

MIDDARA

RULEBOOK

VERSION 1.08 - JUNE 2019

Introduction

The trees were barren, blackened boughs twisting tortuously across the mouth of the cave, barring the path. With a great sweep of his axe, a hulking man hacked the branches away, dead wood snapping easily under his blade. The party advanced warily, moving slowly into the labyrinthine blackness. The large man went first, following the directions of the slender young woman behind him. She murmured a continual low chant over a rune-covered crystal suspended in the bowl of water she carried. She held it out in front of her in both hands, her arms outstretched like a beggar seeking alms. Beside her, a tall, mousy young man held a glowstone lantern high, giving her light to see the crystal as it moved ever so slightly, guiding their way through the sprawling black depths.

Behind them, a second woman formed the rearguard, her bow at the ready, curved sword swinging from her belt. A final turn brought them to the mouth of a giant cavern. Its ceiling and walls stretched into the darkness. The floor sloped up to a high point in the middle of the cavern where a mighty blood-red column glistened in the faint light of the glowstone lantern. A huge ghostly form hovered in the air at the foot of the column, tracing intricate patterns in the air with its clawed hands. Smoke and eerie blue-white lights wreathed it in a milky fog. On the ledge at its feet lay a woman clothed in a sheath of thin white cloth.

The axe-bearing man looked over his shoulder at the woman with the crystal, and she gave him a reassuring nod. The crystal was pointing directly at the girl on the floor. They had found her at last. The woman stepped around her companion. As she spoke, her voice rang clearly through the empty darkness.

"Shadow Lord," she called. "You have wrongfully taken one who is ours. Return the woman to us, and we will leave you in peace."

A low, hollow rumble shook the cavern walls as the Shadow Lord laughed. Abruptly, the dark corners of the cavern were no longer empty. Claws skittered and boots clomped as creatures began to move about in the shadows. With a sigh, the lady carefully placed the bowl of water on the ground. "You bring this on yourself." The air around her began to thrum with energy and her companions retreated a few steps back.

"You should have listened," she whispered.



Credits

Producer: Succubus Publishing

Game Design:
Clayton Helme, Brooklynn Lundberg, Brenna Moncur, Ian Tate

Graphic Design:
Stephanie Gustafsson, Brooklynn Lundberg

Cover Art: Hector Sevilla Lujan

Tile Art: Alex Hansen

Item Art:
Alex Hansen, Kenshjn Park, Steven Crowe

Character Art:
Hector Sevilla Lujan, Kenshjn Park

Companion App Sound:
Wes Otis, PlateMailGames, PrototypeRaptor

Companion App Programming:
Miles Canfield

Editing and Proofreading:
Ian De'oliviera, Silvia Gilespie, Ashley Lundberg, and of course, all of our backers!

Writing and Storyboard:
Sylvia Gillespie, Ashley Lundberg, Brooklynn Lundberg, Kristopher Miles

Playtesters:
Bryce Ashdown, Rachel Ashdown, Kyler Anderson, Kevin Bonnell, Ian De'oliviera, Alex Hansen, Jeremy Nelson, Michael Nunley, Shayne Smith, Jared Collins, Ian Tate, Patrick Whiting

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Summary of Components

Rulebook
This book contains all the rules to play ***Middara***.

Adventure Book
This book contains the Adventure of Nightingale and her friends.

Diagram Book
This is a supplemental book that contains all the Diagrams for the Adventure Book, Crawl Book, and Bounty Book. See ***Diagrams*** Pg. 19.

Crawl Book
This book contains **5** different Scenarios that can be played in any order.

Bounty Book
This book contains a Bounty that can be played with any Adventure you own.



Plastic Figures
Middara contains **44** plastic figures used to represent the Characters and Combatants.



Custom Dice
There are **17** custom dice included in the game. These dice are used when taking Actions and making Skill Checks. They are separated by color to denote what dice a player uses when making a roll.



Adventurer Cards
When playing ***Middara***, players will take on the role of Adventurers. When playing the Adventure Mode, players will be instructed to use specific Adventurers. When playing the Crawl Mode, players may choose from any Adventurers they own to create a party. See ***Adventurers*** Pg. 25.



Combatant Cards
These cards have the rules for all the figures other than Adventurers. Each Combatant card is double-sided. The front side of a Combatant card describes all the rules associated with that figure while the back of the card presents some lore and context. See ***Combatants*** Pg. 54.



Discipline Cards
These cards represent various Abilities Adventurers can learn. There are **5** different Discipline Trees: Assemblage, Cruor, Martial, Sanctus and Subterfuge. See ***Discipline Trees*** Pg. 34.



Familiar cards
Familiar cards are a special type of Discipline card. Adventurers acquire a Familiar card when they learn the ***Familiar*** Discipline from the Assemblage Discipline Tree. See ***Summoning*** Pg. 68.



Item cards
Item cards represent all the gear Adventurers can earn or buy. These cards are separated by Tiers: Mundane, Common, Uncommon, and Rare. Item cards also come in **6** different types: Weapon, Armor, Core, Relic, Accessory, and Consumable. See ***Items Tiers and Types*** Pg. 27.



Combatant Loot cards
Combatant Loot cards represent the items and Gold that Combatants drop when they are Defeated. Adventures will draw these cards when they Defeat Combatants. See ***Combatant Loot*** Pg. 55.



Monster Loot cards
These cards represent items that can drop from specific Combatants. When a Loot card instructs Adventurers to draw Monster Loot, they take a corresponding Monster Loot card for the Combatant they Defeated.



Initiative Cards

Every figure has a corresponding Initiative card. At the start of every Encounter, players deal out an Initiative card for each Adventurer and Combatant in the Encounter. Starting from the first card of the Initiative Track, figures take their turns. See ***An Adventurers Turn*** Pg. 38.



Story Cards

These are Items and Discipline cards that are only available in the Adventure Mode. These cards cannot be acquired normally. Instead, they must be earned during the Adventure and are hidden inside **Hidden Card** decks. When playing the Crawl Mode, these cards are not used and can be kept in the game box. See ***Story Disciplines and Items*** Pg. 13.



Exalted Esper cards

These cards are used by the ***Exalted Esper*** Discipline in the Assemblage Discipline tree. See ***Summoning*** Pg. 68.



Abraxis Cards

Abraxis is a mini-game played using the custom dice that come with the game. These cards are only used when playing the Adventure Mode. When playing the Crawl Mode, these cards are not used and can be kept in the game box. See ***Abraxis Battle Dice*** Pg. 70.



Quick Reference cards

These cards are used to remind players about commonly used Actions and Abilities in the game. They also include a breakdown of an Adventurer's turn.



Tiles

Tiles are used to build the game board for Encounters. The Tiles are double-sided and contain artwork that represent different areas in the world. Each **Tile** has letters and numbers associated with it to easily identify the Tiles required during the Encounter Setup. See ***Tiles and Terrain*** Pg. 21.



Terrain tokens

The game includes a myriad of double-sided *Terrain* tokens that are used to add variety and unpredictability to Encounters. Each Encounter will dictate which *Terrain* tokens are needed, Otherwise, these tokens can be kept in the game box. These tokens come in **1x1** inch and **2x1** inch sizes. See ***Tiles and Terrain*** Pg. 21.



Combatant tokens

Some Combatants use specific tokens that represent special Abilities they may have.
These tokens are only used if their corresponding Combatant card is in the Encounter. These tokens are always round and some have special text printed on them.



Effect tokens

Some Abilities, Items, and Combatants can Inflict Effects. *Effect* tokens are used to keep track of which Combatants and Adventurers have been inflicted with Effects. These tokens are always square. See ***Effect Tokens*** Pg. 74.



Ability tokens

Some Abilities and Items grant *Ability* tokens. *Ability* tokens are discarded when a figure is Defeated, the *Ability* token is used or when instructed to Restore Adventurers. These tokens are always round. See ***Ability Tokens*** Pg. 74.



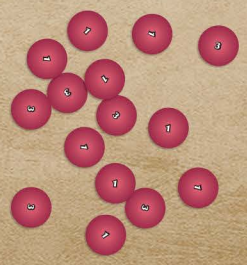
Damage tokens

Figures use these tokens to keep track of how much Damage they have been dealt. A figure who has been dealt Damage equal to their Maximum **HP** is Defeated. See ***Damage and Healing*** Pg. 46.



Stamina Point (SP) tokens

During the Refresh Phase of a player's turn, players receive Stamina Point (**SP**) tokens. These tokens can be spent to take Actions and use Abilities. Stamina Points are abbreviated on many cards as **SP**.



Encounter tokens

Encounters have special tokens placed on the board during Setup and gameplay. These tokens are all considered *Encounter* tokens. The rules for each token are specified in each Encounter's Special Rules. See ***Playing Encounters*** Pg. 14.



Urgency tokens

These tokens are added to the end of the Initiative Track under various circumstances. If the Adventurers ever add a **4th** *Urgency* token to the board, they Lose the Encounter. See ***Urgency Tokens*** Pg. 18.



Tracker Tokens

Middara has many special rules. Some Encounters and Abilities will require the players to keep track of various things such as Abilities that have been used, figures that have been marked, or what round it is in the Encounter. These tokens are used to help the players keep track of these various special rules as they occur.



Cardboard Figure Standups

Some Combatant cards in the game are either represented by Cardboard Figure Standups, or use Cardboard Figure Standups as part of their Combatant card. These Standups have their stats and Abilities detailed on their corresponding Encounter or Combatant card. These Cardboard Standups follow all the rules associated with their plastic figure counterparts.



Adventurer Tuck Bags

These bags are used during both Adventurer Mode and Crawl Mode to help keep track of what Items an Adventurer currently has equipped or Stored in their Pack as well as any Disciplines the Adventurer may have learned.

Hidden Card Decks

These **Hidden Card** decks are used to keep information hidden from the players. They may contain new, more powerful enemies to fight or friends that will help you on your journey. They could also contain special Items and Disciplines earned while adventuring. Regardless of what's inside, the Adventure Book or Crawl Book will instruct players when to Reveal the **Hidden Cards** and what to do with contents inside.



Red Reveal Decoder

In addition to **Hidden Cards**, ***Middara*** also hides text using red reveal messages to keep information hidden from players. When players are instructed to "read the hidden text", this red reveal decoder is used to display the text. See ***Hidden Text***, Pg. 18.





Component List



- ❑ **1 Rulebook**
- ❑ **1 Adventure Book**
- ❑ **1 Crawl Book**
- ❑ **1 Diagram Book**
- ❑ **1 Bounty Book**
- ❑ **17 Dice**
- ❑ **44 Miniatures**
- ❑ **27 Colored Base Clips**
- ❑ **40 Standups**
- ❑ **36 Double-Sided Tiles**
- ❑ **342 Tokens**
- ❑ **1 Red Reveal Decoder**
- ❑ **10 Adventurer Tuck Bags**
- ❑ **79 Large Cards (5x6 Unique Sized)**
  4 Adventurers
  5 Conduction Cards
  5 Esper Summons
  22 Intelligent Combatants
  43 Hidden Cards
- ❑ **348 Mini Cards (Mini American)**
  4 Familiars
  145 Disciplines
  45 Combatant Loot Cards
  31 Initiative Cards
  87 Upgrades
  36 Hidden Cards
- ❑ **12 Tarot Cards**
  4 Quick Reference Cards
  4 Exalted Espers
  4 Abraxis Cards
- ❑ **405 Item Cards (Standard Euro)**
  325 Store Items
  28 Unique Items
  25 Monster Loot Cards
  27 Hidden Cards
- ❑ **1 Large Hidden Card Deck**
- ❑ **1 Medium Hidden Card Deck**
- ❑ **1 Small Hidden Card Deck**

✻ Hidden Decks included in the itemized lists.

Choosing A Game Mode

The way ***Middara*** is set up and played changes depending on the Game Mode the players decide to play. Regardless of what Game Mode is chosen, ***Middara*** is, at its core, about completing Encounters. An Encounter can take anywhere from 30 minutes to 3 hours to play. Use the following to determine which Game Mode is best for your gaming group.

Crawl Mode

In the Crawl Mode, players play through a chosen Scenario. The end goal is determined by the Scenario the players choose. This Game Mode is more akin to other dungeon crawl board games. There is no emphasis on a narrative or serious choices to be made. The Crawl Mode is shorter, and can be completed in sessions as short as a couple of hours. If your gaming group is looking to test the waters of ***Middara*** before investing the time into the Adventure Mode, we recommend starting with the Crawl Mode. For more detailed information on how to set up and play the Crawl Mode, continue ***Crawl Mode*** Pg 9.

Adventure Mode

In Adventure Mode, each player takes on the role of an Adventurer in an elaborate, story-driven game. Players progress through the story using the Adventure Book associated with that particular Adventure. In Adventure Mode, Encounters separate segments of narrative. Winning or Losing these Encounters can change the outcome of the Adventure, as well as the direction the players might go. In addition, players will be called upon to make Decisions that change how the Adventure unfolds. This Game Mode takes a significant amount of time to play, but can be broken into **1-2** hour play sessions. This Game Mode, much like your favorite tabletop role playing game, is designed to be played once a week with your gaming group. For detailed information on how to set up and play the Adventure Mode, continue to ***Adventure Mode*** Pg 10.



Crawl Mode

The Crawl Mode is for those who want to play a game that focuses on killing monsters and gaining loot, without worrying about a continuing story. When playing the Crawl Mode, players start by choosing a Scenario. There are **5** different Scenarios in ***Unintentional Malum: Act 1***, each with a different Rank associated with it. The Rank of the Scenario is determined by the amount of Gold and **XP** the Adventurers start the Scenario with. Higher Rank Scenarios will give the Adventurers an increased amount of Gold and **XP** to compensate for the difficulty of the enemies they will be facing. If this is your first time playing, we recommended starting with the Rank **1** Scenario, ***Cavern Fumigation***.

Create Adventurers

First, players must build **4** Adventurers using the chosen Scenario's listed **XP** and Gold. Adventurers may spend as much **XP** and Gold as they would like on Disciplines and Items. Unless otherwise noted, players may choose from all Disciplines in the game, but are only allowed to buy Items listed in the **Shop and Train** section of the Setup.
See ***Buying Items and Learning Disciplines*** Pg. 24.

Setup Encounter

Each Scenario will have different Encounters that are played through in order to complete it. The Scenario will direct players to an Encounter Setup Diagram with directions on how to begin.
See ***Playing Encounters*** Pg. 14.

Start Playing

Begin playing the first Encounter in the Scenario. As you progress through each Encounter you will Gain Gold, Items, and **XP** through defeating opponents, looting treasure, completing Achievements, and through other Special Encounter Rules.

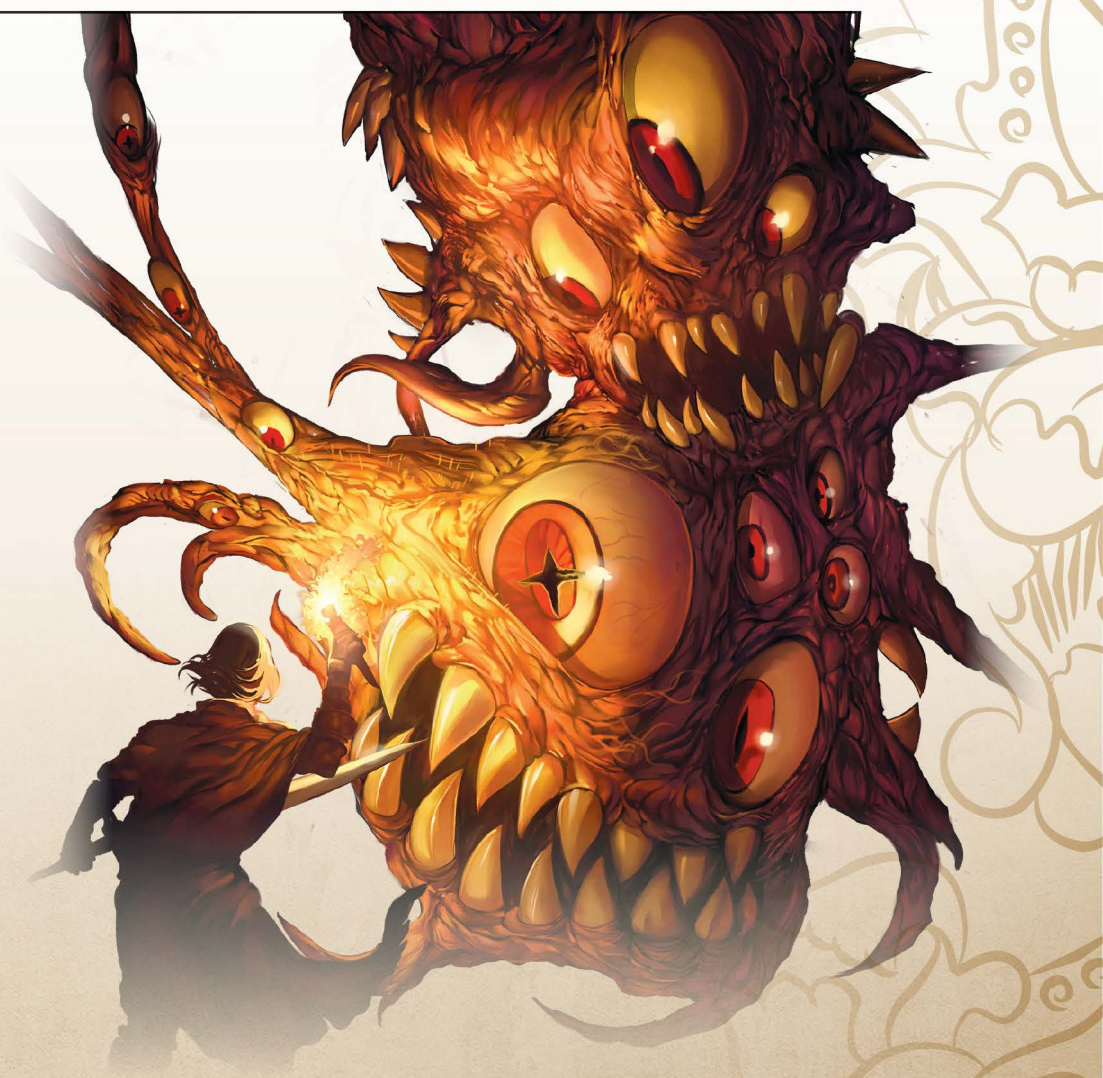
Encounter Rewards

Once you complete an Encounter you will be given a variety of additional rewards. These rewards will change based on where the Encounter takes place within the Scenario, but will generally consist of any number of the following rewards:

- **RESTORE ADVENTURERS:** Each Adventurer Restores.
  See ***Restoring Adventurers*** Pg 18.
- **GAIN XP:** Each Adventurer Gains the **XP** listed in the reward section.
- **SHOP AND TRAIN:** Adventurers may spend as much Gold on Items and **XP** on Disciplines as they would like. The Items that make up the Store will be listed in the Scenario Setup of the Scenario being played. See the **Shop and Train** section of ***Story Rounds*** Pg. 13.
- **CONTINUE:** Players continue to the next Encounter or Scene in the Scenario as listed.

WINNING AND LOSING

The players win a Scenario when they reach the end Scene of the Scenario, typically by successfully completing a number of Encounters. If the players ever Lose an Encounter, they Lose the Scenario and all Gold, Items, Disciplines, and **XP** Gained during the Scenario are lost.



Epic Dungeon Crawl

If players would like a more epic Crawl Mode experience, starting as a novice and growing their Adventurer as a force to be reckoned with, players can keep track of their progress between Scenarios. The best way to do this would be to start with a Rank **1** Scenario and after completing it, move on to a Rank **2** Scenario, and so on. Players may never play a Scenario of the same or lower Rank twice. However, skipping ahead to a more difficult Scenario is allowed but could be deadly...

Adventure Mode

To begin playing the Adventure Mode, players choose an Adventure to play. This game contains only one Adventure, ***Unintentional Malum: Act 1***. Adventure packs and future content will contain a wider variety of Adventures of various lengths.

How to Start

Players start on Pg. 1 of the Adventure Book. It's important that players do not read ahead unless specifically instructed to. The Adventure Book will guide players as they progress through the Adventure.

Scenes

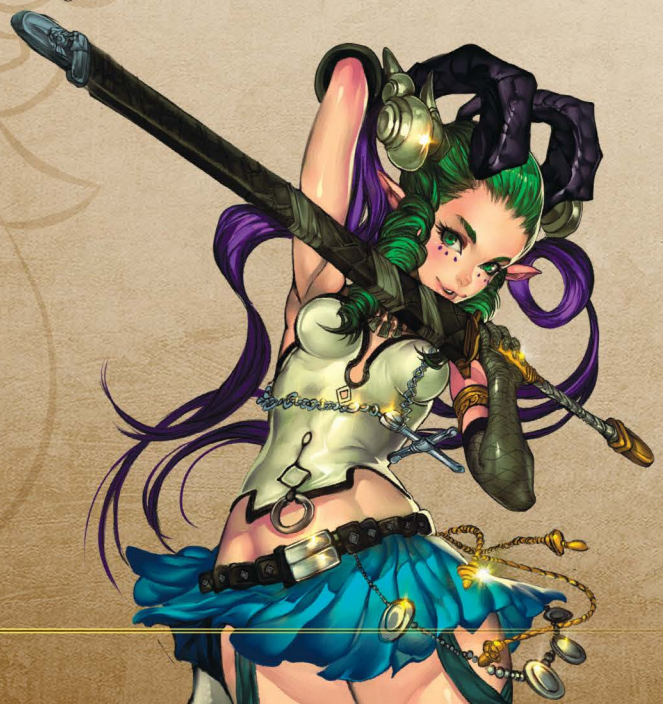
Scenes are sections of narrative that are read by the players between Encounters. Every new Adventure starts with a Scene. The Scenes give context to the characters and the world the players are experiencing as well as detailing the story of the Adventurers. Players will read the Scenes aloud so that all players will be able to experience what is happening in the Adventure.

Adventure Mechanics

Occasionally, while reading through a Scene, players will be asked to perform various tasks. These are called Adventure Mechanics. These can be Skill Checks, Gaining new party members, adding Story Flags to the Adventure sheet, or instructing players to continue to the next Scene or Encounter. In short, Adventure Mechanics are special rules that players must perform when instructed to. Adventure Mechanics are always listed in a box so that players can easily identify them. Players must finish performing a listed Adventure Mechanic before proceeding.

Winning and Losing

The players win an Encounter when they reach a Win Condition. All Win Conditions with be listed in the Encounter Setup of each Encounter. If the players ever lose an Encounter, they read the Hidden Text under the Lose Condition of the Encounter Setup. This Hidden Text will instruct the players how to proceed. This will usually happen when all party members are Defeated. Players still keep all the rewards they have Gained during the Encounter such as Gold and Items. See ***End Conditions and Rewards*** *Pg. 14*.



Continuing an Adventure

The Adventure Mode is not intended to be played in a single session. Instead, it is intended to be played in **1-4** hour sessions over a long period of time. When stopping between Encounters, players must keep track of many variables. Players will be required to use the Adventure Sheet to keep track of these variables. The Adventure Sheet is included in the back of this Rulebook on Pg. 72. Players can also download a copy of the Adventure Sheet for free at **www.succubuspublishing.com**.

The Adventure Sheet is intended to keep track of all information between play sessions. There is a spot for the name of the Scenario or Adventure being played, the amount of Gold and **XP** the party currently has, the Flags and Achievements the party has Gained, as well as slots for information on each Adventurer.

The Adventure Sheet is used to record information for players to continue the Adventure at a later date. Updating the Adventure Sheet at the end of every gaming session is recommended.

In addition to the Adventure Sheet, separate Adventurer Tuck Bags are also included in the game. Players will be able to store the Adventurer card, Items, and Disciplines their Adventurer currently has in one easy-to-use baggy. These Tuck Bags will be used to supplement the Adventure Sheet as there is not a space to record this information. There is also a general Party Tuck Bag (referred to in the game as the "party stash") for Items that are not equipped by any Adventurer in the party.

The Party

In Adventure Mode, players have access to an entire party, not just an individual Adventurer. At the beginning of most Adventures, players will have just enough Adventurers in their party to play with the minimum amount of supported players (usually **4**). However, as the Adventure progresses, new Adventurers may join the party, while others may end up leaving.

The Active Group

Whenever players are instructed to, they must choose **4** Adventurers from their party that form the Active Group.

The Active Group is the set of Adventurers the players are actively using during Encounters. The Active Group can only be changed when instructed to via Adventure Mechanics or Special Encounter Rules, most often in the Story Round. See ***Story Rounds*** Pg. 13.

While not playing an Encounter, players may only exchange Items between Adventurers during Story Rounds or when specifically instructed to do so. When exchanging Items in this way, players may also exchange Items in the Party Tuck Bag.

Otherwise, Adventurers may only trade Items by making a Re-Equip Action during an Encounter. See ***The Re-Equip Action*** *Pg. 48*.

LEAVING THE PARTY

An Adventurer may leave the party under a variety of circumstances, including death! When an Adventurer leaves the party under any circumstance the Adventure Book will specify what to do with the Items and Disciplines they have.

UNSELECTABLE

Occasionally, a party member will become **Unselectable** via Adventure Mechanics or Special Encounter Rules. This will usually signify a party member that is no longer narratively present, but has not left the party.

When a party member is **Unselectable** they cannot be chosen as part of the Active Group and may never trade Items with other party members. However, when receiving rewards, the **Unselectable** Adventurer still counts as a party member and will receive all rewards that each party member Gains. To remember an Adventurer is **Unselectable**, mark the "Unselectable" check box on the Adventure Sheet. If an Adventurer ever becomes **Selectable** again, be sure to erase the mark on the Adventure Sheet.

INJURIES

Injuries are an Adventure Mechanic that can occur when an Encounter is lost, or when an Adventurer fails a Skill Check or makes a poor Decision. To remember an Adventurer is **Injured**, mark the "Injured" check box on the Adventure Sheet.

While **Injured**, an Adventurer may not be chosen as part of the Active Group, but may exchange Items when all party members can exchange Items. An Adventurer remains **Injured** until an Adventure Mechanic dictates otherwise. Usually this will happen when the Adventurers get to rest in the narrative.



A → **Setting up Camp**

B →

"This looks like a good spot!" Remi tried to sound enthusiastic. The cavern they had chosen to spend the night in had a ceiling at least twenty feet up. Damp stalactites glittered in the light of their glowstones, occasionally dripping water. Even so, most of the floor was dry and flat enough to serve their needs.

"I like it." Rook gestured ahead with one meaty hand. "Only one other way out. Should be easy to keep watch."

"We don't have to stop!" Nightingale hurried past Remi into the cavern. "Wouldn't it be sweet if we were the first team ever to finish the MAST in just one day?

"Yeah..." Zeke stopped right in the middle of the cave, sloughing off his heavy pack. It dropped with a dull thud at his feet. "But we won't. If we tried to keep going without resting..." he shook his head. "Better to finish a little slower and keep all our limbs."

Remi needed no further encouragement to drop her pack, tossing it to the ground. She closed her eyes, letting her massive wings stretch and flex. It felt fantastic, at least until she felt them smack something.

"Oww!" Zeke yelped.

"Sorry!" Remi blushed, retreating a little. "I didn't mean to..."

"Nah, it's nothing." Zeke shrugged, wiping a feather off his cheek. "It's better than being slapped by Night's tail."

"I haven't done that in ages." Nightingale frowned at him. He returned her scowl with a wide grin, and she turned away, looking around. "Guess I'll start the fire."

"I can help." Rook set his bag down at his feet, fishing around for a few seconds before pulling out a set of flint and steel.

"I'd like to do it!" Nightingale said with excitement as she took the tools from Rook. "The MAST is supposed to prepare us for whatever Middara can throw at us. That means no shortcuts!"

Rook then pulled out another set of tools, some sticks and tinder. "No shortcuts?" he asked wryly, holding the objects out towards her.

Nightingale sighed. "Flint and steel counts as a shortcut, huh?"

Rook only smiled back.

"Okay, fine." She said, swapping what she had with Rook. Then, she got to work getting the fire started.

Remi frowned, thinking desperately of what she could do. The other members of the team all seemed to know each other already, but they barely knew her name. She was determined to pull her own weight through the rest of the MAST.

"I could set up the sleeping bags!" Remi looked down at their little pile of supplies.

"Sure." Zeke was the last to separate, weapon in hand. "I'll scout the rest of the cave, just in case."

C

Skill Check:
Make a **Perception 10** Check with ***Zeke***.

SUCCESS

If Zeke passes, Continue to ***Check out the Loot*** Pg. 9

FAIL

If Zeke fails, Continue to ***Cozy Fire*** Pg. 10

A → **Check out the Loot**

B →

Zeke walked the perimeter of the cave, scraping along the rock with a wooden pole he'd taken from their camping supplies. Where the gloom concealed, he used the pole to check for danger. There was no way to guess what the proctors might try to throw at them. Giant rats set loose into the camp while they slept? Pipes to flood the cave? Whatever the Elenia Institute had planned for them, Zeke intended to be ready.

He didn't find any secret passages, hidden traps, or insidious ways to torment them in their sleep. As he neared the end of the search, he struck a section of rough wall that thumped strangely when he hit it just right. "Hey guys, I think there's something here!" He called back, before dropping onto his knees and feeling around the wall. After few seconds, he felt a little lever give way under his touch.

Zeke flinched, half expecting a trap, but instead a thin facade retracted from the wall, revealing a tightly-wrapped bundle. He kicked gingerly at it, sending it rolling out of the opening and onto the floor in front of him without exploding, shooting acid, or sending spikes at him through the floor.

He grinned, lifting the tightly-wrapped bundle of burlap and holding it up for the rest of his team to see. "Hey everybody, I found a care package!"

"Nice work!" Rook called, not rising from his work around their makeshift fire pit. "They must have hidden some supplies like this for the groups who actually pay attention."

C

Reward:
The party Gains **4** random Mundane Consumables.

Continue to ***Cozy Fire*** Pg. 10

A **SCENE NAME:**
Unique name of the Scene in the Adventure Book.

B **SCENE NARRATIVE:**
This section is meant to be read out loud. All Scenes have a narrative section.

C **ADVENTURE MECHANICS:**
When an Adventure Mechanic appears, stop and follow its instructions. Adventure Mechanics come in different varieties.
*See **Adventure Mechanics** Pg. 10.*





FLAGS

As the Adventure progresses, Adventure Mechanics will occasionally ask players to mark Flags on their Adventure Sheet. The Adventure Sheet contains a section dedicated to marking these Flags.

Flags are meaningful events that happen during an Adventure that can change the course of the game. They vary in how they are added to the Adventure Sheet, but typically they will occur based on how the players performed during an Encounter or after a Decision has been made by the players.

When an Adventure Mechanic instructs the players to add a Flag to their Adventure Sheet, the players mark it down under the Flags section of the Adventure Sheet.

For example:

✎ **New Story Flag:**
Mark the Story Flag **Experienced Guide** to the Adventure Sheet.

STORY ROUNDS

A Story Round is a special Adventure Mechanic that typically occurs when Adventurers narratively have a bit of free time on their hands. During a Story Round players will be able to buy new Items, Item Upgrades, and Disciplines for their Adventurers and embark on Side Quests. Once players have decided to, they may continue to the next part of their Adventure. Story Rounds consist of **3** Phases in the following order:

1. **SHOP AND TRAIN:** During this Phase, players will create a Store and spend their acquired Gold to buy Items and Item Upgrades. In addition, Adventurers may spend **XP** to learn new Disciplines. Players may also sell any Items (excluding Consumables, Monster Loot, and Story Items) for Gold. Once Adventurers have spent all the Gold and **XP** they wish to spend, they proceed to the next Phase. See ***Building a Store*** Pg. 13.
2. **EXPLORE (SIDE QUESTS):** During this Phase, players may select from a list of optional Side Quests. Each Side Quest can only be attempted once. When completed, most Side Quests will return players back to the Story Round and allow them to go through all the Phases once again. Once players have attempted all the Side Quests, or if they choose not to attempt a Side Quest, they proceed to the next Phase.

   Note: A **Bounty** is a special type of Side Quest that may be attempted once in each named Story Round they appear in. See ***Bounties*** Pg. 13
3. **VENTURE FORTH:** During this Phase, the players continue the Adventure. Once players Venture Forth, they will no longer be able to return to the current Story Round.

STORY DISCIPLINES AND ITEMS

Some Adventure Mechanics give the players rewards such as Gold, **XP**, or new Items and Abilities. Story Disciplines and Story Items are cards that players can only acquire through Adventure Mechanics or Special Encounter Rules of the Adventure they are part of. All of these cards are found in **Hidden Card** decks at the beginning of an Adventure. These cards should not be Revealed until specifically instructed to do so.

Story Disciplines are identified by the word "Story" in the place of where their Level (**LVL**) and Tier would normally be. Story Items can never be sold during the **Shop and Train** Phase and Story Disciplines may never be purchased with **XP**.

ENDINGS

Each Adventure in ***Middara*** will contain multiple Endings. An Ending is a special Scene that ends the current Adventure. Most Ending Scenes will result in a **Game Over**. When this occurs, players may simply try again, or, if they'd rather, they may start the Adventure over from the beginning.

BUILDING A STORE

The Store is the group of Item cards that Adventurers are able to purchase during the **Shop and Train** Phase of a Story Round or when directed to **Shop and Train**.

For example: The Store contains the following Items for sale:

- **ALL MUNDANE AND COMMON ITEMS**
- **ALL MUNDANE AND COMMON ITEM UPGRADES**
- **ANY ITEM UPGRADES PLAYERS HAVE MATERIALS FOR**
- **1 RANDOM COMMON UNIQUE ITEM (LIMIT 1)**

Most Stores will contain 1 random Unique Item. In this case, for the random Unique Item, shuffle all Common Unique Items and draw from the bottom.

IMPORTANT: Unique Items are not redrawn and will remain in the Store throughout the entirety of any given Story Round. No other Unique Items will be available for purchase until the next named Story Round, even if the party decides to purchase this Item. This Item will also not be available during an Encounter when drawing a random Unique Item of the same Tier.

BOUNTIES

Many Story Rounds include the special **Bounty** Side Quest. A **Bounty** is a set of Encounters that can be attempted during the **Explore** Phase of a Story Round. Only **1 Bounty** may be attempted each named Story Round. Meaning, that if you own more than **1 Bounty**, you still can't attempt more than **1** during a Story Round.

Story Rounds will specify the **Bounty** that can be attempted based on its difficulty rating. Players may not attempt a **Bounty** with a higher difficulty rating than the Story Round allows.

Each **Bounty** has a difficulty rating listed to help players know if they are ready to face the challenge.

- **Easy Bounty:** Common Items are recommended!
- **Intermediate Bounty:** Uncommon Items are recommended!
- **Hard Bounty:** Rare Items are recommended!
- **Special Bounty:** Optimized top end builds required!

Once a **Bounty** has been completed, Adventurers may never attempt it during that Adventure again. If a **Bounty** is lost, players may try to complete it again during the next named Story Round.

IMPORTANT: Adventurers **DO NOT** keep Rewards earned or Drawn from a failed **Bounty**. To earn rewards of any type, players **must** successfully complete the **Bounty** in its entirety. If Adventurers fail a **Bounty**, discard all rewards earned during the Encounter(s) before returning to the Story Round.

Playing Encounters

Setting up

Whether playing the Crawl Mode or Adventure Mode, players will be instructed to set up Encounters. When setting up an Encounter, read the Special Rules of the Encounter and then go through the **4** Phases of setup as follows:

1. **PREPARE PHASE:** Each Adventurer removes their *Used* tokens from their Per Encounter Abilities. All Defeated Adventurers or Adventurers with ***more*** *Damage* tokens than half of their max **HP** remove *Damage* tokens until they have *Damage* tokens equal to half of their max **HP**. All *Effect* tokens are removed, and each Adventurer sets their Stamina Points (**SP**) to their Stamina Point Recovery Value (usually **3**).

> **IMPORTANT:** Adventurers do not Gain **SP** during the Refresh Phase of their **1st** turn of an Encounter. See ***Phases of an Adventurer's Turn*** Pg. 39.
>
> For example, if Rook decides to spend **1 SP** to **DODGE** an Attack before his **1st** Refresh Phase, he will not recover that **SP** on his **1st** turn.

> **IMPORTANT:** *Ability* tokens are **not** removed during this Phase.

2. **PLACEMENT PHASE:** Set up the Tiles according to the Encounter Setup Diagram. Then, place all *Encounter* tokens, *Terrain* tokens, and figures as shown in the Encounter Setup Diagram. Adventurers may choose to place their figures in any of the spaces marked as the Starting Zone on the Encounter Setup diagram.
3. **DISTRIBUTION PHASE :** Distribute the Combatant cards for the Combatants listed in the Encounter Setup. This may be done in any order; however, evenly distributing the Combatant cards so that each player has a responsibility when it's not their turn is recommended.
4. **INITIATIVE PHASE:** Players take an Initiative card for each Adventurer and Combatant in the Encounter and shuffle them. The players then deal the Initiative cards out to make the Initiative Track. See ***The Initiative Track*** Pg. 38.

Now you're ready to play!

Read the Encounter Intro aloud.

Starting with the first Initiative card, figures take their turns. Continue through the Initiative Track until an End Condition is reached.



Reading Encounters

In ***Middara***, Encounters can be wildly different. Each Encounter contains a unique Setup and Diagram, as well as a short Encounter Intro. Below is a detailed guide on how to use and navigate an Encounter.

Encounter Setup

Each Encounter uses its own unique combination of *Terrain* tokens, *Encounter* tokens, and figures. The Setup box itemizes every component required to set up the Encounter. See section **F** in the ***Encounter Example*** Diagram on Pg. 15.

End Conditions and Rewards

Every Encounter has one or more End Conditions. As soon as one of these End Conditions is reached, the Encounter immediately ends and the players read the listed Reward beneath the End Condition that was met.

End Conditions are not optional and happen as soon as their stipulations have been met. This means that in section **B**, under ***Encounter Breakdown Continued*** on Pg. 16, an Adventurer may not end their turn on the Blue Exit without immediately ending the Encounter.

Some Encounters have multiple Win and Lose Conditions. These Alternate End Conditions have their own separate Rewards listed.

Only one End Condition may be met in an Encounter.

Rewards from End Conditions are Gained immediately upon meeting the End Conditions. After Gaining their rewards, players continue the Adventure.

> **IMPORTANT:** Make sure you read the rewards before cleaning up the encounter. Some rewards might reveal new surprises that continue the current encounter and even add new End Conditions.

Special Encounter Rules

Many Encounters have Special Encounter Rules. Special Encounter Rules must be read before setting up the Encounter. These rules change how an Encounter plays.

Location Types

Each Encounter has a Location type Symbol associated with it listed in the top right corner of an Encounter page. Currently these symbols have no mechanical use.


UNDERGROUND


WILDERNESS


DUNGEON

Encounter Breakdown

Bombing the Sickles

UNDERGROUND

The directions the exterminator gave lead you to a small cave just outside of the city. Inside, you hear skittering in the dark. It sounds like there's a lot of them. It would be best to be on guard at all times. Who knows where these sneaky bugs could spring from once you're inside.

NORTH



Setup

TILES
UM1, UM3, UM9, UM11, UM43

TERRAIN
2 x Long Water

TOTEMS
1 x Blue
1 x Red
1 x Green
1 x Yellow

OBJECTIVES
1 x Blue

LOOT
1 x Random

EXITS
1 x Blue
1 x Red

FIGURES
6 x Cave Sickles

CONTINUED ▶





A **ENCOUNTER NAME AND TYPE:**
The name of the Encounter and its location type symbol.

B **ENCOUNTER INTRO:**
A short narrative about the Encounter.

C **NORTH ARROW:**
The North Arrow shows the board's orientation.

D **THE STARTING ZONE:**
These are the spaces that Adventurers may place their figures in during the Placement Phase of setup.

E **ENCOUNTER SETUP DIAGRAM:**
Visual layout of the Tiles, tokens, Starting Zone and Combatants in the Encounter.

F **SETUP:**
List of components required to set up this Encounter.

G **CONTINUE SYMBOL:**
Some Scenes and Encounters will use this to let players know that the Scene or Encounter spans more than **1** page.

BOMBING THE SICKLES CONTINUED

UNDERGROUND

END CONDITIONS

WIN CONDITION:
An Adventurer ends their turn on the Red Exit.

Reward:
[redacted]
Continue to ***Sickles Upon Sickles*** Pg. 58

ALTERNATE WIN CONDITION:
An Adventurer ends their turn on the Blue Exit.

Reward:
[redacted]
Continue to ***Dank Grotto*** Pg. 56

LOSE CONDITION:
All Adventurers are Defeated, or the Bug Bomb is removed from the game.

Reward:
[redacted]
Continue to ***Inexperienced in Extermination*** Pg. 53

TIP: Multiple Exits
Some Encounters have more than **1** *Exit* token. Different *Exit* tokens lead to different Encounters. Use the narrative to get an idea of what *Exit* tokens might lead where. Be careful though, as some directions may make things more difficult!

EXIT BLUE EXIT RED

SPECIAL ENCOUNTER RULES

AFRAID OF FALLING:
Cave Sickles will not Jump over Dangerous Terrain during this Encounter.

BUG BOMB:
If the Adventurer with the *Bug Bomb* token is Defeated, place the token in the space where they were Defeated. Any Adventurer may make an Encounter Action while on or adjacent to the token to pick it up. If the token is placed in Dangerous Terrain, it is removed from the game.

LOOT — LVL : MUNDANE

BLUE LOOT:
[redacted]

RED LOOT:
[redacted]

GREEN LOOT:
[redacted]

YELLOW LOOT:
[redacted]

OBJECTIVES

BLUE OBJECTIVE:
When an Adventurer is adjacent to this token, read the following hidden text:

[redacted]

TOTEMS

BLUE TOTEM:
[redacted]

RED TOTEM:
[redacted]

GREEN TOTEM:
[redacted]

YELLOW TOTEM:
[redacted]



A ENCOUNTER NAME:
This is the name of the Encounter.

B END CONDITIONS
When any of these End Conditions are met, the Encounter immediately ends. The players read the hidden text to determine their Reward before continuing to the listed page.

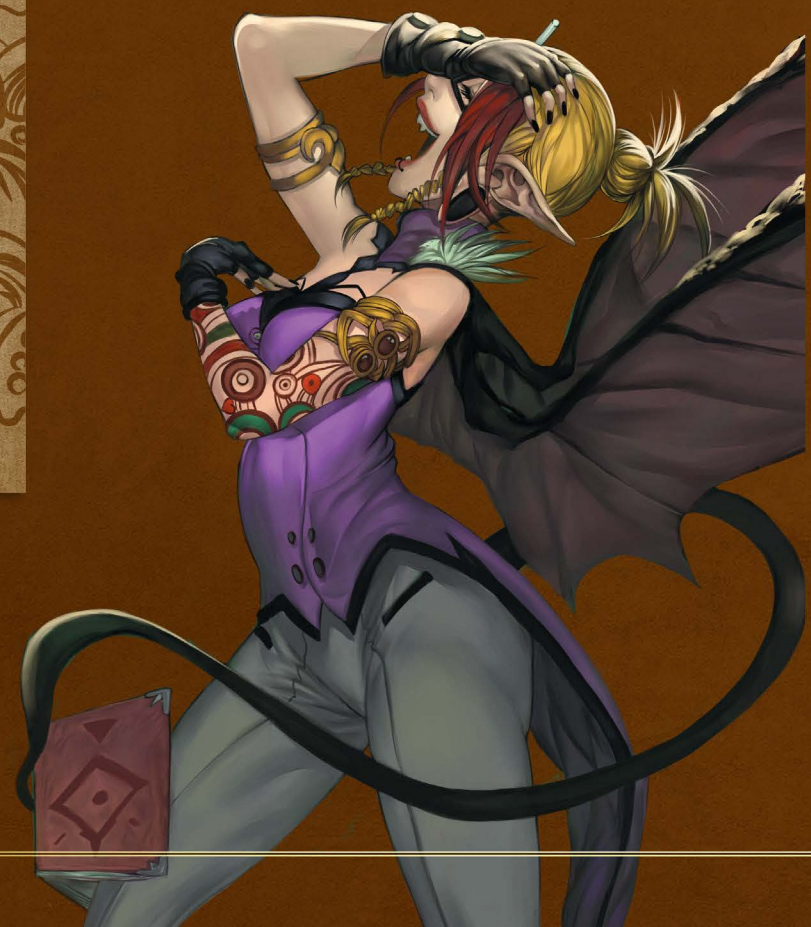
C SPECIAL ENCOUNTER RULES:
These are rules specific to this Encounter.

D TOTEMS:
When Adventurers draw Line of Sight to a Totem, immediately read the hidden text that corresponds to the color of the Totem.

E LOOT AND LOOT LVL:
When Adventurers activate a *Loot* token, read the hidden text that corresponds to the color of the *Loot* token. For information on Loot **LVL**, see Pg. 17.

F TIPS:
Useful tips are listed throughout the Adventure Book. Make sure to read them!

G OBJECTIVES
When Adventurers activate an *Objective* token, read the hidden text that corresponds to the color of the *Objective* token. *Objective* tokens are only activated when the Encounter instructs you to.



TOTEMS



Totems represent the unknown. Each Totem in an Encounter will immediately activate when Line of Sight is drawn to it by any Adventurer. Line of Sight has no Range limit and can be drawn across the entire board. When a Totem activates, players read the corresponding text listed for that Totem. The hidden text they read depends on the color of the Totem they activated. After resolving this hidden text, the Totem is discarded. The player then continues their turn unless the hidden text instructs otherwise.

During Setup, specific Totems are placed face up. Sometimes, the Encounter setup will instruct players to use random Totems. In these cases, the tokens are placed face down and chosen at random so that the players won't know which color they are until they are activated. Random Totems are labeled as white.

OBJECTIVES



Objective tokens represent a variety of different things found in Encounters. These tokens can be very different from each other, both mechanically and thematically.

Sometimes these tokens represent when and where events trigger. Other times, they may be important objects that the players will need in order to Win the Encounter. In either case, *Objective* tokens specifically say when and how they activate in the instructions of the Encounter Diagram.

Players must activate *Objective* tokens when their conditions occur. The ways these tokens activate vary. Sometimes it might be when an Adventurer is adjacent to the token, other times it might be when an Adventurer enters a certain **Tile** or Defeats a certain Combatant.

Whenever a player activates an *Objective* token, they read the corresponding text listed under **OBJECTIVES**. The hidden text they read depends on the color of the *Objective* token they activated. After resolving this hidden text, the player continues their turn unless the hidden text instructs otherwise.

IMPORTANT: Before taking the **1st** turn of an Encounter, all the players should understand when and how each *Objective* token in the Encounter activates. If an Objective does not state when it activates, then it may be referenced in the hidden text of another token.

LOOT



When a player activates a *Loot* token, they read the corresponding text listed for that *Loot* token under **LOOT** in the Encounter Diagram. The hidden text they read depends on the color of the *Loot* token they activated. After resolving this hidden text, the *Loot* token is discarded and the player continues their turn unless the hidden text instructs otherwise.

During Setup, specific *Loot* tokens are placed face up. Sometimes, the Encounter will instruct players to use random *Loot* tokens. In these cases, the tokens are placed face down and chosen at random so that the players won't know the color of the *Loot* token until it is activated.

IMPORTANT: Adventurers can activate *Loot* tokens by making an Encounter Action while adjacent to, or occupying the same space as, the *Loot* token.

See ***Encounter Actions*** on Pg. 48.

LOOT LEVEL

The Loot **LVL** has a number of functions within Encounters.

Most importantly, it determines how the Combatant Loot Deck will be setup during an Encounter. As players progress through the game, the Combatant Loot Deck will be modified based on the Loot **LVL** indicated in the Encounter Setup. This modification allows the party to Gain Gold from Combatants proportionally to their progress in Middara. To see how the Combatant Loot Deck should be setup based on Loot **LVL**, see Pg. 20.

When Gaining an Item as a reward during an Encounter, the Loot **LVL** refers to the Tier of the Item Gained. See ***Gaining Items During An Encounter*** Pg. 67.

When Gaining "random Consumables" as a reward during an Encounter, the Loot **LVL** refers to the Tier of the Consumable Gained and all Tiers below the current Loot **LVL**. So for example, if an adventurer gains **2** random consumables and the current Loot **LVL** is Uncommon, they'd shuffle the Uncommon, Common, and Mundane Consumables before drawing **2**.

The Loot **LVL** also reflects the Tier of Item Gained from the Unique Loot card and Item Loot Card found in the Combatant Loot Deck. See ***Combatant Loot Cards*** Pg. 55.

ACHIEVEMENTS

Some Encounters have Achievements. These are special Rewards players can Gain by doing something extraordinary. If an Achievement's Condition is fulfilled, read the hidden text next to the Achievement. An Achievement may only be completed once. Unless otherwise specified, only the Adventurer who completed the Achievement Gains the Reward.

Many Achievements are difficult to accomplish and may require players to have certain combinations of Abilities or Items to complete.

Included in the back of the Rulebook is the Adventure Sheet with an Achievement checklist for players to strive to complete!

RESTORING ADVENTURERS

As an End Condition Reward, or more rarely as an Adventure Mechanic, players may be instructed to Restore Adventurers.

Restoring Adventurers narratively represents down time where the Adventurers can rest.

To Restore Adventurers, each Adventurer goes through the following Phases.

1. Remove all *Damage* tokens.
2. Un-Exhaust and Un-Flip all cards.
3. Remove all Effect and Ability tokens.
4. All Adventurers may trade Items as if they were adjacent and used a Re-Equip Action. See **Actions** Pg. 40.

IMPORTANT: Usually, Restoring is the only way during an Adventure that players will Un-Flip cards, and heal naturally. If players are **not** told to Restore Adventurers, they do **not** remove all *Damage* tokens or Un-Flip cards. For this reason, we encourage players to be extra vigilant when looking for opportunities to Restore.

URGENCY TOKENS



Urgency Tokens represent the Adventurers' race against time. They are used to keep the game moving and to prevent players from abusing certain abilities.

At the end of a round in which no opponent had an **AI** Step with a true condition, **and** no opponents were Spawned, an *Urgency* token is added to the end of the Initiative Track. Passive Abilities used by opponents do not count as a true condition when determining Urgency. This means that even if there are opponents on the board, as long as they do nothing, an *Urgency* token will still be added.

If the party ever Gains a **4th** *Urgency* token, all Adventurers are Defeated. Urgency tokens are removed at the end of each Encounter. To learn more about **AI** Steps see **AI *Steps*** Pg. 58.

HIDDEN TEXT



Text is often hidden during Encounters to keep information from players that needs to be revealed at a specific time. This is done using Red Reveal, which is a process where green text is hidden behind a red screen. To enable players to read the hidden text, included in the components is a Red Reveal Decoder. When instructed to, simply hold the decoder over the hidden text and read.

IMPORTANT: Players should never read hidden text unless they are instructed to.

HIDDEN CARD DECKS



Sometimes a Special Encounter Rule or Adventure Mechanic will instruct players to Reveal **Hidden Cards**. These **Hidden Cards** come in three sizes, **Small**, **Medium** and **Large**, and may contain a number of things, but the point is, they are secret!

When instructed to do so, players will locate the listed **Hidden Card** by searching through the **top left** corner of the corresponding **Hidden Card** deck to locate the appropriate card.

For Example, an Adventure Mechanic may say "Reveal **Medium Hidden Card UM3**". In this case, the players would search the top left corner of the **Medium Hidden Card** deck and locate the card labeled **UM3**. The Special Encounter Rule or Adventure Mechanic will then instruct players what to do with that card.

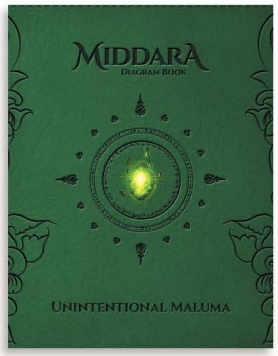
IMPORTANT: **DO NOT** Reveal any of the **Hidden Cards** until instructed to do so.

EXIT TOKENS



These tokens represent a way out of the Encounter. While not all Encounters use them, many do. When an Adventurer ends their turn on an *Exit* token, most Encounters will end. This will be listed as an End Condition.

DIAGRAMS



Sometimes Encounters will instruct players to reference a **Diagram** to reveal special hidden information or determine how things Spawn.

When this occurs, players will consult the Diagram Book, regardless of what Game Mode is being played.

SPAWNING

Encounters often instruct players to Spawn figures or other game components. When players are instructed to Spawn a component, they place the component on the space indicated by the text.

Combatants are the most common components that are Spawned. When a Combatant Spawns, players place the Combatant's figure on the table as indicated by the text or diagram.

If a player Spawns a Combatant via a Totem or otherwise, and if the Combatant's Initiative card is not in the Initiative Track already, that player must roll the **BLACK** . If or are rolled, place the Combatant's Initiative card next on the Initiative Track after that player. For each rolled, move the Combatant Spawned an additional space down the Initiative Track.

If multiple different types of Combatants are Spawned simultaneously, that player must roll the **BLACK** for each unique Combatant Spawned.

If a Combatant is ever Spawned outside of a player's turn, a player must roll the **BLACK** . If or are rolled, place the Combatant's Initiative card first on the Initiative Track. For each rolled, move the Combatant Spawned an additional space down the Initiative Track.

Some Combatants have multiple Initiative cards, usually Combatants with the **SWARM** Tag. Spawn these Combatants in the same way as stated above, rolling the **BLACK** for each separate Initiative card.

Combatants Spawned in the ways stated above are always treated as opponents.

If there are multiple spaces on which a component could Spawn, players choose which space to Spawn the component on.

IMPORTANT: If a player cannot Spawn a figure because the space is occupied by another figure, it will Spawn on the nearest unoccupied space instead.

IMPORTANT: When Spawning figures, players always start with the lowest number figure available. For example, if Cave Sickle **2** & **3** are already on the table and you are instructed to must two additional Cave Sickles, you'd spawn Cave Sickle **1** and **4**.

REMOVING COMPONENTS DURING THE GAME

Sometimes Encounters will instruct players to remove something from the game. When this happens, put the removed token, figure, or card in the game box. It will no longer be used in this Encounter. This only applies to the current Encounter being played.

- **Encounter Tokens:** Anytime an *Encounter* Token is removed from the Game Board for any reason, put the removed token, figure, or card in the game box. It will no longer be used in the current Encounter.

  For example, if a *Loot* token is activated and an Adventurer is instructed to remove it from the game, that *Loot* token will not be available to Spawn if the Encounter reveals another random *Loot* token at a later point. In this case, the random *Loot* token needed would be drawn from the remaining *Loot* tokens instead.
- **Item Cards:** All Item Cards not currently in an Adventurer's possession or in the Party Stash are always available to be drawn when you are instructed to draw a card from their corresponding stack.
- **Permanent Removal:** If a component is *permanently* removed from the game, it will no longer be used and should be left in the game box for the remainder of the Adventure.



Combatant Loot Deck Setup

LVL: MUNDANE

4	5	6	7	8	9	ITEM	MONSTER	UNIQUE
								
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: COMMON

5	6	7	8	9	10	ITEM	MONSTER	UNIQUE
								
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: UNCOMMON

6	7	8	9	10	12	ITEM	MONSTER	UNIQUE
								
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: RARE

7	8	9	10	12	14	ITEM	MONSTER	UNIQUE
								
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

Tiles and Terrain

Movement and Tokens



All tokens other than *Obstructing Terrain* tokens can be moved onto. Circular tokens, such as *Exit* tokens, Totems, *Loot* tokens, and *Objective* Tokens do ***not*** block Line of Sight and can all occupy the same space as figures, other circular tokens, or *Terrain* tokens unless otherwise specified in an Encounter.

Terrain Tokens



Terrain tokens are used to place different Terrain types on Tiles. These tokens can be moved on to and interacted with by Adventurers and Combatants as if they were printed on the **Tile**.

The different Terrain types and the rules associated with them are listed in the diagram below.



Terrain Types

Terrain is an effect on a **Tile**. Terrain may change things like movement and Line of Sight. However, its effects vary widely.



NORMAL: No special effects. Normal Terrain can be replaced by all types of Terrain.

HINDERING: Attacks made through or into Hindering Terrain get **-1 TO THE ATK ROLL**. This effect cannot be applied more than once. It costs **2** **MOVEMENT** to leave a Hindering space. Abilities that place Hindering Terrain can only replace Normal Terrain spaces.

WATER: Figures in Water may not **DODGE**. It costs **2** **MOVEMENT** to leave a Water space. Abilities that place Water Terrain can replace Normal, Hindering and Muck Terrain. Water tokens never have a Current.

MUCK: Figures in Muck must spend an additional Stamina Point (**SP**) on all Actions and Abilities that cost **1** or more **SP** to use. Abilities that place Muck Terrain can only replace Normal and Hindering Terrain.

OBSTRUCTING: Blocks all Line of Sight. Obstructing Terrain is not considered a space and figures cannot move on to or through it. No effects ignore Obstructing Terrain other than **UNSTOPPABLE** (see Tags Pg. 32-33). Abilities that place Obstructing Terrain can replace all Terrain except for Dangerous Terrain.

DANGEROUS: Figures that end a turn in, end their movement in, or leave a Dangerous space are Defeated. Tokens moved into a Dangerous Terrain space are discarded. Abilities that place Dangerous Terrain can replace all Terrain except for Obstructing Terrain.

SPECIAL: The effects of this Terrain change depending on the Encounter. The rules governing these spaces are specified in the Special Encounter Rules of each Encounter.

ELEVATION

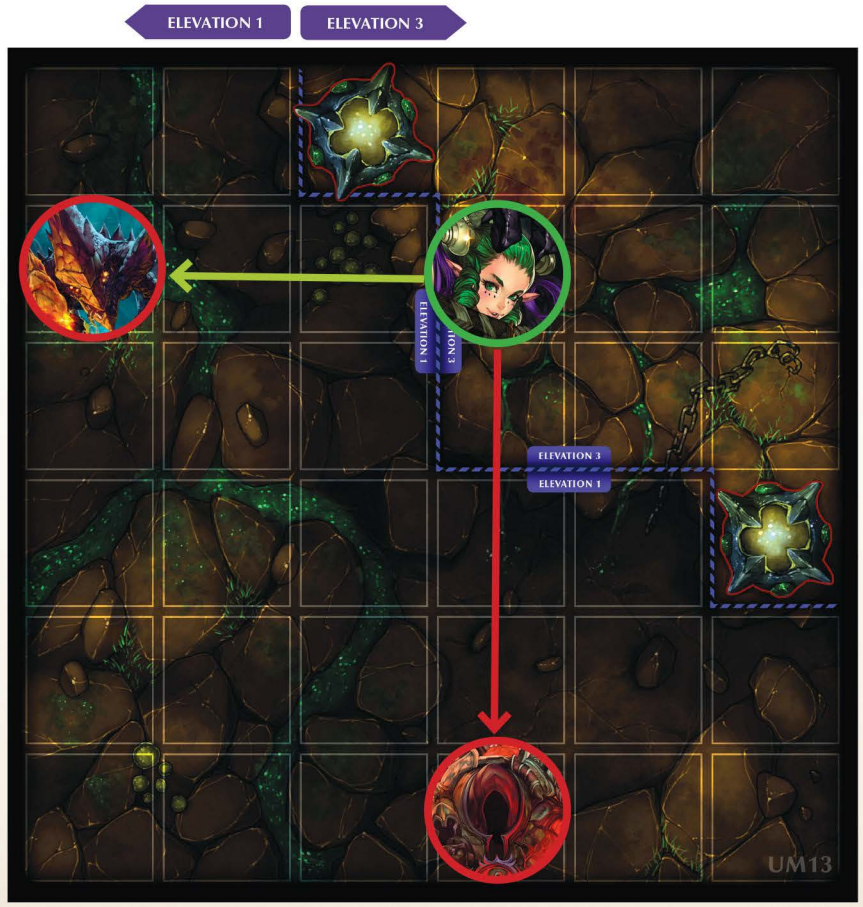
Elevation is a change in height on the game board. When there is an Elevation change, it is denoted with a dashed purple line and Elevation box.

Figures cannot draw Line of Sight to a target on higher Elevation unless the target is on the edge of the higher Elevation. If Line of Sight is drawn through a space on different Elevation that is not the space the target occupies, Line of Sight is blocked (See Example **1**). A figure on a higher Elevation may draw Line of Sight through and ignore all figures on a lower Elevation.

There are **4** levels of Elevation. **4** is the highest and **1** is the lowest. Figures may move between an Elevation change of **1** without penalty. For an Elevation change of **2**, figures may move to the lower Elevation normally, but may not move back up to the higher Elevation. An Elevation change of **3** prevents a figure from moving to the higher Elevation, and a figure moving to the lower Elevation is Defeated. Figures with **FLIGHT** may move between any Elevation change without penalty.

Melee (🗡) Attacks and Break Attacks may ***not*** target a figure at an Elevation change of **2** or more, but Ranged (🏹) Attacks may be made at any Elevation change as long as the requirements of Line of Sight are met. Flanking bonuses cannot be granted by a figure on a different Elevation than the target.

Example 1:
Nightingale wants to Attack the Cave Sickle that is at Elevation **1**. Since she's on the edge of the higher Elevation (**3**), she has Line of Sight and can make the Attack. The Animate is also on Elevation **1**, but Nightingale's Line of Sight is blocked since another space of the same Elevation is in the way.



Example 1

CURRENTS

Sometimes, certain Terrain will have a Current. The direction of the Current will be shown in the Encounter Setup Diagram.

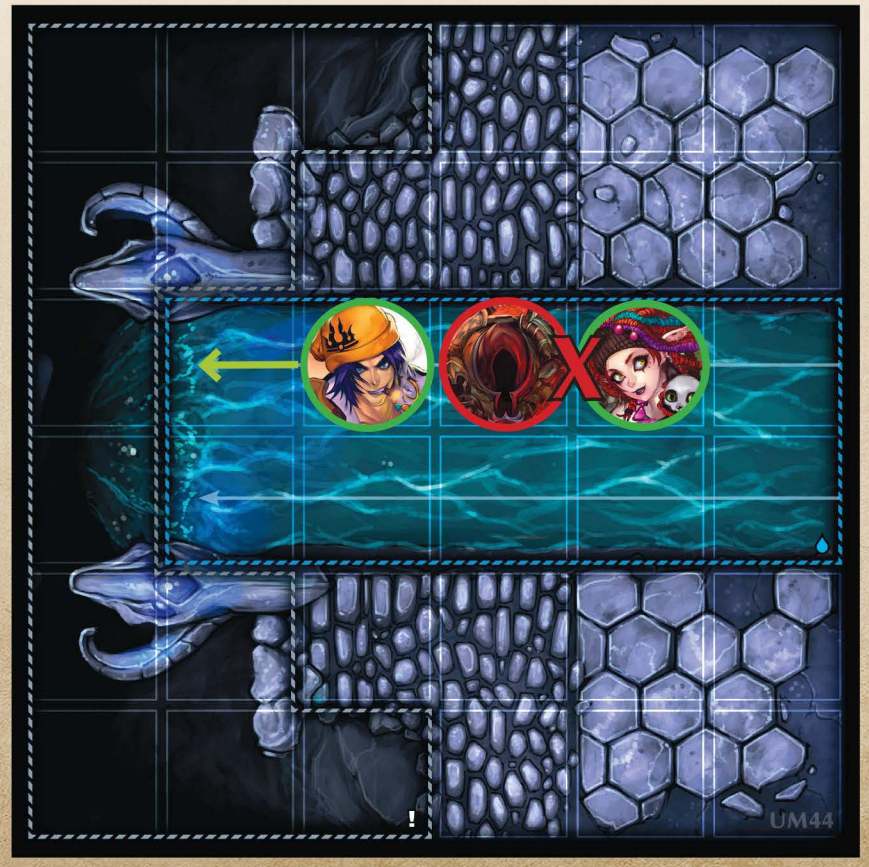
Any figure that ends their turn in Terrain with a Current will move the amount of spaces specified in the Special Encounter Rules in the direction of the Current. Figures will *not* move around other figures or Obstructing Terrain.

If the figure cannot move for any reason, then the figure is dealt **IRREDUCIBLE DMG** equal to the spaces it was not able to move. If a Current pushes figures to the Encounter's edge, the figure cannot move and instead is dealt **IRREDUCIBLE DMG**.

IMPORTANT: *Loot* Tokens are also affected by Currents. These tokens are moved at the *end* of every round. Make sure they don't get carried away!

Example 2:
Zeke ended his turn adjacent to the Animate in the river. After ending his turn, Zeke is moved down the river an amount of spaces equal to what is listed in the Encounter Special Rules. In this Example, it's only **1** space. If it was any more, the Current would send him over the edge of the waterfall, Defeating him. Since this movement moves him out of a space adjacent to an Animate, the Animate gets to make a Break Attack against Zeke.

If Remi ended her turn here, the Current could not move her since she is blocked by the Animate. Instead, she would bounce off the Animate and be dealt **1 IRREDUCIBLE DMG** for the space she was unable to move.



Example 2

Tile Breakdown



A **TILE**
A **Tile** is a single large board piece that is combined with other Tiles to create the game board for an Encounter.

B **SPACES**
Each square on the **Tile** makes up a space. Spaces are used for movement, Range and determining area effects.

C **EDGE**
Unless connected to another **Tile**, the edge of each **Tile** blocks Line of Sight and is impassable.

D **TERRAIN**
Some spaces have special area effects called Terrain (see Terrain types Pg. 21). Spaces that contain Terrain have a colored hatched border surrounding the square as well as a small symbol on the space representing the type of Terrain.

E **TILE NUMBER**
Each **Tile** is identified by two letters followed by a number to indicate which game or expansion it is from, as well as to assist in setting up Encounters. For example, **Tile UM 1**, for Unintentional Malum, **Tile 1**.



Adventurers and Items

Setting up

When starting a new Adventure or playing a new Crawl Mode Scenario, players will be instructed to select and setup Adventurers.

In Adventure Mode, the Adventure Book will dictate which Adventurers players have in their party and when more Adventurers will join the party.

In Crawl Mode, players get to pick from any available Adventurer.

Regardless of the Game Mode, the respective Adventure Book or Crawl Book will detail how to set up Adventurers for the first time.

Playing Adventurers

When playing ***Middara***, players get to control Adventurers. Depending on the Game Mode being played, the Adventurers available to choose from will change.

Regardless of the Game Mode, while playing through ***Middara***, Adventurers will grow in both the amount of Disciplines, and in the quality of Items they have equipped.

Selecting Adventurers

When playing the Adventure Mode, the story will dictate the available Adventurers and when to build them.

The Crawl Mode allows players to play with any figure with an Adventurer card. This includes Adventurers from any ***Middara*** product.

Equipping and Storing Items

Adventurers have limitations on how many Items they may carry and equip. When equipping Items an Adventurer may not exceed the limits below.

ITEM LIMITS:

- **2 HANDS OF WEAPONS** + **1** Weapon Upgrade per Hand
- **1 ARMOR** + **1** Armor Upgrade
- **1 CORE** + **1** Core Upgrade
- **1 ACCESSORY**
- **3 RELICS**
- **3 CONSUMABLES**
- **1 FAMILIAR**
- **1 COMPANION**

In addition, each Adventurer has a Pack where they may keep **3** extra Items. These Items are considered Stored and are not usable until they are equipped. Items in an Adventurer's Pack do not affect other Item limitations.

The Party Stash represents all the Items that the party owns but doesn't currently want to equip. The Party stash never runs out of room and players may keep as many Items in the Party Stash as they would like. Items in the Party Stash can only be accessed during Story Rounds.

IMPORTANT: Any Flipped, or Exhausted Items moved to your pack remain Flipped, or Exhausted. These Items Un-Flip, and Un-Exhaust like any other card. Any *Used* tokens stay on the card and are only removed when the Adventurers are instructed to Restore.

Gaining XP and Gold

In ***Middara***, Adventurers will Gain Gold and **XP** in a variety of ways such as by Defeating opponents, collecting Loot, and completing Encounters. Gold and **XP** earned while playing will carry over from session to session. Players will track this on the Adventure Sheet included with the game.

When **XP** is Gained, each Adventurer in the party Gains the listed **XP**. **XP** is tracked individually and is not shared as a group. However, Gold is shared as a party. Make sure you get along with your fellow players when purchasing Items!

For example, a reward for completing an Encounter may say the following:

> Each party member Gains **1 XP**.

When an Adventurer finds Gold, the instructions will read something like this:

> The party Gains **20** Gold.

A reward for activating a *Loot* token may say:

> Gain **10** Gold and **2** Mundane Consumables.

In this case, the party would Gain **10** Gold and the specific Adventurer that activated the *Loot* token would Gain the **2** Consumables.

Buying Items and Learning Disciplines

During the game, Adventurers will be able to spend the Gold and **XP** they earned to buy Items and learn Disciplines. Adventurers may only buy Items and learn Disciplines when specifically instructed to. The most common way Adventurers are able to do so is when they are given the option to **Shop and Train**.

In Adventure Mode, this will typically occur during the **Shop and Train** Phase of a Story Round. See ***Story Rounds*** Pg. 13.

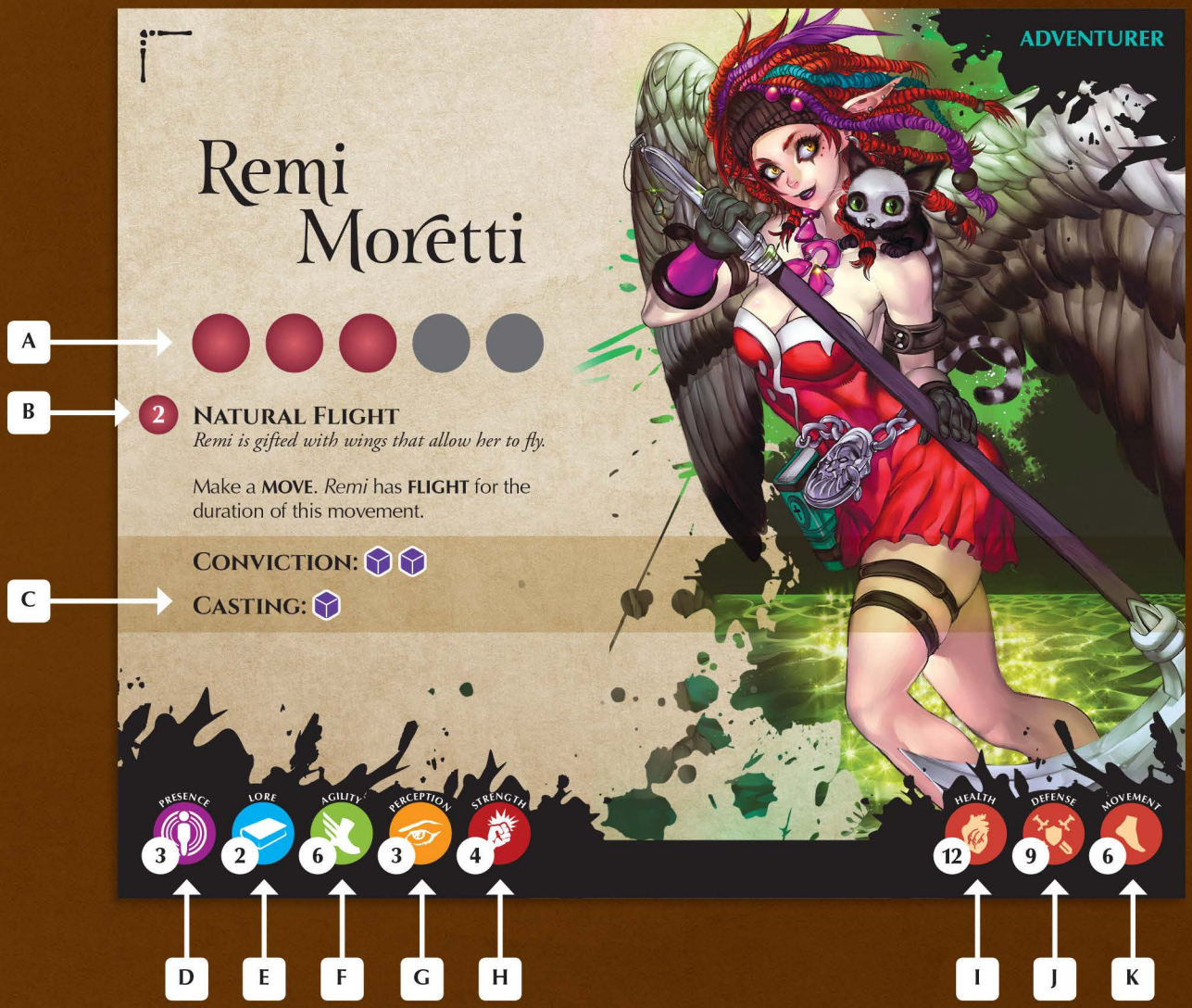
In Crawl Mode, **Shop and Train** is often listed as a reward when completing an Encounter or Scenario. See ***Encounter Rewards*** Pg. 9.

Regardless of which Game Mode you are playing, when learning Disciplines, you may spend **XP** to learn from any of the available Discipline Trees. In order to learn a Discipline of a higher Level (**LVL**) in a Tree, you must already have learned a Discipline of the previous **LVL** in the same Tree.

Example:
To learn a **LVL 2** Martial Discipline, you must have already learned a **LVL 1** Martial Discipline. You may always learn **LVL 1** Disciplines from any Tree and there is no limit to the amount of Disciplines you may learn.

IMPORTANT: An Adventurer may not learn the same Discipline twice.

Adventurer Card Breakdown



A **STAMINA RECOVERY BAR:**
The red dots indicate how many Stamina Points (**SP**) an Adventurer Gains each turn, and the total amount of dots denote the maximum number of **SP** that an Adventurer may have at any time.

B **CHARACTER ABILITY:**
The Special Ability this Adventurer has access to.

C **BASE DICE:**
The Adventurer's base dice are used for Conviction Checks and casting a **SPELL**. Over the course of the game, Adventurers will Gain Items and Abilities that will upgrade these base dice.

D -H **SKILLS:**
These **5** Skills are commonly used to make Skill Checks when instructed by Adventure Mechanics or Special Encounter Rules, such as dodging traps or convincing a guard to let you pass by.
D: Presence; **E:** Lore; **F:** Agility; **G:** Perception; **H:** Strength.

I **HEALTH (HP):**
This is the Adventurer's base Maximum **HP**. *Damage* tokens are added to the Adventurer's card and if an Adventurer's Damage equals their Maximum **HP,** they are Defeated.

J **DEFENSE:**
This is the Adventurer's base Defense Value and determines how difficult the Adventurer is to hit.

K **MOVEMENT:**
This is the Adventurer's base Movement Value and determines how many spaces the Adventurer may move when making a Move Action.

Item Card Types

WEAPON



ARMOR



CORE



ACCESSORY



RELIC



CONSUMABLE



Item Card Breakdown

FRONT



BACK



A ITEM NAME:
Name of Item.

B COST:
The Gold cost to purchase the Item.

C ITEM ICONS:
Most Items contain Icons. The Icons displayed vary depending on the Item type and its unique properties. See ***Icons, Conditions, Tags and Symbols*** Pg. 30.

D ITEM TAGS:
The Tags listed here are used to describe the Weapon type. The Tags are Passive and are always in effect while using these Items.

E ITEM TEXT:
This section of the card contains Abilities that may be used while the Item is equipped.

F SYMBOL ABILITIES:
Some Abilities printed on Items require Symbols to use. Unless otherwise specified, Symbols that add **TO THE ATK ROLL** may only be spent during the **Spend Symbols and use Abilities to add to Attack Roll** step of an Attack. Likewise, Symbols that add to Damage can only be spent during the **Spend Symbols and use Abilities that add Damage** step of an Attack. See section 6 of ***The Attack Action*** Pg. 43.

G ITEM TIER AND TYPE:
An Item's Tier and type are listed here.

Item Tiers and Types

Tiers

There are **4** different Tiers of Items in ***Middara***.

MUNDANE: These Items are available all over the world of ***Middara***.

COMMON: These Items are magical in nature. They are common enough that plenty of people can get their hands on them.

UNCOMMON: These Items are much rarer, and only Adventurers who frequent dungeons and lost tombs are likely to find them.

RARE: These Items are special, with a history of their own. It's typical that in time, successful Adventurers will get their hands on Rare Items.

UNIQUE: All of the above Tiers have a Unique version of the cards available. Unique Items represent an Item with a unique history behind its existence. See ***Unique Loot*** Pg. 55.

Types

WEAPONS: These cards augment an Adventurer's Combat Dice Pool and are used to make Attacks.

ARMOR: These cards grant Armor to Adventurers and can keep them alive during Encounters.

CORES: These magical devices augment an Adventurer's ability to avoid damage. Cores typically increase an Adventurer's Defense Value.

CONSUMABLES: These Items can be used once before they are discarded.

RELICS: Relics provide many various benefits while equipped.

ACCESSORIES: These cards further augment an Adventurer's ability to avoid damage but also have unique properties beyond just that.

Double Tag Items

Many Items in Middara have two different sides. Some of these Items have the **DOUBLE** Tag and have different functions and Abilities depending on which side of the Item is face up when equipped.

When using an Item with the **DOUBLE** Tag, Adventurers may choose which side they would like to equip following the rules and limitations of any other weapon. When performing a Re-Equip Action, players may Re-Equip Items with the **DOUBLE** Tag as if it were two different cards. This means that they can switch their double-sided Item to the opposite side.

Some double-sided Items have different Item types depending on the side that is equipped. Some of these Items may be Weapons on both sides where others may have a Weapon on one side and a Relic on the other.

IMPORTANT: Many Items in Middara are double-sided but do not contain the **DOUBLE** Tag! Only Items with the **DOUBLE** Tag may be treated as if they are two **different** Items. Players should be careful not to confuse **DOUBLE** Tag Items with Items that have the ➤**FLIP** Tag.

Selling Items

As the game progresses, Adventurers may find some of the Items they own are no longer useful. Adventurers may sell their old Items whenever they are able to **Shop and Train.** See ***Story Rounds*** Pg. 13.

For each Item that is sold, the party Gains Gold depending on the Tier the Item is in. **Consumable Items, Monster Loot Items, and Story Items may not be sold.**

Use the chart below to determine how much Gold is Gained from each Item sold.

MUNDANE = **5** Gold.	**UNIQUE MUNDANE** = **15** Gold.
COMMON = **10** Gold.	**UNIQUE COMMON** = **20** Gold.
UNCOMMON = **20** Gold.	**UNIQUE UNCOMMON** = **30** Gold.
RARE = **40** Gold.	**UNIQUE RARE** = **50** Gold.

IMPORTANT: Item Upgrades grant no extra Gold when selling an Item with an Item Upgrade equipped. When this occurs, return the Item Upgrade to the Item Upgrade deck for later purchase.

Double Tag Cards

O



The Long sword has the **DOUBLE** Tag, and can be equipped using either its front or back side. The back side is two-handed while the front side is 1-handed. This provides the player using a Long Sword with a lot of different options depending on their play style.

O



The Wand of Missles also has the **DOUBLE** Tag, however, unlike the Long Sword it can be equipped s either a Weapon or as a Relic.

X



The Enchanted Piercings does **not** have the **DOUBLE** Tag. This means that it can only be equipped using its front side, (unless it was flipped earlier.) The front side represents the Enchanted Piercing's Ability to re-roll dice as being unused. Once an Adventurer decides to use the Ability, the Item will Flip.

Item Tiers and Types Continued

Item Upgrades

When instructed, Item Upgrades may be purchased with Gold, usually at **Shop and Train** Phases during the Adventure. When purchased, Item Upgrades are attached to a corresponding Item card and provide new Abilities to that Item.

Item Upgrades with the **WEAPON** Tag may only be equipped to Weapons, Item Upgrades with the **ARMOR** Tag may only be equipped to Armor, and so on.

1-Handed Weapons may only equip **1** Item Upgrade, while **2**-Handed Weapons may equip **2**.

The ***Master Work*** Mundane Item Upgrades are the only available Item Upgrades at the beginning of the Adventure, but by Defeating opponents and drawing the Monster Loot card, players will be able to unlock even more Item Upgrades. See the ***Material Tag*** Pg. 33.

The cost of Upgrading Items varies depending on the Tier of Item being Upgraded. Unique Items do not cost more to Upgrade than their non-Unique counterparts. The chart below lists the Gold costs for each Item Tier.

MUNDANE = **15** Gold.
COMMON = **30** Gold.
UNCOMMON = **50** Gold.
RARE = **75** Gold.

IMPORTANT: Monster Loot Items and Story Items may not be Upgraded.

IMPORTANT: Items that have the Double Tag have two separate sides. If you Upgrade one side, the other side is also Upgraded. If the other side is not a Weapon, the Upgrade cannot be used but is still attached.

Using Item Upgrades

Though they are attached to an Item, Item Upgrades and their Abilities are used independently of the Item they are attached to. Meaning, if you upgraded an Item with an Upgrade that had a Flip Ability, when used, that Flip Ability would only Flip the Upgrade and not the Item it was attached too.

Transferring and Replacing Item Upgrades

The amount of available Item Upgrades are limited to their card counts. If a player wishes to equip an Item Upgrade to an Item, but that Item Upgrade card is already equipped to another Item, that player must pay the Gold cost to transfer that Item Upgrade to the second Item.

If a player wishes to replace an equipped Item Upgrade with another, they, again, must pay the Gold cost of that Item Upgrade.

For example:
Remi wants to Upgrade her ***Top-Heavy Axe*** Common Weapon with the ***Master Work*** Item Upgrade but her ***War Axe*** Mundane Weapon is already Upgraded with the only available ***Master Work*** upgrade. She will have to pay the **30** Gold to transfer *Master Work* from the ***War Axe*** to the ***Top-Heavy Axe***.

Equipping Item Upgrades





Remi wants to purchase and equip upgrades to her newly purchased ***Great Hammer***. Since it's a 2-handed Weapon, she may equip **2** Item Upgrades to it.

Remi chooses to purchase ***Etherium***. This Weapon Upgrade will allow her to get rid of the **HEAVY** tag that is listed on the ***Great Hammer***.

Since this is a Mundane Item Upgrade, and the current Story Round only sells Mundane Item Upgrades, Remi is able to purchase this Weapon Upgrade.

Lastly, Remi wants to purchase ***Hastened***. However, This Weapon Upgrade requires the party to own an Adrenal Gland to use.

Luckily, the party earned one recently by killing a Gevaudan and drawing its corresponding Monster Loot card. Remi is able to purchase the ***Hastened*** Weapon Upgrade.

With her new ***Hastened Etherium Great Hammer***, Remi is geared up to put the hurt on her enemies!



Item Upgrade Types

WEAPON	ARMOR	CORE	MIXED
Etherium Weapon Upgrade ✥ Passive Remove the **Heavy** Tag from this Weapon.	**Etherium** Armor Upgrade ✥ Passive Remove the **Heavy** Tag from this Armor.	**Etherium** Core Upgrade +1	**Master Work** Armor • Shield Upgrade Exhaust If you haven't reduced Damage using another Ability this turn, reduce Physical Damage dealt to you from a Attack by **1**.

Icons, Conditions, Tags and Symbols

Icons

Icons are listed on nearly every card in ***Middara***.

On Items, they are used to know what kind of benefits you Gain from equipping those Items.

Weapons use Icons to determine their Range and which Combat Dice they use. Armor uses Icons to determine the bonus to your Armor Value. Cores use Icons to determine the bonus to your Defense Value.

On Adventurer and Combatant cards, Icons are used to convey the different stats figures have such as **HP**, Movement, and Defense.

On Discipline cards, they are used to let players know which Weapons types must be equipped to use the Ability card.

See the list of ***Icons*** Pg. 31.

Conditions

Every Ability has a Condition. Condition Tags let players know under what circumstances the Ability can be used. Stamina Points and Symbols required to perform an Ability are also Conditions. Any Conditions or costs must be met before an Ability can be used.

See the list of ***Condition Tags*** in the chart below.



Tags

Tags are special rules that are summed up in a single word and are always listed in **CAPS**.

Tags do a variety of different things for Adventurers. Some Tags have no effect unless something else references them. Others have their own special rules and Abilities.

The Tags listed in the top right corner of Item cards are considered Passive, and always in effect.

See ***Tags*** Pg. 32-33.

Symbols



The **4** Symbols listed above are produced by rolling the custom dice in the game. Different dice will produce different Symbols that can be spent to use Abilities. Unless otherwise stated, there is no limit to how many times Abilities that use Symbols as a Condition can be used, so long as you have the Symbols to spend.

Some Abilities that use Symbols as a Condition might have multiple Symbols printed. ( ) In these cases, the Ability would cost **1** book and **1** shield to use once. In other cases, there may be too many to fit on the card, so instead they will be printed with numbers in them. For example, (3) means that an Adventurer must spend **3** books to use that Ability.

IMPORTANT: Normally, Symbols may **only** be spent during an Attack Action, although some Abilities allow players to spend Symbols during rolls other than Attack rolls.

Condition Tags

COMBO : (TAG)	If another Item with (Tag) is also equipped, the listed Ability may be used.
✘DISCARD	To use the following Ability, the player must Discard this card.
EXHAUST	To use the following Ability, the player must Exhaust this card.
➤FLIP	To use the following Ability, the player must Flip this card.
✤PASSIVE	The following Ability **always** grants its bonus or detriment to the figure, and is considered to be in effect at all times.
PER ENCOUNTER	The following Ability may only be used once per Encounter. Place a *Used* token on the Ability to track when it is used.
✤STATUS	The following Ability or Effect occurs during the figure's Status Phase.

Icons

Combat Dice:
The dice an Adventurer or Combatant rolls when making Actions or using Abilities.

Melee Icon:
Items with this Icon can only be used against adjacent targets unless the Attacker has the **REACH** Tag. Weapons with this Icon can only be equipped with other Weapons with the same Icon.

Ranged Icon:
Items with this Icon can be used to make Attacks against targets at up to the listed Ranged Value on the Icon. Weapons with this Icon can only be equipped with other weapons with the same Icon. If an Adventurer equips **2** different Ranged Weapons with **2** different Ranged Values, they may only make Attacks against targets using the lower of the two values.

Melee/Ranged Icon:
Items with this Icon are considered to have **both** the Melee Icon and the Ranged Icon. These Weapons may be equipped with either a Melee or a Ranged Weapon and assume the Range and type of whatever they are paired with. If both of your equipped Weapons have the Melee/Ranged Icon then both are considered Melee Weapons.

Abilities with this Icon are referencing **both** Melee and Ranged, meaning that they can be used with Weapons that have **either** Icon.

1-Hand:
Players may only ever Equip a maximum of 2 hands worth of Weapons. Weapons with this Icon take up only 1 hand and may be paired with another Weapon with this Icon printed on it. Weapons with this Icon may Equip **1** Item Upgrade.

IMPORTANT: Weapons with the Melee Icon may **not** be paired with Weapons with the Ranged Icon.

2-Hand:
Weapons with this Icon take up both of an Adventurer's hands and may not be paired with any other Weapons. Weapons with this Icon may Equip **2** Item Upgrades.

Health (HP):
The total amount of Damage a figure can be dealt before being Defeated.

Defense:
How difficult a figure is to hit when being Attacked.

Movement:
The amount of Movement Points a figure receives when making a Move Action.

Armor:
The amount of **PHYSICAL DMG** that is reduced **any time** a figure is dealt Damage. This can be from **any** source. However, it's also specifically calculated during the **Subtract Armor** step of an Attack. Armor may be granted by Items, Disciplines, and Effects. See section **6b** of ***The Attack Action*** Pg. 43.

Stamina Point(s) (SP):
SP are used to perform Actions and Abilities that have an **SP** cost.

Presence:
The degree to which others notice the Adventurer.

Lore:
The Adventurer's book-smarts and knowledge.

Agility:
How capable the Adventurer is at reacting and performing athletic feats.

Perception:
How aware the Adventurer is of their surroundings.

Strength:
The Adventurer's physical prowess and raw muscle.



Tags

+(X) ARMOR PIERCING:
The amount of Armor this Weapon ignores during the **Subtract Armor** step of an Attack.

+(X) PHYSICAL DMG:
This tag is used to denote Physical Damage. See ***Damage Types*** Pg. 44.

+(X) IRREDUCIBLE DMG:
This tag is used to denote Irreducible Damage. See ***Damage Types*** Pg. 44.

+(X) MAGIC DMG:
This tag is used to denote Magic Damage. See ***Damage Types*** Pg. 44.

+(X) TO THE ATK ROLL:
This tag is used anytime an Ability or Value modifies an Attack roll during the **Roll to Hit** step of an Attack.

ASSEMBLAGE:
A Discipline Tree. See ***Discipline Trees*** Pg. 34.

ATK:
Make an Attack Action using the Combat Dice of your equipped Weapon(s) with the Icon. For Combatants, make an Attack Action using the Combatant's Combat Dice.

ATK:
Make an Attack Action using the Combat Dice of your equipped Weapon(s) with the Icon. For Combatants, make an Attack Action using the Combatant's Combat Dice.

ATK:
Make an Attack Action using the Combat Dice of your equipped Weapon(s) with the or Icon.

BACKSTAB:
While Flanking, Attackers with this Tag Gain **+2 TO THE ATK ROLL** and **+5 PHYSICAL DMG**. This Tag replaces the bonus from Flanking. See ***Flanking and Backstab*** Pg. 50.

COLOSSAL:
A figure with this Tag ignores Elevation and other figures when drawing Line of Sight and figures targeting a figure with this Tag ignore Elevation and other figures when drawing Line of Sight.

COUNTER:
A figure with this Ability may make an Attack during the **Check if the target Counters** step of an Attack made against them.
See section ***6f*** of ***The Attack Action*** Pg. 43.

CRUOR:
A Discipline Tree. See ***Discipline Trees*** Pg. 34.

CRUSH:
While moving, this figure treats all spaces as unoccupied. After moving, deal any opponents that were moved through a **PURPLE** of **IRREDUCIBLE DMG**. If this figure ends its movement in a space that is occupied, move the occupying figure to the nearest unoccupied space. Figures moved this way do not provoke Break Attacks.

DODGE:
This Tag allows a figure to use the Dodge Ability. See ***Dodge*** Pg. 50.

DOUBLE:
Items with this Tag may be equipped using either side of the card. See ***Double-Sided Items*** Pg. 27.

DR:
DR, or difficulty rating, is used to rank each Combatant in terms of how tough they are to Defeat. **DR** is also referenced occasionally in some Special Encounter Rules.

EMPOWER:
During the **Empower** step of an Attack or **SPELL**, figures Empower the Attack or **SPELL** by adding a **BLACK** . See ***Empower*** Pg. 50.

FAMILIAR:
A type of card earned via the Familiar Discipline in the **ASSEMBLAGE** Discipline Tree.

FINESSE : (DIE):
If the listed Condition is met, Weapons with this Tag will substitute their printed Combat Die (top-left corner) with the Combat Die specified after **FINESSE**.

FLIGHT:
A figure with this Tag ignores the effects of all Terrain **except** Obstructing Terrain. While moving, figures with **FLIGHT** ignore other figures and do not provoke Break Attacks, but may not end their movement in a space occupied by another figure.

FORCE (X):
The target of your Ability must succeed a Conviction Check against the printed Force Value of (X) or be affected. See ***Spell-Like Abilities*** Pg. 51.

FORCE (X) + DIFFERENCE HIT
Used when making an Attack. The target of your Attack must succeed a Conviction Check against the printed Force Value of (X) or be affected. The Force Value is increased by the difference of the Attack roll minus the opponent's Defense Value. See ***Spell-Like Abilities*** Pg. 51.

FOLLOW UP (FU):
A figure may use this Ability in the **Follow Up** step of an Attack they made. See ***The Attack Action*** Pg. 43.

HEAL (X):
Remove (**X**) *Damage* tokens.

HEAVY:
A figure with this Tag reduces movement from Currents, Effects, and Abilities by **1**. Figures with **HEAVY** also have **-1** to their Movement Value and take a **-1** penalty to Agility. This Tag is cumulative and can have its effect occur from more than **1** source. This means that an Adventurer with **HEAVY** on **2** different Items will incur a **-2** to their Movement Value.

HULKING:
Figures with this Tag cannot be moved by opposing Abilities or Currents for any reason.

IMMUNITY : (TYPE):
Figures may have Immunities to Effects or Damage Types. If a figure is Immune to an Effect, they may not Gain that Effect. If they have the Effect and then Gain Immunity, they immediately lose the Effect. If a Figure is Immune to Damage, When Calculating Final Damage from an Attack or **SPELL** reduce the Final Damage dealt to **0**.

ITEM UPGRADES:
Item Upgrades are used to augment Weapons, Cores, and Armor, and may be purchased during the **Shop and Train** Phase. Some Item Upgrades require certain Materials before they become available for purchase. (**Example**: REQUIRES: Water Loa Oil). These Materials can be found by drawing the Monster Loot card in the Combatant Loot deck after Defeating opponents. See ***Item Upgrades*** Pg. 28.

LIGHT:
Some Condition Tags and Disciplines require this Tag to use their Ability.

LIMIT (X):
Some Abilities note a Limit (X). This is printed in the Ability Text and is used to succinctly let players know the maximum amount of tokens that can be added as per the Abilities effect.

LVL (X):
Every Discipline card has a **LVL** associated with it.
See ***Discipline Trees*** Pg. 34.

MARTIAL:
A Discipline Tree. See ***Discipline Trees*** Pg. 34.

MATERIAL:
Materials are found by Defeating Combatants and drawing the Monster Loot card in the Combatant Loot deck. So long as Card with the **MATERIAL** Tag is on a Character in the Party or in the Party Stash, all Item Upgrades associated with that Material will then be available for purchase at all **Shop and Train** Phases. See ***Item Upgrades*** Pg. 28.

IMPORTANT: Buying an Item Upgrade doesn't discard the Material. Once acquired, these upgrades are available as long as the Material is in the party's possession.

MOVE:
Make a Move Action using the figure's Movement Value.

PROTECTION:
When casting a **SPELL** against a figure with **PROTECTION**, that figure adds a **BLACK** to their Conviction Dice when making a Conviction Check. All rolled in this way add **+1** to the Conviction Check.

PULL (X):
Move the target up to (**X**) spaces *towards* the figure that used this Ability. See ***Towards and Away*** Pg. 42.

PUSH (X):
Move the target up to (**X**) spaces *away* from the figure that used this Ability. The target does not provoke a Break Attack from the the figure that used this Ability. See ***Towards and Away*** Pg. 42.

REACH (X):
Melee Attacks can be made at Range (**X**). They are still considered Melee Attacks. During an attack, the spaces directly orthogonally or diagonally that a figure can Attack through with Reach may be counted for the purposes of Flanking. This Flanking benefit only applies to the figure using Reach to count these spaces. See below for an example.



RELENTLESS:
While moving, this figure treats all spaces as unoccupied. After moving, deal any opponents that were moved through a **PURPLE** of **IRREDUCIBLE DMG** and place them adjacent to this figure. If they cannot be placed adjacent, deal them **2 PURPLE** instead and place them in the nearest unoccupied space. If this figure ends its movement in a space that is occupied, move the occupying figure to the nearest unoccupied space. Figures moved this way do not provoke Break Attacks.

RESISTANCE : (**TYPE**):
Figures may have Resistances to different Damage types. When Calculating Final Damage from an Attack or **SPELL** reduce the Final Damage dealt by half (rounded up).

SANCTUS:
A Discipline Tree. See ***Discipline Trees*** Pg. 34.

SHIELD: A type of Weapon that adds to Armor Value. The Range of a **SHIELD** is equal to the Range of the Weapon equipped in the opposite hand. If **2** Shields are equipped, their Range is considered to be Melee.

SOI:
Sphere of Influence. See Pg. 45.

SP:
Stamina Points. See Pg. 40.

SPELL (X):
Make a Spell Action with the Force Value of the Spell equaling (**X**) plus the result of a roll made with the caster's Casting Upgrade. The effect of the Spell will be listed with this Tag. See The ***Spell Action*** Pg. 51.

SUBTERFUGE:
A Discipline Tree. See ***Discipline Trees*** Pg. 34.

SWAP:
The figure using this Ability is removed from the board and the target of this Ability is removed from the board. They are then placed in the space the other occupied. This does not provoke Break Attacks.

THROW : (**DIE**):
The Throw Ability allows an Adventurer to deal **PHYSICAL DMG** to an opponent equal to the listed die within Range **4** and Line of Sight. This is **NOT** an Attack and no Attack roll is made. You simply roll the die and deal the Damage. As such, this Damage cannot be Dodged. Lastly, Armor still reduces Damage dealt this way.

UNSTOPPABLE:
While moving, this figure treats Obstructing Terrain as normal spaces. Replace any Obstructing Terrain this figure moves through with Hindering Terrain.

WARP:
The figure affected by this Ability is removed from the board and then placed on the space designated by the Ability text. **WARP** does not provoke Break Attacks.

WEAPON TAGS:
Weapons will have Tags that describe what the Weapon is. **Example**: **SWORD**, **WARHAMMER**, **TOME**, etc. Mechanically, these will be used when using **COMBO** Abilities or when calculating a **RESISTANCE**. Otherwise, they are purely thematic and are used to categorize the many types of Weapons.

Discipline Trees

Discipline cards contain Abilities that can be used at different times depending on their Conditions. Disciplines are learned as Adventurers spend **XP** when given the opportunity to **Shop and Train**. See ***Buying Items and Learning Disciplines*** Pg. 24.

The **XP** cost of a Discipline is listed in the top left corner of the card. This cost is increased by **+1 XP** for every other Discipline of the same level an Adventurer already has. The "**+**" is listed alongside the **XP** cost as a reminder for players.

Disciplines are separated into **5** different Discipline Trees, and each Tree is divided into Levels (**LVL**). Disciplines can be mixed and matched to customize your Adventurer. Adventurers may learn **LVL 1** Disciplines from any Tree but higher **LVL** Disciplines require at least **1** Discipline from each lower **LVL** of the same Tree to learn them.

Example: An Adventurer can only learn a Level **3 CRUOR** Discipline if they already have a **LVL 1** and a **LVL 2 CRUOR** Discipline.

IMPORTANT: An Adventurer may learn as many Diciplines as they can afford, however, they may not learn the same Discipline twice.



Assemblage

Assemblage is the art of whispering to the things that walk in the realms outside of our own, and dealing with the ancient creatures that were once beyond our imagination. The Abilities in Assemblage often reflect a jack-of-all-trades mentality. This is because these Abilities are as diverse as the creatures you call upon to perform them. In the early levels of Assemblage, a player can perform a wide array of actions, from Gaining extra Actions to granting Positive Effects.

Cruor

Cruor is risky by nature. Its Abilities can be very powerful, but only if the caster is willing to give a little of themselves. It focuses on the raw power of sacrifice to get the job done. Cruor grants the ability to curse your enemies into dust, disease them, ruin them, or liquify them. Those who follow Cruor can expect to reap great rewards, but must be careful not to lose themselves in the process.



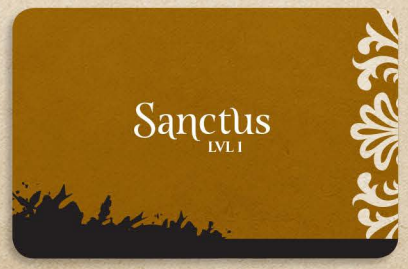


Martial

Martial is the embodiment of physical combat in ***Middara***. While many Discipline Trees can make Attacks more powerful, Martial makes an Adventurer a combat powerhouse. Martial can enhance Ranged or Melee Attacks, and a player should consider both in some cases. Some Weapons like the ***Kusarigama*** can be used as both Melee and Ranged, meaning that players can use Abilities that work for either while using this weapon.

Sanctus

Sanctus boasts a wealth of strong and diverse Abilities. It can grant magical armor, temporary wings, or allow users to avoid obstacles. Using Sanctus, players can redirect Damage, **HEAL**, and even fold reality to teleport themselves or others. Sanctus can complement any Melee or Ranged play style, but really shines with defenders and support characters.





Subterfuge

Subterfuge is the art of the rogue and the assassin. Most Subterfuge Abilities focus on big damage, but some also maximize defensive potential by allowing players to **DODGE**, take free Actions, and move without penalty. It encourages agility and positioning for a more subtle approach, but includes some straight-forward Abilities as well.

Conviction and Casting Upgrades

Many Abilities offer Conviction or Casting Upgrades. An Upgrade of this type allows an Adventurer to roll better dice when rolling Conviction Checks and Casting rolls.

By default, an Adventurer uses the dice printed on their Adventurer card when making Conviction or Casting rolls. This will usually be **1 PURPLE** when Casting, and **2 PURPLE** when making a Conviction Check.

Example on an Adventurer card:

Conviction: **Casting:**

Conviction and Casting Upgrades will replace the dice used to make these rolls.

An Adventurer is limited to **1** Upgrade to their Casting roll, and **2** Upgrades when rolling their Conviction Check. If an Adventurer has an Ability that provides them with more Upgrades than they can use, they must choose which Upgrade they want to use.





Example:
Above are **2** examples of Upgrades from **2** different types of Items. The ***Magic Tome*** lets an Adventurer replace their default **PURPLE** with a **WHITE** when determining the Force of a **SPELL**.

The ***Deflection Core*** lets an Adventurer replace **1** of their default **PURPLE** with a **WHITE** when making a Conviction Check. If an Adventurer had **2** Conviction Upgrades, they could use both and replace both of their default **PURPLE** with better dice.

Discipline Card Breakdown



A **XP COST:**
The **XP** it costs an Adventurer to learn this Discipline.

B **STAMINA POINT (SP) COST:**
The red dots indicate the amount of **SP** a Discipline costs to use. Some Disciplines cost **0 SP** but may have other Conditions.

C **CARD NAME:**
Name of the Discipline.

D **TAGS:**
The Discipline Tree the card is from and its Level (**LVL**).

E **ABILITY TEXT:**
This section of the card contains the Abilities on the Discipline card, the rules for what they do, and any Conditions that must be met to use them.

Game Table Setup

A

B

C

D

E

F

G

H

A **ADVENTURER PLAY AREA:**
This is the area for an Adventurer's Items, Discipline cards, and Adventurer card.

B **ASSIGNED COMBATANT:**
When setting up an Encounter, we recommend evenly distributing Combatant cards so that each player has one to control.

C **TOKENS:**
Effect, *Ability*, *Terrain*, and *Encounter* tokens should be on the table and within reach of the players.

D **INITIATIVE TRACK:**
The Initiative Track is placed near the game board so that all players can see it.

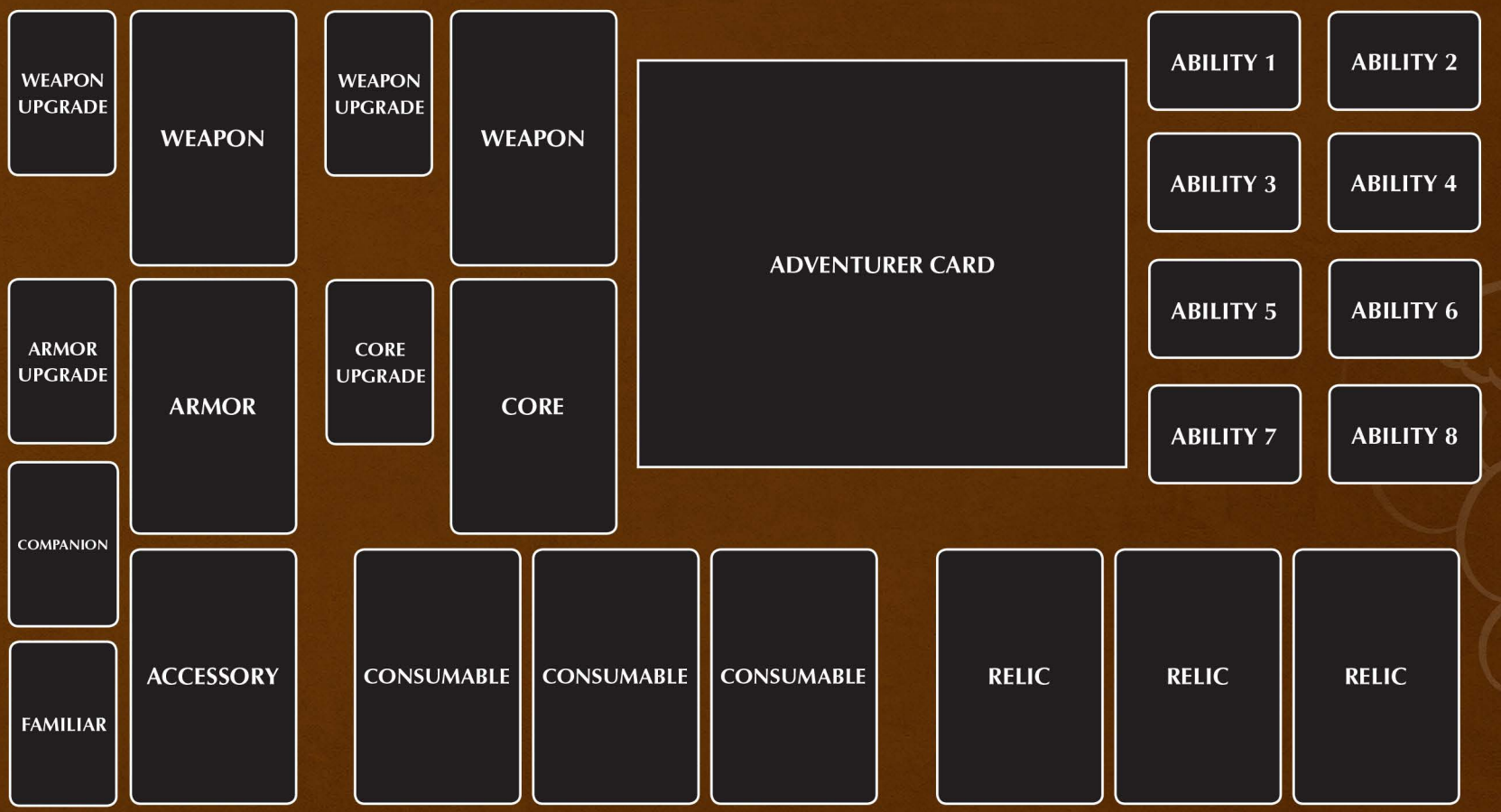
E **DICE:**
The dice should be placed near the game board so that all players can access them.

F **URGENCY TOKENS:**
These tokens are added to the back of the Initiative Track at the end of any round in which no opponents had an **AI** Step with a true condition, **and** no opponents were Spawned.
See ***Urgency Tokens*** Pg. 18.

G **DAMAGE AND STAMINA POINT TOKENS:**
It's important that each Adventurer has enough *Damage* and **SP** tokens nearby to keep track of Damage dealt to their Adventurer and assigned Combatants, as well as **SP** stored and used by their Adventurer.

H **COMBATANT LOOT DECK**
The Combatant Loot deck is shuffled and placed on the table before each Encounter. When an opponent is Defeated, players will draw from this deck.

Adventurer Play Area



An Adventurer's Turn

The Initiative Track

Players will begin an Encounter by determining whose turn it is on the Initiative Track. Whether the figure is an Adventurer, a Command Combatant, or an Intelligent Combatant will determine what steps they must go through during their turn.

Encounters are divided into rounds that are made up of individual turns. To determine the order in which figures take turns, players use the Initiative Track. The Initiative Track is dealt out randomly at the beginning of each Encounter using the Initiative cards of the Active Group as well as the Initiative cards of all other figures required in the Encounter Setup.

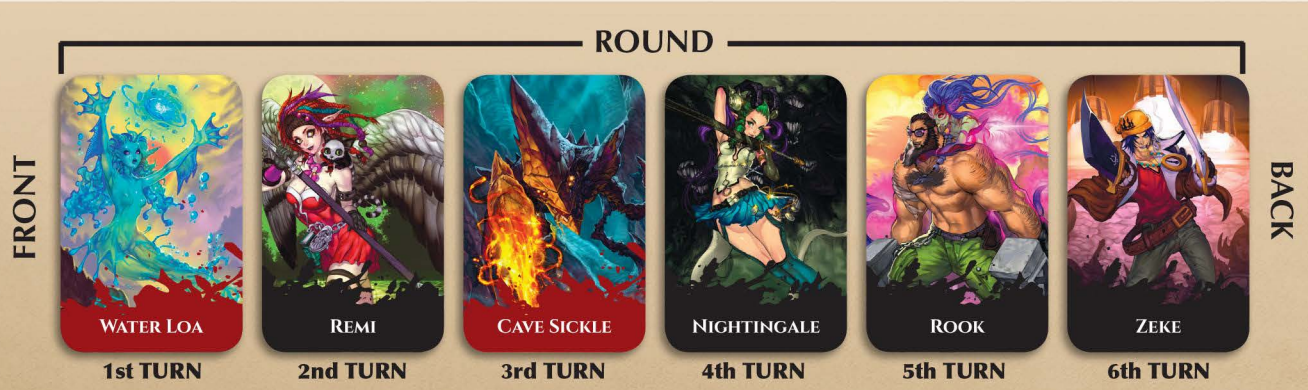
Starting from the front of the Initiative Track and moving to the back, Adventurers and Combatants take their turns. Once a figure has taken their turn, continue to the next Initiative card and repeat.

Once the back of the Initiative Track is reached, the current round ends and a new round begins. Rounds continue like this until the Encounter reaches an End Condition. See ***End Conditions and Rewards*** Pg. 14.

Any Effect that would last until the end of a round, persists until the last figure on the Initiative Track has finished their turn.

IMPORTANT INITIATIVE RULES:

- If a figure is ever instructed to move **up** the Initiative Track, they are moved toward the **front**, likewise, if a figure is instructed to move **down** the Initiative Track, they are moved toward the **back**.
- Some Items and Abilities allow Adventurers and Combatants to manipulate the order of the cards on the Initiative Track. When this happens, it is important to remember that a figure's turn is never skipped. The figure closest to the front of the Initiative Track that has not yet had a turn will **always** take their turn next.
- As soon as a figure is Defeated they **must** immediately remove their corresponding Initiative Card from the Initiative Track. When this happens, the other Initiative Cards collapse to fill in the empty space. See ***Being Defeated*** Pg. 67.
- Some Combatants with multiple figures may share one or more Initiative Cards. We call these Groups. A Group's corresponding Initiative Card is only ever removed from the Initiative Track when the **last** figure in the Group is Defeated. See ***Activation Numbers*** Pg. 54.



Example 1:
At the start of an Encounter, players shuffle all the Initiative cards required for the Encounter. Generally, the black bordered cards represent the Adventurers and their allies, while the red bordered cards represent the Adventurers' opponents. The cards are then dealt face up near the board to create the Initiative Track.



Example 2:
Starting with the Initiative card closest to the front and moving down the track, Adventurers and Combatants take their turns. Once a figure has taken their turn, continue down to the next Initiative card and repeat until the end of the round. After the round ends, simply repeat the process again.

Phases of an Adventurer's Turn

1. Start of Turn Phase:
Resolve Abilities and Effects that occur at the start of a turn.

2. Status Phase:
Any Effects and Abilities that have the ✣ STATUS Tag occur during this Phase. See Pg. 74 for a list of Effects.

3. Refresh Phase:
During the Refresh Phase, the Adventurer goes through the following steps:

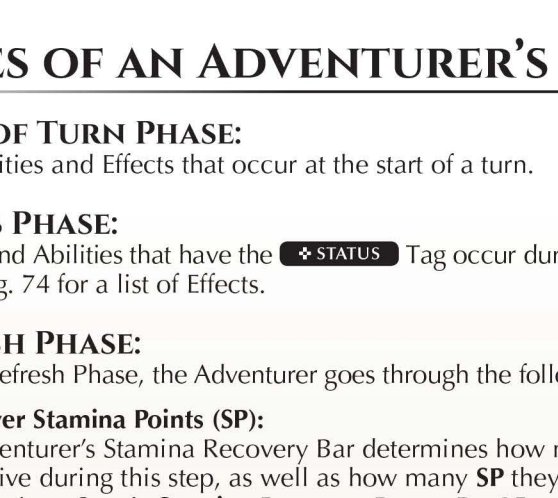
A. Recover Stamina Points (SP):
Each Adventurer's Stamina Recovery Bar determines how many **SP** they receive during this step, as well as how many **SP** they may have at any given time. See ***A: Stamina Recovery Bar*** on Pg. 25.

IMPORTANT: Adventurers do **not** Gain **SP** during the Refresh Phase of their **1st** turn of an Encounter. See ***Prepare Phase*** Pg. 14.

B. Un-Exhaust Cards:
Some Abilities require the Adventurer to ⮟**EXHAUST** them to be used. During the Refresh Phase, any Exhausted cards are Un-Exhausted.

4. Action Phase:
During the Action Phase, an Adventurer may spend **SP** to take Actions and/or use Abilities. When they decide they no longer want to spend **SP** or take Actions and/or use Abilities, the Adventure continues to the End of Turn Phase.

5. End of Turn Phase:
Resolve Abilities and Effects that occur at the End of a Turn.





Example:
At the start of her Refresh Phase, Nightingale will Gain **3 SP** up to her maximum of **5**. No figure may have more **SP** than their Stamina Recovery Bar depicts. If she would gain **SP** over her maximum, she does not Gain the excess.

Exhaust and Flip



UN-EXHAUSTED **EXHAUSTED**

To ⮟**EXHAUST** a card, simply turn it sideways. These cards are Un-Exhausted during the Refresh Phase. An Exhausted card may not use any printed Abilities that require you to ⮟**EXHAUST** it, but may otherwise be used as normal.



UN-FLIPPED **FLIPPED**

To ➤**FLIP** a card, turn it over to its back. Cards that have been Flipped do not Un-Flip until the player is instructed to do so. When a card is Flipped, you may no longer use the front of the card. Instead, you reference the Item text, Icons, and Abilities printed on the back of the card.

Disciplines cannot be used while Flipped. However, other types of cards can. Weapons, Armor, Cores, and Relics will have Icons, Symbols, and Ability text printed on their backs to remind players that these cards can still be used once Flipped. Companion cards and Familiars will also have Ability text printed on their backs.

IMPORTANT: Flipped cards do not Un-Flip until the players are told to Restore Adventurers**.** See ***Restoring Adventurers*** Pg. 18.



TIP: Players most often will have to play more than **1** Encounter before they are told to Restore Adventurers, so choose when to use ➤**FLIP** Abilities carefully.

Using Stamina Points

During the Action Phase, an Adventurer may spend any or all of their **SP** to use as many of their available Abilities or Actions, in any order, and as many times as they have **SP** for. Some Abilities and Actions have limits on how many times they can be used depending on how they activate. Unless an Action or Ability specifically says that it can't be used more than once per turn, an Adventurer may use that Action or Ability as many times as they have **SP** to do so.

IMPORTANT: An Adventurer **must** finish their current Action before starting another Action.

Standard Actions and Abilities

A Standard Action or Ability is an Action or Ability that is always available for Adventurers to use. Below is a list of the Standard Actions and Abilities in ***Middara***.

Table 1: STANDARD ACTIONS

ACTION	SP COST	DESCRIPTION
Move	1	Move up to your maximum Movement Value. For each additional **SP** spent, add **2** to your Movement Value. **IMPORTANT:** Adventurers are limited to **1** Move Action per turn.
Attack	2	Make an Attack using your equipped Weapon(s) Combat Dice.
Encounter Action	1	Encounter Actions are Encounter specific Actions that an Adventurer may make. This also includes activating *Loot* tokens.
Re-Equip	1	Equip or un-equip any Items in your Pack or on your Adventurer. Items in your Pack stay Flipped or Exhausted until they would normally be Un-Exhausted or Un-Flipped. You may also take Items and Companions from an adjacent Adventurer, but you may never give Items or Companions to other Adventurers. Any amount of equipping/un-equipping/taking is allowed for **1 SP**.

Table 2: STANDARD ABILITIES

ACTION	SP COST	DESCRIPTION
DODGE	1	During the Dodge step of an Attack, roll the **BLACK** die. For each shield rolled, the Adventurer adds **+1** to their Defense. If the skull is rolled, no additional Defense is added. See ***Dodge*** Pg. 50.
EMPOWER	1	When building your Combat Dice Pool during an Attack or when determining the Force of a **SPELL**, you may spend **1** additional **SP** to add the **BLACK** die. If the skull is rolled during an Attack, the Attack automatically misses. If the skull is rolled during a Spell, the Spell automatically fails to affect the target. Immediately deal **3 IRREDUCIBLE DMG** to the caster, and end the Spell Action.
COUNTER	2	When an Attack deals no Final Damage, **COUNTER** the Attack**.** See ***Counter*** Pg. 50.

Allies, Opponents, and Figures

Throughout the game, Abilities and Actions on Adventurers, Intelligent Combatants, and Command Combatants will reference targets that are either "opponents", "allies", or "figures." While opponents and allies refer to specific groups of figures, the word "figure" is used to refer to both opponents and allies. See ***Opponents and Allies*** on Pg. 67.



ALLIES

Allies are figures that share the same goal and have no reason to hinder each other in achieving that goal. If you're an Adventurer, your Allies are all the other Adventurers in the Encounter. Meanwhile, if you're taking the turn of an Intelligent Combatant, Allies would refer to all those who oppose the Adventurers in the Encounter.

On Encounter Setup Diagrams, Allies to the Adventurers will be outlined in green.



OPPONENTS

Opponents are figures that oppose the current figure's goals. If you're an Adventurer, opponents will be all the opposing Intelligent Combatants in the Encounter. Meanwhile, if you're taking the turn of an Intelligent Combatant, the Adventurers and their Allies are all considered the opponents.

On Encounter Setup Diagrams, Opponents to the Adventurers will be outlined in Red. Any figure that Spawns during an Encounter is considered an opponent to the Adventurers unless stated otherwise.

The Move Action

Adventurers are limited to **1** Move Action on their turn. The Move Action costs **1 SP**, and allows the figure to move up to the Movement Value printed on their Adventurer card. Movement is always counted orthogonally. This means that you may **not** move diagonally. After moving up to their Movement Value, the Adventurer may then spend **SP**. For each additional **SP** spent, an Adventurer adds **+2** to their Movement Value for that Action.

Areas on a **Tile** marked with a — cannot be moved into or through. A figure may **not** move through opponents. Moving through allies is allowed, but costs **2** Movement Points to leave their space. This does **not** stack with the increase in movement cost caused by Hindering Terrain or Water Terrain.

IMPORTANT: A figure may **not** end their movement occupying another ally's space.

Since an Adventurer must always finish an Action before starting another Action, movement may not be broken up with other Actions. For example, you **cannot** move half of your Movement Value, Attack, and then finish your movement.

Some Abilities allow players to make a Move Action. This Move Action still counts as their Move Action for the turn unless stated otherwise.

IMPORTANT: When a Move Action ends, all unspent Movement Points are lost.



Example:
Remi's ***Natural Flight*** Ability counts as her Move Action for the turn, so she cannot move and then use this Ability in the same turn.

Free Movement

Some Disciplines and Item cards have Abilities that let you Move for free. Any movement granted by these Abilities, **does not** count as the Move Action for the turn. These Abilities **cannot** be used *during* another Action.

In addition, movement granted by these Abilities simply moves a figure the amount of spaces listed regardless of the negative effects on movement caused by Terrain or allies.

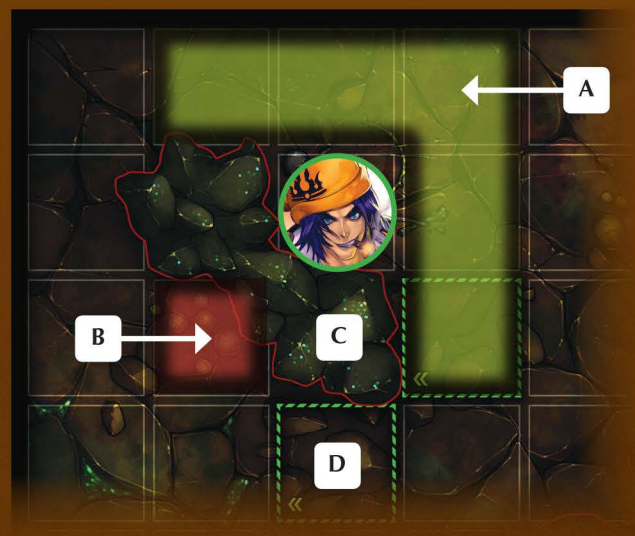
However, Obstructing Terrain and opposing figures still prevent an Adventurer from using free Movement to move through their Space, and Dangerous Terrain would still Defeat an Adventurer under the normal circumstances.

IMPORTANT: Tags that affect Abilities still affect Free Movement. For example, **HEAVY** would still reduce free movement granted by any Ability by **1**.

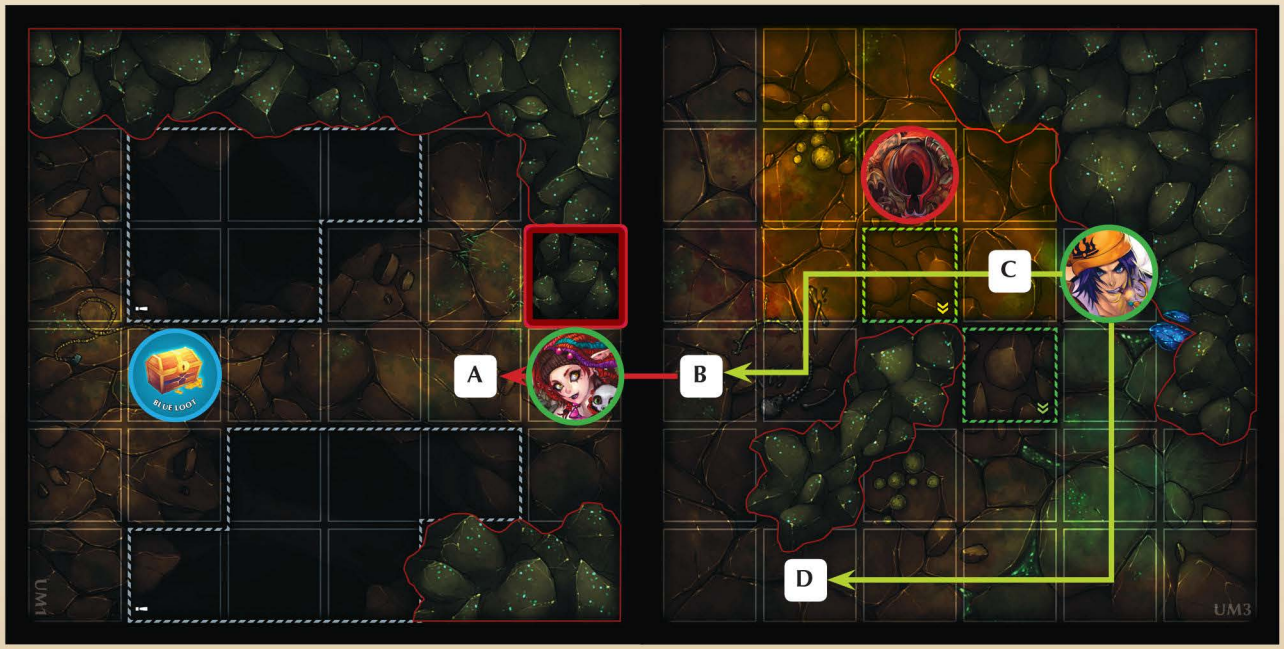


Example:
The Discipline ***Like the Shadows*** allows you to move two spaces for free. This movement does not count as a Move Action, and is **not** hindered by negative effects on movement caused by Terrain or allies.

Adjacent Spaces



- **A** Any gridded area is considered a space. Spaces that share a corner or edge to a space with a figure are ***adjacent***.
- **B** Spaces obstructed by red borders block Line of Sight and are not considered adjacent.
- **C** Areas that do not contain a grid are not considered spaces. They cannot be moved into and are never considered adjacent.
- **D** Spaces with colored borders and Icons have Terrain Effects. See ***Terrain*** Pg. 21.

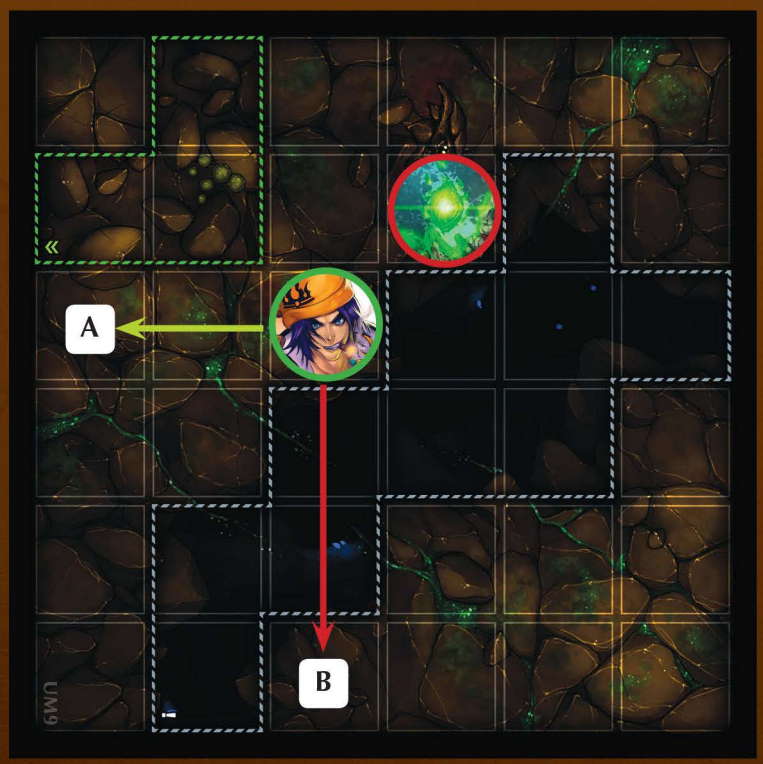




Movement Example:
During Zeke's Action Phase, he wants to move to the *Loot* token to the west of Remi. He spends **1 SP** to make a Move Action and Gains Movement Points equal to his Movement Value printed on his Adventurer card, in this case, **6**. Since figures cannot move diagonally, he must choose between the shorter route heading west through Hindering Terrain (finishing at B), or the longer route heading south and moving to D.

If Zeke chooses the short route to B, the Animate will get a Break Attack against him when he moves out of C (See ***Diagonals and Break Attacks*** *Pg.* 44). If he chooses to move to D, he avoids this danger, but ends up farther from his goal.

After moving to B by travelling past the Animate and through Hindering Terrain, Zeke could spend an additional **SP** to Gain **2** more Movement Points and move through Remi. But, because Remi is an ally, he can move through – but not stop in – her space, and since the space that allies occupy take **2** Movement Points to move out of, Zeke would not be able to reach A without spending a total of **2** more **SP** for **4** more Movement Points. After reaching A Zeke would have **1** remaining Movement Point.



Towards and Away

If an Ability moves an opposing figure **towards** something, the figure being moved must only move into spaces that are **closer** to the destination. If the destination is a space occupied by another figure, the destination becomes the nearest adjacent space to the figure. The rules for **toward** also apply when following an Intelligent Combatant's AI Steps for their movement.

If an Ability moves an opposing figure **away** from something, the figure will move directly away from it. If a figure is positioned diagonally to the component causing the movement, then the figure must choose the most detrimental direction to move. If a figure is moved into Obstructing Terrain or into another figure, they stop moving and are dealt the remainder of the movement as **IRREDUCIBLE DMG**. If an Intelligent Combatant's AI Step says to move **away** from something, they will move to be in the most beneficial position possible for themselves.

Example: The Earth Loa uses the **Push** Ability, which causes Zeke to be moved **3** spaces **away** from the Earth Loa.

Zeke is diagonal to the Earth Loa and has to choose to move south or west **3** spaces. Choosing to move west to space A would move him into a **Tile** Edge and deal him **1 IRREDUCIBLE DMG** for the extra space he cannot move. Moving south would cause him to leave Dangerous Terrain and be Defeated. Because it is the most detrimental option he must choose to move south to Space B and be Defeated.

The Attack Action

Steps for Making an Attack

Any time an Attack is called for, the figure making the Attack will follow these steps.

1. **CHOOSE THE TARGET**
   Select a figure within Line of Sight and Range as the target. Some Abilities have specific targeting parameters that may override this.

2. **BUILD THE COMBAT DICE POOL:**

   1-Handed Weapons have a single Combat Die printed on them. **2**-Handed Weapons have a pair of Combat Dice printed on them. When making an Attack, Adventurers use the Combined Dice of all Weapons they have equipped to form the Combat Dice Pool.

   An Adventurer with only a single Combat Die being added from their equipped Weapon adds a **PURPLE** to their Combat Dice Pool. If an Adventurer has no equipped Weapons, they add **2 PURPLE** to their Combat Dice Pool.

   Unlike Adventurers, Combatants have their Combat Dice printed on their card. When they make an Attack, they use the Combat Dice printed on their Combatant card to form their Combat Dice Pool.

3. **EMPOWER:** Choose to **EMPOWER** the Dice Pool.

   After building their Combat Dice Pool, the Attacker may choose to **EMPOWER** their Attack by spending **1 SP** to add the **BLACK** to the Combat Dice Pool.

   Combatants will only **EMPOWER** if they have an Ability that specifically allows them to.

   IMPORTANT: Some Weapons have the **BLACK** pictured as part of their Combat Dice. Attacks made with these Weapons are always Empowered. Likewise, some Combatants have the **BLACK** pictured as part of their Combat Dice. Their Attacks will always be Empowered. See ***Empower*** Pg. 50.

4. **DODGE:**
   a. **Check if the target uses DODGE**: When targeted by an Attack, a figure may spend **1 SP** to use the Dodge Ability. Combatants do **not DODGE** unless their card says otherwise.
   b. **Make a Dodge Roll:** A figure who uses **DODGE** rolls the **BLACK** , and for each rolled, adds **+1** to their Defense. If the is rolled, the Dodge fails and no additional Defense is added.

      Important: Abilities can give bonuses to this roll. However, if the is rolled, these Abilities provide no bonus.

5. **ROLL TO HIT:**
   a. **Make an Attack Roll**: To make an Attack roll the Attacker rolls their Combat Dice Pool.
   b. **Spend Symbols and use Abilities to add TO THE ATK ROLL:** Some Abilities add to the Attack roll. During this step, the Attacker may spend Symbols and use Abilities that add **TO THE ATK ROLL**.
   c. **Determine if the Attack Hit:** If the total number rolled on the Combat Dice Pool, after bonuses from Abilities, is equal to or greater than the target's Defense Value, the Attack hits. The Attacker continues to the **Determine Damage** step. Otherwise, the Attack misses, and the Attacker immediately goes to the **Check if the Target Counters** step.

6. **DETERMINE DAMAGE:**
   Calculate the difference by which the Attack hit:
   For each number above the target's Defense Value the figure rolled, the Attacker adds +**1 PHYSICAL DMG** to the Attack.
   a. **Spend Symbols and use Abilities that add Damage:** Some Abilities add to Damage. During this step, the Adventurer or Combatant may spend Symbols and use Abilities that add to Damage. See ***Icons, Conditions, Tags, and Symbols*** Pg. 30.
   b. **Subtract Armor:** Subtract the target's Armor Value from the total **PHYSICAL DMG** being dealt by this Attack. Some Items and Abilities have the Tag **+(X) ARMOR PIERCING**. This Tag means that the Attacker ignores the first (**X**) points of Armor when calculating the amount of **PHYSICAL DMG** that is reduced. **ARMOR PIERCING** Tags from multiple sources are cumulative.
   c. **Calculate and Deal Final Damage:** Any Damage remaining after the Subtract Armor step is completed is the Final Damage of the Attack. The target of the Attack then adds *Damage* tokens to their Combatant or Adventurer card equal to the Final Damage this Attack dealt. Abilities that reference Final Damage are used during this step.
   d. **Check if the Target Counters:** If the Attack misses or deals no Final Damage, the player checks to see if the target uses **COUNTER.** See ***Counter*** Pg. 50.

7. **MISSED ATTACKS END**
   If the Attack missed, the Attack immediately ends and skips the **Follow Up** step.

8. **USE FOLLOW UP ABILITIES (FU)**
   The Attacker may use Abilities that occur during the Follow Up step of the Attack. If an **FU** Ability would start a new Attack or Spell Action, the current Attack immediately ends and the player may start the new action as normal.

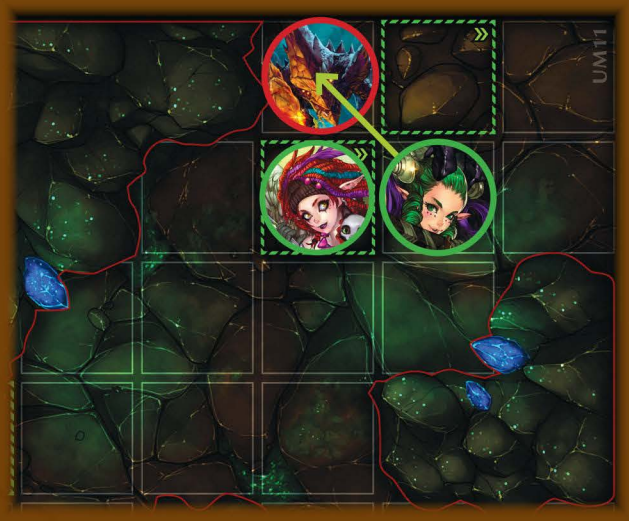
   Unless otherwise specified, an **FU** Ability that **doesn't** start a new action **must** be used by you, target yourself, or target the figure you Attacked. This may be done regardless of Range, **SOI**, and Line of Sight.

   If an **FU** Ability requires a Force (**X**) to affect the target, then it is also classified as a Spell-Like Ability. See ***Spell-Like Abilities*** Pg. 51.

   IMPORTANT: Players may use multiple **FU** Abilities off of the same Attack, so long as they do not start another Standard Action or Spell Action. As soon as a player decides to use a **FU** Ability that starts a new Attack or Spell Action the current action ends and they may no longer use anymore **FU** Abilities during that action.

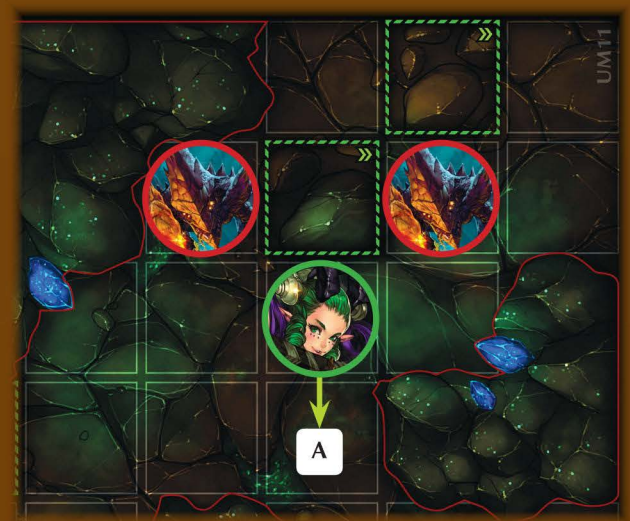


Diagonals and Break Attacks



When moving or drawing Line of Sight through a diagonal, players choose which of the **2** spaces affect the Line of Sight or movement. The space chosen by the players then applies all of its possible bonuses and negatives gained by the terrain type of the space and any figures occupying the space. For example, if an Adventurer were to draw Line of Sight through a diagonal where **1** space of Hindering Terrain and **1** space of Normal Terrain meet, the Adventurer would be able to choose which space affects their Line of Sight. In this case, the Adventurer would likely choose the space containing Normal Terrain, so that they are not affected by the **-1 TO THE ATK ROLL** applied by the Hindering Terrain.

Example: Nightingale's Attack roll against the Cave Sickle will be subject to a **-1** penalty if she chooses the unoccupied Hindering Terrain space, or a **-2** penalty if she chooses the Hindering Terrain space occupied by Remi.



If at any point during movement, a figure leaves a space adjacent to an opponent, they provoke a Break Attack. The opponent may immediately make the Break Attack against the figure that left the adjacent space. The Attack takes place in the space the target is leaving, and any Terrain in that space still affects the Attack. A figure may never make more than **1** Break Attack per turn. Unlike other Actions, a Break Attack and **resulting Actions** will not end the movement of the figure that is moving. Any remaining movement may be finished after the Break Attack ends. All Break Attacks made by Combatants are considered to be **ATKS** unless otherwise stated. Adventurers making Break Attacks make an Attack corresponding to the Type and Range of their equipped Weapons.

Example: Nightingale would provoke a separate Break Attack from both Cave Sickles if she moved to A.

IMPORTANT: If a Combatant provokes a Break Attack from an Adventurer, the Break Attack is free and costs **0 SP.**

The Attack Action Continued

Damage Types

Abilities, Attacks, and Spells can all deal Damage. The type of Damage changes depending on the source of the Damage.

There are **3** Damage types in ***Middara***:

Physical Damage: All Attacks deal Physical Damage by default. This Damage can be prevented by Armor.

Magic Damage: Some Spells and Abilities specifically say they deal Magic Damage. Magic Damage is **not** reducible by Armor or other Abilities that reference Physical Damage.

Irreducible Damage: Some Spells, Abilities, and Effects specifically say they deal Irreducible Damage. Irreducible Damage is **not** reducible by any Abilities.

IMPORTANT: Anytime an Ability references just "***Damage***", meaning Damage without a type. This is referencing **all/any** Damage types. For Example, if an Ability said "**RESISTANCE : DAMAGE**", the figure would have resistance to all Damage types.



Example:
Sinful Privilege allows an Adventurer to make the Damage dealt by an Attack turn from Physical Damage into Magic Damage instead.

WEAPON TYPES

There are **3** types of Weapons in ***Middara***:

Melee Weapons: These Weapons have the Icon. When taking an Attack Action with a Melee Weapon, an Adventurer may only target an adjacent figure unless the Melee Weapon has **REACH**.

Ranged Weapons: These Weapons have the Icon. This Icon has a number that displays the Range of the Weapon.

Melee / Ranged Weapons: These Weapons have the Icon. This Icon has a number that displays the Range of the Weapon. Melee Ranged Weapons can be used with both Melee and Ranged Abilities and count as having both the Icon and Icon.

IMPORTANT: An Attack Action requires the target of the Attack to be within Range and Line of Sight.

DETERMINING RANGE

Attack Actions have a maximum Range. An Adventurer's Range when using Attack Actions is determined by their equipped Weapons and Items. Only figures within the Range listed on the equipped Item may be the target of an Attack.

There are **3** types of Ranges:

- **Adjacent / Melee:** This is the Range for the Icon. Melee Attacks and Abilities with this Icon require the target to be adjacent to the figure making the Attack.
- **REACH (X):** This Tag changes the Range for Weapons with the Icon. (**X**) equals the maximum distance at which a Melee Attack can be made.
- **Ranged:** This is the Range for the Icon. Ranged Attacks and Abilities with this Icon require a target to be no farther than the listed Range on the Adventurer's equipped Weapon(s) with the Icon. Ranged Attacks can be made against targets that are adjacent, however, Ranged Attacks **cannot** Gain the Flanking bonus. See ***Flanking*** Pg. 50.

IMPORTANT: If an Adventurer equips **2** different Ranged Weapons with **2** ***different*** Ranged Values, they may only make Attacks against targets using the lowest of the two values.

HOW TO COUNT RANGE

To check whether a target is within Range of an Attack or a **SPELL**, the player counts the number of spaces from the figure that is performing the Action, to the space the target occupies.

IMPORTANT: Unlike movement, all types of Range are counted diagonally as well as orthogonally.

SPHERE OF INFLUENCE (SOI)

This is both a type of Range and a type of Line of Sight. It is used by Spells and Spell-like Abilities and represents the area in which a figure can exert their will. Every figure has an **SOI**. **SOI** has a base Range of **4** but this Range can be adjusted by Items and Abilities. When using **SOI** to determine Line of Sight, elevation, opponents, allies, and all terrain **other than** Obstructing Terrain **do not** block or hinder Line of Sight in any way.

LINE OF SIGHT

Line of Sight is determined by drawing an imaginary line from the center of the space the acting figure occupies to the center of the space the target figure occupies. If this line moves through anything that blocks Line of Sight, then the Action or Ability cannot be performed.

Obstructing Terrain, edges of a **Tile** where the **Tile** doesn't connect to another **Tile**, Elevation differences, and spaces occupied by opponents, block Line of Sight. Allies do not block Line of Sight, but give a **-1 TO THE ATK ROLL** made through them. This effect stacks with the **-1 TO THE ATK ROLL** from Hindering Terrain, but not itself.



Line of Sight



Nightingale can draw Line of Sight to **2** of the **4** targets. Both Animates are within Line of Sight, but the Cave Sickle is hidden behind Obstructing Terrain and **1** of the Animates is blocking Line of Sight to the Living Oblation. Remi is between an Animate and Nightingale, but allies do not block Line of Sight. Since Range may be counted diagonally, **one** Animate is at Range **2** and the other is at Range **3**. If Nightingale *could* see the Living Oblation or Cave Sickle, they would be at range **6** and Range **3**, respectively.

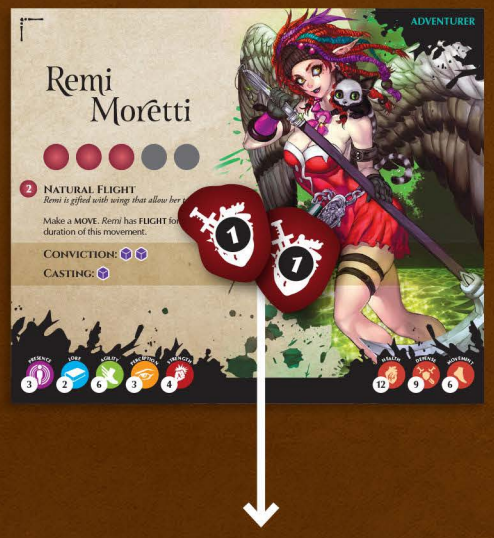
Damage and Healing

Middara uses an accumulative Damage system. When an Adventurer or Combatant takes Damage, *Damage* tokens are added to their card to represent the total amount of Damage a figure has been dealt. If an Adventurer or Combatant has **0** *Damage* tokens, the figure is at full Health (**HP**). A figure may never Gain more *Damage* tokens than their maximum **HP**.

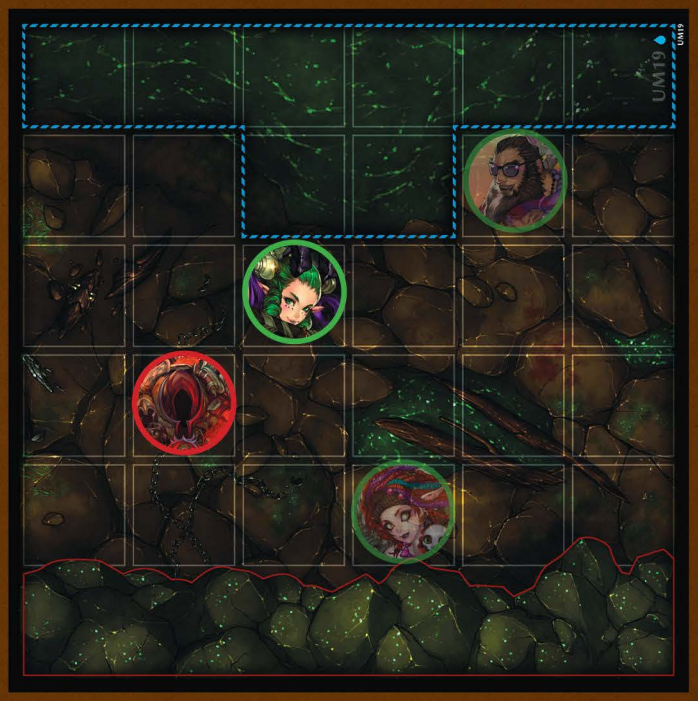
Healing works by removing *Damage* tokens from a figure. If an Ability allows a figure to **HEAL (X)**, the player removes **(X)** *Damage* tokens from the figure's card. If a figure has fewer *Damage* tokens than the amount **HEALED**, the excess healing is lost.

Example:
Zeke uses a ***Vitality Juice Box*** on Remi. This Item allows Remi to **HEAL 3**. Remi currently has **2** *Damage* tokens on her card. Remi's player would remove the **2** *Damage* tokens from her card, bringing her to full **HP**. The **1** point of unused healing is lost.





Making an Attack



Nightingale spends **2 SP** to make an **Attack** and chooses a target to Attack.

Nightingale has **2** Weapons equipped, a ***Katar*** and a ***Longsword***. Since these Weapons have the Icon, they have a Range of adjacent. Since the Animate is adjacent, Nightingale can choose it as the target of her Attack.

Next, Nightingale must build her Combat Dice Pool using her equipped Weapons. The ***Katar*** grants **1 WHITE** and because it is a **LIGHT** Weapon, the ***Longsword's* COMBO** Condition Tag grants **FINESSE : ORANGE**. This makes her Combat Dice Pool a **WHITE** and an **ORANGE**.

Nightingale could **EMPOWER** the Attack by spending **1 SP** to add the **BLACK** to her Combat Dice Pool, but she declines to do so.

Before rolling, Nightingale must check to see if the target will **DODGE**. Intelligent Combatants do not **DODGE** unless they have an Ability that says otherwise. The Animate does not, so it doesn't **DODGE**.



Nightingale rolls her Combat Dice Pool. In this example, she rolls a **6** on the **ORANGE**, and a **7** on the **WHITE**. She adds the numbers together and compares it with the target's **Defense Value**. Since her roll of **13** is equal to or higher than the Animate's **Defense Value** of **9,** she hits!

If Nightingale had an Ability that added **TO THE ATK ROLL**, she could use it now. Since she doesn't, she continues to the next step of the Attack, **Determine Damage**.

To **Determine Damage**, Nightingale must find the difference by which she hit. **13 - 9 = 4**, so she adds **4** Damage.

Next, Nightingale can spend Symbols and use Abilities that add Damage.



Between the **2** Combat Dice, she rolled **2** , **3** , and **1** . Nightingale's ***Longsword*** and ***Katar*** both have an Ability that allow her to add **+2 PHYSICAL DMG** by spending **2** .

Since these Abilities do not have a Condition that Exhausts, Flips, or otherwise says they cannot be used more than once, there is no limit to how many times she may add Damage with these Symbols. However, Nightingale may only spend each Symbol rolled on the Combat Dice once.

Nightingale decides to spend **2** from her Combat Dice for **+2 PHYSICAL DMG**. This leaves her with a **2** , **1** , and **1** that she cannot spend at this time.

Now Nightingale must reduce the **PHYSICAL DMG** she dealt by the Animate's **Armor Value**. The Animate has an **Armor Value** of **2**, which would normally reduce her Attack's Damage by **2**. However, since Nightingale's ***Katar*** has the Tag **+2 ARMOR PIERCING** as a Passive Ability, she ignores **2** of the Animate's Armor, meaning the Damage she dealt is not reduced.

Nightingale must now determine the Final Damage of her Attack. The difference she rolled **(4)**, plus the Damage she added from Abilities **(2)**, minus the Damage that was subtracted from Armor **(0)**, equals a Final Damage of **6**. The player adds **6** *Damage* tokens to the Animate.

Since Nightingale has no Abilities that occur during the **Follow Up** step of her Attack, her Attack Action ends.

Encounter Actions

An Encounter Action is used any time a Special Encounter Rule calls for it or when interacting with a *Loot* token.

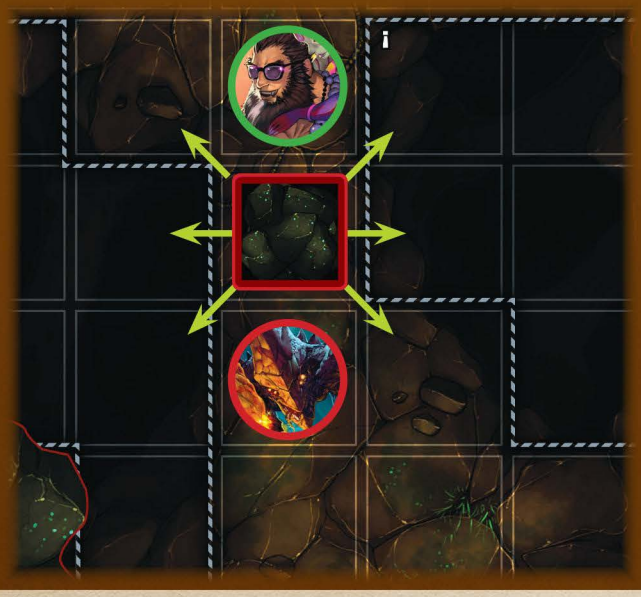
Many Encounters use *Loot* tokens. These tokens are activated by an Adventurer that is on or adjacent to the *Loot* token by using an Encounter Action.

In addition, an Encounter's Special Encounter Rules will occasionally allow Adventurers to interact with Tiles in special ways. When this occurs, an Encounter will specifically say "***As an Encounter Action***" when referring to this Action.

Example:
In the example to the left, the Encounter's Special Encounter Rules say:

"**Movable Rock:** As an Encounter Action, an Adventurer adjacent to the *Obstructing Terrain* token on **Tile *UM1*** may make a ***Strength 10 Check***. If they pass, they may move the *Obstructing Terrain* token into any unoccupied adjacent space."

This means that Rook may Spend **1 SP** to make an Encounter Action while adjacent to the *Obstructing Terrain* token. If he passes a Strength 10 Check (see ***Skill Check***s Pg. 66) he may move the token so that it is out of the way. However, since he can only move it to an unoccupied adjacent space, he may not move it on to the space that himself or the Cave Sickle occupies.



The Re-Equip Action

For **1 SP**, the Re-Equip Action lets an Adventurer equip Items from, and Store Items into, their Pack.

Adventurers may also take Items and Companions from adjacent Adventurers. However, Adventurers may **never** give Items or Companions to another Adventurer. The Adventurer being taken from may also Re-Equip their Items during this Action, but may not take Items or Companions from another Adventurer.

Any amount of equipping/un-equipping/taking is allowed for **1 SP**.

Items in your Pack stay Flipped, Used or Exhausted until they would normally be Un-Exhausted, Un-Flipped, or Un-Used.

IMPORTANT: An Adventurer may only use Abilities on Items that are equipped.

Using Abilities

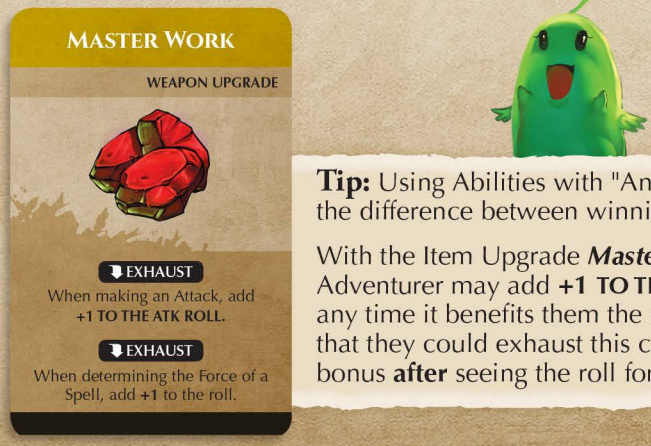
An Ability is anything on an Item, Discipline, Adventurer, Combatant, or token that a figure may do. Many cards will have **1** or more Abilities printed on them. Abilities can be used when their Conditions are met. There are **4** types of Conditions.

1. **Condition Tags:** Tags such as ✘DISCARD or ⬇EXHAUST. See ***Condition Tags*** Pg. 30.
2. **Stamina Point (SP) Cost:** The amount of **SP** a player must spend. Usually this is listed as  and may be listed multiple times.
3. **Text Conditions:** Any condition or requirement listed in the text of the Ability. This could be a variety of requirements or costs.
4. **Symbol Conditions:** The symbols a player must spend. These Abilities may only be used during the "**Spend Symbols and use Abilities that add Damage**" step of an attack. See ***The Attack Action*** Pg. 43.

IMPORTANT ABILITY RULES:

- Some Abilities have more than **1** of the above Conditions listed to use them. In these cases, all the Conditions must be met to use the Ability.
- Unless otherwise stated, there is no limit to how many times Abilities that require Symbols can be used, so long as the figure has the Symbols to spend.
- Abilities can only be used during your turn and not during an Action unless their Conditions say otherwise or the Ability occurs at a specific time.
- If the Text Condition of an Ability says "At any time", this Ability may be used during **any** turn and at the moment that is most beneficial to the user of the Ability. If the Text Condition of an Ability specifies that it may happen during an Action such as "When making an Attack", this Ability may be used at any time **during** that Action and at the moment that is most beneficial to the user of the Ability.
- Any Effects Gained by Abilities with Passive Condition Tags are lost if the Ability with the Passive Condition Tag is ever un-equipped.
- Some Abilities have specific targeting parameters that may override the normal targeting rules for Attacks and Spells.
- When an Ability is intended to be used on any ally **including** yourself it will say "Any ally". When an Ability is intended to be used on any ally **except** yourself it will say "Another ally".

IMPORTANT: An Adventurer **must** finish their current Action before starting another Action.



Tip: Using Abilities with "Any time" can be the difference between winning and losing!

With the Item Upgrade ***Master Work,*** an Adventurer may add **+1 TO THE ATK ROLL** at any time it benefits them the most. This means that they could exhaust this card to add the bonus **after** seeing the roll for an Attack.

Stamina Points on Abilities

Some Abilities have an **SP** Cost as a Condition. This is especially true of many Disciplines. These Disciplines can be used for the listed (**SP**) Cost. If the Discipline doesn't have other Conditions barring it from being used more than once, then an Adventurer may use the Discipline's Ability as many times as they have the **SP** to spend for it.



Example: The Discipline ***Intervention,*** depicted above, has an Ability with **3** of the **4** Condition types. A depicts an **SP** Cost of **1**. B depicts the Exhaust Condition Tag, which will require the Adventurer to Exhaust this Discipline when its Ability is used. C shows a Text Condition that specifies that the target must be within **SOI**.



Abilities that start Actions

Some Abilities will use Tags to let players perform Actions, such as the Move, Attack, or Spell Actions. Tags that start Actions and also require specific Icons on equipped Weapons (such as the **ATK** or **ATK** Tag), can only be used if the Adventurer has an equipped Weapon with the matching Icon. See ***Tags*** Pg. 32-33 to determine if your Ability starts an Action. Abilities that start Actions cannot be used during another Action without ending the current Action first.



Example: Using the Ability on ***False Idol***, an Adventurer Exhausts the Discipline card and makes a **ATK**. This Attack Action requires the Adventurer to have a Icon on an equipped Weapon. Since the the Adventurer in this example has ***War Axe*** equipped, they are able to use this Ability because it has the Icon.

Passive Conditions

The Passive Condition Tag grants Abilities to the Adventurer that are always in effect. Some Abilities with the Passive Condition Tag have specific requirements in order for Adventurers to benefit from the Ability.

A card with **2** different Abilities, **1** that has a Passive Condition Tag and **1** that has a different Condition, grants the Ability under the Passive Condition Tag regardless of whether the other Condition has been met. Abilities with the Passive Condition Tag **can** be used even if the card with the Ability is Exhausted.



Example: ***Hammer Helm*** grants the Adventurer **+1 PHYSICAL DMG** to their Attacks. In addition, an Adventurer can Exhaust the Discipline to re-roll any dice in their Combat Dice Pool so long as they are making a Attack and have a **2**-handed Weapon equipped. While this card is Exhausted the Adventurer still Gains the bonus to **PHYSICAL DMG** from the Passive Ability.

Dodge

When being Attacked, a **DODGE** can be made by the target during the **Dodge** step of an Attack Action. For Adventurer's, **DODGE** costs **1 SP**. Intelligent Combatants do not **DODGE** unless they have an Ability that says otherwise.

When a figure makes a **DODGE**, they roll the **BLACK** die. For each shield rolled, the figure adds **+1** to their Defense. If the skull is rolled, no additional Defense is added.

If an Ability refers to "***Successfully Dodging an Attack***", It means that you took the **DODGE** Action and the Attack being made against you missed.

IMPORTANT: Abilities and Dodge Upgrades can add bonuses during a **DODGE**. However, if the skull is rolled, these Abilities provide no bonus.

Counter



If a figure Attacks a target and the Attack misses **or** deals no Final Damage, the target may use the **COUNTER** Ability during the **Check if the Target Counters** step of the Attack. See ***The Attack Action*** Pg. 43.

Adventurers and Command Combatants may use the **COUNTER** Ability for **2 SP**. Some Items and Disciplines also have the **COUNTER** Tag listed as an Ability but have their own specific costs associated with it (usually Exhaust). Intelligent Combatants will only **COUNTER** if their Combatant Card instructs them to.

To **COUNTER**, the target being Attacked must have Line of Sight and be within Range of the figure making the Attack Action. If the initial figure that made the Attack Action is blocked by a different opposing figure, that figure may be chosen as the target of the Counter instead. If these requirements are met, the current Attack Action immediately ends and the target being Attacked may make an Attack Action targeting the Attacker.

It is possible for some back and forth to occur when a figure makes a **COUNTER** during the **Check if the Target Counters** step of another figure's **COUNTER**. In these cases, after resolving all Attacks granted by the **COUNTER** Ability, the figure who's turn it was when the initial Action was made, would resume their turn.

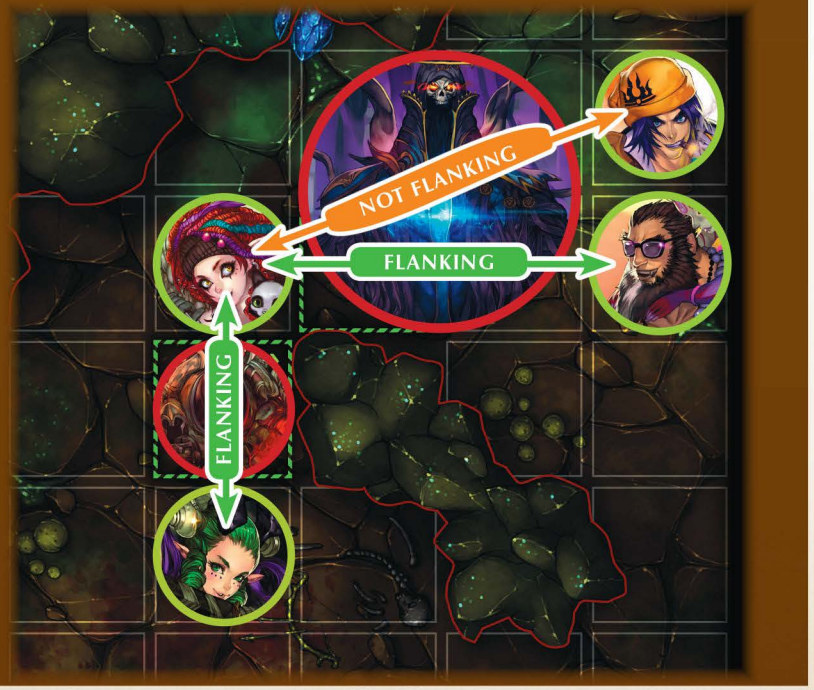
IMPORTANT: Countering **immediately** ends the current Attack Action, meaning that the Attacker who was Countered never reaches the "**Use Follow Up Abilities**" step of an attack.

Example: Rook is Attacked by an adjacent Cave Sickle. The Cave Sickle rolls a **10**, which hits Rook for **1 PHYSICAL DMG**. However, Rook's **SHIELD** gives him +1 Armor and reduces the Damage to **0**. Since Rook was not dealt Damage from the Attack, Rook can Exhaust his **SHIELD** to **COUNTER** the Attack.

Flanking and Backstab

When **2** allies who are not under an effect that would prevent them from making an Attack are on opposite sides of a target, they are Flanking. Figures making a sword Attack against a target they are Flanking Gain **+1 TO THE ATK ROLL** and **+3 PHYSICAL DMG**.

Some Abilities give Adventurers and Combatants bonuses only when they are Flanking a target. Figures with the **BACKSTAB** Tag Gain **+2 TO THE ATK ROLL** and **+5 PHYSICAL DMG** when making a sword Attack against a target they are Flanking. Weapons with the dagger Icon cannot Gain the Flanking bonus.



Empower

During the Empower step of an Attack or Spell, a Adventurer may use the **EMPOWER** Ability.

To **EMPOWER** an Attack, an Adventurer spends **1 SP** when building their Combat Dice Pool to add the **BLACK** die. This Die will provide additional Symbols that can be used on Symbol Abilities during the Attack.

To **EMPOWER** a **SPELL** an Adventurer spends **1 SP** when Determining the Force of a **SPELL** to add the **BLACK** die. Spells **cannot** normally use Symbol Abilities. However, when Empowering a **SPELL**, for each shield rolled on the **BLACK** die, add **+1** to the Force of the **SPELL**.

Depending on whether an Adventurer used the **EMPOWER** Ability during an Attack or **SPELL** determines what the skull Symbol does when rolled.

Attack: If the skull is rolled during an Attack, the Attack misses, regardless of the numbers rolled on the Combat Dice.

Spell: If the skull is rolled during a **SPELL**, the **SPELL** fails to affect the target and **3 IRREDUCIBLE DMG** is dealt to the caster. Some Weapons also list the **BLACK** die as part of their Combat Dice. Attacks made with these Weapons are always Empowered. Empowering in this way does not cost additional **SP**.

A **SPELL** or Attack may never be Empowered more than once.

IMPORTANT: Some Abilities might use the **BLACK** die as part of their text. In these instances, the listed Ability does not count as Empowering and will specify what the **BLACK** die does.

The Spell Action

Steps for Casting a Spell

Many Abilities allow an Adventurer to cast Spells. Whenever an Adventurer uses an Ability that instructs them to "Cast a **SPELL (X)**", they make a Spell Action to determine if the Spell affected the target. When an Adventurer Casts a Spell, they go through the following steps.

1. **CHOOSE THE TARGET:**
   Select a single figure within **SOI** as the target. Some Abilities have specific targeting parameters that may override this. See ***SOI*** Pg. 45.

2. **DETERMINE THE FORCE**
   The Force of a **SPELL** determines how difficult the Spell's effects are to resist.

   A. BUILD FORCE POOL: A Force Pool consists of a figures printed Casting Die or Upgrade.

   B. EMPOWER: When casting a **SPELL**, an Adventurer or Command Combatant may choose to spend **1 SP** to **EMPOWER** the Spell. When Empowering a Spell, add the **BLACK** ◆ to the Force Pool. When rolling to determine your Force, for each ■ rolled on the **BLACK** ◆, add **+1** to the Force of the Spell. Intelligent Combatants will only **EMPOWER** a Spell if instructed to do so.

   C. ROLL TO DETERMINE YOUR FORCE: Finally, the figure Casting the **SPELL** rolls their Casting die and Empower Die if applicable, and adds the printed **X** value on the Spell to the result. (Usually **6**).

3. **THE TARGET MAKES A CONVICTION CHECK:**
   Each Adventurer and Combatant card has Conviction Dice printed on it. These **2** dice determine how resistant a figure is to Spells. During this step, the target makes a Conviction Check to resist the Spell's effects.

   To make a Conviction Check, a figure rolls the Conviction dice printed on their card. If the total number rolled is equal to or greater than the Spell's Force Value, the Spell is resisted and the Action immediately ends. However, if the roll is less than the Force Value of the Spell, the Spell's printed effects occur.

4. **RESOLVE THE SPELL'S EFFECT:**
   If the target of the Spell failed their Conviction Check, they suffer the Spell's effects. This could be Magic Damage, Negative Effects such as *Poison*, or manipulating their position on a Tile. Regardless, the Spell's effects are described on the Ability that caused it.

IMPORTANT SPELL RULES:

- Items and Abilities can upgrade an Adventurer's Casting and Conviction dice to improve their chances of inflicting and resisting Spells. See ***Conviction & Casting Upgrades*** Pg. 35.
- The Spell Action **is not** a Standard Action and can **only** be made when an Ability specifically calls for a Spell Action via the **SPELL** Tag.
- Abilities that use the Spell Action do not require any specific Weapon Icons to be used.
- Spells share a special type of Range and Line of Sight called **Sphere of Influence (SOI)**. See ***Sphere of Influence (SOI)*** Pg. 45.
- Spells have their own steps that a figure must go through when instructed to "Cast a **SPELL (X)**".
- Spells have a Force Value that must be overcome by the target via a Conviction Check to resist the effects of the Spell.
- Allies **may** purposely fail Conviction Checks when being targeted by other allies.

Spell-Like Abilities

Many Abilities have **FORCE (X)** printed on them. These are called ***Spell-Like Abilities***. Whenever an Adventurer uses an Ability or ***Follow Up*** Ability that has a Force Value listed, they go through the following steps.

1. **IDENTIFY TARGETS:**
   Spell-Like Abilities printed on Follow Up Abilities must always be used against the figure that was the target of the Attack. ***Spell-Like Abilities*** used under other Conditions will always specify their target.

2. **IDENTIFY FORCE**
   The Force of a ***Spell-Like Ability*** is always printed in one of the following ways.

   A. FORCE (X) + DIFFERENCE HIT: These Spell-Like Abilities represent effects that occur after making Attacks with Weapons and will only be listed on Follow Up Abilities. To determine the Force of the ***Spell-Like Ability***, the figure that made the Attack adds the difference by which their Attack hit the target to the printed Force on the Ability.

   B. FORCE (X): If the Ability does ***not*** have + **DIFFERENCE HIT**, then the figure using this Ability does not add anything to the Force Value.

   IMPORTANT: You may not **EMPOWER** Spell-Like Abilities.

3. **THE TARGET MAKES A CONVICTION CHECK:**
   The target must make a Conviction Check as detailed in step **4** of the Spell Action.

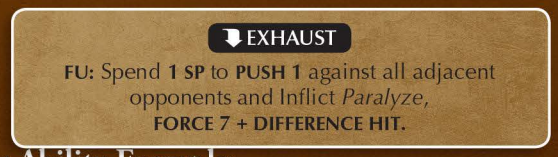
4. **RESOLVE THE ABILITIES EFFECT:**
   If the target of the ***Spell-Like Ability*** failed their Conviction Check, they suffer the Abilities listed effect.

   IMPORTANT: ***Spell-Like Abilities*** do **not** count as an Action.

Spells vs Spell-Like Abilities

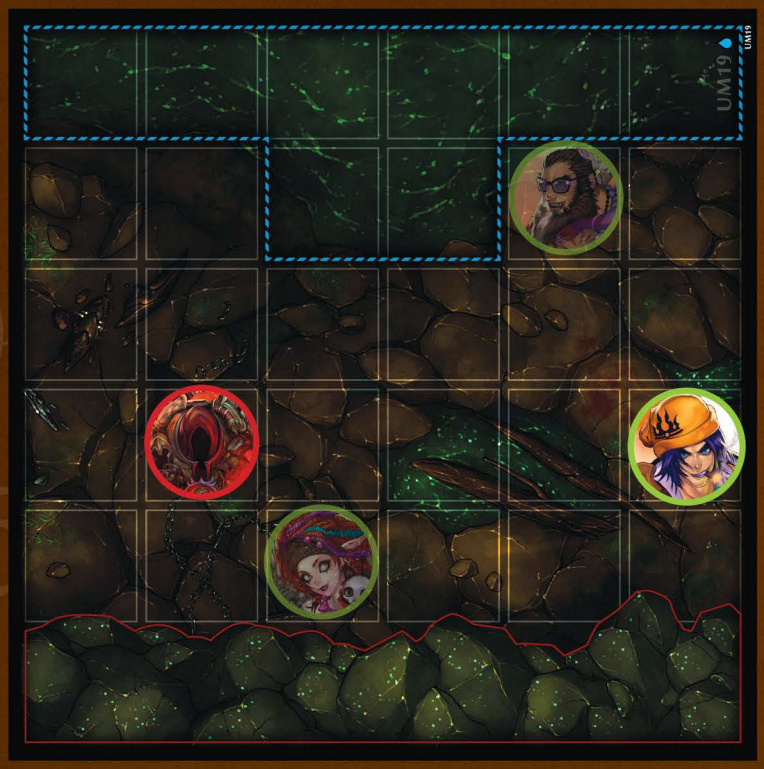


Spell Example:
Gore Shot is a Discipline that costs **1 SP** and allows an Adventurer to Cast a **SPELL 6**.



Spell-Like Ability Example:
The Warhammer's Ability allows an Adventurer to Move targets if they fail the Conviction Check against the Force Value printed on it. Since this is a Spell-like Ability, it doesn't count as an Action.

Casting Spells



Zeke spends **1 SP** to use the Ability on ***Gore Shot***. Since ***Gore Shot*** has the Tag **SPELL 6**, Zeke would start a Spell Action.

First, Zeke must choose a target. Since no special targeting parameters are listed on ***Gore Shot***, Zeke may choose any target within **SOI**. Zeke checks if the Animate is within **SOI**. The Animate is **4** spaces away and within **SOI**, therefore, he may target it with ***Gore Shot***.



At this point, Zeke could optionally **EMPOWER** this spell, but chooses not to. Next, Zeke must determine the Force of ***Gore Shot*** by rolling his Casting Die and adding it to the printed Force of the Spell (**6**). Normally this would be the **PURPLE** printed on Zeke's Adventurer card. However, Zeke has the ***Magic Staff*** equipped.

The ***Magic Staff*** has a Casting Upgrade of **WHITE** so Zeke can increase the Force Value on ***Gore Shot*** using the better die.



Zeke rolls a **7**. ***Gore Shot*** has a Force of **6**. Zeke adds the **7** he rolled to the Force of ***Gore Shot***.





This makes the final Force of ***Gore Shot*** **13**. Next, the Animate must make a Conviction Check to determine if it is affected by ***Gore Shot***. Combatants have their Conviction dice printed on their cards. The Animate has **WHITE** and **ORANGE** Conviction dice. The Animate rolls both dice and gets a total of **7**.



If the Animate had been able to roll a **13** or better, the Spell would have failed and Zeke's Spell Action would have concluded. However, since the Animate rolled less than the Force of the Spell, the Animate succumbs to the effect of the Spell.

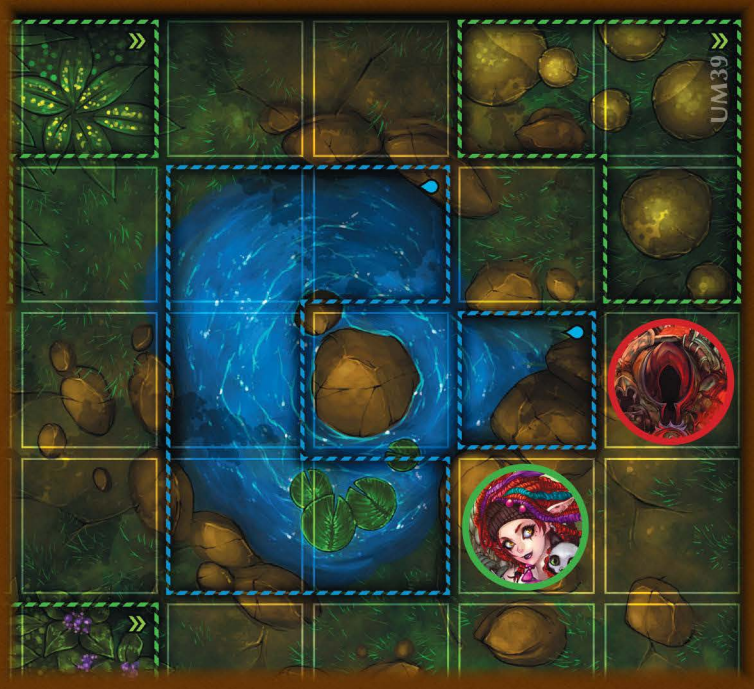
Because ***Gore Shot*** was successful, the Animate is dealt **2 MAGIC DMG**.

Zeke then decides to use the Ability printed on ***Gore Shot*** to deal himself **1 IRREDUCIBLE DMG** to deal additional **MAGIC DMG** to the Animate. Zeke will place **1** *Damage* token on his own card.

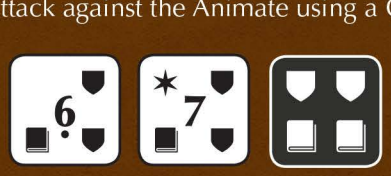
Because Zeke's highest **LVL CRUOR** Discipline is ***Gore Shot***, Zeke will deal the Animate **1** additional **MAGIC DMG**.

Finished with his Spell, Zeke deals **3** total **MAGIC DMG** to the Animate. Since **MAGIC DMG** cannot be reduced by Armor, the Animate adds **3** *Damage* tokens to its card.

Using Spell-Like Abilities



Remi makes an Attack against the Animate using a Great Hammer.



Remi rolls her Combat Dice and gets a **6**, and a **7**. In addition, she rolls **6** ⛊, and **4** ▄.

The total Attack roll equals **13**. This hits the Animate's Defense Value of **9** with a difference rolled of **4**.

During the **Determine Damage** step of the Attack, Remi spends **6** ⛊ and **1** ✶ to add **+7 PHYSICAL DMG**. The Damage added (**7**) plus the difference rolled (**4**) totals **11** Damage so far.

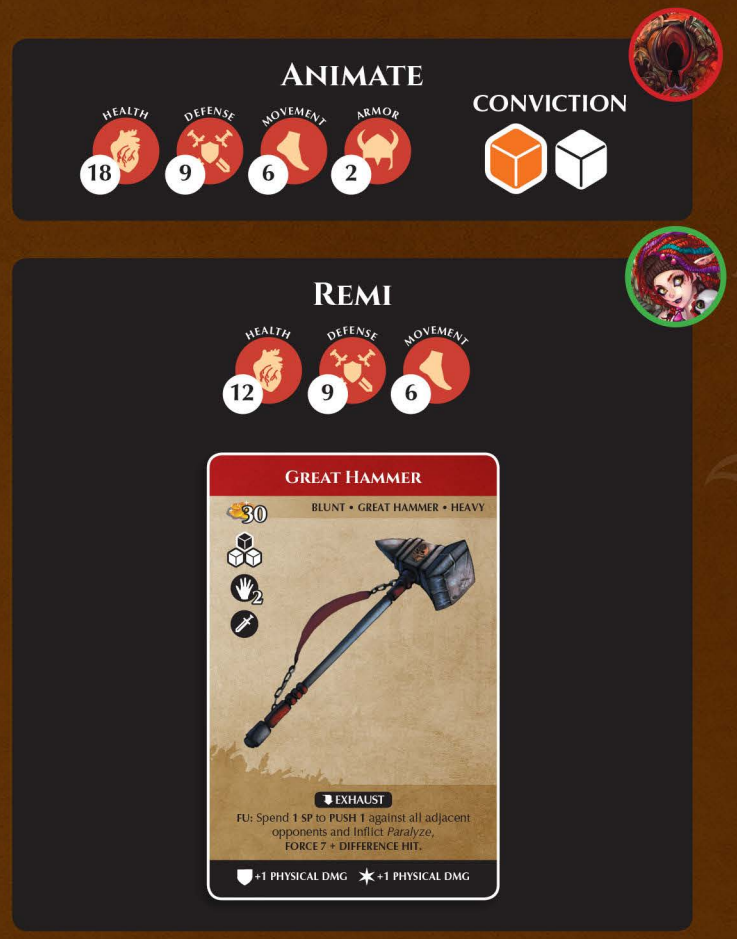
The Animate has **2** Armor, and Remi does not have **ARMOR PIERCING** on her Weapon, so the **PHYSICAL DMG** dealt to the Animate is reduced by 2. The Final Damage dealt to the Animate is **9**. The Animate now adds **9** *Damage* tokens to its card.

Finally, Remi reaches the **Follow Up** step of her Attack.

> **EXHAUST**
> **FU:** Spend **1 SP** to **PUSH 1** against all adjacent opponents and Inflict *Paralyze*, **FORCE 7 + DIFFERENCE HIT.**

The Follow Up Ability on the Warhammer reads: **FU:** Spend **1 SP** to **PUSH 1** against all adjacent opponents and Inflict *Paralyze*, **Force 7 + DIFFERENCE HIT.**

Her **DIFFERENCE HIT** (**4**) adds to the Force of the Spell-Like Ability (**7**) totaling **11**.



The Animate must now make a Conviction Check against the ***Spell-Like Abilities*** Force of **11**.



The Animate rolls a **7** and fails the Conviction Check and is pushed **1** space and Inflicted with *Paralyze*. This resolves the Attack, and Remi continues her turn.



Combatants

General Information

Combatant information is printed on cards that contain the rules for all the figures other than Adventurers. There are **2** types of Combatants.



1. **Command Combatants:** Players directly control Command Combatants. Usually Command Combatants represent characters that temporarily join the characters on their adventure.



2. **Intelligent Combatants:** These type of Combatants are used to automate figures on the board, meaning, no player chooses their actions. Instead, these figures will make their own decisions.

Regardless of which type of Combatant a player is using, both share much of the same information. Below is the information and rules that both types share.

Activation Numbers and Groups

Across the top of all Combatant cards, players will find **3** different colored boxes with numbers in them. These are called Activation Numbers.

Activation Numbers are used to keep track of multiple figures on the game board. There are **6** different colored base snaps to keep track of different figures of the same type on the game board.





When setting up an Encounter, every figure will have a number associated with it. This number dictates which colored figure should be placed where on the board. For example, Cave Sickle **1** would always have a red base snap. While Cave Sickle **2** would always have a purple base snap and so on.

Activation Numbers determine the order in which Combatant's Activate when their turn begins, starting with the lowest number and moving up.

Combatant cards with more than **3** copies of a figure will have **2** Combatant cards with **3** Activation Numbers on each. We call these Groups. Each Group of Cave Sickles has their own Initiative Card and will activate at different times. A Group's corresponding Initiative Card is only ever removed from the Initiative Track when the last figure in the Group is Defeated.

Additionally, Activation Numbers are used to keep track of which figures have *Damage* tokens and Effects. When a figure Gains or loses a token, a player puts the token above the corresponding Activation Number.

Combatant Tags

Combatant Tags are only on certain Combatants. These Tags are listed in the top right of a Combatant card and have their own special rules. Some Tags are referenced by other cards and Abilities. The Combatant Tags are:

- **AVARICE (X):** These Combatants carry more wealth than your average Combatant. When an Adventurer Defeats a Combatant with the **AVARICE** Tag, they draw extra Combatant Loot cards. The **X** represents the amount of extra cards drawn. For example, an **AVARICE 1** Combatant would give **2** Combatant Loot cards instead of the normal **1**.
- **BOSS:** Combatants with this tag represent particularly strong opponents, players will fight these Combatants during special Encounters throughout both the Adventure Mode and Crawl Mode. **BOSS** Combatant cards are located in **Hidden Card** decks and will be revealed whenever a Special Encounter Rule instructs players to reveal and use it.

  Some **BOSS** Combatants have special Monster Loot that players will Gain when the **BOSS** is Defeated. If this does occur, a Special Encounter Rule will instruct them on how to Gain this Monster Loot. Unless otherwise stated, Bosses drop Combatant Loot as normal, however, if you draw the Monster Loot Card, you must re-draw.
- **CONDUIT:** Combatant cards with this Tag are used by Adventurers using the ***Conduction Summoning*** Discipline. The Adventurer that used ***Conduction Summoning*** controls the Combatant card with this Tag.
- **COST (X):** This Tag is listed on **LOYAL ESPER** Combatants and the number specifies how many *Summoning* tokens need to be used to Spawn the **LOYAL ESPER**.
- **DR (X):** This Tag is the Difficulty Rating of the Combatant and it indicates how hard a Combatant is in relation to other Combatants.
- **ESPER:** This Tag is used in reference to specific Combatants Abilities and some Special Encounter Rules.
- **GILDED:** These Combatants always give their Monster Loot instead of a Combatant Loot card.
- **LVL (X):** This Tag is used on **LOYAL ESPER** and **CONDUIT** Combatants and indicates what Combatants an Adventurer can and cannot use. An Adventurer cannot Spawn a **LOYAL ESPER** or use a **CONDUIT** whose **LVL** is higher than the Adventurer's highest **LVL ASSEMBLAGE** Discipline.
- **LOYAL ESPER:** Combatants with this Tag can be Spawned by Adventurers through the use of *Summoning* tokens. The Adventurer that Spawned a Combatant with this Tag controls the Combatant they Spawned.
- **SWARM:** When a **SWARM** Combatant is Defeated, no Combatant Loot is drawn unless it was the last Combatant of its kind in a Group and its Initiative card is removed. For example, if there is only **1** Cave Sickle left in a Group, and that Cave Sickle is Defeated, the corresponding ***Cave Sickle*** Group's Initiative card is removed, and the Adventurers Gain a Combatant Loot card.
- **TRIVIAL:** When a **TRIVIAL** Combatant is Defeated, no Combatant Loot is drawn.

Shared Icons



Both types of Combatants (**INTELLIGENT** and **COMMAND**) share many of the same Icons as Adventurers and have the following Icons directly printed on their cards. A figure with no Casting die listed will never be required to roll one.

- **Combat Dice**
- **Conviction Dice**
- **Casting Dice**
- **HP, Defense, Movement, Armor**

Symbol Abilities



Both types of Combatants (**INTELLIGENT** and **COMMAND**) have a section where Abilities with Symbol Conditions are located. Whenever a Combatant makes an Attack Action, they may use the Symbol Abilities printed on their card. Command Combatants may choose which Abilities to use, but Intelligent Combatants will always use Symbol Abilities to deal the maximum amount of Damage possible to their opponents.

Multiple Combatants; Same Name

Many Combatants have more than **1** figure with the same name that correspond to **1** Initiative card and Combatant card.

While these Combatants take their turn using the same Initiative card, each Combatant is separate from other Combatants with the same name. Each activates separately, their Damage and Effects are tracked separately, and rules treat each figure as an individual.

When taking a turn with Combatants with the same name, each is considered to take their own turn. They each go through the Phases of a turn separately with the only difference being that they share a Combatant card and so will perform similar Actions to each other.

Large Base Figures

Some Combatants have figures that occupy more than **1** space. These figures have special rules associated with their large size. When drawing Line of Sight or **SOI** to or from a figure that occupies multiple spaces, you may use any space they occupy. In addition, in order for a figure that occupies multiple spaces to be affected by Terrain, **all** of the spaces they occupy must be of the same type of Terrain.

Combatant Loot Cards

When an opponent is Defeated for **any** reason, Adventurers draw the top card on the Combatant Loot deck. These cards represent the various rewards that drop when Defeating opponents.

IMPORTANT: Opponents Spawned by other figures do not drop Combatant Loot.

When Adventurers draw Combatant Loot cards with Gold printed on them, they will pool these cards into a separate pile and add up the total at the end of the Encounter to be added to their Party Gold. Gold aquired in this way **is** earned even if the entire Party is Defeated.

IMPORTANT: When a card is drawn from the Combatant Loot deck, it is not placed back into the deck until the party is instructed to Restore Adventurers. If the Combatant Loot deck runs out, then the Adventurers may not get any more Combatant Loot cards until the party Restores.

Unique Loot:

Unique Loot is a special type of Combatant Loot Card. Unique Items represents special Items in Middara that are incredibly difficult to obtain.

If an Adventurer kills a Combatant and draws the Unique Loot card, that Adventurer randomly draws a Unique Item of the appropriate Tier (Loot **LVL** of the Encounter) from the Unique Item deck.

In the Adventure Mode, players will usually be instructed to add a single Unique Card of a specific rarity for sale at the start of a Story Round. This Item will be for sale until purchased and is never replaced. Meaning, even if you return to that specific Story Round at a later date, you will not draw a new Unique Item.

If you return to the same Story Round and you've already purchased the Unique Item that was previously for sale, then you will not have a Unique Item available to purchase.

IMPORTANT: If you don't purchase a Unique Item and you end up being instructed to draw a Unique Item during a future Encounter, you will not shuffle that Unique Item in as one of the possible options as it is still for sale back at the store. Furthermore, if you do not purchase Unique Item, or you decide to sell it, this Unique Item is lost and remove from game for the rest of the adventure.

Monster Loot:

Monster Loot is a special type of Combatant Loot Card. If an Adventurer ever draws the Monster Loot card, they draw a Monster Loot Item card with the same name as the opponent they Defeated. Some Combatants have multiple Monster Loot rewards. For example, the Cave Sickle has **3;** *Sickle Shell Charm*, *Sickle Venom,* and *Chipped Chitin*. In these cases, shuffle them and pull a card from the bottom. If an Adventurer cannot draw a Monster Loot Item card for the opponent they Defeated, they shuffle the Monster Loot card back into the Combatant Loot deck and re-draw. If the Monster Loot card is the only card left in the Combatant Loot deck, discard it instead.

Monster Loot Items are not only useful as Items, but they may also have the **MATERIAL** Tag printed on them. Materials are required to purchase certain Item Upgrades during the **Shop and Train** Phase of a Story Round. Once a Material has been Gained by an Adventurer, so long as the Card with the **MATERIAL** Tag is on a Character in the Party or in the Party Stash, all Item Upgrades associated with that Material will then be available for purchase at all **Shop and Train** Phases. See ***Item Upgrades*** Pg. 28.

Item Loot:

Item Loot is a special type of Combatant Loot Card. If an Adventurer ever draws the Item Loot Card, they Roll two **WHITE** dice. Depending on the number rolled, the player will draw a random Item from the current Loot LVL.

For Example, if a player rolled a **8**, they would shuffle and draw a random Relic from the corresponding Encounters Loot **LVL**.

Command Combatants

In Middara, Adventurers perform many complex functions and are intended to maximize customization. COMMAND Combatants on the other hand, are designed to provide allies to the players that can be controlled while having all of their Abilities, Items, and various values wrapped up into one single card.

Command Combatants go through the same steps as Adventurers and have the same Standard Actions and Abilities available to them. See ***Standard Actions*** Pg. 40.

Command Combatants are **always** allies to the Adventurers and are **always** controlled by the players. These cards are only used when specifically instructed to do so by a Special Encounter Rule.

The differences between a Command Combatant and an Adventurer are listed below.

- A Command Combatant has all the rules to use their corresponding figure printed on their card. Because of this, Command Combatants **cannot** equip Items, learn Disciplines, or Gain XP.
- Command Combatants may use all the same Standard Actions and Abilities as Adventurers except for the Re-Equip Action. (As they do **not** equip Items.) If a Command Combatant Gains an Item, the players may choose which Adventurer Gains the Item instead.
- When an Initiative card signals the beginning of a Command Combatant's turn, every Command Combatant represented by that card will take a separate turn in the order the players choose.
- A Command Combatant doesn't have equipped Items to determine the properties of its Standard Attack Action. Instead, every Command Combatant will have an Ability listed on their card that cost **2 SP** and gives them an Attack Action.

Condition Tag Usage

Command Combatants use the same Condition Tags as Adventurers presented in the same black box. These Tags function identically to their counterparts except the **EXHAUST** Condition Tag. When a Command Combatant uses an Ability with the **EXHAUST** Condition Tag, instead of Exhausting the card, simply place an Exhausted token over the Ability that was used. These tokens are removed during the Refresh Phase of that Combatant's turn.

Command Combatants also use black boxes to display other Tags when listing Abilities that Command Combatants can perform. In these cases, players should treat the Tags listed in the black box as they are defined in this Rulebook.

Example: In the example depicted on the right, the Ability ***Spear of Vel*** has both **ATK** and **REACH 2** listed inside a black box. These Tags instruct the Player controlling ***Femke and Diem*** that if they were to spend **2 SP** to use the Spear of Vel Ability they would make a **ATK** at **REACH 2**.

Who Uses Command Cards?

Command Combatants are always used by Adventurers and are always considered Allies.

Typically, Adventurers will use Command Combatants when they use *Summoning* tokens to Spawn a **LOYAL ESPER** to the game board or use the ***Conduction Summoning*** Discipline to change themselves into a **CONDUIT**, allowing them to become a monster or change their shape.

Adventurers may also be instructed to use Command Combatants in Special Encounter Rules or Adventure Mechanics.

Intelligent Combatants

INTELLIGENT Combatant cards ***usually*** represent opponents to the Adventurers and are used to automate figures on the board. This way, players can play against the game cooperatively. The differences between an Intelligent Combatant and an Adventurer are listed below.

- An Intelligent Combatant has all the rules to use their corresponding figure printed on the card. Because of this, Intelligent Combatants do ***not*** equip Items or learn Disciplines.
- When an Initiative card signals the beginning of an Intelligent Combatant's turn, every Intelligent Combatant represented by that card will take a separate turn in order of their Activation Number. See ***Activation Numbers*** Pg. 54.

Setting up Intelligent Combatants

At the start of each Encounter, players deal out each Intelligent Combatant card that they will be using as evenly as possible among the players.

Intelligent Combatants with more than **3** copies of the same figure will have **2** copies of their Combatant card. These cards will have the first set of Activation Numbers on one card with the other card having the second set of Activation Numbers. In addition, these cards will have 2 different Initiative cards.

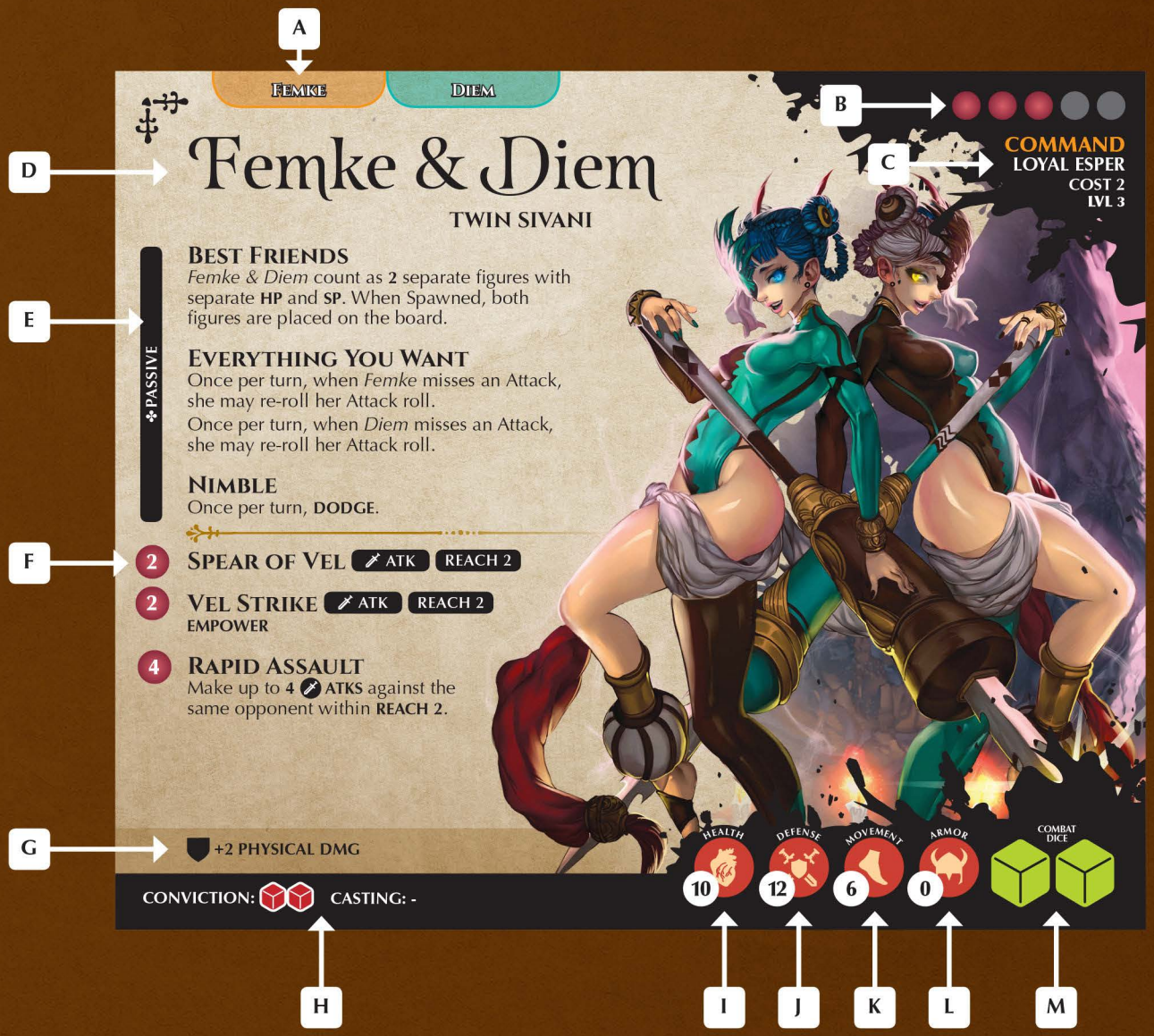
Example: 6 Cave Sickles start on the board during an Encounter. One player would manage the Combatant card for Cave Sickles **1**, **2**, and **3**, and another player would manage the card for Cave Sickles **4**, **5**, and **6**. Since each Cave Sickle Group has a different Initiative Card, Cave Sickle **1**, **2**, and **3** will activate at a different times than Cave Sickle **4**, **5**, and **6**.

Intelligent Combatant Turns

When an Intelligent Combatant's Initiative card signals the start of their turn, go through the following steps for each Combatant represented by the Initiative card, finishing the steps for the **1st** figure before moving on to the next one.

1. **START OF TURN PHASE:**
   Resolve Abilities and Effects that occur at the start of a turn.
2. **STATUS PHASE:**
   Any Effects and Abilities that have the STATUS Tag occur during this Phase. See Pg. 74 for a list of Effects.
3. **ACTIVATION PHASE:**
   Go through the Combatant's AI Steps one at a time until one of the conditions is true. Then, perform the instructions listed under the true condition.
4. **END OF TURN PHASE:**
   Resolve Abilities and Effects that occur at the end of a turn.

Command Combatant Breakdown



A **ACTIVATION NAME OR NUMBER:**
If there are multiple figures using the same Combatant Card, these names or numbers are used to keep track of which tokens have been assigned to which figures.

B **STAMINA RECOVERY BAR:**
The red dots indicate how many Stamina Points (**SP**) a Combatant Gains each turn and the total amount of dots denote the maximum number of Stamina Points (**SP**) that a Combatant may have at any time.

C **COMBATANT CARD TYPE AND COMBATANT TAGS:**
Combatant cards can be one of two types, either Command or Intelligent. Combatant cards may also have Combatant Tags. See ***Combatants*** Pg. **54**.

D **COMBATANT NAME**
The name of the Combatant.

E **PASSIVE ABILITIES:**
Any Abilities with the ✤ PASSIVE Tag are listed here.

F **ABILITIES:**
The SP Icon indicates how many **SP** an Ability costs the Combatant to use. On the right, the name of the Ability is listed along with its Conditions and Tags. Underneath the Ability's name is the Ability text.

G **SYMBOL ABILITIES**
The Symbols the Combatant may use during an Attack Action.

H **CONVICTION AND CASTING DICE**
Every Combatant card has Conviction dice. Some also have a Casting die. A Combatant will use their Conviction dice when making Conviction Checks and their Casting die when making a Spell Action. A Figure with no Casting Dice listed will never be required to roll one.

I **HEALTH (HP):**
The Combatant's maximum **HP**. *Damage* tokens are added to the Combatant card and if a Combatant's Damage equals their maximum **HP,** they are Defeated.

J **DEFENSE:**
This value determines how difficult the Combatant is to hit.

K **MOVEMENT:**
This is the Combatant's base Movement Value and determines how many spaces the Combatant may move when making a Move Action.

L **ARMOR:**
The amount of **PHYSICAL DMG** the Combatant reduces when being dealt Damage.

M **COMBAT DICE:**
The dice the Combatant uses to form their Combat Dice Pool when making an Attack.



Intelligent Combatants Continued

Actions and Abilities

Players controlling Intelligent Combatants take Actions and use Abilities using most of the same rules as Adventurers and follow the same restrictions. Below are some key differences worth noting.

- Since Intelligent Combatants have all of their relevant information printed on their card, players should always reference the Intelligent Combatant's card when acting.
- When using an Ability that allows an Intelligent Combatant to spend Symbols, the players must spend as many Symbols as they can to cause the most Damage possible.
- Instead of using Stamina Points, Intelligent Combatants do the first listed **AI** Step with a true condition. Any **AI** Step that starts an Action is concluded before players continue reading further through the **AI** Step.

AI Steps

During an Intelligent Combatant's Activation Phase they will go through their **AI** Steps.

The **AI** Steps section on the Intelligent Combatant card contains the Abilities and Actions an Intelligent Combatant might take during their turn.

The **AI** Steps are listed in the order in which they will occur if their conditions are met.

Starting from the top of the Combatant's **AI** Steps, players check to see if the **bolded condition** is true. If it is not, the players continue down to the next bolded condition. Players continue in this fashion until a condition is true. The Combatant then follows the instructions listed beneath the true condition.

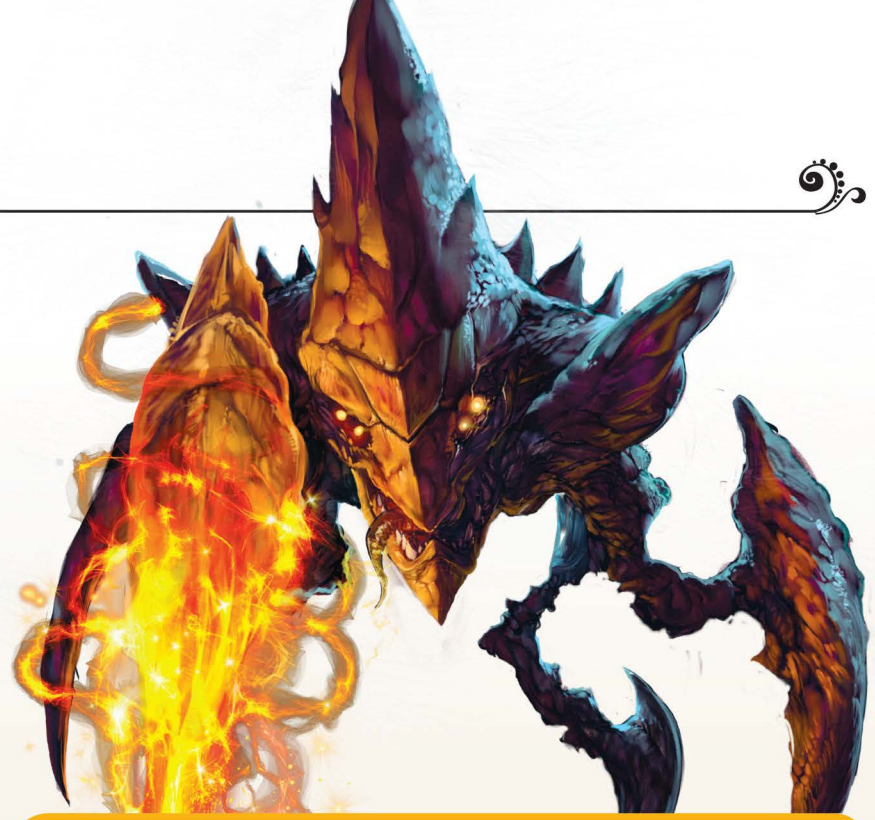
If an **AI** Step instructs the Combatant to make an Attack or cast a Spell, the Combatant will select its target from only the figures within Range or **SOI**.

After following the listed instructions on an **AI** Step, players, must check to see if it instructs them to "**CONTINUE DOWN**." If so, the Combatant will continue down until they find the next **AI** Step with a true condition. Otherwise, their activation ends.

If there are no remaining true conditions in the **AI** Steps section, then the Combatant's Activation Phase ends.

IMPORTANT AI RULES:

- Move Actions will still be made by Intelligent Combatants even if it would mean they move **0** spaces.
- If an Intelligent Combatant does not have an **AI** Step with a true condition, they will do nothing.
- Very rarely, an **AI** Step will have a true condition but the instructions listed beneath the true condition cannot be performed. If **none** of the instructions listed beneath a true condition can be performed, players should treat that condition as false.
- Very rarely, an **AI** Step or Special Rule might instruct an Intelligent Combatant to make an Attack or Cast a Spell against a specific target but the target has since been moved out or Range, been Defeated, or is otherwise no longer a legal target. In these cases, the Attack or Spell will not be made and any further instructions that would **require** this Attack or Spell to have been made will also not be made.



Golden Rules

To prevent the **AI** from being abused by player decisions, there are **4** golden rules that must be followed when Activating an Intelligent Combatant.

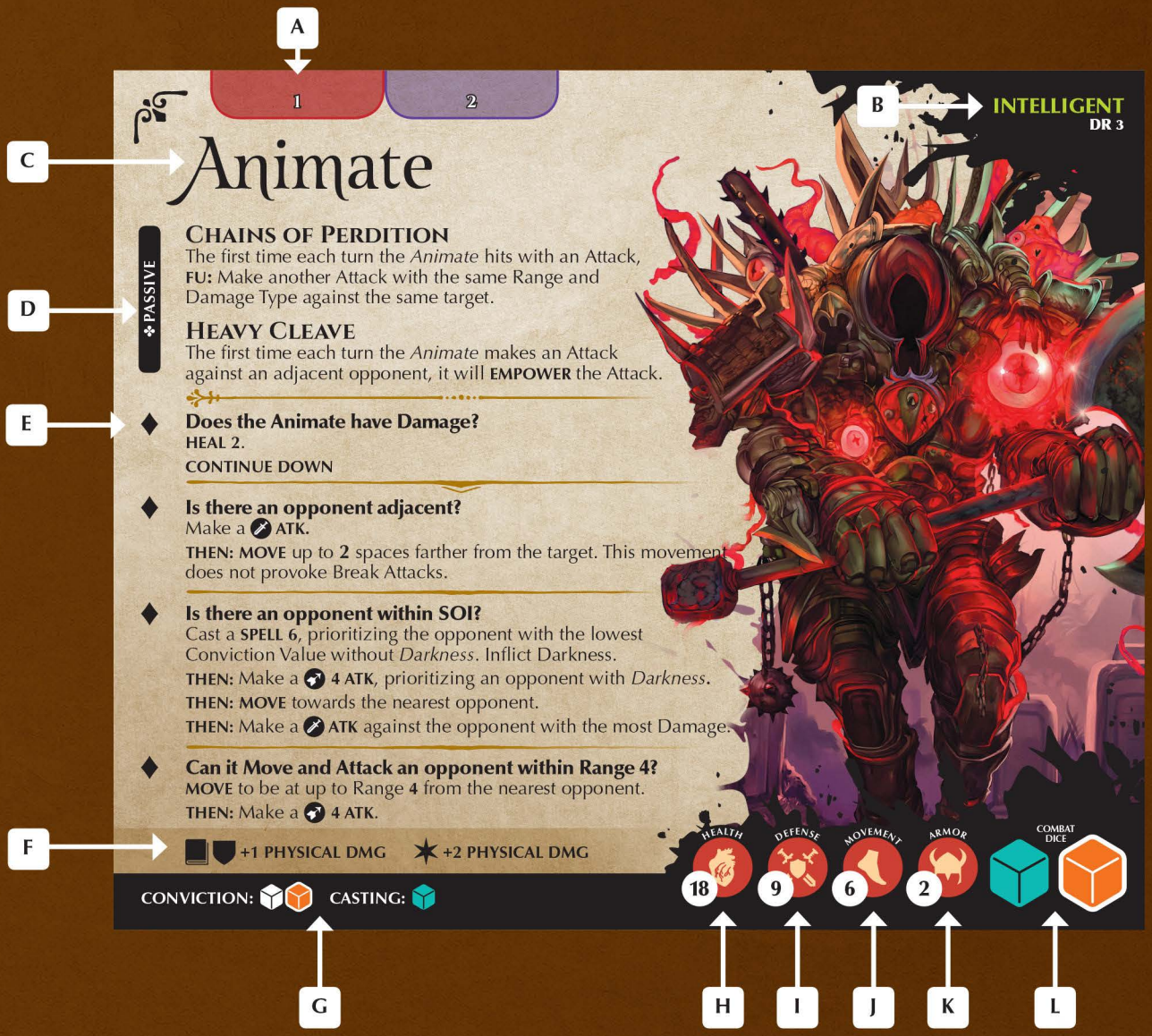
MULTIPLE CHOICES
Sometimes, a Combatant will have more than one option available to them on their turn. If an **AI** Step instructs an Intelligent Combatant to make an Action with more than one option, such as Inflicting **2** different Effects, they will choose the option that the players deem most detrimental to the Adventurers.

HURTING THEMSELVES
Sometimes, a Combatant's **AI** Step will instruct them to do something that ***might*** hurt or Defeat them, such as Jumping over Dangerous Terrain or provoking Break Attacks. They will take all Actions as written on their Combatant card even if it may hurt them. However, if they can still complete the instruction as written without the risk of hurting themselves, they will take the less risky path. This would include such things as moving around Dangerous Terrain if they can still reach their target destination while doing so.

DEFEATING THEMSELVES
Unless otherwise stated, a Combatant will ***never*** make an Action or use an Ability that would result in their ***guaranteed*** Defeat. This includes ending their turn in Dangerous Terrain, or moving into a position where a Current, or Special Encounter Rule would Defeat them at the end of their turn. This will sometimes cause the Combatant to do nothing on their turn.

NO ACTIONS AVAILABLE
Sometimes, a Combatant will be Attacked from a position where they cannot retaliate or won't act as none of their **AI** Steps are true. In these cases, if a Combatant has been the target of an opponent's Attack, Spell, or Ability and has no true **AI** Steps on their turn, add the follow to the bottom of their Card. "**Otherwise:** Move towards the nearest opponent. This figure may jump up to **4** spaces during this movement."

Intelligent Combatant Breakdown



A **ACTIVATION NAME OR NUMBER:**
If there are multiple figures using the same Combatant Card, these names or numbers are used to keep track of which tokens have been assigned to which figures.

B **COMBATANT CARD TYPE AND COMBATANT TAGS:**
Combatant cards can be one of two types, either Command or Intelligent. Combatant cards may also have Combatant Tags. **DR**, or difficulty rating, is used to rank each Combatant in terms of how tough they are to Defeat. **DR** is also referenced occasionally in some Special Encounter Rules.

C **COMBATANT NAME:**
The name of the Combatant.

D **PASSIVE ABILITIES:**
Any Abilities with the ✤PASSIVE Tag are listed here.

E **AI STEPS:**
When an Intelligent Combatant activates, they go through their **AI** Steps to determine what they do. Each **AI** Step is preceded by a bolded condition. When a true condition is found, follow the instructions listed underneath it. After completing the **AI** Step, the Combatant's turn ends unless **Continue Down** is listed.

F **SYMBOL ABILITIES:**
The Symbols the Combatant may use during an Attack Action.

G **CONVICTION AND CASTING DICE:**
Every Combatant card has Conviction dice. Some also have a Casting die. A Combatant will use their Conviction dice when making Conviction Checks and their Casting die when making a Spell Action. A Figure with no Casting Dice listed will never be required to roll one.

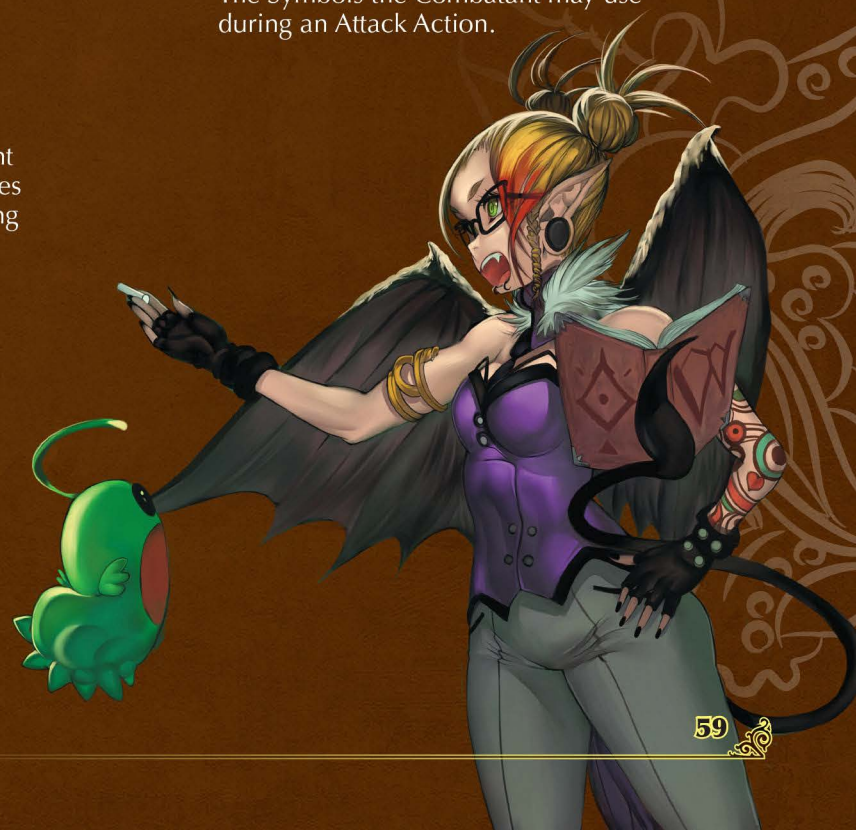
H **HEALTH (HP):**
The Combatant's maximum **HP**. *Damage* tokens are added to the Combatant card and if a Combatant's Damage equals their maximum **HP,** they are Defeated.

I **DEFENSE:**
This value determines how difficult the Combatant is to hit.

J **MOVEMENT:**
This is the Combatant's base Movement Value and determines how many spaces the Combatant may move when making a Move Action.

K **ARMOR:**
The amount of **PHYSICAL DMG** the Combatant reduces when being dealt Damage.

L **COMBAT DICE:**
The dice the Combatant uses to form their Combat Dice Pool when making an Attack.



TARGETING PRIORITY

An Intelligent Combatants **AI** Steps will usually specify which figure will be targeted when an Intelligent Combatant takes an Action or uses Abilities. Sometimes, this will be something specific like the opponent with the lowest **HP**, or the target with the lowest Armor Value. Other times, it simply doesn't specify.

In both cases, players will refer to the specific Action being used to determine eligible targets. For Attack Actions, targets must be within the listed Range and within Line of Sight. For Spell Actions, targets must be within **SOI**. If the **AI** Step of an Intelligent Combatant further specifies a target, targets meeting the specific criteria are considered the eligible targets for that Action.

If there are ever multiple eligible targets, even after a more specific target is identified, Combatants will prioritize the target that is closer to the front of the Initiative Track.

Example: An **AI** Step instructs a ***Cave Sickle*** to make a **ATK** against the target with the most Damage. There are **2** eligible targets, both are within Range, which is adjacent, and they both have the same amount of Damage. Out of the two, the target closer to the front of the Initiative Track would be the target of the Attack.

"UP TO" VS "WITHIN"

If an Intelligent Combatant card references "***up to***" in its **AI** Steps, then the Combatant will attempt to use the maximum value if able. If they cannot, then they will use as much as they can.

If an Intelligent Combatant card references "***within,***" then the Combatant will use the Action or Ability without consideration to maximum Ranges or values.

Example: The Animate's Intelligent Combatant card says

"Move ***up to*** **2** spaces farther from the target."

This means the Animate will always move **2** spaces farther from their target unless they cannot. In that case, they will move as many spaces as they are able.

If the Animate's Intelligent Combatant card instead said, "Move to be ***within*** **4** spaces of the nearest opponent." then the Animate would find the nearest opponent. If that opponent was already **4** or fewer spaces away, then the Animate would not move at all. Otherwise, it would move until it was within **4** spaces of the nearest opponent.

IMPORTANT: Some Abilities that Adventurers control will use the language "up to" when referring to things like moving and range. In the case of an Adventurer controlling the Ability, they are not required to use the maximum listed spaces.

"NEAREST" AND "FARTHEST"

Intelligent Combatant cards will sometimes reference *Nearest* or *Farthest*. When determining what is *Nearest* and what is *Farthest* players should count out the number of spaces, counting diagonally if necessary, to the target figures or spaces. The nearest space to a figure is always an adjacent space. This counting is done at a **1**-for-**1** conversion and does not follow the rules for Movement, Range, or **SOI**. Instead, simply count the shortest path to any **non-obstructing** terrain spaces.

MOVING "FARTHER"

Intelligent Combatant cards will sometimes instruct a Combatant to move farther from a space or a figure. When this occurs the Combatant will move one space farther away from the target or space following normal movement rules.

"THEN"

Sometimes, **AI** Steps have instructions to perform individual Abilities or Actions separated by the word "**THEN**". When this occurs, the current Ability or Action being performed ends and a new line of instruction begins.

It's possible that an **AI** Step cannot do **all** of the listed "**THEN**" steps in its instructions. In these cases, it will skip the current "**THEN**" in the **AI** Step.

IMPORTANT: Players must always check if the **AI** Step has "**CONTINUE DOWN**" listed, even if the **"THEN"** instructions above it couldn't be fulfilled.



- **Is there an opponent within SOI?**
  Cast a **SPELL 6**, prioritizing the opponent with the lowest Conviction Value without *Darkness*. Inflict Darkness.
  THEN: Make a **4 ATK**, prioritizing an opponent with *Darkness*.
  THEN: MOVE towards the nearest opponent.
  THEN: Make a **ATK** against the opponent with the most Damage.

Example: The Animate has an **AI** Step with the following condition: "**Is there an opponent within SOI?**"

Assuming this is true, the Animate will cast a Spell that inflicts *Darkness*. **THEN**, it will make a Ranged Attack prioritizing an opponent with *Darkness*. **THEN**, it will move adjacent to the nearest opponent. **THEN**, it will make a Melee Attack against the adjacent opponent with the most Damage...

If no Adventurers were inflicted with *Darkness*, the Animate would attack any opponent within Range **4**.

If it couldn't move adjacent to the nearest opponent, this **THEN** instruction in the **AI** Step would be skipped.

The next **THEN** instruction explains that the Animate will Attack an adjacent opponent. If there is no adjacent opponent the Animate will do nothing.

Since this Animate doesn't "**CONTINUE DOWN**" at the end of this **AI** Step, its activation would end.

IMPORTANT: Intelligent Combatants will always consider only the **possible** targets for an action unless they specifically state otherwise. For example, if an Attack would target the figure with the most Damage, it will target the figure with the most Damage ***in Range***.

Discipline Ability Tree

Assemblage

LVL 1 ➤	LVL 2 ➤	LVL 3 ➤	LVL 4
❒ Banished Knowledge	❒ BFF	❒ Exalted Summoning	❒ Felled Afterlife
❒ Euthanasia	❒ Imposed Paradigm	❒ The Pessimist	❒ Soul Bond
❒ Forebode	❒ Possession	❒ Helping Hands	❒ The Tower Reversed
❒ Familiar	❒ Ruination	❒ Resonance	
❒ Tavta	❒ Fortune Telling	❒ Friends With Benefits	
❒ Tristram	❒ Summoning		
❒ Yuxa	❒ Conduction Summoning		
❒ Animism			
❒ Perfect Love			
❒ Last Laugh			
❒ Sanctuary			

Cruor

LVL 1 ➤	LVL 2 ➤	LVL 3 ➤	LVL 4
❒ Wretched Tether	❒ Abbadon's Subtelty	❒ Aura Of Hate	❒ He Watches
❒ Crumbling Time	❒ Blood Pact	❒ In Secret	❒ Ineptitude
❒ Imbued Fear	❒ Blood Toil	❒ Life Grasp	❒ Bring The Shadows
❒ Gore Shot	❒ Root The Mind	❒ Sinful Privilege	
❒ Oxygen Syphon	❒ In Dreams	❒ Soul Pact	
❒ Corrosive Ideal	❒ Soul Steal		
❒ To Faust	❒ Organic Liquify		

Martial

LVL 1 ➤	LVL 2 ➤	LVL 3 ➤	LVL 4
❒ Anticipated Attack	❒ Blood Rage	❒ Morbid Envy	❒ Challenge Supreme
❒ Blade Works	❒ Onslaught	❒ Bring the Wrath	❒ Master Of The Vessel
❒ Chains of Command	❒ Gigas Grip	❒ Nemesis Enforcement	❒ Will To Live
❒ Critical Defense	❒ Mage Breaker	❒ Dead End	
❒ Hammer Helm	❒ Physically Perfected	❒ Relentless Feign	
❒ Fortuitous Homicide	❒ Promise		
❒ Nirvana's Mark	❒ Whirlwind		

Sanctus

LVL 1 ➤	LVL 2 ➤	LVL 3 ➤	LVL 4
❒ Aspect	❒ Acension	❒ Greater Existance	❒ Inspiration
❒ Guardian Angel	❒ Soul Clear	❒ Font Of Renewal	❒ Dimension Shift
❒ Intervention	❒ From The Grave	❒ Wings Manifest	❒ The Only Truth
❒ Living Bulwark	❒ Fervor	❒ Aura Of Invicibility	
❒ Magic Armor	❒ Paradigm Assault	❒ Zealous Reprisal	
❒ Courage Stifle	❒ Proof of Divinity		
❒ Mend	❒ Salvation		

Subterfuge

LVL 1 ➤	LVL 2 ➤	LVL 3 ➤	LVL 4
❒ Trick Shot	❒ Acid Splash	❒ Murder Circus	❒ Fist Of Polaris
❒ Follow Through	❒ False Idol	❒ Profound Intuition	❒ Brutal Slaughter
❒ Kill The Messenger	❒ Shame Of The Otaku	❒ Rapid Reload	❒ Blot Out The Sun
❒ Like The Shadows	❒ Paralyzing Point	❒ Jack Of All Blades	
❒ Precise Strike	❒ Friend Over Foe	❒ Ninjutsu	
❒ Quick Blow	❒ Down The Masses		
❒ Speed Injustice	❒ C.Q.C.		

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Intelligent Combatant Turn Walkthrough

EXAMPLE 1

The Animate begins with the Start of Turn Phase. There are no Abilities that occur in the Start of Turn or Status Phases, so the Animate moves on to the Activation Phase. This Animate is adjacent to **3** Adventurers and has **3** *Damage* tokens on its card. At the start of the Activation Phase, players check the Animate's card to make sure there are no relevant Passive Abilities that may occur during the Animate's turn. Both of the Animate's Passive Abilities happen when the Animate is Attacking, so the players will keep those Abilities in mind as they continue to the Animate's **AI** Steps.



Since the Animate has *Damage* tokens on its card (A), its first **AI** Step's bolded condition (D) is true. This means that the Animate will **HEAL 2.** The player removes **2** *Damage* tokens from the Animate, making its total Damage **1**.



Since the **AI** Step has **CONTINUE DOWN** listed in its instructions, the players continue to the next bolded condition (E).

The second **AI** Step occurs if there is at least **1** opponent adjacent to the Animate. Since there are **3** opponents adjacent, the Condition is true.

The Animate makes a **ATK.** Since the **AI** Step did not specify a target and there are **3** eligible targets, players check to see which Adventurer's Initiative card is closer to the front of the Initiative Track. In this example, ***Rook's*** Initiative card is at the front of the Initiative Track (I), so he is the target.

The Animate builds its Combat Dice Pool using its listed Combat Dice (H) of **TEAL** and **ORANGE**. Checking the Passive Ability ***Heavy Cleave*** (C), the players determine that it will occur during this Attack since this is the first Attack the Animate will make against an adjacent opponent this turn. So the Animate adds the **BLACK** to its Combat Dice Pool.



Rook declines to Dodge and the Animate rolls a **TEAL** 7 and **ORANGE** **3** for a total of 10. It also rolls **5** and **2**.

This beats ***Rook's*** **Defense Value** by **1** and the Attack hits.

During the Determining Damage Step of the Attack, the Animate spends **2** and **2** to add **+2 PHYSICAL DMG** (G). Including the difference rolled to hit, the **PHYSICAL DMG** determined is **3**. (A difference of **1**, and **+2** Physcial Damage from symbols.)

The Damage would then be reduced by Rook's **Armor Value**, but since he has no Items equipped with an **Armor Value**, his **Armor Value** is **0** so the Damage is not reduced.

The Final Damage of the Attack is **3** and Rook adds **3** *Damage* tokens to his card.

After the Animate concludes its Attack, it would normally continue to the next "**THEN**" in the **AI** Step. However, since it hit with an Attack, the Passive Ability ***CHAINS OF PERDITION*** (B) is used, and the Animate Attacks the same target again.



Since it's not the first time the Animate has made a Melee Attack this turn, the Animate **doesn't** add the **BLACK** to its Combat Dice Pool via ***HEAVY CLEAVE***.



Rook has the option to Dodge again but declines and the Animate rolls a **TEAL** **8**, and an **ORANGE** **2** for a total of **10**. It also rolls **1**, **2** and **1** ✶. The Attack beats ***Rook's*** **Defense Value** by **1**, resulting in a hit.

During the Determining Damage Step of the Attack, the Animate spends **1** and **1** to add **+1 PHYSICAL DMG.** Then, the Animate spends its **1** ✶ to add **+2 PHYSICAL DMG.** This brings the total added Damage via symbols to **+3 PHYSICAL DMG.** (G). Including the difference rolled to hit, the total **PHYSICAL DMG** determined is **4**. (A difference rolled of **1**, and **+3** Physcial Damage from symbols.)

The Damage would be reduced by Rook's **Armor Value**, but, again, his **Armor Value** is **0** so the Damage is not reduced. The Final Damage of the Attack is **4** and Rook adds **4** more *Damage* tokens to his card.

Now that the Attack granted by ***Chains of Perdition*** has ended, the Animate continues its **AI** Step. The next **"THEN"** says to move **2** spaces farther from the target, so the Animate moves **2** spaces from Rook to space J. Normally, moving out of a space adjacent to an opponent would provoke a Break Attack, but the **AI** Step instructions specifically state that this movement does not provoke Break Attacks.

This concludes the Animate's turn, if there was another Animate on the board it would now take its turn.

Intelligent Combatant Turn Walkthrough

EXAMPLE 2

The Animate begins with the Start of Turn Phase. There are no Abilities that occur in the Start of Turn or Status Phases, so the Animate moves on the to Activation Phase. At the start of the Activation Phase, players check the Animate's card to make sure there are no relevant Passive Abilities that may occur during the Animate's turn. Both of the Animate's Passive Abilities happen when the Animate is Attacking, so the players will keep those Abilities in mind as they continue to the Animate's **AI** Steps.



The Animate starts its Activation Phase with no Damage, so the first **AI** Step's bolded condition (C) is false. The players then **CONTINUE DOWN** the second **AI** Step.

The second **AI** Step's bolded condition (D) is also false since there are no opponents adjacent to the Animate. The players then continue to the third **AI** Step.

There are **2** Adventurers within the Animate's **SOI.** This means that the Animate's third **AI** Step's bolded condition (E) is true. The Animate will cast a **SPELL 6** on one of the two Adventurers within its **SOI**. If the target is affected by the Spell they will be Inflicted with *Darkness*. The **AI** Step specifies that the Animate will prioritize the opponent with the lowest Conviction Value without *Darkness*.

Since neither Adventurer has *Darkness*, the Adventurer with the lowest Conviction Value would be targeted. To determine which Adventurer has the lowest Conviction Value, See ***Conviction and Casting Value*** on the back of this rulebook.

In this example, neither Zeke nor Remi has *Darkness* or Items that grant a Conviction Upgrade. Since both Adventurers have **2 PURPLE** Conviction Dice (I), they are both eligible targets. This means the Animate will target the Adventurer whose Initiative card is closer to the front of the Initiative Track.

Since Remi's Initiative card is at the front of the Initiative Track, she becomes the target (K). Luckily for the her, the Animate's Passive Abilities (A and B) only work when making Attacks, and not while casting Spells.

This **AI** Step starts a Spell Action by Determining the Force of the Spell.



The Animate rolls its Spellcasting Die and gets a **3**, making the total force of the Spell 9. Remi now rolls her Conviction of **2 PURPLE** (I).

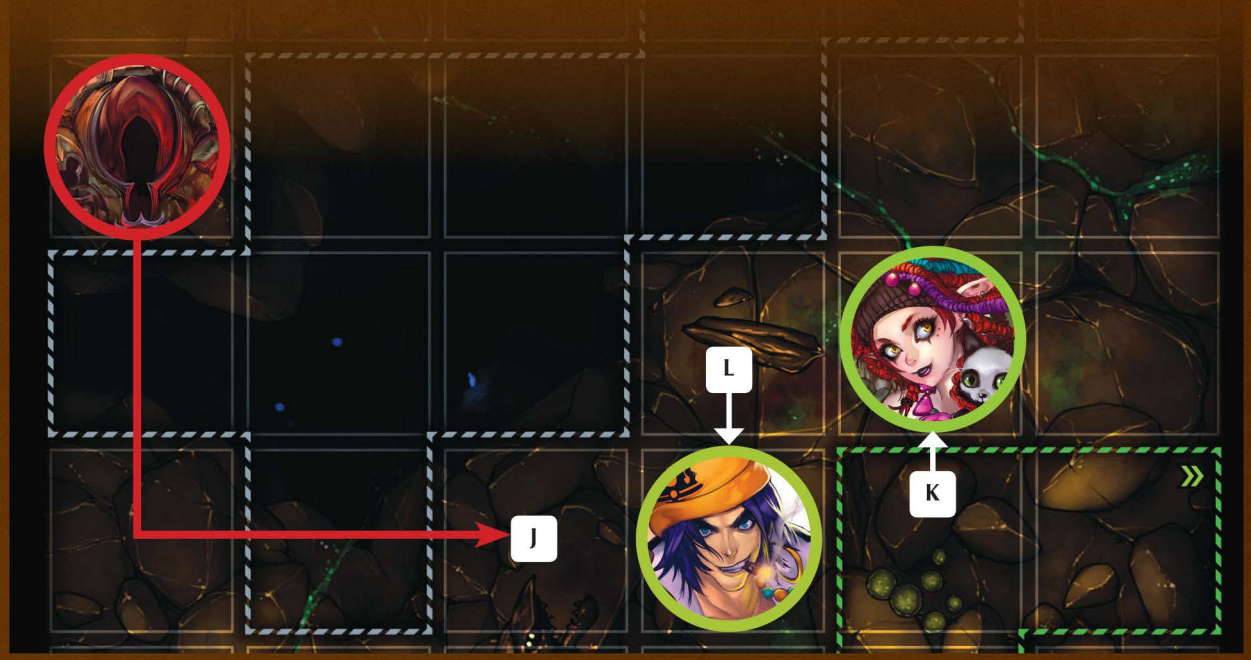


Remi rolls a **PURPLE** **5** and **PURPLE** **3** for a total of **8**. Since Remi rolled less than the Spell's Force Value of **9**, the Spell inflicts *Darkness*. The player takes a *Darkness* token and puts it on Remi's card to indicate she has the effect.





After casting the spell, the Animate continues to its next "**THEN**" listed in its **AI** Step (E).



The Animate now makes a **4 ATK** prioritizing an opponent with *Darkness*. Since Remi (K) now has *Darkness*, she is chosen as the target.

The Animate builds its Combat Dice Pool using its Combat Dice (H). Since its **HEAVY CLEAVE** (B) Passive Ability only works when making an Attack against an **adjacent** opponent, the Animate doesn't **EMPOWER** this Attack.

Remi is given the option to **DODGE** but cannot due to *Darkness*.



The Animate rolls a **TEAL** **4** and **ORANGE** **6** for a total of **10**. It also rolls **1** and **1**. This exceeds Remi's **Defense Value** of **8** (**-1** due to *Darkness*) by **2** and the Attack hits. The Animate then spends the two Symbols to add **+1 PHYSICAL DMG** to the Attack (G).

The **3** determined **PHYSICAL DMG** is then reduced by Remi's **Armor Value** of **1** granted by her ***Cuirass.*** The ***Cuirass*** also has an **EXHAUST** Ability to reduce **PHYSICAL DMG** by **2**, which Remi will now use. Remi's **Armor Value** of **1** plus the **PHYSICAL DMG** reduced by the ***Cuirass*** **(2)** reduces the Damage done to her to 0. She's lucky!



EQUIPPED ARMOR

But... Even though the Attack did no Final Damage, the Attack still hit, and because Remi was the first opponent the Animate hit with an Attack this turn, the Animate's Passive Ability ***Chains Of Perdition*** (A) triggers and it makes another **4 ATK** against Remi.

Since Remi can't **DODGE**, the Animate will just roll its Combat Dice Pool (H). It gets a **TEAL** **3** and **ORANGE** **2**, for a total of **5**. This does **not** beat Remi's **Defense Value** of **8** and the Attack misses. Phew!

After using ***Chains of Perdition***, the Animate continues to the next **"THEN"** in its **AI** Step (E).

The Animate Moves towards the nearest opponent. To determine the nearest opponent, players count out spaces following the rules for Range. Because Zeke is the nearest opponent, and the Animate has no other way to reach Zeke, the Animate will jump the two gaps required to get adjacent to Zeke. The Animate must make two Skill Checks by rolling the **BLACK** . If the is rolled on either space Jumped, the Animate would be Defeated. The Animate rolls twice, passes both rolls, and arrives at (J).

Then, the Animate makes a **ATK** against the opponent with the most Damage. Since Zeke is the only opponent within Range, he is chosen as the target. Checking the Passive Ability ***Heavy Cleave*** (C), the players determine that it will occur during this Attack since this is the first Attack the Animate will make against an adjacent opponent this turn. So the Animate adds the **BLACK** to its Combat Dice Pool. Zeke is given the option to Dodge but declines.



The Animate rolls a **TEAL** **7** and an **ORANGE** **7**, for a total of **14**. It also rolls **7** and **3**. This beats Zeke's **Defense Value** by **5**. The Animate then Determines Damage and spends **3** and **3** to add **+3** **PHYSICAL DMG** (G) for a total of **8 PHYSICAL DMG**. (A difference of **5**, and **+3** Physical Damage from symbols.)

The **8 PHYSICAL DMG** is then reduced by Zeke's **Armor Value** of **1** granted by the ***Cuirass*** he has equipped. Like Remi, Zeke will use the ***Cuirass'*** **EXHAUST** Ability to reduce **2** more **PHYSICAL DMG**. Zeke's **Armor Value** of **1** plus the **PHYSICAL DMG** reduced by the ***Cuirass*** **(2)** reduces the Damage done by **3**. The Final Damage of **5** is dealt to Zeke. He adds **5** *Damage* tokens to his card.

AI steps continue to be considered until there is a step that is true that **does not** have **"CONTINUE DOWN"** listed. Since this **AI** step (E) was true, but **does not** have **"CONTINUE DOWN"** listed, the Animate concludes his turn. If there was **another** Animate on the board it would now take its turn starting from the top of its Intelligent Combatant card's **AI** steps.

Other Important Rules

Skill Checks

Special Encounter Rules and Adventure Mechanics will sometimes require Adventurers or Combatants to make Skill Checks. These Skill Checks represent various non-combat challenges the players may be faced with.

Depending on whether the figure is an Adventurer, Combatant, the rules for making a Skill Check are different.

Skill Checks might require a specific figure, multiple figures, or a random figure to pass them. Whether a Skill Check passes or fails, the instructions will tell the players how to proceed.

Adventurer Skill Checks

To make a Skill Check, the Adventurer rolls **2 PURPLE** and adds the appropriate Skill Value (Example: Perception, Strength, Lore, etc.) from their Adventurer card. If the total is equal to or greater than the listed Skill Check, they pass.

Some Abilities will modify Skill Checks or Skill Values. Only Abilities with a Passive Condition Tag may modify Skill Checks that occur outside of Encounters. In these cases, the Ability must also be used by an Adventurer currently in the Active Party

Combatant Skill Checks

Combatants may have to make Skill Checks. INTELLIGENT COMMAND Combatants, Loyal Espers, and Conduits can all make the same Skill Checks as Adventurers. However, since Combatants do not have printed Skill Values like Adventurers, anytime a Combatant is required to make a Skill Check they will roll the **BLACK** . Any roll other than the is considered to pass the Check.

IMPORTANT: An INTELLIGENT Combatant will never Jump more than **2** spaces in a single Jump Check. If the condition of an Intelligent Combatant's Step would require a Jump of more than **2** spaces, then the condition is considered false.

Jumping

During an Adventurer's movement, they may choose to Jump over spaces which they would otherwise prefer to not move through.

Jumping is defined as moving over **1** or more spaces without being affected by the Terrain's effects (Reduced Movement, being Defeated, etc).

Jumping may only be done during a Move Action or free Movement and Jumping over spaces expends Movement Points in the same way Movement does.

During Movement, an Adventurer declares that they are Jumping. Designate a space for the Adventurer to end their Jump on. Each space jumped over requires a Movement Point, just like normal movement.

The space being Jumped out of must be an unoccupied Normal Terrain space.

The space(s) being Jumped over ***cannot*** be occupied by another figure.

The space being Jumped into may be any type of Terrain, but **cannot** be occupied by another figure.

To check if the Jump was successful, make an Agility **10** Skill Check. For each additional space Jumped over after the first, add +**2** to the difficulty of the Skill Check.

If **1** or more allies are adjacent to the space the Adventurer is Jumping out of, they may add a single ally's **Strength** to their roll when making the Skill Check, as the ally gives them a boost.

If an Adventurer fails the Skill Check and an ally is adjacent to the space they are Jumping into, the ally may attempt to catch them by making a **Perception** Skill Check with a difficulty equal to the difficulty of the **Agility** Check that was failed.

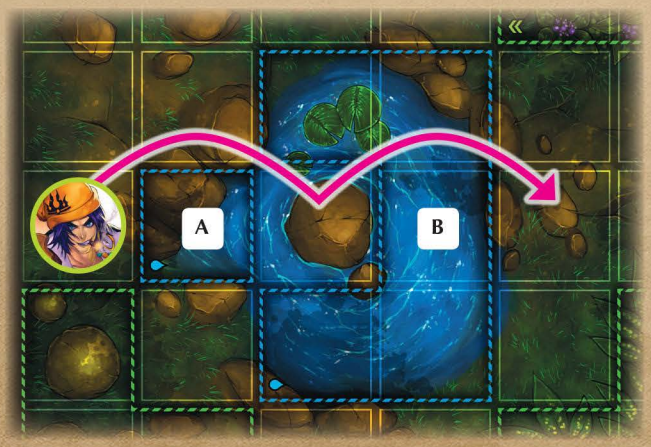
If an Adventurer fails the Skill Check and an ally does not pass a **Perception** Check to catch the Adventurer, or if there isn't an Adventurer to try and catch them, the Adventurer lands on the first space they attempted to Jump over and the Ability or Action that granted the Movement ends. Both Move Actions and free Movement can no longer be made by the Adventurer during the remainder of their turn.

If the Adventurer passes the Skill Check, place the Adventurer's figure on the space they chose when starting their Jump. The Adventurer then continues their Movement.

IMPORTANT: If an Adventurer fails a Jump Check that includes any Terrain that would otherwise defeat them, and they are not caught by an ally, that Adventurer is Defeated regardless of what space they started the Jump Check from.

Companions

Companions represent characters in the story that help out the players in the Adventure Mode. Typically, these will be found in **Hidden Card** deck. These cards do not count against an Adventurer's Item limits, but an Adventurer is limited to having only **1** Companion equipped. Companions can not be Stored in the Pack, but they may be Stored in the Party Stash. (Thematically they're doing their own thing.)



Example:
If Zeke jumps over A and then continues to jump over B, he would make two **Agility 10** checks. If he failed either of these Skill Checks, he would immediately end his Move Action in the first space he failed to Jump over.

Being Defeated

When a figure Gains *Damage* tokens equal to their maximum **HP,** they are Defeated. Figures can never have more *Damage* tokens than their maximum **HP**. Adventurers and allied Combatants do not remove *Damage* tokens once Defeated. If an Ability or Effect would cause an Adventurer to become Defeated, they take Irreducible Damage equal to their remaining **HP**.

As soon as a figure is Defeated they **must** immediately remove their corresponding Initiative Card from the Initiative Track. When this happens, the other Initiative Cards collapse to fill in the empty space.

Defeated Adventurers and allied Combatants return to play during the Setup of the next Encounter. During the ***Prepare Phase***, all Defeated Adventurers or Adventurers with ***more*** *Damage* tokens than half of their max **HP** remove *Damage* tokens until they have *Damage* tokens equal to half of their max **HP**.

If an Encounter's Rewards instruct players to **Restore**, all Adventurers and allied Combatants remove ***all*** *Damage* tokens, including Defeated Adventurers and allied Combatants.

Dynamite

Dynamite tokens are tokens that will explode and deal Damage to all those near them. *Dynamite* tokens exist in one of two states, Lit and Unlit. Anytime a *Dynamite* token is placed on the board for any reason it becomes Lit. *Dynamite* tokens that start on the board are already Lit.

At the end of the next round after a *Dynamite* token becomes Lit it will explode. When a *Dynamite* token explodes, all figures on or adjacent to the token are dealt **3 PURPLE** ◆ of **IRREDUCIBLE DMG** and any *Loot* tokens on or adjacent to the token are discarded. An Adventurer adjacent to a Lit *Dynamite* token may spend **1 SP** to make a **Presence 10** Check. If they pass, they bravely pick up the Dynamite, which stays Lit.

An Adventurer with a Lit or Unlit *Dynamite* token may spend **1 SP** to place a *Dynamite* token on any space within Range **4** and Line of Sight. Opponents block this Line of Sight, but allied figures do not.

Dynamite tokens that a figure has are considered to be occupying the same space as that figure. Any *Dynamite* token caught in the explosion of another *Dynamite* token also explodes. (Including any unlit Dynamite equipped or in your pack.)

Opponents and Allies

Adventurers and Combatants have allies and opponents and depending on the figure, these opponents and allies can change. A figure's opponent is any figure with an opposing goal. A figure's ally is any figure that shares the same goal and has no reason to hinder them in achieving their goal.

Whenever the term "ally" and "allies" is used during an Action or Ability, it is also referring to **the figure using that Action or Ability**. When an Action or Ability says "other" or "another" ally, it is referring to **any allied figure besides the one using that Action or Ability.**

Plank Tokens



Some Items in Middara can place a *Plank* token onto the board. These tokens count as Normal Terrain and replace all Terrain types except Obstructing Terrain. When placing a *Plank* token onto the board, the player may choose any size of *Plank* token available.

Component Limits

If you are instructed to Spawn a figure or token and all of copies of these components are already in play, do not Spawn anything. Items and Disciplines are also limited by the components included in the game box.

Reducing Numbers

No Value can be reduced below **0**. This includes Attack rolls, Damage, Range, or any other number. If an Effect, Ability, or Action would reduce a value below **0**, that value is **0** instead.

Gaining Items During an Encounter

Items Gained via *Loot* tokens are Gained by the Adventurer that activated the *Loot* token. Similarly, Items Gained by drawing the Monster Loot or Unique Loot cards are Gained by the Adventurer that Defeated the opponent.

If the party Gains an Item via an Achievement or other Special Encounter Rule (or if it is not explicitly clear which player Gains an Item, the players may choose who Gains the Item.

If its ambiguous as to what Adventurer would normally Gain the Item, the players may choose which Adventurer Gains the Item.

If an Adventurer has no room for an Item that they have Gained, they may either Discard an Item in their Pack to make room, Discard the Item itself, or move the Item to the Party Stash.

Any time an Adventurer Gains an Item from another Adventurer or from a Reward, they may Immediately re-equip **their own** Items as though they had taken a free Re-Equip Action.

Simultaneous Abilities

Anytime two or more abilities would occur at the same time and the order in which they resolve is important, players should always resolve the abilities in the order in which is the most beneficial to the figure currently taking the turn.

Rounding Numbers

Anytime you must cut a number in half, you always round up to the nearest whole number. This could be Damage, Gold, or any other number in the game.

Effect & Ability Token Limitations

An Adventurer may not have more than **1** of any given type of Effect Token. This means that you can have both *Barrier* and *Haste*, but you cannot have *Barrier* or *Haste* twice.

The limitation on Ability Tokens changes depending on the Ability Token in question. If an Ability Token doesn't specify a limit here, on the token, or in the back of this Rulebook, there is no limit to how many tokens a figure may have.

- **Dodge:** Limit **3**.
- **Intervention:** Limit **1**.
- **Vow:** Limit **5**.

Summoning

Familiars

Familiar is a unique Discipline in **ASSEMBLAGE** that allows an Adventurer to summon and maintain a small creature called a Familiar. Familiars give Adventurers a constant benefit. Once chosen, a Familiar cannot be changed until the end of the Crawl Scenario or Adventure. If playing the Epic Dungeon Crawl, do not change your Familiar until you complete the last Scenario.



Conduction Summoning

The ***Conduction Summoning*** Discipline allows an Adventurer to physically change their body into another creature. This grants the Adventurer access to many varied Abilities.

When ***Conduction Summoning*** is used, the Adventurer's figure is replaced with a Command Combatant with the **CONDUIT** Tag. The chosen **CONDUIT** must have a **LVL** equal to or lower than the Adventurer's highest level **ASSEMBLAGE** Discipline.

Once the Ability has been used, set aside the Adventurer card and replace it with the **CONDUIT** Command Combatant card of the player's choosing (meeting **LVL** requirements). Now, only the **CONDUIT** Command Combatant card may be used when taking Actions, using Abilities, or making Skill Checks.

Any, *Effect* or *Ability* tokens that were on the Adventurer carry over. The ***Conduction Summoning*** Discipline carries over as well and may be used to switch back into the Adventurer. However, all other Disciplines that the Adventurer has learned are temporarily lost until they return to their original form.

The Adventurer keeps all *Damage* tokens they had before using ***Conduction Summoning***, and retain their Adventurer's maximum **HP**, including any bonuses to maximum **HP** from Items and Disciplines. If an Adventurer is Defeated while under the effects of ***Conduction Summoning,*** they are Defeated as normal.

IMPORTANT: The Adventurer's Initiative card does not change when using ***Conduction Summoning***. Instead, they will continue to use their original card.



Espers

An Adventurer can use the ***Summoning*** Discipline to Spawn a **LOYAL ESPER** Command Combatant to fight with them. Depending on a summoner's **LVL**, they may summon a wider selection of **LOYAL ESPERS**. An Adventurer may only summon a **LOYAL ESPER** whose **LVL** is equal to or lower than their highest level **ASSEMBLAGE** Discipline.

LOYAL ESPERS have a **COST** listed on their Command Combatant card. This is the amount of *Summoner* tokens it costs to Spawn that **ESPER**. These tokens may only be spent when paying the cost of Spawning an **ESPER**. On top of just simply Discarding the tokens to use them, the Adventurer must also spend **1 SP** for each *Summoner* token Discarded. Once summoned, the **LOYAL ESPER** is placed on the board within the summoner's Sphere of Influence (**SOI**) and their Initiative card is added to the back of Initiative Track.

LOYAL ESPERS come into play with **3 SP**. During their **1st** turn, they do not Gain **SP**, but thereafter they Gain **SP** as normal. If Defeated, **LOYAL ESPERS** are removed from the game board like any other Combatant.

Unlike *Ability* tokens, **LOYAL ESPERS** do not persist between Encounters.

When a **LOYAL ESPER** Gains any Item, the Adventurer who summoned them Gains the Item instead.

An Adventurer may not attempt to summon a **LOYAL ESPER** that is already on the board.

> **Note:** Some **LOYAL ESPERS** have more than **1** figure. When summoning, place all figures represented by the **LOYAL ESPER** Combatant card on the board.



Exalted Espers

Assemblage contains a second type of Esper called an **EXALTED ESPER**. These powerful god-like entities will manifest to help the Summoner in a spectacular fashion before vanishing. The ***Exalted Summoning*** Discipline allows an Adventurer to summon an **EXALTED ESPER**. When used, a player chooses an **EXALTED ESPER** and uses its printed Ability. The figure using the Ability is the source of the **SOI** listed on the card.









Abraxis Battle Dice

Abraxis Battle Dice is a mini-game that players can take part in during the Adventure Mode. It uses Abraxis cards, the custom dice, *Damage* tokens, and **SP** tokens.

Each Adventurer gets **4** dice: Give one Adventurer the **WHITE** and **PURPLE** dice, another the **TEAL** and **ORANGE** dice, another the **GREEN** and **RED** dice, and another the **BLUE** and **GREY** dice. Each player also starts with **10** Abraxis Points and **5** *Fate* tokens. These may be tracked with *Damage* tokens and **SP** tokens respectively.

The game takes place through a series of **5** *Rounds*. The goal of each Round is for Adventurers to roll their dice and have the Symbols on all **4** of their dice match the Symbols printed on the bottom of the Abraxis card they are facing as closely as possible.

At the end of each Round, if an Adventurer fails to match the Symbols on the Abraxis card, they lose Abraxis Points. When an Adventurer loses all their Abraxis Points, they are out of the game.

If Adventurers can match their Symbols well enough to survive these **5** rounds, they'll be rewarded.

1. ROLL FOR SYMBOLS:

Each Round, Adventurers will simultaneously roll all **4** of their dice and must ***Lock In*** the result of **1** die.

When dice are ***Locked In***, this means that the Adventurer is satisfied with the result of that die and has set it aside to be tallied against the Abraxis card's Symbols at the end of the Round. All dice that are ***Locked In*** will not be rolled again.

If an Adventurer would like to ***Lock In*** the result of *more* than **1** die, they may spend **1** of their **5** *Fate* tokens. For each *Fate* token they spend, they may ***Lock In*** an extra die.

If an Adventurer does not want to ***Lock In*** **any** of the dice they rolled, they may spend **1** *Fate* token to skip **Locking In** any of their dice.

Once all Adventurers have decided which dice to ***Lock In***, or after they've decided to not **Lock In** any by spending one of their **5** *Fate* tokens, they will then simultaneously roll all of their remaining (***non-Locked In***) dice.

After rolling a second time, Adventurers will again decide which **single** die they would like to Lock In. *Fate* tokens may be spent the same way as before, to either ***Lock In*** more than **1** die, or not ***Lock In*** any.

Once again, after all Adventurers have decided which dice they are ***Locking In***, they will simultaneously roll their remaining dice.

This process continues until at least **1** Adventurer has ***Locked In*** all **4** of their dice. Without spending any Fate Tokens, this will naturally happen at the end of the fourth simultaneous roll. If an Adventurer spent Fate Tokens to ***Lock In*** more than **1** Die, it could happen sooner.

At the end of a simultaneous roll, after all players have chosen which dice to ***Locked In*** and spent *Fate* tokens, if at least **1** Adventurer has ***Locked In*** all **4** of their dice, all other Adventurers with any **non-Locked In** remaining dice get **1** more roll and *must* ***Lock In*** all dice from this final roll. No *Fate* tokens may be spent on this final roll.

2. COMPARE SYMBOLS:

Now that all Adventurers have ***Locked In*** all **4** dice, they will each compare the Symbols on the dice they've ***Locked In*** to the Symbols printed on the bottom of the Abraxis card.

For each **extra** or **missing** Symbol on an Adventurer's ***Locked In*** dice, they lose **1** Abraxis Point. Through the course of these **5** Rounds, if an Adventurer loses all of their Abraxis Points, they are out of the game.

If an Adventurer matches the Abraxis card's Symbols exactly, they Gain **1** Abraxis Point.

3. END OF ROUND:

After losing or gaining Abraxis points, the Round ends. The game continues for a total of **5** Rounds. After the end of the fifth Round, rewards will be Gained based on how many Adventurers are still in the game after all **5** Rounds. These rewards are detailed in the Adventure Book on the page with the corresponding Abraxis Card Encounter.

ABRAXIS CARD



A **NAME**
The name of the Abraxis Card.

B **SPECIAL RULES**
Any Special Rules that augment the Abraxis Rules are found here.

C **ABRAXIS CARD SYMBOLS**
Each Abraxis Card has a list of Symbols. Players try to match these Symbols when using this card.

Variants

No Player Elimination

Middara was designed in such a way that player elimination is an essential part of the game balance. For those who would prefer to remove it, we've provided a way to do so while still providing an experience close to the one we intended.

Normally, the only two ways players can Lose Encounters in ***Middara*** are **A:** All Adventurers in the Encounter are Defeated, or **B:** Via a Special Encounter Rule.

To remove player elimination, use the following rules:

Anytime an Adventurer is Defeated, do the following:

- Remove their figure from the game board and place it on their Initiative card.
- Remove all *Ability* and *Effect* tokens from their card.
- Add an *Urgency* token to the end of the Initiative Track.

On the Defeated Adventurer's next turn, do the following:

- Place the Adventurer on an unoccupied space within an ally's **SOI**.
- Remove all but **9** *Damage* tokens from their card.
- The returned Adventurer takes their turn as normal, Gaining Stamina Points (**SP**) and following all other steps as if they had not been Defeated.

This Variant will make the game ***harder***. To tweak the difficulty, change the amount of *Urgency* Tokens required to lose an Encounter.

- **5 *Urgency* Tokens:** Easy
- **4 *Urgency* Tokens:** Normal
- **3 *Urgency* Tokens:** Hard

Re-specing an Adventurer

Occasionally, players will realize that a different Discipline will work better for their Adventurer or they may simply want to try going a different direction with how an Adventurer functions.

If a player would like to change the Disciplines their Adventurer has learned, they may do so any time they **Shop and Train** by spending **1 XP**. This causes them to lose all their Disciplines (excluding Story Disciplines) and Gain back **XP** equal to the cost of the Disciplines they lost (including the additional cost of Disciplines of the same **LVL**). This may be done as many times as a player wishes and the cost does not increase.

IMPORTANT: Adventurers can only Gain a limited amount of **XP** throughout the game so be mindful of how it is spent.



Difficulty Tweaks

Middara was designed to provide a challenging experience for all types of players. However, some people may find the game too hard. The following are ways to modify the difficulty of the game.

Hard Mode: Use any or all of these rules for a harder experience.

- **Active Combatants:** This rule replaces using the **BLACK** ⬢ to spawn figures as per the rules on Pg. 19. Instead, Whenever a Combatant Spawns, place its Initiative Card directly after the Initiative Card of the figure who's currently taking their turn. If the current turn is ambiguous, place the Initiative Card at the end of the Initiative Track instead. If the figure's Initiative Card is already on the table, the figure will take its turn the next time its Initiative Card would normally dictate that its turn begins.
- **Unpredictable Combat:** At the start of every round, shuffle the Initiative Track.

Easy Mode: Use any or all of these rules for an easier experience.

- **Favorable Conditions:** When an Intelligent Combatant opposed to the Adventures is faced with multiple options during their turn, make the decision based on what's the least detrimental to the Adventurers.
- **Reconnaissance:** During the Setup of an Encounter, place the Adventurers in the Starting Zone after dealing out the Initiative Track.
- **XP Leniency:** If players wish to Re-Spec, their first Re-Spec is free.

5th Player

Group size may vary between players and while ***Middara*** does not natively support **5** players, players may choose to play with **5** people anyway.

The main reason ***Middara*** does not natively support **5** players is because at the beginning of the Story, there are only **4** characters available to play. A **5th** player, therefore, would have to wait until another Adventurer joins the party. That would create too much downtime for one of the players.

However, if you happen to have access to another Adventurer from another ***Middara*** product and are okay with the narrative dissonance of a never-mentioned party member, you may play the game with **5** players using the following rules:

- The **5th** Adventurer starts each Encounter adjacent to the Starting Zone listed in the Encounter Setup.
- The maximum **HP** for all the Adventurer's opponents is increased by 50%. For Example, a Cave Sickle would have **9** maximum **HP** and an Earth Loa would have **21** maximum **HP**.

This is not the recommended way to play ***Middara*** as it will likely make for a much easier experience and increase down time.

2 and 3 Players

Due to the amount of changes that have to occur when playing the **2** and **3** player variants of Middara we've included the rules for that mode online at SuccubusPublishing.com.



Adventure Sheet

FLAGS

- ❑ Bouncer Bounced
- ❑ Culprit Identified
- ❑ Slipping__
- ❑ Contract Terminated
- ❑ Prized Possession
- ❑ Leg Wound
- ❑ Soul Judgment
- ❑ Familial Dispute
- ❑ Experienced Guide
- ❑ A Lonely Survivor
- ❑ Marked
- ❑ Happy Fugitives
- ❑ Heartbroken Exile
- ❑ Judgement of Judas
- ❑ The Patel Daughter
- ❑ Elias' Gratitude
- ❑ An End to Madness
- ❑ New Ambitions
- ❑ Avoiding Collapse
- ❑ A Husband's Duty
- ❑ A Son's Love
- ❑ Key Defeat
- ❑ Rested
- ❑ Book of Gehenna
- ❑ Fallen Friend
- ❑ Last of Her Coterie
- ❑ Seeds of Her People
- ❑ Grievous Wounds
- ❑ The Only Way
- ❑ Irreconcilable
- ❑ Differences
- ❑ Reluctant Partnership
- ❑ Massacred
- ❑ Coffin Buddy
- ❑ Capable Enough
- ❑ Good Riddance
- ❑ Time is of the Essence__
- ❑ All we can get
- ❑ Butchered
- ❑ Sacrifice
- ❑ A Helping Hand
- ❑ A New Owner
- ❑ A Greater Cause
- ❑ Imprisoned Anointed

ACHIEVEMENTS

- ❑ Not Quite Unkillable
- ❑ Death from Above
- ❑ Proof of Prowess
- ❑ Like a Blur
- ❑ Supreme Mobility
- ❑ Sickle Slaughter
- ❑ Raining Loot
- ❑ Healthy, Wealthy, and Wise
- ❑ Success Breeds Success
- ❑ Zap a Gap
- ❑ Poppet be Gone
- ❑ Tough Wurm
- ❑ Tentacle Collector
- ❑ Tortured Mortal

NOTES

GOLD: **PAGE #:**

NAME **XP**
❑ Injured ❑ Unselectable **DMG**

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❑ Injured ❑ Unselectable **DMG**

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Table 3: Negative Effects

NAME	TOKEN	EFFECT/DESCRIPTION
Condemn		✣ STATUS Roll a **BLACK** ⬢. If the result is 💀 ,you are Defeated.
Darkness		✣ PASSIVE **-1** ⊗ Defense and you may not **DODGE**.
Disease		✣ PASSIVE You may not have Positive Effects. You may not remove *Damage* tokens or other *Effect* tokens.
Paralyze		✣ PASSIVE You may not take Actions or use Abilities. **✗DISCARD** this token at the end of your next turn. Discarding this token cannot be prevented.
Poison		✣ STATUS You are dealt **IRREDUCIBLE DMG** equal to half your remaining **HP.**
Wilt		✣ PASSIVE When determining Damage on an Attack made against you, roll the **BLACK** ⬢. For each ⛊ rolled add **+1 IRREDUCIBLE DMG.**



Table 4: Positive Effects

NAME	TOKEN	EFFECT/DESCRIPTION
Barrier		✣ PASSIVE **+1** ⛨ Armor.
Courage		✣ PASSIVE When making an **ATK,** ✶, ⛊, or ■ add **+1** Damage. **✗DISCARD** this *Effect* if you miss an Attack.
Haste		✣ STATUS Gain **+1 SP.**

Table 5: Ability Tokens

NAME	TOKEN	EFFECT/DESCRIPTION
Dodge		✗DISCARD **DODGE** (Limit **3**)
Heal		✗DISCARD Spend **1 SP** and a figure within **SOI HEALS 6**.
Intervention		✗DISCARD You may re-roll all dice you just rolled. (Limit **1**)
Vow		✗DISCARD When you deal Damage, deal **+2** Damage of the same type. (Limit **5**)
Summon		✗DISCARD Spend **1 SP** and Gain **1** towards a **LOYAL ESPER'S COST**.

Table 6: STEPS FOR MAKING AN ATTACK

1. **CHOOSE THE TARGET:** Select a single figure within **Range** as the target.
2. **BUILD YOUR COMBAT DICE POOL:** The Attacker uses dice printed on their weapon. **1**-Handed Weapons have a single Combat Die printed on them. **2**-Handed Weapons have a pair of Combat Dice printed on them.
3. **CHOOSE TO EMPOWER YOUR DICE POOL:** The Adventurer or Command Combatant may choose to spend **1 SP** to **EMPOWER** the Attack.
4. **CHECK IF THE TARGET USES DODGE:** If the target is an Adventurer or Command Combatant they may choose to spend **1 SP** to **DODGE**.
5. **ROLL TO HIT**
   - **a. Make an Attack Roll**
   - **b. Spend Symbols and use Abilities to add TO THE ATK ROLL.**
   - **c. Determine if you Hit:** If the Attack misses, immediately continue to the "**Check if the Target Counters**" step Pg. 43.
6. **DETERMINE DAMAGE**
   - **a. Calculate the difference by which the Attack hit**
   - **b. Spend Symbols and Use Abilities that add Damage**
   - **c. Subtract Armor**
   - **d. Calculate and Deal Final Damage**
   - **e. Check if the target Counters**
7. **MISSED ATTACKS END**
8. **USE FOLLOW UP ABILITIES (FU)**

Table 7: TERRAIN TYPES

SYMBOL	EFFECT/DESCRIPTION
	NORMAL: No special effects. Can be replaced by all Terrain types.
	OBSTRUCTING: Blocks all Line of Sight. Obstructing Terrain is not considered a space. May replace all Non-Dangerous Terrain.
	HINDERING: Attacks made through or into Hindering get **-1 TO THE ATK ROLL**. It costs **2** Movement Points to leave a Hindering space. May replace Normal Terrain.
	WATER: Figures in Water may **not** Dodge. It costs **2** Movement Points to leave *Water*. May replace Normal, Hindering, and Muck Terrain. *Water* tokens placed never have a current.
	DANGEROUS: Figures that end a turn in, end their movement in, or leave a *Dangerous* space are Defeated. May replace all Non-Obstructing Terrain.
	MUCK: Figures in Muck must spend an additional **SP** on Actions/Abilities. May replace Normal and Hindering Terrain.
	SPECIAL: See Special Encounter Rules.

Table 8: STEPS FOR CASTING A SPELL

1. **CHOOSE THE TARGET:** Select a single figure within **SOI** as the target.
2. **DETERMINE THE FORCE VALUE OF THE SPELL**
   - **a. Build Force Pool:** A Force Pool consists of a figure's printed Casting Die or Upgrade.
   - **b. Empower:** The Adventurer or Command Combatant may choose to spend **1 SP** to **EMPOWER** the **SPELL**.
   - **c. Roll to Determine your Force:** Finally, the figure Casting the **SPELL** rolls their Casting die and Empower Die if applicable, and adds the printed **X** value on the Spell to the result.
3. **THE TARGET MAKES A CONVICTION CHECK:** The target figure rolls the Conviction dice printed on their card using any applicable upgrades.
4. **RESOLVE THE SPELL'S EFFECT**

Table 9: STANDARD ACTIONS

ACTION	SP COST	DESCRIPTION
Move	1	Move up to your maximum Movement Value. For each additional **SP** spent, add **2** to your Movement Value. **Important:** Adventurers are limited to **1** Move Action per turn.
Attack	2	Make an Attack against target figure using your equipped Weapon(s) Combat Dice.
Encounter Action	1	Encounter Actions are Encounter specific Actions that an Adventurer may take. This also includes activating *Loot* tokens. Encounter Actions cost **1 SP**.
Re-Equip	1	Equip or un-equip any Items in your Pack or on your Adventurer. Items in your Pack stay Flipped or Exhausted until they would normally be Un-Exhausted or Un-Flipped. You may also take Items and Companions from an adjacent Adventurer, but you may never give Items or Companions to other Adventurers. Any amount of equipping/un-equipping/taking is allowed for **1 SP**.

Table 10: STANDARD ABILITIES

ACTION	SP COST	DESCRIPTION
DODGE	1 2	During the Dodge step of an Attack, roll the **BLACK** die. For each shield rolled, the Adventurer adds **+1** to their Defense. If the skull is rolled, no additional Defense is added.
COUNTER		If an Adventurer is Attacked and the Attack deals no Final Damage, they may make an Attack against their Attacker.
EMPOWER	1	When building your Combat Dice Pool during an Attack or when determining the Force of a **SPELL**, you may spend **1** additional **SP** to add the **BLACK** die. If the skull is rolled during an Attack, the Attack automatically misses. If the skull is rolled during a Spell, the Spell automatically fails to affect the target. Immediately deal **3 MAGIC DMG** to the caster, and end the Spell Action.

Dice Breakdown

BLACK						SKULL
WHITE	2	3	4	5	6	7
TEAL	3	4	5	6	7	8
GREEN	4	5	6	7	8	9
BLUE	5	6	7	8	9	10
PURPLE	1	2	3	5	6	7
ORANGE	2	3	4	6	7	8
RED	3	4	5	7	8	9
GREY	4	5	6	8	9	10

DICE SYMBOLS: BOOK SHIELD BURST

Conviction and Casting Value

CONVICTION AND CASTING RATINGS

1 - PURPLE
2 - WHITE
3 - ORANGE
4 - TEAL
5 - RED
6 - GREEN
7 - GREY
8 - BLUE

Some Abilities, Conditions, or **AI** Steps may reference a figure's Conviction Value or Casting Value. The Conviction Value or Casting Value is calculated by adding the figure's best dice of the appropriate type according to the rating list on the left.

Example: If the figure had **ORANGE** and **RED** Conviction dice, their Conviction Value would be **8** (**5 + 3**).

Since Casting only uses **1** die, the Casting Value is simply the value of the single die.

VERSION 1.08 - JUNE 2019