapon: Gains a primary item's bonus dice, using the range listed on the item.

Range:3 (or Any Number): Gains a secondary item's bonus dice, such as a relic, focus, or shield.

Range:Tile: May choose any target on the current tile.

PLAYING HERO CARDS

I. DETERMINE LoS AND RANGE
II. PLAY CARD AND PAY AP
III. FORM DICE POOL
IV. DETERMINE TN AND ROLL DICE
V. DETERMINE HIT DICE RESULTS
VI. DETERMINE FATE DICE RESULTS
VII. DEAL DAMAGE AND DROP TREASURE
VIII. THREAT

BLOCKS HERO LoS

- **MONSTERS (EXCEPT FOR THE ARCHER)**
- **LAIRS**
- **TRAPS**
- **RED LINES ON THE TILE**

DOES NOT BLOCK LoS

- **OTHER HEROES**
- **ALLIES**
- **TREASURE**
- **QUEST OBJECTS**
- **BLUE LINES OR PURPLE LINES ON THE TILE**
- **TARGETS ADJACENT AT CORNERS**

SUCCESS

FAILURE
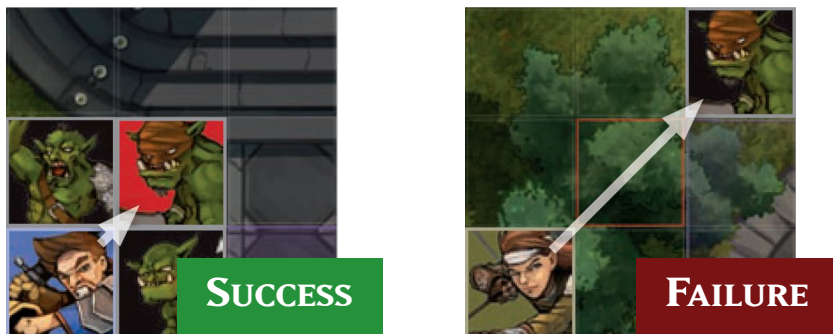
AREA ATTACKS

Area attacks are attacks that hit one square, the initial square, and spread to other squares. For these attacks, first determine the range and LoS of the initial square. The rest of the attack's area may fall outside of range and LoS.

Area attacks may be placed at any orientation, as long as the attack's shape does not change. For example, the Acolyte's Smite hits targets orthogonal to the target square. The Acolyte may choose any orthogonal square as the spell's second target, but he could not rotate the spell to hit diagonal squares.

Move-through attacks and multiple attacks use modified rules for targeting and damage *(see p.37–38)*.

LINE-OF-SIGHT AND RANGE NOTES

- Heal spells and other beneficial cards do not need LoS to a friendly target.
- An attack must have at least one valid target. Heroes cannot attack an empty area.
- Monsters may draw LoS through heroes and other monsters *(see Activate Monsters / Priority and Movement, p.43)*.
- Area attacks can only hit each target once, including targets that occupy more than one square.
- Heroes and monsters may draw a diagonal LoS to a square even when it is orthogonally adjacent to other targets.
- Many Realm object tokens have red lines on the token, blocking LoS.

II. PLAY CARD AND PAY ACTION POINTS

Place the hero card in an empty action space, then increase the Darkness Meter by the card's action points. If the Darkness Meter reaches AP 6 or more, then activate the Darkness Cycle after fully resolving the card.

If a target requires a Courage test, make that test now *(see p.37)*.

III. FORM DICE POOL

Gather dice for the card's attacks or abilities.

- **Hero Token:** Myth's original heroes have a base dice pool of 1 ⬥D10 and 1 ▪FD.
- **Primary or Secondary Items:** Attacks gain a primary item's dice for a Range:Weapon attack, or a secondary item's dice for a ranged attack.
- **Temporary Bonuses:** Some hero cards provide bonus dice to other abilities, or the card may gain bonus dice when played with certain movement types.

RANGE AND DICE POOL EXAMPLE

The Apprentice retreats 2 squares (normal movement with Movement 2) and uses the *Blood of Gaea* attack. The initial square of this attack is the front square of a cone.

This attack is Range:3, so the Apprentice targets a melee crawler 3 squares away. The area of this attack then spreads to the lair and ranged crawler behind it (the lair can only be hit once this way).

The Apprentice plays the card to an action space and increases the Darkness Meter by 2 AP (the card's cost). He then gathers his dice pool.

- The Apprentice's base dice pool is 1 ⬥D10 and 1 ▪FD.
- This is a ranged attack, so the Apprentice adds the +1 ⬥D10 of his relic, Lucky Cup.
- The Apprentice has played the *Hero's Edge* card, targeting himself, which provides +1 ⬥D10 and +1 ▪FD to his attack actions.
- The Acolyte is also on the tile and has played *Stand Fast*, which adds +1 ⬥D10 to all hero attack actions.
- *Blood of Gaea* has a -1 ⬥D10 penalty when played with normal movement.

The Apprentice rolls 3 ⬥D10 and 2 ▪FD for the attack.

IV. DETERMINE TARGET NUMBERS (TN) AND ROLL DICE

The TN to hit a monster is its Defense, shown on its monster card (see *Monster Cards, p.51*). Roll all hit dice ⬥D10 against this number.

Items and abilities may change the target number. A hero ability that provides a -1 TN bonus makes the target easier to hit.

V. DETERMINE HIT DICE RESULTS

Single-target attacks succeed if any of the hit dice meet or exceed the target's TN. Apply the attack's damage and status effects only once, even if multiple dice succeed (see *Status Effects, p.37*).

Area attacks use these rules when hitting multiple targets.

- **Roll All Hit Dice Together:** Roll the entire attack at once.
- **One Success Hits All Monsters of the Same Name:** If a hit die meets or exceeds a target's TN, then that hit die hits every monster of the same class and type, such as all grubber minions or all crawler captains.
- **One Hit Die Success Per Monster Name:** Each hit die can only hit one monster type, so the attack must roll multiple hit dice to hit different targets. Only one hit die can be used for each monster type.
- **Hero Chooses Target for Each Die:** If a hit die beats the TN of different targets, then the hero decides which hit dice are used to hit which monsters.

These grubbers have Defense 5 (shown on the grubbers' monster card), so a hit die must roll 5 or more to successfully hit them.

All lairs have Vitality 5 and Defense 3.
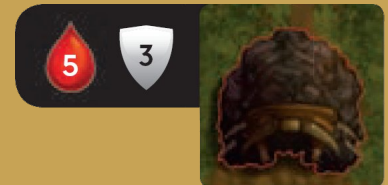
FRIENDLY FIRE

A hero caught in the area of another hero's area attack is automatically hit and suffers any damage and effects.

ASSIGNING HIT DICE EXAMPLE

The Soldier is adjacent to two melee crawlers (minions, Defense 4), one ranged crawler (minion, Defense 4), and one stalker (captain, Defense 5).

The Soldier plays *Harvest of Bones*, which attacks five squares adjacent to him. He gets 1 ⬥D10 each from his base token, his weapon, and the Acolyte card *Stand Fast*. *Harvest of Bones* also shows +1 ⬥D10 for no movement. The Soldier holds his ground and rolls 4 ⬥D10 for the attack.
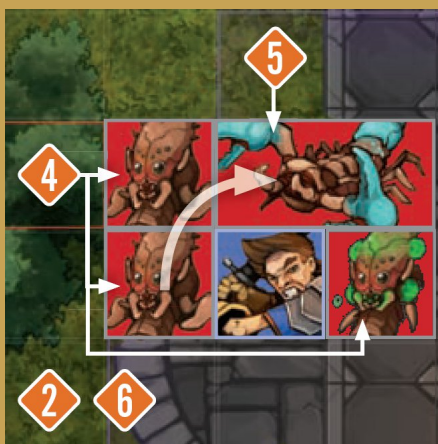
HIT DIE RESULTS: 2, 4, 5, 6
The 4 hits all three crawlers, and the 5 hits the stalker.
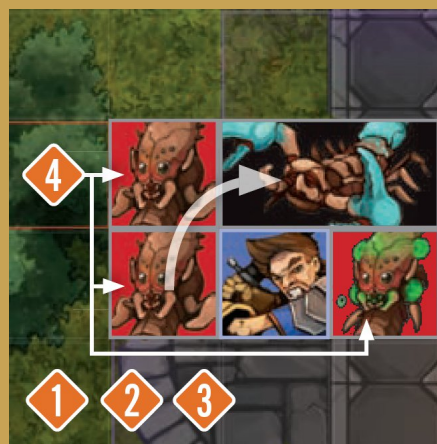
HIT DIE RESULTS: 1, 2, 3, 4
The 4 hits all three crawlers, but no dice hit the stalker.
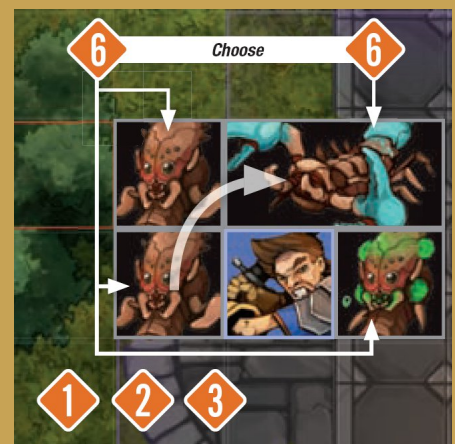
HIT DIE RESULTS: 1, 2, 3, 6
Only the 6 can hit any targets. The Soldier must decide whether to use the 6 to hit the stalker or the crawlers.

VI. Determine Fate Dice Results

If an attack successfully hits at least one target, then check the fate dice rolled for the attack. The fate dice activate bonus abilities if their symbols match the fate recipes of the hero's equipped items.

- Activate each fate recipe only once.
- Each fate die can only be spent on one recipe.
- A recipe with more than one fate symbol requires that many fate dice for activation.
- Do not activate the recipes of weapons or secondary items that were not used for the attack.

FATE DICE EXAMPLE

The Soldier equips a Horrifying Spear, a rare weapon (primary item). On one successful weapon attack, the Soldier rolls 3 FD, which show 🦅 🍃 🍃 *Guile* result to active the Horrifying Spear's *Impale* special ability.

The Soldier also holds a Pot Lid, a shield secondary item, which has a fate recipe that costs 🦅. However, the Soldier attacked with a weapon and not with the shield, so he cannot activate that recipe with the spare *Rage*.

VII: Deal Damage and Drop Treasure

Remove slain monsters from the Realm. If a monster takes less damage than its Vitality, place Vitality tokens on the Darkness Board to track the monster's current Vitality.

When a captain, mini-boss, or lair is slain, it drops treasure. Take a treasure token from the Darkness Board and place it in any square occupied by the slain monster. When the Darkness Board runs out of treasure tokens, then treasures no longer drop on the current tile.

When a hero slays three minions with a single attack, treasure drops in the square of the third minion slain.

FATE SYMBOLS

👁	**ARCANE**	🌀	**NATURE**
🕯	**FAITH**	🦅	**RAGE**
🍃	**GUILE**	⚫	**DARKNESS**

FATE RECIPE

HORRIFYING SPEAR

+3 D10, +3 FD

SPECIAL

Hit next target in line 1 square away.

Impale: Does 2 damage to an additional target up to range 4. 🦅 🍃

DROPS TREASURE

- **CAPTAINS**
- **MINI-BOSSES**
- **LAIRS**
- **EVERY 3RD MINION SLAIN IN A SINGLE ATTACK**

TREASURE DROP EXAMPLES

The Soldier uses *Harvest of Bones* to attack and slay three minions. The attack swings in an arc, so a treasure drops in the square of the third minion in the arc.
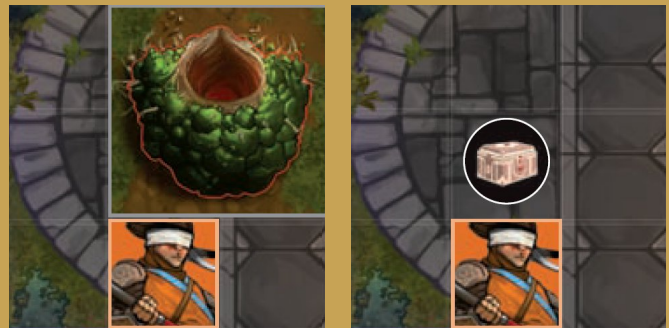
The Acolyte uses *Smite* to deal the last point of damage to an adjacent lair. The lair drops a treasure in any of its squares. The Acolyte chooses the square adjacent to him.
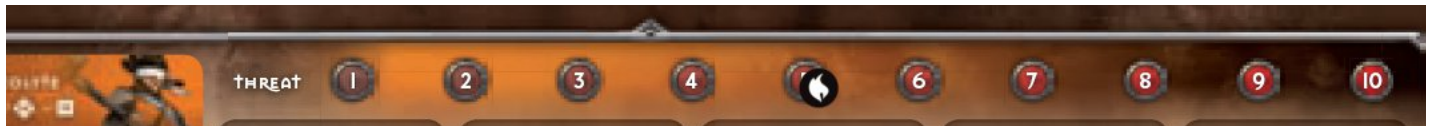
VIII: THREAT

Threat is a measure of the hero's presence on the battlefield. Many monsters will attack the hero with the highest Threat. What's worse, a hero with 10 Threat may summon the Darkness to a full assault *(see Check Threat Penalty, p.43)*.

After an attack, the hero gains Threat equal to the total damage dealt by the attack.

Do not add Threat past the Vitality of the target. If an attack deals 3 damage to a captain with only 1 Vitality left, the hero only gains 1 Threat. However, an area attack that slays three of those minions adds 3 Threat.

COURAGE TESTS

Some frightening beasts cannot be attacked unless the hero first rolls a Courage test. When attacking one of these monsters, play the hero card to an action space, then roll 1 D10 . The TN for this test is the hero's Courage rating (Myth's original heroes begin with Courage 6). If this roll fails, then the attack immediately fails.

Any bonuses to non-combat actions also affect Courage tests. This includes hero cards, such as the Archer's *Find Weakness*, or the 2 Serendipity reward *(see p.56)*. With bonus hit dice, a Courage test succeeds if at least one hit die succeeds.

Courage tests have no cost in MPs or action points.

STATUS EFFECTS

Some hero attacks inflict effects other than damage. These are the most common effects *(also see Monster Status Effects, p.50)*.

Damage-over-Time (DoT): The target receives 1 damage during the Status Results Step. This causes Threat. Attacks that inflict DoT may also deal damage when the attack hits, separate from the DoT damage.

Prone: The monster spends its next activation standing up. It cannot move or attack during that activation.

Stun: The monster cannot activate. This effect may last for one activation, one Hero Cycle, or other lengths as described on the card.

If a monster falls prone after it moves in the Darkness Cycle but before it attacks, it cannot attack from prone, and it must still spend its next activation standing up.

DROP TREASURE NOTES

- If treasure drops in a square that the heroes cannot reach, such as with a lair placed within a tile's red lines, then place the treasure in the closest accessible square to the slain target.
- Fighting minions requires a sense of balance and Threat management. Too many minions can overrun the heroes, but minions won't drop treasure unless the heroes allow them to group up for an area attack.

INTERRUPTS

Heroes play interrupts just like actions and reactions, filling an action space and paying the AP cost, but heroes cannot play interrupts during the Hero Cycle. Interrupts may be played at any time during a Darkness Cycle.

Interrupts always gain a hero card's bonuses for no movement, since the heroes do not spend MP during the Darkness Cycle.

COMMON INTERRUPTS

- Dodges and Parries: These abilities allow the hero to ignore one successful hit against the hero, including any damage and fate recipes of that attack. A single dodge or parry ignores:
  - One hit from an attacking group of minions.
  - One hit from a large monster that attacks twice.
  - All dice from a single attack that rolls multiple hit dice.
- Persistent Effects: Passive bonuses from interrupts, such as the Acolyte's *Guardian Angel* or the Soldier's *Battle Rage*, persist while the card remains in an action space. This helps when the heroes activate the Darkness Cycle twice in a single round.
- Move Away: If a monster checks priority and selects one hero as a target, but the hero then moves out of range, the monster may not switch to a different target. The attack whiffs at the air where the hero once stood.
- Move Toward: If a monster checks priority and selects one hero as a target, but another hero moves into that monster's range before the attack, the monster may switch priority to that hero. The Soldier might like this tactic for protecting allies.

MULTIPLE ATTACKS

The Apprentice's *Chaotic Overflow*, the Archer's *Orion's Tears*, and the Soldier's *Blade Dance* can pile damage onto one target or spread damage to multiple targets. These attacks work as follows.

A. Choose Targets: **Choose any number of monsters in the attack's range.**
B. Distribute Damage: **Find the total damage for the attack (with clearing Ongoing cards or discarding Ammo cards). Assign a separate point of damage for each target in the attack, up to the total damage. Multiple points of damage can be assigned to a single target.**
C. Roll Attack Dice: **Roll all hit dice for this attack at once.**
D. Assign Attack Dice: **Damage monsters using the rules for area attacks, so that one hit die may hit each targeted monster of the same class and type. This attack only deals the damage assigned in the previous step.**
E. Assign Bonus Damage: **Every target that received at least 1 damage also receives any bonus damage from other abilities.**

MOVE-THROUGH ATTACKS

The Brigand's *Suicide Run* and the Soldier's *Riding the Edge* allow heroes to move through monsters and attack as they pass. These attacks work as follows.

A. Declare Path: **Choose the squares that the hero will move through, including squares with monsters. The path must end in an empty square or a monster's square and cannot cross the same square twice.**
B. Roll Attack Dice: **The attack targets each monster on the path, including the last square. Roll all hit dice for this attack at once.**
C. Assign Attack Dice: **Damage monsters using the rules for area attacks, so that one hit die may hit each monster of the same class and type in the path.**
D. Move Until Stopped by a Surviving Monster: **If the attack misses any target, or if the target has enough Vitality to survive the attack, then the hero stops moving in the square in front of that monster. The attack then cannot damage any targets later in the path.**

The Apprentice's *Fingers of Ia* works in a similar manner, creating a path that stops once it fails to hit a target.

PLAYING CARDS NOTES

- Slain monsters remain on the tile until an attack fully resolves. Heroes cannot draw LoS to a target through a target killed during the same attack. For example, the Apprentice's *Chaotic Overload*, which chooses multiple targets, could not target two monsters if one is blocking LoS to the other.
- Playing any card with the Move keyword forces the hero to use aggressive movement for the Hero Cycle.
- When stacking bonuses and penalties, any TN above 10 is an automatic miss, and any TN at 1 or below is an automatic success.

CLEARING A TILE

A tile is cleared when it has no monsters, lairs, or traps remaining. The following happens on a cleared tile.

I. Reset all hero Threat to zero.
II. Remove all treasure on the tile. Give the heroes 1 gold per treasure removed from the tile.
III. Remove all treasure tokens from the Darkness Board. The heroes do not gain anything from these tokens.
IV. Double the heroes' Movement. This does not affect Move cards and similar abilities. The heroes are still affected by Loitering if they do not spend at least 1 AP each round.

When all heroes move off of a cleared tile, remove that tile from the Realm.

If the heroes leave a tile without clearing it, the monsters of that tile remain active and pursue the heroes to the next tile. Treasure can no longer drop on that tile.

ALLIES

Allies appear in some quests and may be summoned with serendipity. These NPCs fight alongside the heroes to repel the Darkness.

Allies activate during the Allies Activate Step of the Refresh Phase, not during the Hero Cycle (*see Refresh Phase, p.30*). The heroes decide together how their allies will move and attack when activated. Allies otherwise move and attack as heroes do.

Allies have these statistics, as shown on their cards below.
- Defense: Add the TN bonus in the shield icon to any monster attacks against the ally. For example, grubbers roll attacks against TN 7 (*see p.47*). Marcus the Ready has Defense +2, so grubber attacks would need to beat TN 9 to hit him.
- Vitality, Movement, and Courage: These statistics are similar to the heroes' statistics.
- Threat: The ally is always treated as having this much Threat, so it may draw attacks from monsters. The ally's Threat level never changes.
- Attack: The ally makes this attack when activated. Ally attacks do not increase the Darkness Meter.
- Special: Roll the ally's fate dice after attacking, even if the ally's attacks do not hit. The ally's fate recipes may only activate once unless otherwise specified.

MARCUS THE READY — +2 / ✥2 / 10 / 3
Threat: 4

Attack 3 D10 1 ⚔ *1 damage/hit*
Rising Tide: Range: 1(M), Area attack hitting 3 squares in an adjacent line

Special 3 FD
Fury: Make the *Ocean of Rage* attack listed below. Add 1 D10 to the attack for each *Rage* rolled.

Attack 4 D10 1 ⚔ *1 damage/success*
Ocean of Rage: Range: 1(M), Deals 1 damage per success to 1 target.

SIR ARCHERON — +3 / ✥2 / 8 / 4
Threat: 6

Attack 5 D10 1 ⚔ *1 damage/success*
Retribution: Range: 1(M), Massive attack to 1 adjacent target

Special 3 FD
Piety: Restore 4 Vitality to a hero within Range:3. This targets 1 hero per *Faith* rolled.

SARAH THE MYSTIC — +1 / ✥2 / 5 / 9
Threat: 3

Attack 2 D10 1 ⚔ *Prone/hit*
Dark Empathy: No damage, Range: 4(R), Area attack targeting a 2x2 square, knocks minions prone

Special 3 FD
Fate Revealed: Look at a number of cards on top of the Darkness Deck equal to the number of *Darkness* rolled. The heroes may discard any of those cards.

FATHER JOSH — - / ✥2 / 5 / 8
Threat: 2

Attack 2 D10 1 ⚔ *1 damage/hit*
Smite: Range:1(M), Melee attack on 1 target

Special 1 FD
Rites of Penitence: Until the next Refresh Phase, Intellect minions and captains within Range:2 must make a Courage test to activate.

FATHER ANDREW — - / ✥2 / 5 / 8
Threat: 1

Attack 2 D10 1 ⚔ *1 damage/hit*
Last Rites: Holy, Range:4(R), Area attack against 3 squares in an L-shape

Special 1 FD
Path of the Righteous: Each hero draws one card, which may exceed the hero's hand limit.

THE DARKNESS CYCLE

It comes first and follows after / Ends life, kills laughter. - Tolkien, *The Hobbit*

Pure evil. A force controlling man and beast, turning both into monsters bereft of soul. That is the Darkness, the foes of the Realm. Not only does it viciously pursue the heroes, but its vigor increases against a foe that fights back.

ACTIVATION

When the Darkness Meter reaches AP 6 or more, finish resolving the current hero card, and then activate the Darkness Cycle using the following steps. The Darkness acts on its own accord, using certain priorities and guidelines.

DARKNESS CARDS

The Darkness Deck contains several Darkness cards associated with one boss monster. These cards alter the way that the Darkness pursues the heroes.

1. BOSS NAME

Each Darkness Deck is associated with a specific boss.

I. CHECK THREAT RANGE

- ADD HERO THREAT TO MONSTER THREAT RANGE
- MONSTERS WITHIN THAT RANGE BECOME ACTIVE
- IF NO ACTIVE MONSTERS, END THE DARKNESS CYCLE

II. RESOLVE EVENT

- DRAW A DARKNESS CARD AND RESOLVE ITS EVENT

III. CHECK THREAT PENALTY

- IF ANY HERO HAS 10 THREAT, RESOLVE THE THREAT PENALTY

IV. ACTIVATE MONSTERS

IV-A. ORDER
- DETERMINE THE ORDER OF MONSTER ACTIONS

IV-B. PRIORITY AND MOVEMENT
- MONSTERS CHOOSE TARGETS AND MOVE

IV-C. ATTACK
- ROLL THE MONSTER'S HIT DICE AGAINST THE ATTACK'S TN

IV-D. DAMAGE AND DEATH
- DEAL DAMAGE AND EFFECTS TO THE HEROES

V. SPAWN MONSTERS

- LAIRS SPAWN ADDITIONAL MONSTERS

2. EVENT

After drawing the card, resolve this event if its criteria are fulfilled.

3. THREAT PENALTY

Activate this penalty if any hero has 10 Threat.

4. ACTIVATION

Activate monsters by size in this order.

5. SPAWN

Determines how monsters spawn from lairs. Cards with normal spawns and heavy spawns use the spawns listed on a minion's monster card.

MONSTER CARDS

Each monster in Myth has a card that describes its statistics and abilities. Every monster of the same name uses the same card.

1. NAME

The monster's name.

2. TYPE AND CLASS

Myth's original set contains two monster types, with a minion and captain for each.

- Tribal: Grubbers and muckers.
- Insect: Crawlers and lurkers.

Monsters are classified using additional keywords, such as these.

- Minion or Captain: The size of this monster.
- Instinct, Intellect, or Undead: Changes how monsters move when attacking (see p.43).
- Armored: Some hero cards gain bonuses against Armored monsters.

3. DEFENSE

The TN for hero attacks against the monster.

4. VITALITY

The damage required to kill the monster.

5. MOVEMENT

The monster moves this distance when activated.

6. COURAGE

The TN for Courage tests made by the monster (see p.37).

7. ATTACK AND SPECIAL

The monster uses this attack when activated. Monster attacks are marked (M) for melee or (R) for ranged. Most monsters also have passive bonuses or fate recipes.

8. PRIORITY

Determines the monster's targets. The first item in this list is the first priority.

9. THREAT RANGE

Determines how close a hero must get to the monster before it activates. Add the hero's Threat to this number.

10. SPAWNS / BUFFS

Minion cards explain how many monsters to spawn at lairs for a normal spawn or heavy spawn. Captain cards have other abilities and bonuses.

GRUBBERS
TYPE: TRIBAL
Intellect, Armored, Minion

Attack 1 D10 1 🗡 7 ⚔
Crude Weapons: 1 attack on 1 target.
Range: 1(M), 1 damage per hit

SPECIAL
Strength in Numbers: All Grubbers gain -2 TN to Courage tests when there are 4+ Grubbers on a Realm Tile.

PRIORITY
Threat
Proximity
Rage

SPAWNS
Normal: 3 Grubbers
Heavy: 2 Grubbers, 1 Mucker

(4) + 2 = 6

ADD THE MONSTER'S THREAT RANGE TO EACH HERO'S THREAT TO DETERMINE IF THE MONSTER ACTIVATES.

Attack 2 D10 1 FD 2 🗡 5 ⚔
Instruments of Suffering: 2 attacks on 1 target. Range: 1(M), 1 damage per hit

1. HIT DICE
2. FATE DICE
3. ATTACKS / TARGETS
4. TARGET NUMBER (TN)
5. ATTACK DESCRIPTION

This attack, which belongs to the mucker, rolls 2 D10, making 2 attacks against 1 adjacent target, with a TN 5 for each attack. If any hit dice successfully hit a target, roll 1 FD to activate fate recipes.

I. Check Threat Range

At the beginning of the Darkness Cycle, if there are any inactive monsters on the tile, check whether those monsters become active. This step is most important on tiles containing two different monster types, or on tiles with a mini-boss. On tiles with a single monster type, this step usually makes all monsters active at once.

A. *Find Modified Threat Range:* For each hero, add the inactive monster's Threat range, shown on its monster card, to that hero's current Threat.

B. *Check Distance to Closest:* Find each hero's distance to the closest monster of the inactive type. If there are 5 squares between a hero and a monster, then the hero is 6 squares away.

C. *Compare Modified Threat Range to Distance:* The monster becomes active if the modified Threat range to that hero (Threat range plus hero's Threat) is greater than or equal to the distance to the hero.

D. *Activate All:* When one monster becomes active, so does each monster and lair of the same type (such as all Insect or all Tribal). Those monsters stay active until the heroes clear the tile.

No Active Monsters

If all of the tile's monsters are inactive, or if the heroes have cleared the tile, then end the Darkness Cycle. Do not draw a Darkness card or spawn monsters.

THREAT RANGE NOTES

- Attacking a monster activates it, even if no heroes are within range.
- The hero closest to a monster may not be the hero that activates it, due to the heroes' Threat.
- Inactive monsters cannot become active after the Check Threat Range Step, even if heroes use interrupts to gain Threat or move within range during a Darkness Cycle.

II. Resolve Event

The Darkness wouldn't be much of a threat if it were predictable. Events may spawn additional monsters, allow monsters to attack the heroes twice, reduce the threshold for the Threat penalty, or thwart the heroes' advances in other dangerous ways.

If any monsters are active, draw a Darkness card and read its event. Events are if/then statements that resolve under certain situations.

EVENT NOTES

- When the Darkness Deck empties, finish resolving the current Darkness card, then shuffle the deck's discards to create a new deck.
- Some events spawn monsters, which spawn adjacent to a lair, as with the Spawn Monsters Step. These monsters act during the Activate Monsters Step. If no lairs remain on the tile, these monsters do not spawn.
- Other events cause monsters to appear, often involving stronger monsters. These monsters appear adjacent to a lair if possible, or else they appear on the tile edge closest to a hero.
- Activate the "If all the Heroes are within X squares" event if no hero is more than X squares away from any other hero.
- In Slaughterfield mode, do not draw Darkness cards *(see Chapter IX, p.57)*.

THREAT RANGE EXAMPLE

The Brigand plays a *Hustle* card when moving to a new tile. This costs 1 AP, pushing the Darkness Meter to AP 6 and activating a Darkness Cycle.

The crawlers on this tile have Threat range 5. The heroes are all 6 squares away from the crawlers, and none of the heroes have any Threat, so the crawlers do not activate.

The Darkness Meter resets to AP 0, and the heroes begin planning to assault the lair.

III. Check Threat Penalty

The Darkness usually doesn't exhaust too much energy on a single band of rogues. If any one hero dares to hog the glory, though, the Darkness may consider your party worthy of its full attention.

If any hero has 10 Threat, then activate the Threat penalty, which persists while the heroes remain on the tile. If the heroes cannot lower their Threat, then other Darkness Cycles may stack additional Threat penalties on the tile.

THREAT PENALTY

All Lairs have x2 Spawn for the rest of the Act.

IV. Activate Monsters

Having resolved events and penalties, active monsters approach and attack using the following steps.

A. ORDER

Create an acting order for monsters with these priorities.

1. Darkness Card: The Darkness card shows which size of monster moves and attacks first.
2. Monster Class: Monsters of the same size act in the following class order: Instinct -> Intellect -> Undead.
3. Threat Range: Monsters of the same size and class act in Threat range order. Monsters with the largest Threat range act first.
4. Proximity: Monsters with all other stats equal act in order of proximity to the heroes. If any melee crawler is closer to a hero than any ranged crawler, then all melee crawlers act first.

B. PRIORITY AND MOVEMENT

Monsters move using these steps.

1. Choose the Next Monster in Order: Use the order from the previous step.

2. Determine That Monster's Priority: Monsters don't always attack the weakest or closest target. Instead, monsters target the heroes in the order shown on their monster cards. If heroes are tied for a priority, then break the tie using the next priority.

   All monsters have *Least Vitality* as a 4th priority and *Heroes' Choice* as a 5th priority, in case heroes are tied for the other three priorities.

3. Move the Monster Closest to a Hero: Move the monster a number of squares equal to its movement. Monsters move as heroes do—they may move orthogonally or diagonally, they cannot move through heroes or other monsters, and they cannot move over red lines and blue lines on the tile.

ORDER EXAMPLE

A tile contains a Tribal lair, with grubbers and muckers, and an Insect lair, with melee crawlers, ranged crawlers, and stalkers. The current Darkness card reads "Minion, Captain, Mini-Boss, Boss." One melee crawler is adjacent to a hero, closer to a hero than any ranged crawlers.

The acting order is:
1. Melee crawlers (minions, Instinct, closest proximity)
2. Ranged crawlers (minions, Instinct)
3. Grubbers (minions, Intellect)
4. Stalkers (captains, Instinct)
5. Muckers (captains, Intellect)

COMMON PRIORITIES

- Threat: Use the next priority when heroes have equal Threat.
- Proximity: Use the next priority when the distance required to reach heroes is equal. Proximity is measured as travel distance. If the closest hero is surrounded by walls or other monsters, the monster may have less travel distance to a different hero.
- Rage or Guile: Use the next priority when heroes share a fate symbol, such as *Rage* (Soldier) or *Guile* (Brigand).
- Most Damaged: Use the next priority when heroes are missing an equal amount of Vitality (from the maximum).
- Last Damaged: Use the next priority if the monster's previous attack hit multiple targets.
- Most Targets: Use the next priority if the monster could move to different squares and hit the same number of targets with its area attacks.

Monsters move with these general guidelines.

- **Stop at the Highest Priority:** Move the monster toward the hero that matches the monster's priority. The monster stops moving when the hero is in attack range.

- **Intellect Monsters Make Room:** Monsters with the Instinct or Undead type stop moving once a target is within range. This may block other monsters from approaching. Intellect monsters, such as grubbers, attempt to move around the target to make room for other approaching monsters.

- **Move Ranged Monsters to Maximum Range Within Line-of-sight (LoS):** Monsters with ranged attacks retreat to a spot within range and LoS.

- **Monsters and Heroes Do Not Block LoS:** Ranged monsters may shoot through heroes and other monsters to attack their highest priority targets.

- **Choose an Available Target:** If the highest-priority hero is surrounded by walls or other monsters, the monster may move toward the next target matching its priorities.

- **Melee Minions Don't Break Melee:** Melee minions adjacent to a hero cannot move toward a different target, though their targets may change when they are adjacent to multiple heroes.

BLOCKS MONSTER LoS
- **LAIRS**
- **TRAPS**
- **RED LINES ON THE TILE**

DOES NOT BLOCK MONSTER LoS
- **HEROES**
- **OTHER MONSTERS**
- **ALLIES**
- **TREASURE**
- **QUEST OBJECTS**
- **BLUE LINES OR PURPLE LINES ON THE TILE**
- **TARGETS ADJACENT AT CORNERS**

MINION GROUP MOVEMENT

Minions move as groups, using these steps.

1. Find the minion closest to its target. That minion is called the scout.
2. Move the scout toward its target.
3. If the scout was adjacent to any minions of the same type and class before moving, move those adjacent minions now.
4. The adjacent minions must move toward the scout's target, even if they cannot reach that target.
5. After moving each adjacent minion, choose a new scout for the other active minions.

MONSTER MOVEMENT EXAMPLE #1

Crawlers' first priority is *Proximity*, so crawlers will attack the closest hero. A melee crawler is closer to a hero than any ranged crawler, so all melee crawlers move first. Crawlers have Movement 4, and ranged crawlers attack at Range:3.

1. The melee crawler closest to a hero moves to that hero, acting as a scout.
2. The three crawlers adjacent to the scout move to the same target. Crawlers have the Instinct class, so the 2nd and 3rd crawlers stop at the Soldier, and the 4th crawler must move around.
3. The only other melee crawler moves to its closest target.
4. The ranged crawler closest to a hero moves and stops in attack range.
5. The ranged crawler closest to the Brigand moves to attack range, acting as a scout for the last ranged crawler.

MONSTER MOVEMENT EXAMPLE #2

There are 5 grubbers on this tile, with priorities for *Threat, Proximity, Rage*. The heroes on the tile have equal Threat, and both are 3 squares from a grubber. The Soldier uses the *Rage* fate symbol, so he is the first priority.

Grubbers have the Intellect class, so each group of grubbers moves to surround the hero and make space for other monsters.

1. The grubber closest to the Soldier moves first as a scout.
2. The two grubbers adjacent to the scout move. One of these grubbers is actually closer to the Apprentice, but it moves with the scout to the Soldier.
3. The two remaining grubbers have closer *Proximity* to the Apprentice and move toward him. The first grubber moves as a scout and pulls the second grubber with it.

MONSTER MOVEMENT EXAMPLE #3

The Soldier is surrounded by grubbers. Those melee minions will not break off to chase another target, even if the Soldier is not a priority target.

One grubber is not adjacent to the Soldier. *Threat* is the grubbers' first priority, so this grubber moves toward the hero with the highest Threat. In this example, the Apprentice has more Threat than the Archer, so that grubber gets as close to the Apprentice as possible with its 3 Movement.

MONSTER MOVEMENT EXAMPLE #4

This tile has several grubber minions and a mini-boss, Yardu. The current Darkness card says that minions act before mini-bosses.

The heroes on this tile have equal Threat, so the grubbers move towards their second priority, *Proximity*.

1. There are three grubbers adjacent to the Soldier. They move first as the closest minions to a hero. As Intellect minions, two of these grubbers move to the side so that other minions can group around the Soldier.
2. The next grubber closest to the Soldier moves, acting as a scout.
3. One grubber is adjacent to the scout and moves with it.
4. Another grubber moves toward the Soldier.
5. This grubber acts as a scout and pulls the remaining two grubbers with it.

The mini-boss Yardu moves after all minions move. Yardu's priorities are *Proximity, Most Damaged, Faith*.

The closest hero to Yardu is the Soldier, who is now completely surrounded. The Brigand and Acolyte are both near a square with red lines around it, which blocks movement. Yardu would have to move 5 squares to become adjacent to either hero.

The Brigand and Acolyte are both at maximum Vitality, so Yardu cannot select priority with either *Proximity* or *Most Damaged*. Its third priority, *Faith*, matches the Acolyte's fate symbol, so Yardu moves to attack the Acolyte.

SHADOWS

Shadows allows the Brigand to escape notice during the Darkness Cycle *(see p.14)*. Use these rules when monsters choose priority.

- Each monster adjacent to a hero in Shadows makes a Notice check. Roll 1 **D10** against the Shadows card's TN (TN 5 for *Shadowslip* or TN 6 for *One with the Dark*.)
- Shadows breaks if any monsters succeed at the Notice check (turn the Shadows card upside-down in its space). Any monsters may then target the hero.
- If all monsters fail the Notice check, then the hero cannot be targeted.
- Monsters cannot Notice a hero in Shadows if that hero is not adjacent to any target.

MOVEMENT NOTES

- Each Darkness card in one deck lists the same acting order. When mixing Darkness Decks with different boss names, note the different orders for those cards.
- Monster movement can be a complex process. If a monster moves incorrectly and the heroes notice it later, it's best to continue the game rather than backtrack to correct a minor issue.
- Large monsters that occupy more than one square, such as Yardu, still move one square per point of Movement.
- Melee monsters can break melee with an adjacent target to chase after the Archer's *Fool's Errand*.

C. ATTACKING

Monsters attack in the same order that they moved. Monster attacks function like hero attacks—the monsters check LoS to the target, form a dice pool, and roll hit dice and fate dice.

When multiple minions of the same type attack a single hero, such as a surrounding group of grubbers, roll the minions' hit dice together, dealing 1 damage for each successful hit.

If any of a monster's hit dice successfully hit a hero, then that monster rolls its fate dice to activate fate recipes, just as heroes do (see Determine Fate Dice Results, p.36).

MONSTER ATTACKING NOTES

- Minions and captains cannot activate fate recipes unless their attacks hit at least one target. Monster fate recipes may only activate once, and each fate die may only be spent on one recipe. Recipes with multiple fate symbols require multiple fate dice for activation (see p.36).
- Many hero cards and items provide +TN bonuses, which increase the TN for monster attacks.
- Some monster attacks do damage per success rather than per hit. These dangerous attacks deal damage for each hit die that meets or exceeds the attack's TN.
- Some hero abilities force monsters to make a Courage test before attacking the heroes (see p.37).

These eight grubbers attack as a group, rolling 8 D10 against TN 7. The Soldier takes 1 damage for each die that meets or exceeds the TN.

D. DAMAGE AND DEATH

Successful hits deal damage and effects to heroes. A hero reduced to zero Vitality is slain.

Do not remove slain heroes from the Realm until the Cleanup Step of the Refresh Phase (see p.30). This gives slain heroes a second chance to revive by spending serendipity (see Serendipity, p.57).

Even without serendipity, dead heroes revive at the end of the act, as their allies return with medical attention. However, a revived hero does not share in that act's rewards, including titles, deck manipulation, or treasures drawn for surviving heroes.

Slain heroes immediately transfer the quest items in their inventories to any other living hero. Other items on the dead hero—including weapons, potions, and other inventory—cannot be looted by other heroes. The slain hero retains those items if revived later.

If all of the heroes are slain, the heroes may choose to keep their titles and upgrades intact and replay the adventure from the beginning. Die-hard players may forfeit their upgrades and begin the next adventure with rookies.

DEATH NOTES

- Serendipity may revive a slain hero even if that hero was removed from the Realm.
- Heroes may drink Vitality potions at any time, including the exact moment that a monster deals a killing blow (see Items / Potions, p.51).
- Myth's extended releases will introduce the Myth arc, a quest-line that encompasses multiple stories. If the entire party is slain during a Myth, they must discard their upgrades and begin with new heroes.

V. SPAWN MONSTERS

After combat, lairs spawn additional monsters into the Realm. Lairs are Realm objects, placed in the Realm when heroes enter the tile (see Lairs, p.23 for lair setup).

- **Read the Spawn Effects on the Bottom of the Darkness Card:** Spawn effects may activate monsters a second time, increase the Darkness Meter, add Threat to the heroes, or create other penalties.

- **Spawn as Shown on the Minion's Monster Card:** If the Darkness card shows a normal spawn or heavy spawn, spawn minions and captains as shown on the minion's monster card.

- **Spawn Adjacent to a Lair:** When no adjacent squares are available, spawn monsters as close to the lair as possible. If no open spaces exist on a tile, then monsters cannot spawn.

- **Spawn in an Attack Position If Possible:** Place melee units as close to a target as possible. Place ranged units in LoS and range of a target, as far away from the hero as possible.

- **Spawn in Priority Order:** If multiple heroes are in range of the lair, spawn monsters to attack a target matching the monster's priorities.

- **Do Not Activate Spawned Monsters:** Lairs spawn after the activation step, so these monsters do not attack during this Darkness Cycle.

NORMAL SPAWN EXAMPLE #1

- A normal spawn for an Insect lair is two melee crawlers and two ranged crawlers.
- The melee crawlers spawn as close to the heroes as possible. The ranged crawlers spawn behind.
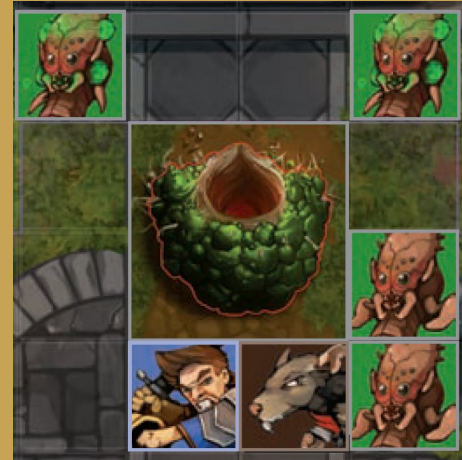
NORMAL SPAWN EXAMPLE #2

- With equal Threat, crawlers see the Brigand as a higher priority than the Soldier, so both melee crawlers spawn adjacent to the Brigand.
- The ranged crawlers spawn as far away as possible while keeping a target in range.

LAIR INITIAL POPULATION

When placing a lair in the Realm, place an initial population of minions adjacent to the lair, using the rules for spawning monsters. Unless the current quest specifies a type of lair, then the heroes choose each lair's monster type.

Crawler: **6 + 1 per hero**
Grubber: **5 + 1 per hero**
Shambler: **4 + 1 per hero**
Tailless: **6 + 1 per hero**
Iathi: **2(F), 1(E), 1(A)**
Sycline: **5 + 1 per hero**

NORMAL SPAWN EXAMPLE #3

- This lair is almost fully surrounded by heroes and cralwers. The 1st melee crawler spawns in the only open square adjacent to the lair.
- The 2nd melee crawler spawns 2 squares away from the lair. With equal Threat, the Brigand is a higher priority than the Soldier, so the crawler spawns as close to the Brigand as possible.
- Two ranged crawlers spawn 2 squares away from the lair, in attack range of the Brigand.

SPAWNING NOTES

- On a tile with no lairs, ignore the Spawn Monsters Step and any events that spawn at a lair.
- When spawning melee crawlers and ranged crawlers, spawn an equal number of both types. For an odd-numbered spawn, the heroes choose which minion gains the extra spawn. Initial populations for lairs follow the same rule.
- When multiple lairs are on a tile, each lair spawns the full number of monsters listed for a normal spawn or heavy spawn.
- If there are not enough miniatures for a monster spawn, then either use other miniatures or tokens as proxies, or increase the Darkness Meter by 1 AP for every two monsters that cannot spawn.

STRONGER MONSTERS

Captains and minions are the most common threats facing the Realm, but larger problems appear at the worst of times.

BOSSES

The greatest of all menaces in the Realm, bosses currently appear at the end of some story quests, though the heroes may create their own adventures to face these challenges. Bosses select priority, move, and attack as other monsters do, with the following added rules.

- **Multiple Attacks:** A boss with multiple attacks uses each attack once when activated, provided that targets are in range for each attack.

- **Stages:** Bosses begin combat using their stage 1 cards. When the boss is reduced to zero Vitality, place the stage 2 boss card in play, reset the boss's Vitality to the Vitality shown on the new card, and continue combat.

- **Always Roll Fate Dice:** Roll a boss's fate dice once after making all of its attacks, even when the attacks fail to hit. When multiple recipes use the same fate symbols, attempt to activate fate recipes from bottom to top. Each fate die can still only be spent on one fate recipe.

- **No Courage Rating or Threat Range:** Bosses automatically succeed at all Courage tests (see p.37) and are always active (see p.42).

BOSS CARD

1. BOSS NAME

The name of this boss.

2. STAGE

Appears when the boss has multiple forms. A boss begins a fight in stage 1.

3. DEFENSE, VITALITY, AND MOVEMENT

The TN for attacks against the boss, damage required to kill the boss, and the distance that the boss moves when activated.

4. DIFFICULTY

The boss's difficulty rating. The Terror with 1000 Legs is rated 1/4.

5. ATTACK

The boss uses these attacks when activated.

6. SPECIAL

The boss's bonuses or other abilities, including fate recipes. The boss always rolls its fate dice, even if its attacks miss.

7. PRIORITY

Determines the boss's targets.

8. IMMUNITIES

The boss is immune to these status effects.

THE TERROR with 1000 Legs — Stage 2

Attacks

Spinning Talons: 6 attacks are split evenly among all Heroes in the front 180 arc.

Attack: Range 2(M), 2 damage/hit — 4 D10 6 ? 4

Web of Death: Webs and pulls 1 target adjacent. Target must discard 3 cards from hand to escape. Webbed target is then attacked.

Attack: Range 4(R), 1 damage; Poison: DoT 1 damage/HC — 3 D10 1 3

Dark Visage: Any Hero within 2 squares must pass a Courage test to attack Boss.

Larvae: 3 Larvae alive in the Refresh Phase become melee Crawlers.

Special — 5 FD

Cocoon: Heals 3 Vitality		
Web: Captured Hero must discard 3 cards from hand to escape		
Birth: Releases 5 Larvae.		
Trample: All Heroes take 3 damage and are Prone.		

Priority

Last Damaged

Proximity

Threat

3

Immunities: Prone, Curse, Poison, Fear. Cannot be Moved through.

9. ACTION POINTS

During the Refresh Phase, increase the Darkness Meter by this many AP. This replaces the 1 AP increase of smaller active monsters (see The Refresh Phase, p.30).

Mini-bosses

Mini-bosses appear on the 12x24 tile's legend, some Darkness card events, and some quests. Mini-bosses are similar to bosses

- Mini-bosses always roll fate dice after attacking
- Mini-bosses make each attack on their monster cards once per activation
- Mini-bosses have no Courage rating and automatically succeed at all Courage tests.

However, mini-bosses have Threat ranges and can be inactive. Active mini-bosses increase the Darkness Meter by 1 AP during the Refresh Phase.

Agents

Agents appear in Myth's extended releases. These bosses are not killed when defeated—the Darkness has invested too much into these creatures as to just let them die. Instead of dropping treasure, defeated Agents drop agent cards, abilities that may be added to a hero deck.

MONSTER NOTES

- **Grubbers and Muckers—Armored:** Some hero attacks have bonuses against the Armored class.
- **Crawlers—Melee and Ranged:** When spawning crawlers, spawn an equal number of melee and ranged crawlers. When spawning an odd number of crawlers, the heroes choose which minion gains the extra spawn.
- **Muckers and Stalkers—Two Attacks:** These captains attack their targets twice. Roll 1 **D10** per attack (2 **D10** total), dealing 1 damage per hit. Parry and dodge abilities can only ignore one of these two hits.
- **Stalker—Burrow:** When a stalker would move but could not reach a target, roll 2 **FD**. If either die shows ⊜, the stalker exchanges places with a crawler adjacent to the closest target.
- **Yardu—Devastate:** A single parry or dodge ignores all damage from one *Devastate* attack.
- **Yardu—Fate Recipes:** Roll 4 **FD** after Yardu's attack, even if the attack is unsuccessful. *Sinner's Sorrow* may activate multiple times.
- **Yardu—Faith of the Fallen:** This ability affects Undead minions and captains on the tile.
- **Terror with 1000 Legs—Web of Death:** This attack is always made at Range:4. On a successful hit, the target is webbed, pulled to the Terror, and receives 1 damage. The hero must discard 3 cards to remove the webbed effect.
- **Terror with 1000 Legs—Tremor:** The Terror uses this ability each time it activates.
- **Terror with 1000 Legs—Larvae:** Larva tokens have Defense 3 and Vitality 1. Replace this token with a crawler during the Trap Results Step. Use any spare token to represent a larva token.

Status Effects

These status effects may be placed onto heroes by monster attacks. Heroes cannot be affected by more than one copy of a status effect *(also see Hero Status Effects, p.37)*.

Captured or Webbed: Cannot move. Usually requires the hero to discard cards to escape.

Curse: Reduces the hero's hand size by 1. Draw 1 fewer cards during the Hero Deck Phase.

Frozen: Covers 1 action space, which cannot hold a hero card or reduce Threat during the Hero Deck Phase.

Poison and DoTs: Deals 1 damage during the Status Results Step of the Refresh Phase.

Prone: Cannot play hero cards or spend MP. Heroes stand up during the Status Results Step but cannot play actions or reactions or spend MPs during the next Hero Cycle. They may still play interrupts during the Darkness Cycle.

Possessed: Acts for the Darkness using the possessor's priorities. This appears in Myth's extended releases.

> **Remember** Rule Number One of Myth. If the heroes are ever uncertain of how a monster moves or attacks, proceed as you feel would best benefit the players and the game.

Boss Difficulty Levels

💀🩸🩸🩸 **A challenge for novice heroes. May require a few green items, a title, and a solid understanding of hero strategy.**

🩸🩸🩸🩸 **A challenge for seasoned heroes. May require multiple titles and advanced hero cards.**

🩸🩸🩸🩸 **Exceedingly tough heroes. Experienced heroes with legendary gear and advanced hero cards may surprise these monsters.**

🩸🩸🩸🩸 **A harrowing experience for even the best heroes. The best equipment, tactics, and fate are needed to win this fight.**

REWARDS

Then and there Menelaus might have stripped Euphorbus / and swept the Trogjan's glittering armor off with ease... - Homer, The Iliad, Book XVII

The heroes began their adventures with farming implements and rebuilt trash. They dispatch a platoon of grubbers, finding a sharp dagger in the monsters' supplies. They narrowly survive an encounter with a rolling boulder trap, expecting that Fate owes them one for next time. And they ransack the former home of the Hermit King, learning something about what it means to be a hero. No matter the challenge, there is always something to take away from the encounter.

ITEMS

Slain monsters and destroyed lairs drop treasure tokens, which can be picked up by the heroes *(see Movement, p.31)*. When picking up a treasure, the hero draws a token from the treasure bag, then draws a random item card depending on the token's color.

- Brown: Brown items are starting equipment and cannot be drawn from the treasure bag. Heroes begin their adventures with the brown items in their descriptions *(see each hero's section in Chapter II, p.8–17)*.
- White: The white item deck contains gold and potions. After drawing a white card, put the corresponding gold or potion tokens in the hero's inventory and return the card to the white item deck.
- Green: The green item deck contains fair-quality gear, which usually improves upon the heroes' starting equipment.
- Blue: The blue item deck contains masterwork items, many of which have strong special abilities or fate recipes.

POTIONS

A potion is a single-use item, usually gained from white item cards. Potions may be used at any time by discarding the potion token, with no cost in MP or AP.

Vitality Potion: **The drinker restores 4 Vitality.**

Focus Potion: **For the rest of the Hero Cycle, the drinker gains +3 FD to all rolls.**

Anti-Venom Potion: **The drinker loses the poison status effect.**

MYTH REWARDS

I. ITEMS
TREASURES LEFT BEHIND BY VANQUISHED THREATS

II. GOLD
MERCHANTS CROSS THE HEROES' PATHS AND OFFER TO TRADE GOLD FOR ITEMS

III. TITLES
BONUSES REPRESENTING THE EXPERIENCE OF COMPLETING A STORY QUEST

IV. DECK MANIPULATION
HEROES MAY FOREGO A TITLE TO ADD NEW ABILITIES TO THEIR HERO DECKS

V. SERENDIPITY
GOOD KARMA THAT PROVIDES VARIOUS ONE-TIME EVENTS

ITEM CARDS

Every tile in Myth grants the heroes a chance to slay monsters and loot their belongings. The value of a dropped treasure is often determined by the contents of the treasure bag.

Ornate Chalice

+2 D10 +1 FD

SPECIAL

Heal 1 Vitality.

Range -

4/1

Bulwark

+2 D10, +2 TN, +2 FD

SPECIAL

Shield abilities do +1 damage.

Impervious Wall: Add 1 Rage in Darkness Cycle when hit.

Range I

11/4

1. NAME

The item's name.

2. RARITY

The card's color shows its relative worth. After drawing a token from the treasure bag, draw a random item card matching that token's color.

3. SLOT

Place the item on this slot of the hero board when equipped (see *Hero Board, p.5*).

4. CASTER SYMBOL

Shows item-specific icons, such as relics or foci.

5. BONUS

Bonuses to hit dice and fate dice only apply when using the item for an attack. Other bonuses always apply, including a shield's penalties to monster TNs or a relic's Faith.

6. SPECIAL

Special abilities and fate recipes appear here.

7. RANGE

A hero card with Range:Weapon uses the range printed here.

8. BUY/SELL VALUE

Merchants may buy and sell items for gold, using the larger number as the sell price and the smaller number as the buy price.

QUEST ITEMS

Item cards with a quest symbol in the corner may not be drawn as treasure. These items appear in relevant quests.

ITEM SLOTS AND CASTER SYMBOLS

PRIMARY	ACCESSORY
SECONDARY	TWO-HANDS
ARMOR	RELIC
HELM	FOCUS

MERCHANT CARD

Merchant cards show the wares available for sale.

1. MERCHANT'S NAME

Some quests cause a specific merchant to appear.

2. ITEM NAME

If the listing says to draw a card from the green or blue deck, draw that card when the merchant appears, and use the larger cost printed on that item card as its buy price.

3. ITEM RARITY

The color painted here shows the item's rarity.

4. COST

This cost matches the price shown on the item card.

> Coin tokens are double-sided. Use the "V" side to represent a 5-gold coin.

THE TREASURE BAG AND QUESTS

At the beginning of the adventure, the treasure bag contains 30 white tokens, 15 green tokens, and no blue tokens (*see Game Setup, p.3*). A quest's resolution text may alter the bag's contents.

> ### TREASURE EXAMPLE
>
> The heroes rescue three soldiers during the *Get Tactical* quest. The quest resolution text says to "Remove 2 ⚪, add 1 🔵, and draw 1 ❓." In this case, the heroes would:
>
> ⚪ Remove two white tokens from the treasure bag, decreasing the chance to draw low-quality items.
>
> 🔵 Add one blue token to the treasure bag, adding the chance to draw a rare item.
>
> ❓ Draw one token from the treasure bag, as with picking up a treasure in the Realm, and draw a corresponding item card.

> ### QUEST SERENDIPITY / DARKNESS
>
> Quest cards list rewards with a serendipity icon for success or a Darkness icon for failure. If the serendipity icon is numbered, the heroes earn that much serendipity as a reward for success. If the Darkness icon is numbered, increases the Darkness Meter by that much AP if the heroes fail.

INVENTORY AND TRADING

Items are kept in a hero's inventory when not equipped. An inventory may hold any number of items. Heroes may equip inventory items during the Cleanup Step (*see The Refresh Phase, p.30*).

Heroes can trade items with other heroes. Heroes may give their inventory items to adjacent heroes at any time, with no cost in MP or AP. On a cleared tile, heroes may freely trade inventory items without being adjacent.
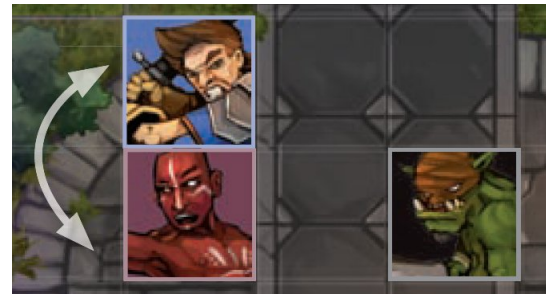
MERCHANTS

Merchants appear after clearing a 6x6 or 6x12 tile. When this occurs, draw a random merchant card.

Most merchants sell specific items. The heroes may pay the listed gold price to take that card from its item deck.

Merchants can also purchase green or blue items from the heroes. Shuffle sold items back into the item deck and take gold equal to the item card's smaller price.

HOARDS

Gold hoards and treasure hoards, large piles of random treasures, follow these rules.

- Must Clear the Tile: Heroes may only loot a hoard when all monsters, lairs, and traps are cleared from the tile.
- No Treasure Limit: Do not use treasure tokens from the Darkness Board when looting hoards. Hoards are not affected by loitering.
- Loot from an Adjacent Square: Spend 1 MP to loot an adjacent hoard.
- Living Heroes Only: Slain heroes do not benefit from a hoard.
- Roll One Fate Die Per Living Hero: Consult the chart below to determine that hero's reward.

GOLD HOARD	TREASURE HOARDS
3 GOLD + VITALITY POTION + DRAW 1 ?	SELECT 1 SECONDARY SLOT GREEN ITEM
3 GOLD + VITALITY POTION + DRAW 1 ?	SELECT 1 ARMOR SLOT GREEN ITEM
7 GOLD + DRAW 1 ?	DRAW 1 BLUE ITEM
5 GOLD + ANTI-VENOM POTION + DRAW 1 GREEN ITEM	SELECT 1 ACCESSORY SLOT GREEN ITEM
DRAW 2 ?	SELECT 1 PRIMARY SLOT GREEN ITEM
5 GOLD + DRAW 1 ? + CURSE STATUS EFFECT ON EACH HERO	SELECT 1 HELM SLOT GREEN ITEM + SPAWN 4 MINIONS FROM THE NEAREST TILE EDGE

- Draw 1 ?: Draw a token from the treasure bag, as with picking up a treasure in the Realm, and draw a corresponding item.
- Draw 1 Green / Blue Item: Draw a random card from the item deck.
- Curse 🟣: Reduces each hero's hand size by 1. Draw 1 fewer cards during the Hero Deck Phase. Lasts until the end of the act.
- Select: Search the item deck for an item of the hero's choice.

ITEM BONUSES

- +X TN: Many armors increase the TN for monsters attacking the wearer.
- +X Vitality: Raises maximum Vitality. When equipping or removing this item, adjust the wearer's current Vitality by the same amount.
- -X MP: Some heavy armors reduce the wearer's movement.
- Two-hands: The Staff takes up the wearer's primary and secondary slots, counting as both a weapon and a focus.
- +X MP, Not Considered a Move: Mantle's of Fate's bonus MP does not affect a hero's movement type. The wearer could even use that MP and still choose no movement for the Hero Cycle. Movement from the Swortsword's and Staff's fate recipes also do not affect movement types.
- +X Threat for Darkness Priority: Traitea's Battle Plate makes monsters more likely to attack the wearer. This Threat does not affect the check for the Threat penalty.
- Stays in Shadows: Attacks made with a Dagger do not break Shadows when activating its fate recipe.

- Invisible While in Shadows: Monsters fail all Notice checks against this item's wearer.
- Max Threat is 8: The wearer's Threat cannot go above 8 while equipping the Shroud of Xa'ndria. However, some Darkness cards reduce the Threat penalty threshold to 8 Threat.
- Attack Lairs Using Non-combat Actions: Thief's Tools allows the wearer to spend 1 MP to deal 1 damage to an adjacent lair (see Movement, p.31).
- Hits the Next Target in Line: Horrifying Spear copies attacks to the monster standing behind the target, on the side opposite the attacking hero.
- +1 Attack: The Wand provides an additional action similar to the wearer's *Attack* card. For the Apprentice, this extra attack is 1 damage, Range:Weapon. This *Attack* cannot activate the same fate recipes as the attack that activates it.
- Nullifies Soulless Resurrect: Blessings of the Father adds this ability to targets hit by the wearer's attacks.

TITLES AND DECK MANIPULATION

Story quests are long, draining encounters. From these quests, the heroes may grow stronger muscles, better understand their own powers, or spread their names and heroic deeds throughout the Realm.

After completing the last act of a story quest, each hero chooses whether to gain the story's title or to manipulate the hero deck. The title gainned appears in the quest's reward text.

Heroes may own multiple titles but can only have one title active at any time. Choose a title at the beginning of the adventure, and place that title's token on the hero token.

Each hero may choose to forego the quest's title to gain a deck manipulation reward. The hero removes one card from the hero deck and replaces it with a different card. This allows heroes to gain their novice hero cards, cards with a green flame icon at the top border *(see The Hero Deck, p.6)*.
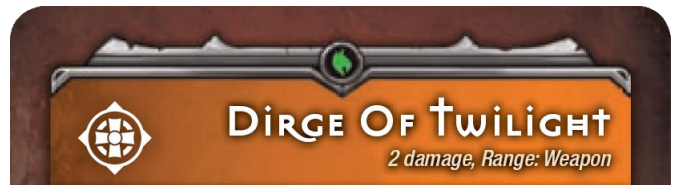
HOLDING ITEMS BETWEEN QUESTS

Even magical items wear out from overuse, but experienced heroes may maintain their favorite items to reflect their growing status.

At the end of a free-form adventure or the last act of a story quest, the heroes lose all of their items and revert to their starting equipment *(see Adventure's End, p.22)*. Each hero chooses and keeps one item for each of that hero's titles, including active and inactive titles.

DIRGE OF TWILIGHT
2 damage, Range: Weapon

TITLES

Harbinger: Minions must pass a Courage test to attack this hero. *(Story quest: No Rest for the Weary.)*

Life-bringer: +1 Vitality. Heal abilities restore +1 Vitality to this hero. *(Story quest: The Stone of Life.)*

The Kingslayer: +1 ⬥D10 and -1TN when attacking boss monsters. *(Story quest: The Mad King.)*

Light of Freedom: Immune to prone and captured/webbed status effects. *(Story quest: Common People.)*

King of the Impossible: This hero may ignore all attacks for one Darkness Cycle. Use this ability once per act. *(Story quest: The Infernal Machine.)*

ITEM NOTES

- There are no restrictions for equipping items. However, relics and focuses only provide additional dice to the Acolyte's or Apprentice's attacks, respectively, and a bow cannot be used without Ammo.
- Always discard quest-specific items at the end of a quest.
- When selling or discarding an item, shuffle it back into its item deck.
- If an item deck contains no items, then the heroes must forfeit any treasure that would be drawn from that deck.
- The Slaughterfield Supplement Pack contains an extended set of Myth items. These items are very strong and are only meant for use in Slaughterfield adventures.
- Visit MythBoardGame.com for a printable Myth Tracking Sheet, which keeps track of items and other rewards.

DECK MANIPULATION NOTES

- Some novice cards duplicate the hero's best basic abilities, while other cards grant new abilities.
- Heroes may manipulate novice cards out of their decks and replace them with other novice cards or with any basic cards that were previously removed.
- Agent cards appear in Myth's expanded releases. When heroes gain an Agent card, add the card to the hero deck without removing any other cards.

SERENDIPITY

Not all rewards can be weighed and counted. Many heroes fight for the lives of innocents, the deaths of tyrants, or the challenge of survival. In Myth, fate rewards the heroes for these deeds with serendipity tokens.

Serendipity is a shared resource, held in a single pool for all heroes. The heroes may spend serendipity whenever the moment calls for it, spending it for small benefits here and there or hoarding it for the darkest of times.

The heroes must spend 1 to 4 serendipity tokens to gain one of the rewards listed below.

🟢: DRAW 2 TREASURE TOKENS
When: After drawing a token from the treasure bag.
Effect: Draw two additional tokens from the bag. Use the best of the three tokens to determine which item to draw.

🟢: ADD 2 FATE DICE
When: After rolling any fate dice, except for a Heroic Event (described below).
Effect: Roll 2 🎲 and add the results to the roll.

🟢: ADD 2 HIT DICE TO NON-COMBAT ACTION
When: After rolling 1 🎲 for a non-combat action or Courage test.
Effect: Roll 2 🎲 and add the results to the roll.

🟢: SUMMON TALEK THREE DUNES
When: On a cleared tile.
Effect: Draw the Talek Three Dunes merchant card for trading.

🟢🟢: ADD 2 HIT DICE
When: After rolling hit dice at any time.
Effect: Roll 2 🎲 and add the results to the roll.

🟢🟢: EXTEND QUEST TIMER
When: When on a quest that ends after a set number of rounds.
Effect: Add 1 round to the quest's length.

🟢🟢: MANIPULATE DARKNESS DECK
When: Anytime.
Effect: Look at the top two cards of the Darkness deck. Put one of those cards back on top of the deck. Put the other card on the bottom of the deck.

🟢🟢🟢: HEROIC EVENT
When: Anytime.
Effect: Roll 1 🎲 (this roll cannot be affected in any way). Activate the event shown in the table.

🟢🟢🟢: SUMMON ALLY
When: Anytime, but only once per tile of the Realm. May only be used after a quest makes the ally available as a serendipity reward.
Effect: Summons an ally at any edge of the current tile (see Hero Combat / Allies). The ally cannot leave the current tile. Remove the ally when the tile is cleared.

HEROIC EVENT RESULTS
Falling Stars: Select a 3x3 square area. Deal 1 damage to each monster in that area.

Second Wind: Restore 4 Vitality to all heroes.

King's Bounty: Pick up all treasure tokens on the tile, as though MPs were spent to pick them up. Decide which heroes gain each treasure after drawing item cards.

Sinking Sand: Select a 2x5 square area to become quicksand. Monsters in that area cannot move. This effect lasts until the end of the next Hero Cycle.

Last Stand: Hero attack actions (not reactions or interrupts) deal +1 damage this Hero Cycle.

New Dawn: Reset the Darkness Meter to zero.

🟢🟢🟢🟢: IGNORE DARKNESS EVENT
When: A Darkness card is drawn.
Effect: Ignore the Darkness card's event. The rest of the Darkness card functions normally.

🟢🟢🟢🟢: RESURRECT
When: Anytime.
Effect: Return a slain hero to the Realm at half Vitality, rounded up. Heroes killed this round revive in the square where they were slain. If the hero was removed from the Realm during the Refresh Phase, place that hero adjacent to any other living hero.

THE SLAUGHTERFIELD

...blood will have blood. - Shakespeare, Macbeth

There are many entrances in the world where creatures of the Darkness pass into the Realm from another plane. These creatures may only venture into the world when provoked or assigned a task. But in some war-torn places, the Darkness is constantly on the move. Any heroes that dare challenge the Darkness there will not find the enemy to be so patient.

The Slaughterfield is an alternative to adventuring in Myth. Instead of accepting quests and unraveling stories, the heroes take a stand on a 12x12 tile and clash with waves of monsters. This adventure lasts as long as the heroes can survive.

The Slaughterfield may be a good learning tool for new adventurers, quickly teaching the heroes' abilities and the value of teamwork. It may also provide the opportunity for friendly competition, to see which hero survives the longest.

SETUP

The Slaughterfield begins differently from other adventures.

A. Each player chooses a hero class.
B. Place a 12x12 tile in the Realm. Do not set up its tile legend.
C. Place the heroes anywhere in the center 4x4 area (16 squares) of the tile.
D. Place four rune tokens on the Darkness Board. These runes form the Wave Timer.
E. Place 15 green tokens, 5 blue tokens, and no white tokens in the treasure bag.
F. Spawn minions for Wave 1 (3 minions of one type on each tile edge).

TREASURE

Treasure is very important for surviving the Slaughterfield's later waves. Luckily, treasure also drops more often in the Slaughterfield, using the following rules.

- The treasure bag contains no white tokens. Each treasure that drops in the Realm is an item.
- Drop treasure for each two minion kills, rather than each three kills *(see Deal Damage and Drop Treasure, p.36)*.
- Heroes may immediately equip any item that they pick up, placing any previously equipped item in that slot into inventory.
- The tile has no treasure limit.

Wave 4 Spawn:
- 2 minion types
- 3 on each edge
- Hero starting area is shown in red
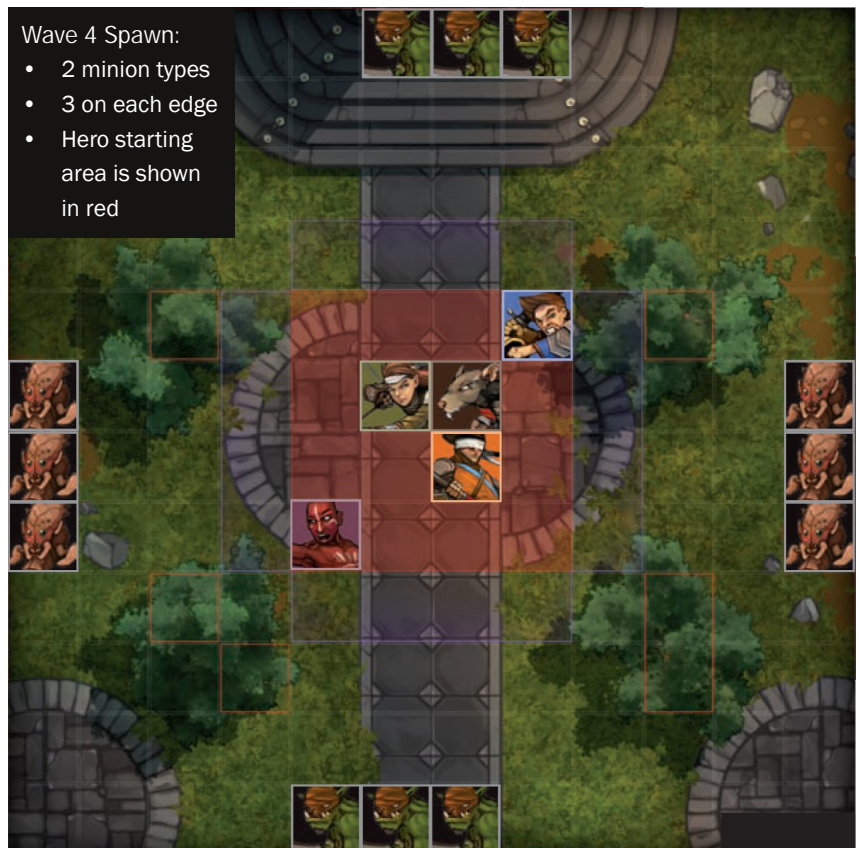
THE WAVE TIMER

The Slaughterfield does not spawn monsters from lairs. Instead, monsters appear at the tile's edges.

- *The Wave Timer Step:* **The Wave Timer Step occurs at the beginning of the Refresh Phase, before increasing the Darkness Meter. During this step, if there is at least one monster on the tile, then remove one rune token from the Wave Timer.**

- *Spawn a Wave After 4 Rounds:* **When the Wave Timer is empty, immediately spawn the next wave and reset the Wave Timer to four runes.**

- *Spawn a Wave When the Tile Is Cleared:* **At the beginning of the Hero Cycle, if there are no monsters on the tile, immediately spawn the next wave and reset the Wave Timer to four runes.**

Monsters that spawn during the Wave Timer Step may immediately add AP to the Darkness Meter and activate during a Darkness Cycle. If the heroes clear the tile, they'll have a moment to rest before the next Hero Cycle begins.

THE DARKNESS CYCLE

As with other adventures, the Darkness Cycle activates when the Darkness Meter reaches AP 6. During each Refresh Phase, increase the Darkness Meter for each monster type on the tile (*see Refresh Phase, p.30*).

However, do not draw Darkness cards during the Slaughterfield. The Slaughterfield has no Darkness events, Threat penalties, or lair spawns.

Also be wary that the Darkness Meter increases by 1 AP for each monster type in the Realm, so the Refresh Phase increases the Darkness Meter by more AP after additional monster types appear in Wave 4 and Wave 8.

SLAUGHTERFIELD MONSTER ACTIVATION

Monsters always activate in the order of:
- Minions
- Captains
- Mini-bosses
- Bosses

The Slaughterfield Supplement Pack is an extended release for Myth that adds new items and challenges to this mode.

WAVES

WAVES 1—3: CHOOSE 1ST MONSTER TYPE. EVERY TILE EDGE SPAWNS THESE MONSTERS.
- **WAVE 1: 3 MINIONS**
- **WAVE 2: 4 MINIONS**
- **WAVE 3: 1 CAPTAIN**

WAVES 4—7: CHOOSE 2ND MONSTER TYPE. SPAWN MONSTERS OF THE 1ST TYPE ON TWO TILE EDGES AND MONSTERS OF THE 2ND TYPE ON THE OTHER TWO EDGES.
- **WAVE 4: 3 MINIONS**
- **WAVE 5: 4 MINIONS**
- **WAVE 6: 4 MINIONS, 1 CAPTAIN**
- **WAVE 7: 2 CAPTAINS**

WAVES 8—10: CHOOSE 3RD MONSTER TYPE. SPAWN MONSTERS ON THREE TILE EDGES, WITH A DIFFERENT MONSTER TYPE ON EACH EDGE. THE FOURTH TILE EDGE SPAWNS A MINI-BOSS OR BOSS.
- **WAVE 8: 3 MINIONS, 1 CAPTAIN, MINI-BOSS (4TH EDGE)**
- **WAVE 9: 4 MINIONS, 2 CAPTAINS, MINI-BOSS (4TH EDGE)**
- **WAVE 10: 2 CAPTAINS, BOSS (4TH EDGE)**

VARIANT: FEWER MONSTER TYPES

THE HEROES MAY FIGHT AN ENTIRE SLAUGHTERFIELD AGAINST A SINGLE MONSTER TYPE. THIS ADDS ADDITIONAL AP TO THE DARKNESS METER DURING THE REFRESH PHASE.

VERSUS ONE MONSTER TYPE
- **WAVES 1—3: NO CHANGE**
- **WAVES 4—7: +1 AP PER REFRESH PHASE**
- **WAVES 8—10: +2 AP PER REFRESH PHASE**

VERSUS TWO MONSTER TYPES
- **WAVES 1—7: NO CHANGE**
- **WAVES 8—10: +1 AP PER REFRESH PHASE**

SLAUGHTERFIELD QUESTS

Slaughterfields also appear in chapter and act quests, usually challenging the heroes to survive a certain number of waves.
- Do not alter the treasure bag.
- Drop treasure after three minion kills.
- Heroes must equip items during the Refresh Phase.
- Use the tile's treasure limit (six treasures on a 12x12 tile).
- Loitering rules still apply *(see Order of Actions, p.33).*

Chapter X

TRAPS

Monsters do not always attack the heroes directly. Many smaller tiles are set with traps, which spring to life when the heroes enter the tile. Tackling these traps brings fortune to the heroes, providing serendipity and other hidden rewards.

ENCOUNTERING TRAPS

When the heroes enter the tile, set up the tile as required by the quest and the tile's legend. Then, roll a fate die to determine which trap appears. The 4x6 and 4x12 tiles use one set of traps, and the 6x6 and 6x12 tiles use another set. Rules for those traps are described below.

Disarming a trap usually requires a non-combat action, which costs 1 MP per attempt *(see Movement, p.31)*.

TRAP LEGEND

- Setup: Perform this text when placing the trap on the tile.
- Type: One of four types of traps: Event, Encounter, Hidden, or Special.
- Reward: Rewards are usually provided for disarming the trap or escaping the tile.
- Special Reward: Some traps provide more rewards if the heroes complete an additional challenge.

4x6 AND 4x12 TRAPS

AVATAR OF WINTER

A cold, dim glow fills the room. As the glow moves, the heroes realize that something stands at the center of it. Perhaps a fire would make this room more hospitable...

Setup: Place four torch tokens and the avatar token as shown
Type: Encounter
Reward: Kill the Avatar for 1 serendipity
Special Reward: Light all four torches and kill the Avatar for 1 random blue item

At Trap Results Step: Activate the Avatar of Winter. It chooses priority, moves, and attacks as a mini-boss does. The Avatar begins with Vitality 10, Movement 1, and Range:3 on its Icy Grave aura.
- At Each Darkness Cycle: The Avatar gains a -1 TN bonus to *Harvest of Bones* but does not activate.
- When the Avatar is Slain: Gain the trap's reward. If all four torches are lit, gain the trap's special reward.

Non-combat Action—Light a torch in the hero's square: TN 5.
  Success: Lights the torch. The Avatar of Winter gains +1 Movement and -1 Range to *Icy Grave* (which does not function with all torches lit).
  Special: When the fourth torch is lit, deal 5 damage to the Avatar.

The frozen status effect covers 1 action space, which cannot hold a hero card or reduce Threat during the Hero Deck Phase.

FLOOR SPIKES

With every step, sharp spikes pierce the floor. The heroes must tread lightly to the control box, where they may find a few items left behind.

Setup: Reset the Darkness Meter to zero, place sarcophagus token and rune token as shown
Type: Event   **Reward:** Disarm for 1 serendipity and remove 2 ○ from the treasure bag

After Any Hero Moves: That hero rolls hit dice as follows:

| ◐ | Roll 2 D10 with a TN equal to 12 minus the current AP of the Darkness Meter. If no dice succeed, increase the Darkness Meter by 1. | ○ | Same as cautious movement, but roll only 1 ◆. | ◖◖◖ | Increase the Darkness Meter by 2 AP without rolling dice. |

At AP 2 and AP 4: Deal 2 damage to each hero.
- **At AP 6:** Deal 2 damage to each hero, and the trap can no longer be disarmed.
- **After AP 6:** Continue dealing damage at AP 2, AP 4, and AP 6.

Non-combat Action—Disarm the rune: TN 5.
  Special: Cannot make this action after AP 6.
  Success: Spikes no longer deal damage. Gain the trap's reward.

ROLLING BOULDER

The heroes trip a wire, and a thundering begins in the distance. The heroes must flee the tile, but that sarcophagus may not be empty...
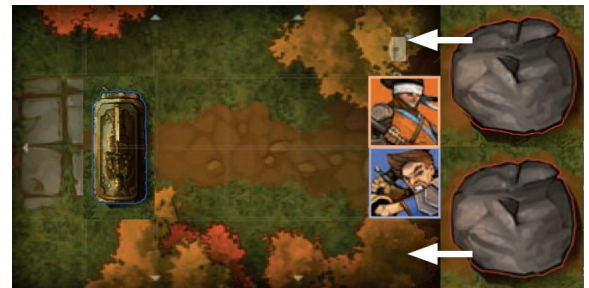
Setup: Reset the Darkness Meter to zero, place sarcophagus token as shown
Type: Event   **Reward:** Escape tile for 1 serendipity
Special Reward: Open sarcophagus for 1 random green item per hero

After Any Hero Moves: That hero rolls hit dice as follows.

| ◐ | Roll 2 D10 with a TN equal to 12 minus the current AP of the Darkness Meter. If no dice succeed, increase the Darkness Meter by 1. | ○ | Same as cautious movement, but roll only 1 ◆. | ◖◖◖ | Increase the Darkness Meter by 2 AP without rolling dice. |

At AP 6: Place two boulder tokens as shown, off of and adjacent to the tile.
- **At End of Each Hero Cycle (after first AP 6):** Move the boulders 3 squares.
- **Kill Any Targets Touched by a Boulder:** Boulders cannot leave the tile.

Non-combat Action—Open the sarcophagus: No TN.
  Special: Two heroes must make this action together.
  Success: Gain the trap's special reward.

FALLING CEILING

This room is old and misused, and rotted pieces of the ceiling crash to the floor. The heroes must escape.

Setup: Requires a 4x12 tile (Reroll the fate die on a 4x6 tile)
Type: Special
Reward: Escape tile for 3 serendipity
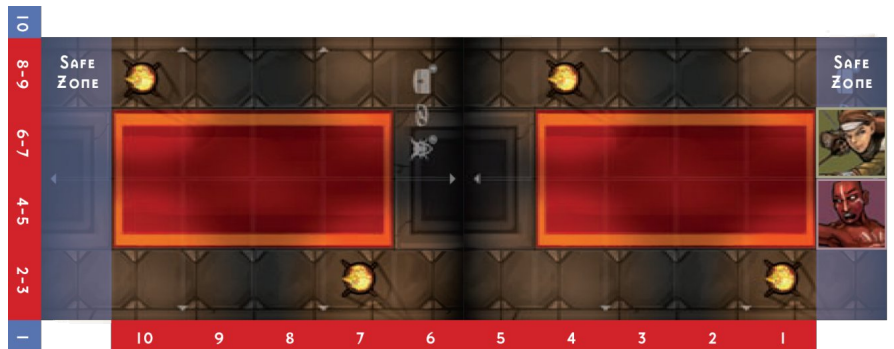
After Any Hero Moves: That hero rolls two hit dice.
- The 1st ◆ determines the row as shown (no effect on a 1 or 10).
- The 2nd ◆ determines the column as shown.
- Deal 2 damage to any target in the square of that row/column, then push the target 1 square.
- Place a web token in the square matching the row and column. Treat web tokens as blue-lined squares (blocks movement, but not LoS). Kill any target that becomes surrounded by web.

CRUSHING WALL

The first hero into the room steps on a metal plate, which activates gears within the walls. The heroes must quickly and quietly stop the device.

Setup: Reset the Darkness Meter to zero, place two switch tokens and four wall tokens as shown
Type: Event   Reward: Disarm for 3 serendipity

At AP 3: Push the wall tokens one square forward into the tile.
- **At AP 6:** Push the wall tokens together.
- Push targets 1 square to the center when touched by the wall.
- Kill a target when it cannot be pushed into an empty square.

Non-combat Action—Disarm a switch in the hero's square: TN 5.
  Special: Requires one separate success at each switch.
  Success: The walls stop moving. Gain the trap's reward.

After Any Hero Moves: That hero rolls hit dice as follows.

◖	Roll 2 D10 with a TN equal to 12 minus the current AP of the Darkness Meter. If no dice succeed, increase the Darkness Meter by 1.	○	Same as cautious movement, but roll only 1 D10.	◖((	Increase the Darkness Meter by 2 AP without rolling dice.

DARKNESS FALLS

A dark spirit flickers in and out of the heroes' vision. The heroes must catch these apparitions before they alert the Darkness.

Setup: None   Type: Hidden   Reward: Disarm for 3 serendipity
Failure: Reduce the Darkness Meter's maximum AP by 1 for the act (the Darkness Cycle activates at 5 AP instead of 6 AP)

At Trap Results Step: Roll 1 FD per hero on the tile. Find the fate dice that match a hero's fate symbol, such as *Faith* for the Acolyte.
- Each hero matching a fate die makes the *avoid the darkness* action (no more than once per hero).
- At AP 6: Disarm the trap without reward. For the rest of the act, reduce the Darkness Meter's maximum AP by 1.

Non-combat Action—Avoid the Darkness: TN 7.
  Special: Only made by heroes affected by the trap.
  Cost: The hero must discard one card or fail the action. This action does not cost MP.
  Success: Gain a rune token. When the heroes hold 3 rune tokens, disarm the trap and gain its rewards.
  Failure: Deal 1 damage to the hero.

TRAP NOTES
- Non-combat actions cost 1 MP and must be made adjacent to the target object or trap, unless otherwise specified (*see Movement, p.31*).
- On a 4x12 or 6x12 combined tile, the heroes may increase a trap's difficulty by placing the disarm switches on the second half of the tile.
- Some traps only affect heroes, while other traps may hit any targets. Traps that can damage monsters still cannot target monsters directly.
- Traps do not activate the Darkness Cycle, so interrupts cannot affect traps.
- Traps that require multiple non-combat actions for success do not provide rewards until the trap is fully disarmed.
- Traps that choose targets must roll a Notice check against heroes in Shadows *(see Activate Monsters, p.43).*

CARDS THAT AFFECT NON-COMBAT ACTIONS
Acolyte: *Intercession, Hand of the Father*
Apprentice: *Research*
Archer: *Find Weakness*
Brigand: *Cunning, Unravel*
Soldier: *The Easy Way, Battle Rage*

6x6 and 6x12 Traps

CHAIN LIGHTNING

A metal rod flickers with magical lightning, standing the heroes' hairs on end. Someone must chop down the trap, but if the heroes could drain its magic...

Setup: Place the rod token on the tile in either square shown

Type: Encounter Reward: Disarm for 1 serendipity

Special Reward: Kill all monsters and disarm to remove 4 ⭘ from the treasure bag

At Trap Results Step: The rod chooses a target within Range:3, as monsters do. Its priority order is *Nature, Proximity, Most Items Equipped and in Inventory*.

- Deal 1 damage to the targeted hero (no attack roll).
- Choose a second target within Range:2 of the primary target. The lightning jumps to that target and deals it 1 damage.
- The lightning jumps up to four times after damaging the primary target. If possible, each jump hits a target that has not yet been damaged (similar to the Apprentice's *Fingers of Ia* attack).
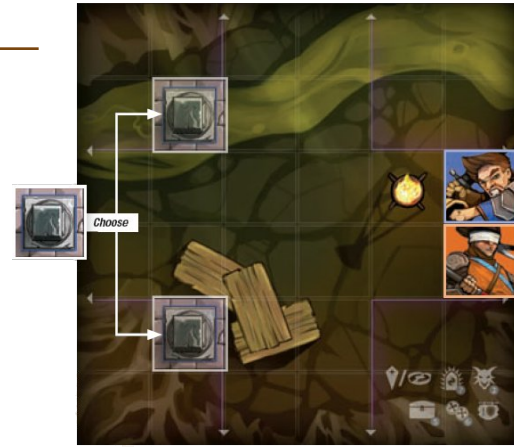
Non-combat Action—Disarm the rod: TN 5.
  Success: The rod dims. Gain the trap's rewards.
  Special: If all monsters are cleared from the tile when this trap is disarmed (provided that the tile was set up with monsters), gain the trap's special reward.

WHIRLWIND OF STEEL

A spiked blade spins through the room, suspended on braided cables. The heroes may be able to clip the cable and stop the carnage.

Setup: Place the steel token on the tile in either spot as shown

Type: Encounter Reward: Disarm for 3 serendipity

At Trap Results Step: Move the steel token 2 squares toward a target, choosing priorities as monsters do. Its priority order is *Proximity, Most Heroes, Most Vitality*.

- After moving, deal 1 damage (no attack roll) to all adjacent heroes.
- Roll 3 🎲. If any die matches 🔥, then heroes damaged this way must pass a Courage test or become stunned until the end of the next Hero Cycle.

Non-combat Action—Disarm the steel: TN 5.
  Success: The steel ceases to spin. Gain the trap's rewards.

POISON DARTS

A dart shoots from a small opening, landing in a hero's shoulder. The heroes can only hope that the trapsmith left an antidote...

Setup: Place the dart token on the tile in either spot as shown

Type: Encounter Reward: Disarm for 1 serendipity, 1 anti-venom potion per hero, and remove 2 ⭘ from the treasure bag

At Trap Results Step: Deal 1 damage (no attack roll) to all heroes within Range 3 of the dart token.

- Each hero damaged this way rolls 1 🎲. If the die matches 🌀, that hero is poisoned.

Non-combat Action—Disarm the dart trap: TN 5.
  Success: The trap no longer shoots. Gain the trap's rewards.

DRAGON'S BREATH

Smoke drifts from a row of copper pipes, lighting when the heroes draw near. There may be a way to break this magic free...

Setup: Place the flame token on the tile in either spot as shown

Type: Encounter   Reward: Disarm for 1 serendipity

Special Reward: Use trap to kill 3 minions in one activation and disarm to add 1 ⬤ to the treasure bag

At Trap Results Step: Rotate the flame token to face the heroes. Attack direction chooses priorities as monsters do. Its priority order is *Arcane, Threat, Proximity*.

- Deal 2 damage to each target in a cone from the flame token (1/3/5 squares). Any hero damaged this way may discard 2 cards to reduce the damage by 1.
- If the cone ever kills at least 3 minions with a single activation, place a ⬤ token on the flame token.

Non-combat Action—Disarm the flame: TN 5.

    Success: Put a Vitality token on the trap.

    Special: When the trap has two Vitality tokens, douse the flames and gain the trap's rewards. If there is a ⬤ token on the trap, add it to the treasure bag.
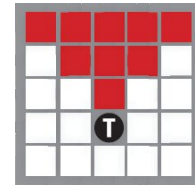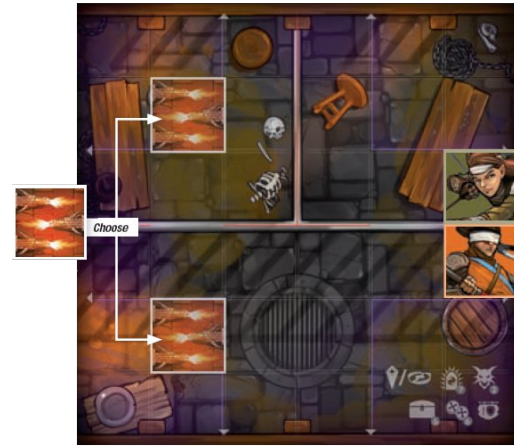
HURN'S PITFALL

This room seems empty and untouched. One of the heroes suddenly falls through the floor, spraining an ankle on the floor below. The heroes must find and avoid the other pitfalls here.

Setup: None   Type: Hidden   Reward: Disarm for 3 serendipity

At Trap Results Step: Roll 1 🎲 per hero on the tile. Find the fate dice that match a hero's fate symbol, such as *Faith* for the Acolyte.

- Each hero matching a fate die makes the *avoid the pitfall* action (no more than once per hero).

Non-combat Action—Avoid the pitfall: TN 7.

    Special: Only made by heroes affected by the trap.

    Cost: The hero must discard one card or fail the action. This action does not cost MP.

    Success: Place a pitfall token in the hero's square and move the hero 1 square in any direction.

    Failure: Deal 1 damage to the hero.

    Special: When 4 pitfall tokens are on the tile, disarm the trap and gain its reward.

CONSUMING DARKNESS

A sinister air hangs in this room, distracting the heroes from other threats. This force of Darkness does not belong in the Realm.

Setup: Place the skull token on the tile in either spot as shown

Type: Encounter   Reward: Disarm for 3 serendipity

At Trap Results Step: Increase the Darkness Meter by 1 AP for each hero within Range:4 of the trap. Each hero outside of Range:4 must discard 2 cards.

Non-combat Action—Disarm the skull: TN 5.

    Success: The skull cracks. Gain the trap's rewards.
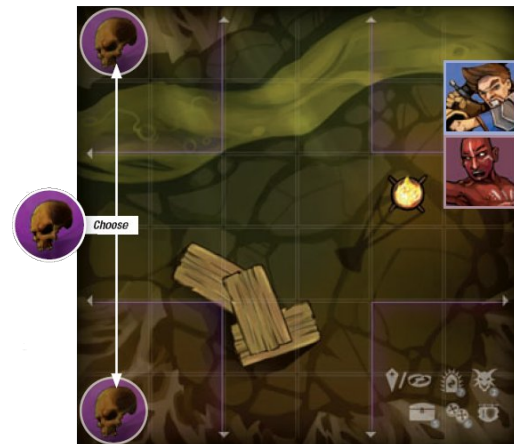
STORY QUESTS

Whoever best acquits himself, and tells / The most amusing and instructive tale, / Shall have a dinner, paid by us all - Chaucer, The Canterbury Tales

NO REST FOR THE WEARY

There are rumors of Crawler swarms in these woods, but the monsters leave no tracks or trails. You search for days and wonder if the rumors ever had any substance. You passed a tavern on the way to the woods, and after a week of sleeping in the forest, you could use a warm bed.

> Begin each act of a story by setting up the first tile, using the setup rules in Chapter IV. Set up other tiles in the act when the heroes enter that tile (*see p.21*).

Act I: The Silent Minstrel

You amble back to The Silent Minstrel, asking the jovial innkeeper for a hot meal, a sweet libation, and a friendly hearth. As you eat, you notice how empty the tavern has been that night. This thought comes too late as your vision blurs. You hear only the innkeeper's raucous laughter as the darkness sweeps over you.

When you wake, you lay upon a pile of corpses and hear chittering amongst the shadows.

Setup: Place the underground entrance token and the pile of bodies token as shown. The heroes begin adjacent to the underground entrance token with no items.
Goal: Escape the last tile.   Reward: Remove 4 ◯. Draw 2 ❓.

Non-combat Action—Loot the pile of bodies: No TN.
    Special: Each hero may perform this action once.
    Results: Select 1 item from the brown item deck (starting equipment), then draw 1 random green item.

Resolution: You push through the dark, emerging in a wooded cemetery. The cool air of the woods has rarely been so inviting. Perhaps you should patronize the Silent Minstrel a second time, with torch and kindling.

START

Act II: You're Gonna Die Here, You Know

Your respite doesn't last long. With your first steps into the cemetery, a whispered chirping breaks the silence, quickly rising to a chorus of foul cries. You compel your weary muscles to take a stand. At least they won't have to move your bodies too far for the funeral.

Setup: This act is a Slaughterfield *(see Chapter IX)*. Spawn the first 5 waves normally with crawlers. For Wave 6, spawn only a single mini-boss.
Special Rule: The heroes haven't had a chance to rest. Action cards cost +1 AP.
Goal: Defeat all 6 waves.   Reward: Remove 2 ◯. Add 1 ⬤. Draw 2 ❓.

Resolution: Never before have you felt so tired. Your legs refuse to move. Your hands barely keep hold of your blood-soaked weapons. Perhaps you should spend a night of rest in the Silent Minstrel before burning it down—after dealing with the owner, of course.

> When playing a Slaughterfield quest with only one monster type, increase the Darkness Meter by 1 additional AP during Wave 4 and Wave 5.

Act III: The Black Tide

The woods appear sinister in the friscalating dusklight. Your feet stumble over the uneven ground. You can barely focus on the mass of crawlers that followed you back to the woods. Everything in your being yearns for rest, but you must march on.

Setup: The Silent Minstrel, the last tile of this map, contains one lair, a hole token, a wood token, and a torch token as shown.
Special Rule: The heroes are spent. Action cards cost +1 AP. Heroes cannot play Move cards.
Goal: Light the inn on fire.
Reward: The heroes find all items stolen from them in the first act. Deck manipulation, or gain the *Harbinger* title. [Minions must pass a Courage test to attack this hero.]

At Trap Results Step: If the heroes are on the last tile, spawn 2 melee crawlers and 2 ranged crawlers adjacent to the hole.

Non-combat Action—Light the wood: No TN.
    Requires: Torch token.
    Results: Start the fire, completing the act.

Non-combat Action—Take the torch: No TN.
    Results: Pick up the torch token in the hero's square.

START

Resolution: Flames reach out from the firewood, licking up walls and furniture. Long past when you should have departed, you continue staring into the flame, contemplating what you have learned this day. It is comforting to know that quitting never crossed your mind, but you are unsure if you were driven by the will to live or the desire for revenge.

Perhaps it is best that the innkeeper was dead when you arrived—you are unsure how you would have dealt with him alive. Perhaps you are not a hero after all.
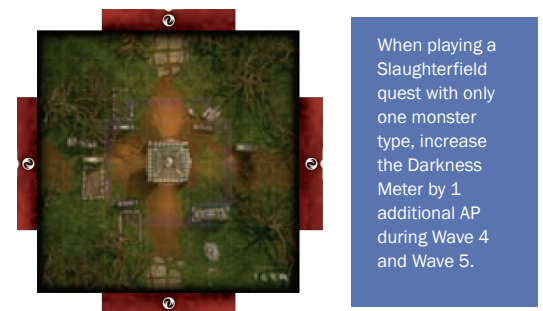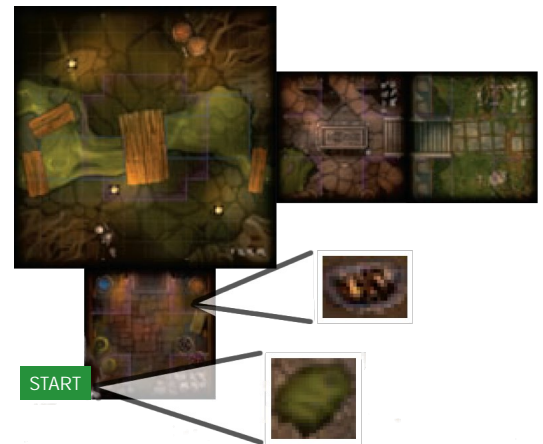
The Stone of Life

You are summoned to River Falls, a frontier township. Drawn faces greet you, gaunt and starving, speaking dire words. Warren, the township's lay-leader, tells the tale of a sacred jewel, once held in secret behind a dried-up waterfall. For generations, none dared enter the cave, fearing that removing the jewel would bring disaster. Now, the jewel has been stolen, and a great darkness stalks the night.

Act I: The Jewel in the Water

You ask to question the captured thief. As Warren walks you to the keep, the ground groans and lurches, and the earth swallows a nearby structure. Crawlers emerge from the sinkhole and surge toward the keep, likely seeking the same quarry as you...

Setup: When entering the last tile, place a fighter token in one cell (the thief) and a hole token in another. Place a quest token on the entrance to the two cells.
Special Rule: The cells are locked. Treat the quest tokens as red lines between squares.
Goal: Move the thief out of the prison tile.   **Reward:** Remove 2 ◯. Add 1 ●. Draw 2 ❓.

At Trap Results Step: Spawn 2 melee crawlers and 1 ranged crawler adjacent to the hole.
• *When 4 Crawlers Are in a Cell:* The crawlers break the bars and may attack the thief.

Non-combat Action—Break the lock: TN 9 (thief's cell),
   TN 6 (crawlers' cell).
   Success: Remove the lock. The cell is now open.

Thief: Defense +3, Vitality 5, Movement 2.
• *At Allies Activate Step:* If the thief is adjacent to a hero, move the thief two squares.

Resolution: The thief isn't a trained burglar. He tells you that his farm and family were destroyed by an unseen force. An undead beast named Yardu appeared in his dreams, telling him that everything would be put back as it was if the farmer would only remove the jewel from its perch. Warren suggests you investigate the farmer's home for more clues.

Act II: An Eight-Legged Question

As you walk the path from the keep, you ponder the farmer's story, wondering what strange danger is afoot. A splash of water shocks you back to attention. A moment ago, you were walking down a well-worn path, but now you stand before a small stream. Behind you, the path has disappeared, and you are enclosed by the woods. How came you to be here?

Special Rule: No special setup. The heroes are suddenly lost and confused. If the heroes play any Move cards, do not place the campfire tile at the end of the path. Instead, place another 12x12 tile, and the heroes must travel both 4x12 tiles again.
Goal: Reach the campfire tile.   **Reward:** Add 1 ●. Draw 1 ❓ per living hero.

Resolution: You find Emberweave, the aloof enchanter, sitting beside the campfire. "So, it appears you have found me," he murmurs, with just a hint of concern. "It is a cold night, and you are lost. If only I knew where you were..."

You ignore that Emberweave was probably lost first and settle near his fire, telling him the farmer's tale. Emberweave tells you his own story, a myth about the monsters of the woods. The campfire dances with each word, taking shapes and forming scenes from the story. It is so entrancing that you nod off, the scenes in your head becoming dreams...

Act III: A Child of the Mother

You wake on the grass beside the path. Emberweave, the campfire, and the strange woods have all disappeared. Your memories are fuzzy, but you know that you need to return to River Falls—the town is in grave danger. Upon returning, you do not find Warren or the townsfolk, but you find hints of Emberweave's tale—storefronts, landmarks, and a path leading underground.

The enchanter's words reform in your mind. A crawler cult protects the sacred jewel, and every 1000 years, they attempt to free their patron, an ancient monster called The Mother. The story has been told a thousand times, but in every telling, a "fire-weaver" lays markers along the river, helping heroes to drive the monster back behind the waterfall, where it may be sealed again.

River Falls was never in danger—it was the danger. And you now hear Yardu's heavy footsteps approaching. The giant was not a part of the tale. What is going on?

Setup: Place Yardu on the first tile, and place four rune tokens into a quest bag. When Yardu is killed, it drops the jewel token in its square.
• Place a rune-trigger token on the third, fourth, and fifth tiles as shown.
• A child of The Mother lurks in the dark. Place The Terror with 1000 Legs on the last tile. If the heroes defeat this monster, the heroes gain the fourth trigger token.
   Goal: Set the jewel in the final trigger.
   Reward: Deck manipulation, or gain the *Life-bringer* title.
   [+1 Vitality. Heal abilities restore +1 Vitality to this hero.]

Non-combat Action—Activate a trigger (third and fourth tiles): TN 8.
   Requires: Jewel token.
   Success: Pick up the trigger token.

Non-combat Action—Activate the final trigger (fifth tile): No TN.
   Requires: Jewel token.
   Special: Draw a rune token from the quest bag, with these results.
   If the Rune Matches the Final Trigger: Complete the act.
   If the Rune Matches a Trigger Held by the Heroes: Draw another rune token.
   Any Other Rune: Failure. Return all runes to the bag.

Resolution: A hush of magic and a screeching of crawlers sucks through the room. When the noise passes, there is only an eerie calm and the jewel's shimmering reflection.

Throughout the underground passage, you find the bodies of the townsfolk, who freely sacrificed themselves for The Mother's ritual summons. But why was Warren not among the bodies? Why would Yardu haunt a farmer to steal the jewel away? And who lit the torches along the underground path?

There is no life and no answer in this place. You take what you can and leave the jewel to sit for another 1000 years.

THE MAD KING

Many stories surround the once-mighty keep of Haldor. Some say the razed castle carries a ruinous curse. Others believe a fire drake makes a home in the ruins. But today, a courier arrives bearing a new tale—the Hermit King has returned, and he has taken Haldor for himself. A scout's report includes smoke rising from the keep, minions rebuilding the ruined walls, and an army of dark creatures moving within.

Act I: Circle the Wagons

The scouts discover that grubbers are running a supply chain from the southern forest. At this point, a direct assault on the old castle may be suicidal. Perhaps you could create a diversion.

Setup: Each 12x12 tile contains a wagon token and 2 grubber lairs.
Goal: Destroy both supply wagons and escape.
Reward: Remove 1 ◯. Add 2 ●. Draw 1 ❓ for each living hero.

Supply Wagon: Defense 3, Vitality 5
• Special: Increases normal spawns and heavy spawns by 2 minions.

Resolution: So far, so good. The next time that the army heads into the forest, it brings twice as many guards. The castle will be short-staffed for a while.

Act II: The Hall of the King

The Hermit King may own Haldor, but he doesn't own its blueprints. The town guard shows you an underground passage that leads into into the keep. However, you'll first need to clear the path leading into the courtyard.

Setup: Place one lair on the first tile and two lairs on the second tile as shown.
• Place the boulder token on the last tile as shown.
Goal: Reveal the secret entrance.
Reward: Remove 3 ◯. Draw 3 ❓.

At Trap Results Step: If the heroes are on the last tile, spawn a hunting pack of 5 minions on the tile edge closest to a hero.

Non-combat Action—Move the boulder: TN 5.
   Requires: Each hero must attempt this action at the same time and succeed together.
   Success: Complete the act.

Resolution: The huge rock finally gives way, rolling with agonizingly slow momentum. You push it to the edge of the underground river, and it rolls down the slope, crushing whatever crosses its path. You cringe as every hop and break echoes through the caverns—and, without doubt, into the courtyard.

You breath a sigh of relief when the courtyard falls silent. But then, you feel a soft, distant rumble rise from the dense earth within the cavern. There is a muted boom, repeating two dozen times in rhythmic beats, and then silence again. The time for subtlety is gone. You quickly scale the rocky wall.

Act III: Surprise Party

The castle is active, alerted by the noise from below. Grubbers run about, pulling other minions by chained leashes, questioning each other with confused stares. To your advantage, no one knows what's going on, and the uncertainty sends a hint of fear through the army. Not that you have any time to notice, as you step onto the courtyard's lawn and charge at the first targets in sight.

Setup: Place no lairs in the first tile. The courtyard contains grubbers and one other monster type (heroes' choice) scattered in random spots inside the courtyard. The number of monsters in the courtyard changes depending on the number of players.
• 2 Heroes: 6 minions per monster type
• 3 Heroes: 9 minions and 1 captain per monster type
• 4 Heroes: 12 minions and 1 captain per monster type
• 5 Heroes: 15 minions and 2 captains per monster type
• Place tables at the center of the 12x24 tile. This tile contains 4 lairs, a mini-boss, and no hunting packs.
Special Rule: The heroes catch the courtyard by surprise. During the first round, hero action cards cost -1 AP.
Goal: Clear the last tile.
Reward: Deck manipulation, or gain the *The Kingslayer* title. [+1 ◈ and -1TN when attacking boss monsters.]

Resolution: The "army" here is disorganized and unprepared. As you wipe the blood and sweat from your brow, you find no trace of any leadership beyond the cruel monster running the halls. Perhaps the Hermit King's return was just another rumor.

Of course, you're not even sure what the king looks like. Perhaps he lies among the dead, or he may have fled at the first sign of trouble. But then, a king bereft of courage is just as good as dead. You surely needn't worry about him...

> If an action card has a negative AP cost, it reduces the Darkness Meter by that much AP. The Darkness Meter cannot be reduced below zero.

COMMON PEOPLE

Some days are ever etched in your mind—today is such a day. Twice you charged the line at Waconda, challenging foe after foe, driving back the horde, facing down Fate itself. Your muscles are weary, but you've not shed more than a drop of your own blood. You head back to the campfire for a well-earned rest, feeling cheerful for once in a great while...

Act I: Rosy-Fingered Dawn

You wake at your campsite, greeting the dawn with a long, slow stretch. But the pink-hued sky stares back at you, as if to warn you of an ill omen. A scan of the horizon confirms your hunch—smoke rises from the east. You quickly gather your things and leave to investigate.

Setup: No special setup.
Goal: Reach the campfire tile without reshuffling the Darkness Deck.
Reward: Remove 2 ◯. Add 1 ⬤. Draw 2 ◉.

Resolution: You look down the hill to see hundreds of fires, each surrounded by a dozen wretched creatures. It seems that Fate does not so easily forgive a good fortune. If you cannot find shelter soon, then you may have nowhere to sleep tonight.

Act II: Burning Bridges

Within the camps lay the fortified city of Fallen Guard, encircled by bonfires and ringing bells, a shining star within an ocean of death. You spend the rest of the dawn searching for another safe haven, but the Darkness is all around you. The decision is made—Fallen Guard or death. Hopefully, the horde will be yet drunk from death and slow to wake.

Setup: Place no lairs during this act. Place hunting packs on each tile.
Special Rule: Whenever the Darkness Cycle activates, immediately spawn a hunting pack of 5 minions at the tile edge closest to the heroes.
- Fallen Guard will not open its gates to danger. If there are more monsters than heroes on the last tile, then the heroes may not exit.

Goal: Escape the last tile.　　　**Reward:** Add 2 ⬤. Draw 1 ◉ per living hero.

Resolution: The mighty oaken doors crash shut behind you, and you breathe a sigh of relief. But then you nearly step forward into the pointed ends of several spears. The weary guards stare you up and down, wondering if you were cause for the army at the gate—or if you are one of them.

Your mental preparations for death are interrupted by a familiar laugh that bellows across the courtyard. Marcus the Ready strides toward you, glowing with cheer. "By God!" he shouts over the silence, "You are a sight for sore eyes and arms!" With a few firm shoulder slaps, the guards lower their weapons.

Marcus shouts to the shaken observers, "My friends, do not let fear take you! These heroes have punched through the armies of Darkness to join us at this dire hour! Each of these warriors is worth a thousand soldiers! They shall defend Fallen Guard with their lives!"

As the onlookers cheer their support, Marcus glances at you with a wry smile. "I am not sure you made the right choice this time," he whispers, "but it's a choice I'll gladly accept."

Act III: Fences Make Good Neighbors

Marcus gleefully pulls you along. "It's rather simple," he says. "We have fresh water and dry goods. They have the open fields. They cannot last against us forever. Except, of course, for..."

He leads you to the rear wall. The stones have collapsed from bad weather and poor maintenance. It is perhaps enough to hold back a raiding party, but not an entire army. The guards wheel in a wagon of supplies and tools, then climb the remaining walls and ready their bows for the first attack.

"Basically," Marcus continues, "we have to repair the walls... while keeping those beasts away from the gaps... and away from the civilians... and keeping ourselves alive." He slaps your shoulder again. "You know, a simple plan!"

Setup: This act is a Slaughterfield *(see Chapter IX)*. Each wave spawns monsters in the three gaps of the wall (instead of on the tile's four edges). The heroes choose which of the four edges of a wave does not spawn. Monsters do not spawn through a gap once the heroes fully repair it.

- Place the well token, rock pile token, and wagon token on the tile. Also place the Marcus token—Marcus acts as your ally throughout the act *(see Hero Combat / Allies)*.

Goal: Repair all three gaps, or defeat 10 waves.
Reward: Deck manipulation, or gain the *Light of Freedom* title. [Immune to prone and captured / webbed effects.]

Non-combat Action—Draw a tool from the wagon: no TN.
Results: The hero gains a pickaxe, bucket, or spade token. Heroes may only hold one of these tools at once, though they may drop a tool in their squares with no cost in MP.

Non-combat Action—Draw from the well: TN 3.
Requires: Bucket.
Success: The bucket now contains water.

Non-combat Action—Pick from the rock pile: TN 3.
Requires: Pickaxe.
Success: Place a rock token in the hero's square. Heroes cannot hold a rock and a tool at once.

Non-combat Action—Repair the wall: TN 6.
Requires: Spade. Must be adjacent to a gap in the wall. Must have a bucket of water and a rock in the hero's square or the gap.
Success: Place a 1x2 wall token in the gap. This destroys the rock token and empties the bucket.

PLACE WAGON ANYWHERE (HEROES' CHOICE)

Resolution: Several cries rise up. A cry from the dark army, now hidden from view. A cry from the guards, praising God for another day alive. And, loudest of all, a cry from Marcus, screaming as he bounds to the walltops. He grabs a shortbow from the guards' supply and begins bombarding the enemy, sparing little time aiming, laughing with each twang of the bow. The guards can't help but join his laughter. You allow yourself a moment to gawk at the soldiers, then you head towards the opposite walls to aid the defense. Perhaps it is a good day after all.

The Infernal Machine

Before the time of recorded history, a widowed queen, blood-kin of Ildari, assembled a grand device to test the worth of strong warriors. She promised the title of Nemozne Kràl, King of the Impossible, to any who dared brave the machine. Once a year, the castle gates open for a fortnight, daring new fools to enter. It is said that the machine still runs, but none have lived long enough to confirm the rumor.

Act I: Festival of the Maiden

You enter the castle's gate and survey its walls. Strangely, the old castle is still in good repair, perhaps because nothing inside survives long enough to make use of it. The machine must be somewhere within.

Setup: Place a *Dragon's Breath* trap and a *Chain Lightning* trap as shown. Each 12x12 tile has a lair and a hunting pack of 6 minions. Each 4x6 tile has a random trap.
Goal: Exit the last tile.　　　　Reward: Remove 3 ◯. Draw 3 ❓.

Resolution: It seems you were not the first to seek the machine today. Several able warriors are already here, and judging from the maimed limbs and broken bones, you will not be the first to challenge the machine.

Act II: Picking Up the Pieces

The other warriors charge into the infernal device. Watching intently, you'd swear that there is some rhyme and reason to the tossing, cleaving, and bludgeoning. Perhaps if you could find a source of water, and a spherical object... You leave the jeering crowd and poke your heads into the castle's other chambers. There may be something useful around here.

Setup: Place the burned bodies token, the well token, and the drain token as shown.
Goal: Obtain the three quest items and escape.　　　　Reward: Remove 4 ◯. Draw 2 ❓.

Non-combat Action—Search a quest location: TN 6.
　Success—Burned Bodies: Gain the mysterious skull token.
　Success—Well: Gain the bucket token.
　Success—Drain: Gain the fishing pole token.
　Failure—Any location: Spawn 6 melee crawlers adjacent to the location token.
　Special: If any hit die used for this action rolls a natural 10, draw 1 random green item. This can only occur once at each location.

Resolution: When you return, it seems that no one has yet passed the machine's second section. You hope that your intuition is enough to pass the third.
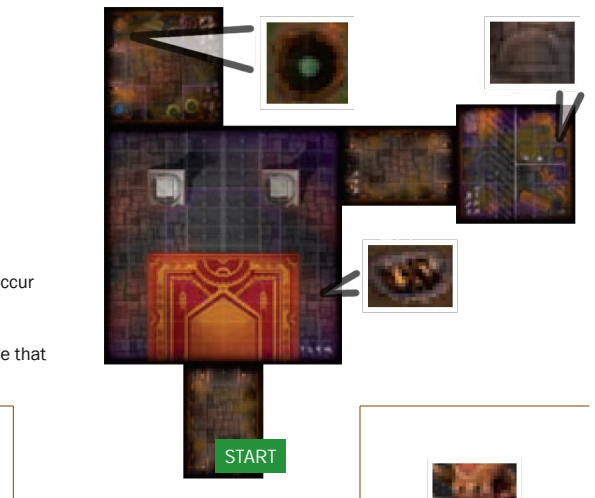
Act III: The Key

The crowd laughs as you stride up to the machine, shouting something about not forgetting your mum. You ignore the taunts and cross the machine's entrance.

Setup: Build a 4x18 tile, placing traps as shown. These tiles cannot spawn monsters. The heroes may not enter the 12x12 tile.
- The heroes begin with the mysterious skull, bucket, and fishing rod tokens. One hero may carry two of these tokens, at most.
Goal: Disarm three traps to open the exit. Read the interlude text below.

At Trap Results Step: Activate traps in order from the exit, beginning with Consuming Darkness. Disarmed trap objects remain on the tile and block movement.
- Consuming Darkness: **Affects all three tiles.** Disarms normally, but at every AP 6, increase the disarm TN by 1 (begins at TN 5). The fishing pole allows a hero to disarm the trap from Range:3.
- Falling Ceiling: **Affects the 2nd and 3rd tiles (cannot disarm).**
- Whirlwind of Steel: **Cannot disarm.**
- Floor Spikes: **Affects the 2nd tile.** Disarms immediately when the mysterious skull is adjacent. Cannot be disarmed with a non-combat action.
- Poison Darts: **Cannot disarm.**
- Chain Lightning: **Disarms immediately when the bucket is adjacent. Cannot be disarmed with a non-combat action.**

Interlude: The machine grinds to a halt, and the rear hatch croaks open. You crawl through the hatch into a well-kept chamber, where you are surprised to find an entrancingly beautiful woman.

"So, someone finally found the secret within the system." Her words echo through the room in a cadence of powerful echoes. She glides toward you with an otherworldly gait, saying, "I see that the secret has always been friendship and cooperation, two things that I apparently lacked. Even among the Darkness, you must play a part or be exiled. I, for my misdeeds, was forced to remain here, while the others followed after her."

"My Mother rejected me."

The malice of her words sets your teeth on edge. The Infernal Machine was never a test of valor—it was a prison, and you have finally broken its locks.

"Come, you brave fools. Come and claim your prize!" The woman's beauty falls away in snapping bones and crunching cartilage.
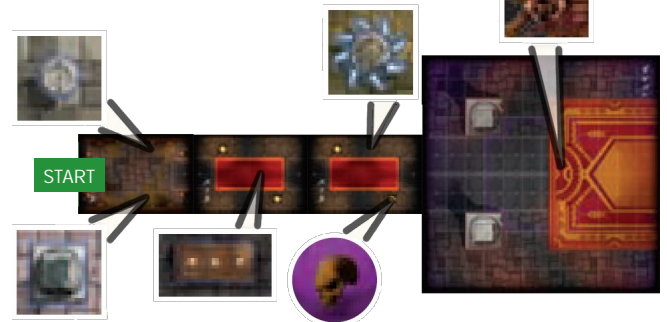
- The three trapped tiles in this act count as a single 4x18 tile. Do not reset the Darkness Meter when moving from one section of this tile to the next.
- Traps do not activate the Darkness Cycle, so interrupts cannot affect these traps.

Setup: Place the Terror with 1000 Legs on the last tile, with 4 melee crawlers and 4 ranged crawlers adjacent.
Goal: Slay the Child of the Mother.
Reward: Deck manipulation, or gain the *King of the Impossible* title. [This hero may ignore all attacks for one Darkness Cycle. Use this ability once per act.]

Resolution: Some days are ever etched in your mind—today is such a day. It is a strange notion, that a mother's love is precious, even for the enemy.

You exit the machine and walk past the astonished crowd. They stare at you with admiration and amazement, but you cannot return the glance. As with many adventures, there isn't much glory to be found in this act. At least now the old castle may peacefully rest.

REFERENCE

COMPONENT REFERENCE

Quest Tokens
- Bobby, Breastplate, Bucket, Crate, Doll, Fallen Star, Fighter, Fish
- Fishing Pole, Helm, Hummingbird Pendant, Hurn's Cassock, Hurn's Chalice, Hurn's Crucifix, Jewel, Key,
- Leggings, Life Stone, Mysterious Skull, Obelisk, Pickaxe, Poison, Quest
- Runes (x4), Rune Triggers (x4)
- Sheep, Skull, Spade, St. Michael's Armor, St. Michael's Spear, Torch, War Drum, Woodsman Axe
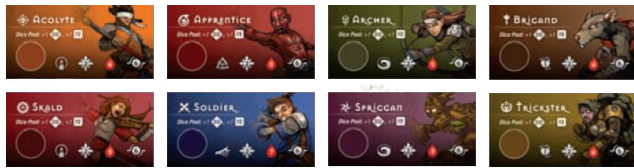
Hero Tokens
- Acolyte, Apprentice, Archer, Brigand, Skald, Soldier, Spriggan, Trickster

Title Descriptions and Tokens
- Harbinger, Life-bringer, The Kingslayer, Light of Freedom, King of the Impossible

Treasure Tokens
- 1 Gold Coin (+), 5 Gold Coin (V), Anti-Venom Potion, Focus Potion, Lucky Potion, Major Vitality Potion, Serendipity, Shadow Potion, Vitality Potion
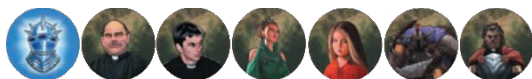
NPCs
- Avatar of Winter, Father Andrew, Father Josh, Lady Katherine, Lucy, Marcus the Ready, Sir Archeron

> Most tokens are double-sided. Check the opposite face of tokens for other token images.
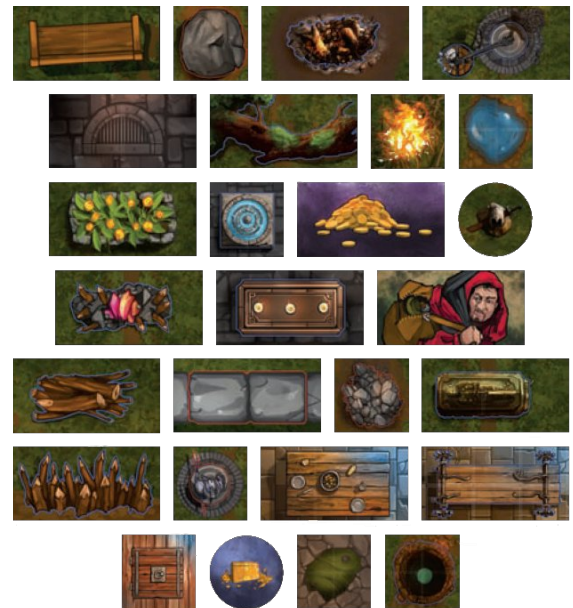
Realm Objects
- Bench, Boulder, Burned Bodies, Cage
- Drain, Fallen Tree, Fire, Fishing Hole
- Flower Bed, Fountain, Gold Hoard, Grave Marker
- Grubber Altar, Holy Altar, Merchant
- Pile of Wood, Rock Wall, Rubble Pile, Sarcophagus
- Spears, Statue of Hurn, Table, Torture Device
- Trap Door, Treasure Hoard, Underground Entrance, Well

Lairs
- Crawler, Corrupted, Grubber, Iathi, Shambler, Sycline, Tailless

Trap Tokens
- Chain Lightning, Crushing Wall, Dragon's Breath, Floor Spike, Hurn's Pitfall, Poison Dart, Whirlwind of Steel

Miscellaneous Tokens
- Blue Treasure Bag, Green Treasure Token, White Treasure Token, Fool's Errand, Hero's Edge, Shadows, Glacier's Grip
- Realm Treasure, Threat Counter, Vitality Counter, Curse Effect, Frozen Effect, Poison Effect, Prone Effect, Web Effect

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CREDITS

ACKNOWLEDGEMENTS

QUICK REFERENCE

CYCLE PHASE (*see p.28*)

Hero Cycle (*see p.31*)

- Spend MP: **1 MP to move 1 square, pick up 1 treasure, or perform non-combat action**
- Play action and reaction hero cards

Darkness Cycle at AP 6 (*see p.40*)

I. Check Threat Range: **Add hero Threat to monster Threat range, monsters within that range become active, end the Darkness Cycle if no active monsters**

II. Resolve Event: **Draw Darkness card and read event**

III. Check Threat Penalty: **Activate if any hero has 10 Threat**

IV. Activate Monsters: **Determine order, determine priority and move, attack, deal damage**

V. Spawn Monsters: **Read spawn on Darkness card**

- Play interrupt hero cards: **Play during any step of Darkness Cycle**

HERO DECK PHASE (*see p.29*)

I. Reduce Threat: **-1 Threat per open action space**

II. Clear Action Spaces: **Discard all cards**

III. Discard Hands: **May keep 1 card in hand for next round**

IV. Draw Cards: **Up to maximum hand size (five cards)**

REFRESH PHASE (*see p.30*)

I. Darkness Meter: **+1 AP per active monster type or mini-boss, more AP for bosses**

II. Allies Activate: **Heroes decide how heroes activate**

III. Quest Results

IV. Status Effects: **Damage-over-time (DoT) deals 1 damage**

V. Trap Results (*see p.59*)

VI. Cleanup: **Remove slain heroes, heroes may equip any items in inventory**

CLEARING A TILE (*see p.38*)

I. Reset Hero Threat to Zero

II. Remove All Treasure on the Tile: **Give the heroes 1 gold per treasure removed**

III. Remove All Treasure Tokens from the Darkness Board

IV. Double the Heroes' Movement: **This does not affect** Move **cards and similar abilities**

LAIR INITIAL POPULATION

Crawler: **6 + 1 per hero**
Grubber: **5 + 1 per hero**
Shambler: **4 + 1 per hero**
Tailless: **6 + 1 per hero**
Iathi: **2(F), 1(E), 1(A)**
Sycline: **5 + 1 per hero**
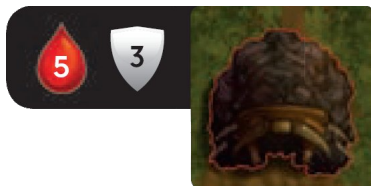
PLAYING HERO CARDS (*see p.33*)

I. Determine LoS and Range: **Draw line-of-sight for ranged attacks**

II. Play Card and Pay AP: **Play the hero card to an open action space, increase Darkness Meter by AP on card**

III. Form Dice Pool: **Collect hit dice** (D10) **and fate dice** (FD) **from base dice pool, equipped items, and temporary bonuses, gain bonus of weapon for Range:Weapon attacks or secondary item for Range:(any number)**

IV. Determine TN and Roll Dice: **Find target number, such as the monster's defense**

V. Determine Hit Dice Results: **Roll all hit dice together, one hit die success hits all monsters of the same name in the attack**

VI. Determine Fate Dice Results: **Activate fate recipes on equipped item**

VII. Deal Damage and Drop Treasure: **Deal damage to targets, drop one treasure for each captain, mini-boss, lair, or 3 minions slain**

VIII. Threat: **Gain 1 Threat for each damage dealt**

MOVEMENT TYPES (*see p.32*)

○ No Movement: **Spend no MPs**

◐ Cautious Movement: **Spend MPs equal to half the hero's Movement, rounded up**

● Normal Movement: **Spend MPs equal to the hero's Movement**

(((● Aggressive Movement: **Required during any Cycle Phase that the hero plays a** Move **card, such as** Sprint **or** Hustle

LINE-OF-SIGHT (*see p.32*)

Blocks Hero LoS: **Monsters, lairs, traps, red line on the tile**

Does Not Block Hero LoS: **Other heroes, allies, treasure, quest objects, blue line or purple lines on the tile, targets adjacent at corners**

Monster LoS: **Same as above, except other monsters do not block**

COMBINE TILED LEGENDS (*see p.25*)