

Rule book

Designed by Jake Thornton

Based upon works by Robert E Howard

MYTHIC GAMES

"These things be deeds of some power of evil. The lords of darkness have laid a curse upon the country. A strong man is needed to combat Satan and his might. Therefore I go, who have defied him many a time."

Skulls in the stars - Robet E. Howard



Introduction

In Solomon Kane the players take the part of the four Cardinal Virtues – immortal beings who strive to lead mortals down the path of Goodness. Each is a stalwart and implacable foe of the Evil that lurks in the Darkness.

The players, as Virtues, must act together to aid the mortal hero Solomon Kane in his fight against the Darkness. This is the fearless opponent who tries to thwart our hero at every turn, and who must be overcome by the players if Solomon Kane is to emerge victorious.

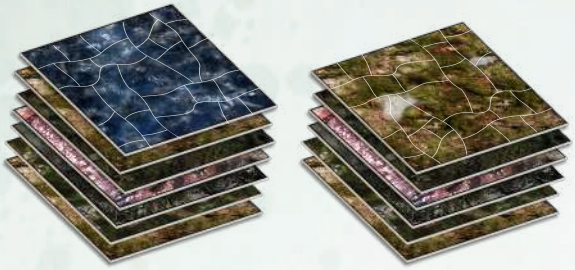
But why would the Virtues care about Solomon Kane? Surely there are many mortals they could aid? The answer is simple: none share his boundless faith and determination to fight the Darkness, whatever the odds. His faith is like a beacon that attracts the Virtues, and which they must nurture and protect. For while Solomon Kane believes that his faith alone is enough, the Virtues know that without their aid he cannot triumph. Darkness is too strong.

Unfortunately, the Divine Being has ruled that mortals should forge their own destinies, and so the aid that the Virtues can give Solomon Kane must be subtle. They can only help, encourage, and guide him towards his own goals.

Darkness has emissaries too, and these Shadows are also attracted by this beacon of faith. Shadows are not physical beings – they are the essence of the nameless horror that hides just out of sight, the lurking danger you think you glimpse from the corner of your eye, or the nameless dread that sends shivers down your spine. This can drive lesser men to madness, and even Solomon Kane could be overwhelmed, for whilst his faith is strong, Darkness is powerful too.

Solomon Kane can see neither Virtue nor Shadow, yet he can feel both, and he has his faith. This tells him that Good must triumph over Evil. It is up to the Virtues to ensure that he is right.

BOX CONTENT



18 Double-sided board tiles



4 Virtue dashboards



40 Virtue cards



1 Virtue tracks board



4 Turn order tokens



4 Track tokens



15 Dice



3 Mercy & 3 Luck cubes



120 Chapter cards



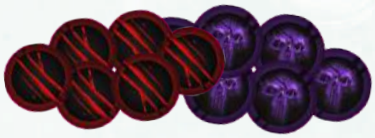
30 Darkness cards



200 Discovery cards



6 Light tokens



6 Double-sided wound tokens



50 Event cards



5 Exploration tokens



3 Spawn tokens



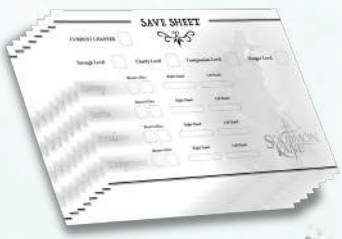
1 Save box



1 Story book



1 Rule book



100 Save sheets

How to use this book ?

These rules are divided into two sections: **Core Rules** and **Reference**.

The **Core Rules** explain the overall shape of the game and the rules for Turns and Tests. This will help you to understand how the game plays in a broad sense so that you have a structure to fit the rest of the rules into. Read this first.

When you understand the Core Rules, you should quickly skim the **Reference** section to give you an idea of what is in there. Then, if you like, you can set up and start your first game.

During this first game, and whenever you need to check something, simply refer back to the Reference section. All game terms are defined there, as are details of specific rules for Shadows, Auras, and so on. By looking things up only as you need them, you can get playing faster. After a Turn or two you will only need to look up one or two new things, and the core game play will be second nature.

An index is included at the back of the book to help you find specific topics.

Game overview

Players take Turns acting with their Virtues, moving and fighting with Solomon Kane, and influencing his surroundings. The Darkness fights back between the Virtue Turns, doing its best to defeat them. It is vital that the players act together, or Solomon Kane will be defeated.

Solomon Kane's lifelong fight against Evil is told in a series of Adventures. Adventures are broken down into 1-5 Acts, depending on their length. Each Act is itself broken down into 8-10 Chapters. Chapters come in two types: Story and Scene.

Starting with the first Chapter, one player reads the narrative text aloud and follows the instructions on the card. The players then do their best to help Solomon Kane overcome whatever challenges the Chapter throws his way, and then they move onto the next one.

The game is played in Rounds. Each Round comprises no more than one Turn from each Virtue (though it may have fewer), and one Darkness Turn for each Virtue Turn.

Each Chapter defines how long it lasts for, and whether there are any special events that trigger its end.

The Act continues with the players resolving one Chapter card after another, with their Adventure unfolding as they do. After many trials and obstacles, a final Chapter card will tell the players whether their actions have been enough, and whether they have won or lost.

Winning

The players must help Solomon Kane overcome the Darkness. The players continue revealing and resolving Chapter cards until they reach one that tells them that they have been triumphant, or that they have been vanquished.

Setting up

Each player chooses one Virtue to play, and takes their dashboard, miniature, and deck of cards. If there are fewer than 4 players, then players take Virtues in the order listed on the first Chapter card.

Each player places their dashboard in front of them, with their Virtue miniature in position, covering the Aura text. Each player shuffles their Virtue cards and deals them into 2 hands of 5, they then choose which hand to keep and which to place face down as their draw deck. From the selected hand, each player then chooses 2 cards, and places them next to their dashboard in the left-hand and right-hand active card slots. This means that each player starts with 2 cards in play, a hand of 3 cards, a deck of 5 to draw from, and none in their discard pile.





A Dashboard

B Left-hand card

C Right-hand card

D Discard

E Hand (3 cards)

F Deck (5 cards)

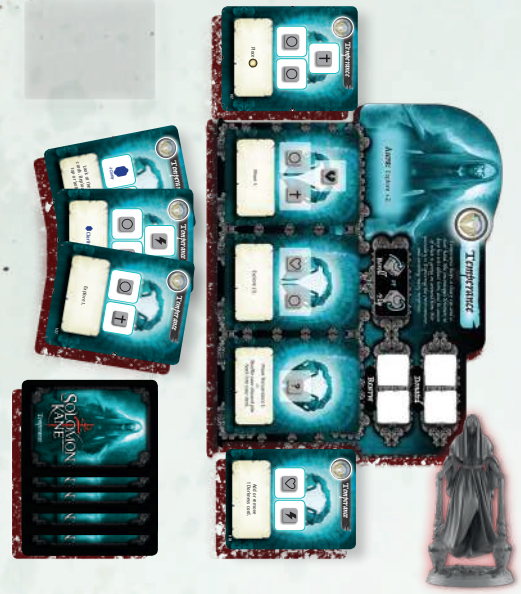
G Mini

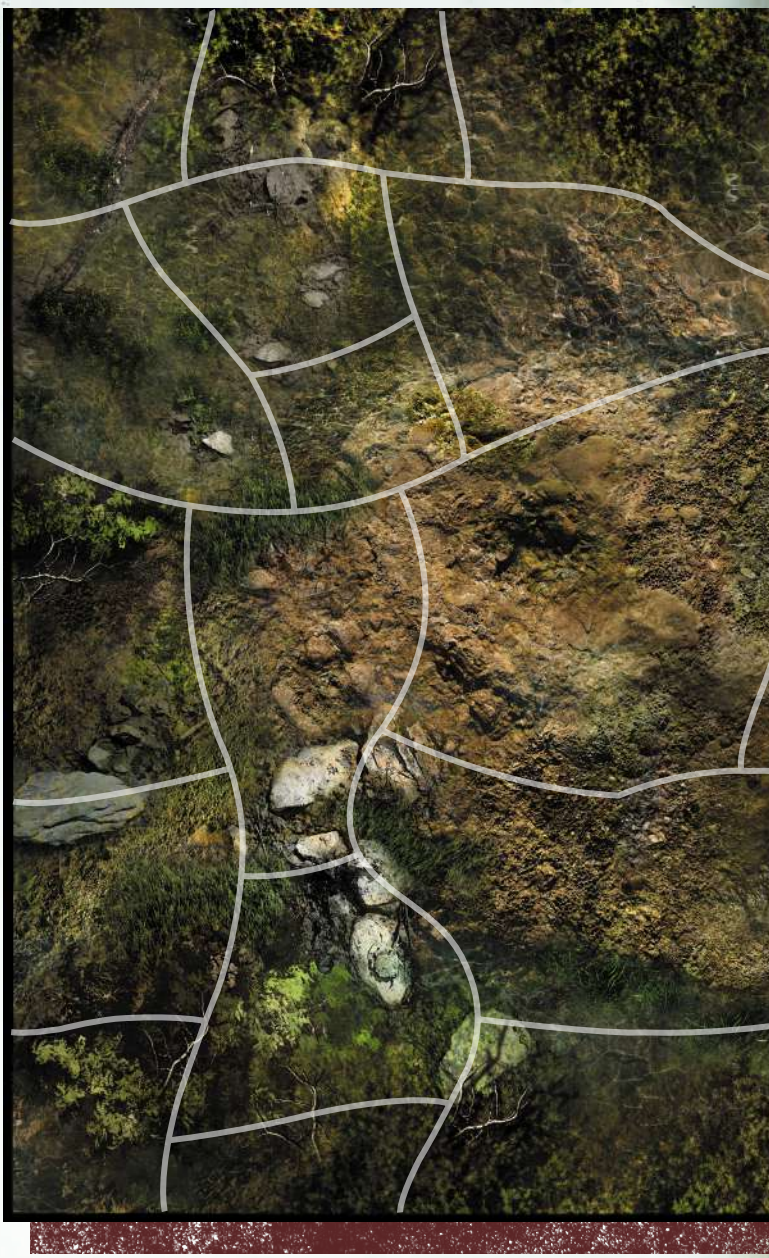
In the centre of the playing area, set up any 4 tiles. This represents the playing board, and is where any Scenes will be played out. You won't know yet what the first Scene will look like, so use any tiles for the moment as a placeholder.

To one side of the board, place the Chapter cards face down in a row according to their numbers, with all the Chapter 1 cards in a pile, then all the Chapter 2 cards in their own pile, all the Chapter 3 cards, and so on. The backs of these cards will form a panorama.

Shuffle the Darkness and Event decks and place them next to the board. Place the pile of Discovery cards next to them. Do not shuffle the Discovery cards.

Finally, place the dice, tokens, and other miniatures nearby. When everything is ready, the playing area should look like this: (see next page)


Temperance
Solomon Kane



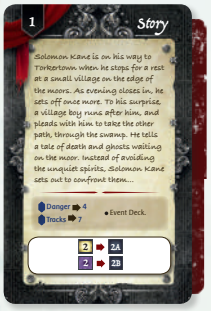

Courage
Solomon Kane


Justice
Solomon Kane


Prudence
Solomon Kane

A

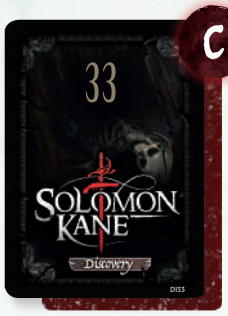




B



C



D



E



F



G



H



I



CAPTION

- A Playing board
- B Story cards
- C Discovery cards
- D Dice
- E Tokens
- F Darkness cards
- G Event cards
- H Mercy & Luck Cubes
- I Virtue's tracks
- J Player's dashboard

Start the Act by reading the Chapter 1A card unless you have been instructed by a previous Act to start elsewhere.

Chapter cards

Chapter cards describe the flow of the Adventure. Each card gives you a bit of background to read aloud, and then some game information. This tells you what you need to do to progress, and how long you have to do this in. Depending on your degree of success, the card tells you which Chapter card you should go to next.

Chapter cards come in two main types : Story and Scene.

Story cards

These cards do not use the board. Instead, they move the adventure along by describing the world and explaining how Solomon Kane gets from one situation to another.

A Story card has some text to read aloud. Once this has been done, the players have one full Round to do whatever they need to before the Chapter card's outcome is resolved. All Story cards have a duration of one Round.

There are 3 sub-types of Story card: Introductions, Continuations, and Outcomes.

These are examples of Introduction and Continuation Story cards:



Introduction and Continuation Story Chapter cards are divided into 4 areas: narrative, game information, situations, and outcome.

The narrative section at the top should be read aloud when the card is revealed.

The game information is shown in the darker box. On an Introduction Story card this will include information to set up the whole Act rather than just this Chapter. In the example above, it shows that the Danger Track starts at 4, and the other three Tracks (Strength, Clarity, and Compassion) are initially set to 7.

Story cards always use the whole Darkness deck because the length of a Story Chapter is fixed at a single Round.

The situations are a series of possible events that contribute to the outcome of the Chapter. Each is allocated a number of whole or broken stars.

The information in the white box at the bottom of the card explains the outcome of the Chapter, based on the situations. To find out the outcome, total the stars (a broken star cancels out a whole one) for all situations that apply. Then, compare this total to the list of possible outcomes to see which card is next in the Adventure. Note that this outcome is determined for the Virtues collectively, not individually.

Outcome Story cards only contain narrative to read. The final Result is revealed at the bottom of the Outcome cards.

Scene cards

Scene cards use the board and miniatures to decide the outcome of a dramatic moment in Solomon Kane's Adventure. It could be a fight, an important conversation, a search, escape, or something else. The players must help Solomon Kane achieve whatever goals the Chapter card sets for him in the time allocated.

Scene Chapter cards are divided into 4 areas: narrative, game information, situations, and outcome.

The narrative section at the top should be read aloud when the card is revealed. Once this has been done, set up the board, miniatures, and tokens as described on the card and the appropriate map in the Adventure book.

The game information is shown in the darker box.

The listed number of Darkness cards are the timer for that Chapter. The more cards in the Darkness deck, the longer Solomon Kane, and the players, have to complete their tasks.

A scene can end in one of three ways:

◆ When you need to draw a Darkness card and none remain in the Chapter's Darkness deck.

- If Solomon Kane's Strength, Compassion, or Clarity reach 0.
- If the Danger level is greater than 10.

In addition, some Chapters list specific conditions that will trigger their end.

The situations are a series of possible events that contribute to the outcome of the Chapter. Each is allocated a number of whole or broken stars.

The information in the white box at the bottom of the card explains the outcome of the Chapter, based on the situations. To find out the outcome, total the stars (a broken star cancels out a whole one) for all situations that apply. Then, compare this total to the list of possible outcomes to see which card is next in the Adventure. Note that this outcome is determined for the Virtues collectively, not individually.



This example illustrates several points. The red symbol is an objective. The Chapter will end if Solomon Kane reaches this point on the board (see the set up map). If he does so, then the Virtues earn two stars. If the Chapter ended because the Darkness deck ran out, then these stars would not be earned.

The  means that if Chapter 3 is under Light Influence when the Chapter ends, the Virtues gain one star.

If Danger is 7 or more when the Chapter ends, then the Virtues earn two broken stars.

Rounds

The game is played in Rounds. Each Round is made up of one Turn for each Virtue, and one Darkness Turn for each Virtue Turn.

At the start of each Round, the Virtue players must decide between themselves in which order they will take their Turns. Allocate one turn order token per Virtue to show which will go first, second, third, and fourth. If there are fewer than 4 Virtues in play, use correspondingly fewer turn order tokens.



Start the Round with the Virtue Turn of the player holding turn order token number 1.

After each Virtue Turn, there is a Darkness Turn.

After a Darkness Turn comes the next Virtue Turn in numerical order, unless all Virtues have already taken a Turn in this Round. If that is the case, then the Round is over. If the current Chapter is a Story, then it ends. Resolve the outcome on the Chapter card. If the current Chapter card is a Scene and there is no trigger for its end, then start a new Round.



Virtue turns

A Virtue Turn has the following steps :

❶ Roll 3 dice

❷ You may either flip one of the dice from step ❶ to its opposite face, **OR** re-roll one of them.

❸ Add any dice you had in your dashboard's Donated and Reserve areas to the dice from step ❶ to form your pool. Dice in Donated and Reserve areas are not rolled again – they keep the result they had when they were placed there.

❹ Allocate each dice in your pool to one of the following:

a) A space with the matching symbol on either your dashboard or active Virtue cards. A ? can be paid for with any result. When all the symbols on an action have been covered, the action is said to have been paid for and will be resolved in step ❺.

b) An empty space on another Virtue's Dashboard that has not played yet this round. You may only donate 1 dice to any one Virtue.

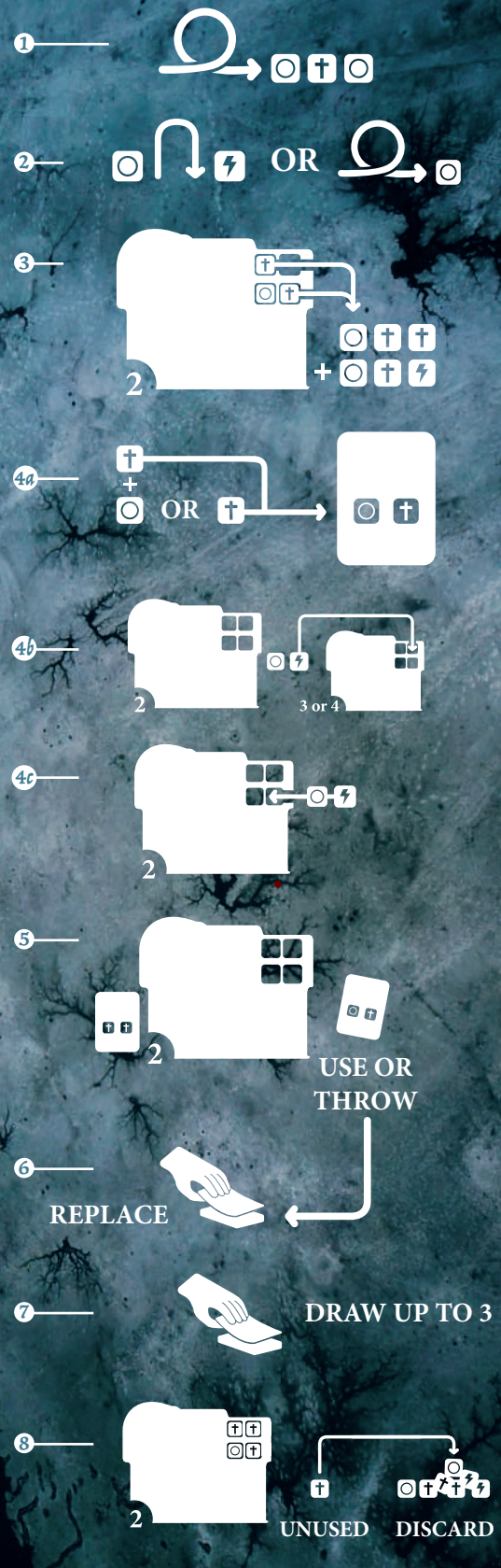
c) One of the two Reserve spaces on your own dashboard.

❺ Resolve any actions that have been paid for. Only actions whose price was paid in full can be resolved. When an action on a Virtue card is resolved, discard that card and immediately place a new card of your choice from your hand into that active slot. Actions on your dashboard are always available.

❻ If you did not use either of your active Virtue cards, you may discard one and replace it with a new card of your choice from your hand.

❼ Draw back up to a hand of 3 Virtue cards.

❽ Discard any dice that are not in the Reserve area of your dashboard. Each Virtue's Reserve area holds up to 2 dice. This ends a Virtue Turn. **Then, Darkness takes a Turn.**



Dice

The Solomon Kane game uses special dice. These have the following symbols

Symbol	Result	Symbol when flipped
†	*Faith (appears twice)*	†
♡	*Bravery*	💔
○	*Determination*	ϟ
ϟ	*Pain*	○
💔	*Fear*	♡

The results of the dice are the resource that players use to buy actions. Once a dice has been rolled, the result can only be changed using the free flip or re-roll in step 2 of that Virtue's Turn, and only in the Turn the dice was rolled. If a dice is Donated to another player or placed in Reserve, then the result does not change.

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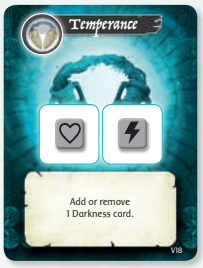
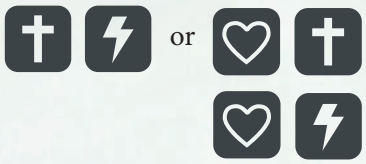
Wild dice

Up to one symbol per action may be replaced by a †.

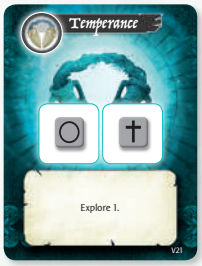
This is in addition to any † which are part of that action's cost already. For example :

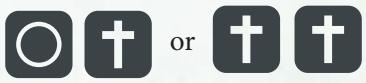


This card could be paid for with either of these three combinations of dice:



This card could be paid for with only two combinations of dice:



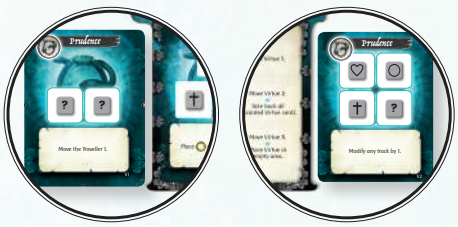


Each Virtue has their own deck of ten cards. During the game they are located in four distinct places as shown in this image.

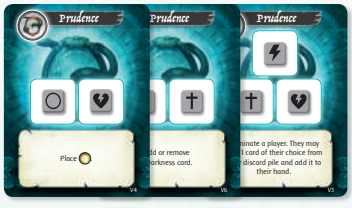
Virtue cards

Active slots

To either side of the Virtue's dashboard are two active slots, sometimes referred to as the left-hand, and right hand slots. One card will usually be in each slot. These cards, plus the permanent ones on the Virtue's dashboard, are the actions that are available to that Virtue's player during their Turn.



Hand



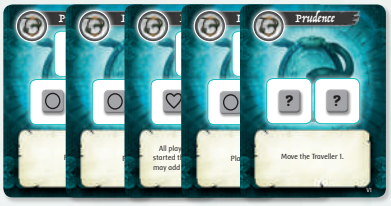
Each Virtue player has a hand of 3 cards.

Discard



When a card is discarded it goes to the Virtue's discard pile. Cards in the discard pile are unavailable to the player. The discard pile starts the game empty.

Deck



When a Virtue player plays a card to an active slot, they replenish their hand from their deck. If they need to draw a card and the deck is empty, shuffle their discard pile to form a new deck.

Darkness turns

A Darkness Turn has the following steps:

- Draw the top card from the Darkness deck.
- If the current Chapter is a Story, resolve the Story section of the card and then discard it. Otherwise, go to the next step.
- If the current Chapter is a Scene, resolve the Near section of the card and then the Far section. When both sections have been resolved, discard the card.
- The Virtue with the next turn order token starts their Turn, or the Round ends.

The details of how to resolve a Darkness card are explained in the next section.

Darkness cards

Darkness cards are divided into three areas: Scene, Near and Far. Each section is divided into a number of lines. Each line is resolved separately. Always resolve all the lines that you can in any section that applies.

Each Darkness miniature or token on the board can only be involved in resolving a single line from each Darkness card. Once a miniature or token has been used, it is ignored for purposes of resolving the remainder of that card, regardless of how many other lines it could have acted in.

Lines that affect the game outside the board are not limited to once per card.





Story

This is only used if the current Chapter is a Story. If this is the case, then this is the **only** section of the card that is used.

Near & far

If the current Chapter is not a Story, then **both** Near and Far sections of the card are used.

When Near or Far lines refer to things that are on the board, then they are different:

- Near lines only affect Darkness tokens and miniatures that **are** either in the same area as, or adjacent to, an allied mortal.
- Far lines only affect Darkness tokens and miniatures that **are not** in the same area as, or adjacent to, an allied mortal.
- Spawn points **are not** affected by the Near & Far rule.

IMPORTANT

Whenever a rule gives you more than one option, the players decide which to do. This comes up frequently in resolving Darkness cards.

For example, the players will often need to choose which of two equally valid Darkness miniatures or tokens the line is to be applied to in the first place. Once that decision has been made, the players may need to decide which of two equidistant routes a miniature will take towards its target.



The Darkness card says : « The shadow closest to a mortal moves 2 to engage them. ». The players are allowed to decide which shadow makes the move, because they are both equidistant (2 moves) to Solomon Kane.

Event Cards

Event cards have two functions: to define Events, and to supply random numbers for tests.



Events



The Event section at the top is divided into a number of lines. When an Event is triggered by a Shadow moving into the same area as an allied mortal, resolve each line separately, in order. Always resolve all the lines that you can.

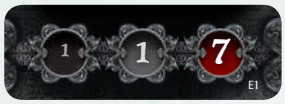
Virtue players get to choose where multiple ways exist to resolve a line. However, they can only choose between options that actually resolve the line. For example, if one Virtue must lose all dice from their Reserve, the players cannot choose a Virtue that has no dice if there is another who does.

Each token or miniature on the board can only be involved in resolving a single line from each Event card. Once a token or miniature has been used, it is ignored for purposes of resolving the remainder of that card, regardless of how many other lines it could have acted in.

Lines that affect the game outside the board are not limited to once per card.

If at any time the Event deck runs out, shuffle the Event discard pile to create a new one.

Random numbers



When a random number is required, turn over the top Event card. In this case, the top lines are ignored, and only the 3 numbers at the bottom are used. The 3 random numbers on the card are each used for different levels of tester. The left-hand number is used when the test is made by Rabble; the centre is for Villains and Companions; the right-hand number for Solomon Kane and his Nemesis.

When a test calls for a random number, check the level of the tester, then turn over the top card and check the appropriate value. You may find it useful to know the following:

Tester level	Number range	Most common result
Rabble	1-5	2
Villain/ Companion	1-6	3
Solomon Kane/ Nemesis	1-7	4

Movements

Each area on the board counts as one space. All areas are identical for movement. Each area can hold as many miniatures as can physically stand inside it. A miniature must have at least half of its base in an area to count as being inside it.

A Virtue can only ever be moved by their controlling player. Other miniatures can be moved by more than one player at different times, depending on the actions and cards available.

Move actions affect mortals of the appropriate type (allied or enemy), not Virtues or Darkness miniatures. If an action does not specify otherwise, Virtue card actions move allied miniatures, and Darkness cards move enemies.

Tests

Tests are the way of resolving whether an obstacle is overcome or not. All are resolved the same way: the tester generates a score, and compares this to a series of options to find out which Discovery card holds the outcome.

There are several types of test in the game. The most common are Fight, Talk, and Explore. You can only perform tests that are listed as available on the cards currently in play. This is to limit the players to the actions that Solomon Kane actually wants to do. For example, he will only attack evil people who deserve it, so the Fight action is not available if he is surrounded by innocents.

All tests are written in the same format. For example:

Fight : **up to 5** = D72, **6-7** = D61, **8+** = D89

This first tells you what type of test is allowed (Fight). Each type of test has different modifiers and requires a different action card or other trigger.

The rest of the test format shows a number of different result ranges and the number of the Discovery card that they trigger. In this example, if the total us 5 or less then the outcome is on Discovery card number 72. If the test result is 6 or 7, then you need to look at Discovery card 81. Finally, if the test result is 8 or more then Discovery card 89 tells you what happens.

Some tests have fewer than 3 steps, or more. The principle remains the same.

Calculating your test result is done in 3 steps:

1) Find the base value.

2) Add a random number.

3) Add or subtract any applicable modifiers.

Then compare the total to the ranges listed, take the appropriate Discovery card, read its background aloud and follow its instructions.

Base values

The base value for a test will be listed on the card that triggers it. For example, if a Virtue plays a card that says Fight (2), then 2 is the base value. For example, if a Darkness card says that a Hunter engages (3), then they will use 3 as their base value.

Random numbers

These are found on the bottom of all Event cards. (See page 18)

Modifiers

Different modifiers apply to different tests. If the test is one of the common types, the modifiers are listed here. If the test is a unique one, then any modifiers will be listed on that card.

Some modifiers apply to all tests:

- If a Nemesis is performing the test, add the current Danger modifier.
- Auras.

Specific modifiers are:

Fight

- The current Strength modifier.
- If the tester is an enemy add +1 for every other enemy mortal or Shadow in the target's surroundings.

Talk

- The current Compassion modifier.

Explore

- The current Clarity modifier.

REFERENCE

The following terms and rules are listed in alphabetical order

ACTIVE CARD

Active cards are the cards played from the Virtue's hand to either side of the Virtue's dashboard. They are available to the Virtues to use during their turn. Other Virtue cards are not considered active.

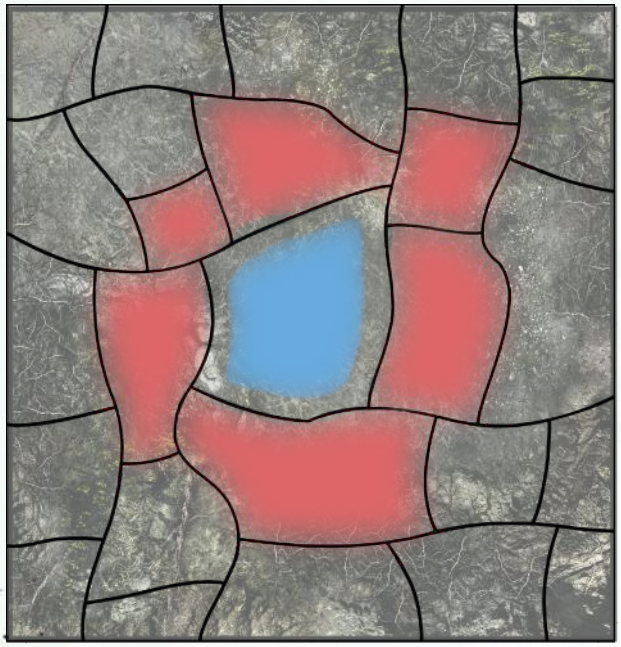
When playing with fewer than 4 Virtue players, all the unused Virtue cards of the unplayed Virtues are active.

ACTIVE PLAYER

This is the player whose Turn it currently is. A Virtue player remains the active player until the end of their Turn, at which point the Darkness (AI or player) becomes the active player and takes their turn.

ADJACENT

Two areas are adjacent if they share a common border. Being in the same area as something does not count as being adjacent.



Concerned area Adjacent area

See also : Surroundings

ALLY & ALLIED

Any mortal that is on Solomon Kane's side is an ally. This includes Solomon Kane himself.

AURA

If a miniature with an Aura is in Solomon Kane's surroundings, then the Aura's effect applies to him.

Note that Prudence's Aura only works on Event cards if they are drawn to resolve Events, not random numbers. The Aura modifies the number of cards that are drawn, but only one is resolved.

DASHBOARD

Each Virtue player has a dashboard that shows a combination of common game reference and rules that are specific to that Virtue.



Each dashboard comprises the following sections:

At the top is the Virtue's name and symbol together with a brief note on that Virtue's character, and what they are best at. This is intended to give novice players a hint on how each one is played.

Below the description is a reminder that you can either

flip or re-roll 1 of the 3 dice that you roll at the start of your Turn for free.

Each Virtue has a unique Aura. This is defined at the top left.

On the top right of each dashboard are storage slots for dice that have been donated from other players, or reserved in previous Turns.

The 2 squares labelled Donated are where dice go when they are given to this Virtue by another player.

Below the Donated squares is the Virtue's Reserve. Up to two dice can be placed here from the Virtue's pool. They are the only dice that remain on the dashboard at the end of a Virtue's Turn.

The lower part of the dashboard shows three actions. They function just like Virtue cards; the only difference is that they are printed on the dashboard and so cannot be discarded and are available every Turn.

ENEMY

Any miniature that is on the Darkness' side is an enemy. A distinction is sometimes made between enemies as a whole, and enemy mortals. The latter would not include Shadows.

ENGAGE

This is a general term that means move towards and into the surroundings of the target and then do something nasty. What "something nasty" means depends on who is doing the engaging.

Most miniatures represent characters who want to Fight their target. This means that they will move to their preferred weapon range and Fight. Shadows do not Fight. Instead they move into the same area as their target and merge into them. This triggers an Event. Resolve the top card of that deck.

EXPLORE TOKENS

These tokens represent areas of interest on the map. An Explore test in conjunction with one or more Discovery cards will reveal what they conceal. The result of the test will tell you whether to remove the Explore token or leave it in place.

INFLUENCE

Both sides seek to sway the general trend of the future to their own benefit. This is called Influence. The back of some Chapter cards has a space to track Influence in the form of five circles. These always start with Darkness influence in place.

When a Virtue places an Influence, take one of the yellow Influence tokens and cover up one of the Darkness circles. If Darkness adds Influence to a Chapter, remove one of the Virtue Influence tokens.

A Chapter cannot have more than 5 Influence tokens on it at a time.

A Chapter's overall Influence belongs to whichever side has most Influence on it.

MORTAL

A natural creature. This could be Solomon Kane, an African tribesmen, a wolf, or one of Kane's arch-enemies like le Loup.

Mortals are divided into Allies and Enemies. Allies are mortals controlled by the Virtue players. Enemies are mortals controlled by the Darkness.

PREFERRED WEAPON RANGE

Weapons are best used at particular ranges. If a Fight test is done when the miniature is at their preferred weapon range, they gain a +1 modifier to that test.

Type of weapon	Preferred range
Fists, claws, knifes, daggers	**Same area as the target**
Swords and spears	**Adjacent to the target**

SHADOWS

Shadows are a way of showing the malign presence of Darkness on the board. They represent the strange sound in the dark (when you thought you were alone), the thing you think you see out of the corner of your eye (which isn't really there), and the uneasy feeling of rising panic as the event you dreaded finally begins to happen…

Only Solomon Kane himself is of interest to the Shadows. They ignore lesser mortals because their master wills it. This does not stop them having a malign influence on those nearby, but it does mean that they will not attack any but Kane himself.

Shadows cannot Fight. Instead, they have an Aura and can trigger Events.

A Shadow's Aura reduces all tests by 1. This is cumulative, so multiple Shadows can cause -2, -3 or worse modifiers.

When the Shadow engages Solomon Kane, it tries to move into the same area as him so that it can trigger an Event.

Shadows are trying to thwart Solomon Kane and his allies, so they move round and through each other and enemy mortals without any special effect. However, if a Shadow moves into the same area as a Virtue or stops in the same area as an allied mortal, then something special happens.

If a Shadow moves into the same area as Solomon Kane, remove the Shadow and resolve the top card of the Event deck.

If Solomon Kane moves into the same area as a Shadow, remove the Shadow and resolve the top card of the Event deck immediately. Solomon Kane may continue his move (if he has any remaining) after the Event has been resolved.

If a Shadow is in the same area as an allied mortal other than Solomon Kane, the mortal is frozen to the spot withfear and dread. It cannot do anything until the Shadow moves away.

If an allied mortal other than Solomon Kane moves into the same area as a Shadow, its movement ends immediately and it is frozen to the spot with fear and dread. It cannot do anything until the Shadow moves away.

If a Virtue moves into the same area as one or more Shadows, remove all the Shadows and the Virtue without resolving an Event.

If a Shadow wants to move into the same area as a Virtue, the Virtue player has a choice. Either:

- Allow the Shadow to move in. Both the Shadow and the Virtue are removed. No Event is triggered.
- Hold their ground. The Shadow cannot move into the area. Return it to the last area it was in before the Virtue's. Its move ends. Danger increases by 1.

SOLOMON KANE

When Solomon Kane suffers damage, it reduces his Strength track by 1.

SPAWN

Darkness cards sometimes have a Spawn effect. This is resolved in the following steps:

1) Check the current Danger level. The higher the Danger, the more Shadows can be on the board at the same time. This is marked on the Danger track and summarised here:

- **Danger 1: up to 1 Shadow.**
- **Danger 2-4: up to 2 Shadows.**
- **Danger 5-7: up to 3 Shadows.**
- **Danger 8-10: up to 4 Shadows.**

2) If there are currently fewer Shadows in play than the limit (above), place a new Shadow miniature on the board in the same area as the relevant Spawn token (X, Y, or Z). Treat this as if the Shadow was entering the area from an adjacent area for purposes of interacting with other miniatures. If there is a Virtue in the spawn area then the owner must decide how to react. If they allow the Shadow to move in, then both the Shadow and the Virtue will be removed. If they block the Shadow then it will not be placed on the map, and Danger will increase by 1. c

SURROUNDINGS

A miniature's surroundings are the area they are in, plus all adjacent areas.

STAT TRACKS

There are four Tracks in the game: Danger, Strength, Clarity, and Compassion. These are shown on a separate dashboard. If a rule refers to "Tracks" it refers to all of these that are not specifically listed otherwise. For example, if a Chapter card was to tell you to set up with game with "Danger 4 and Tracks 7", this would mean set Danger to 4, and each of the other three tracks to 7.



All Tracks go from 1-10 and have a series of modifiers that apply to tests that use them, depending on the current value. The first Chapter in an Act will explain what starting value to set each Track to.

VIRTUES

Prudence, Temperance, Courage, Justice, and Providence are all Virtues. They are god-like immortals that aid Solomon Kane in his fight against Darkness.

Depending on the Chapter, a Virtue may either start on the map, or off. If the Virtue is not on the map, place it on its dashboard, on top of its aura. This will remind you that the Aura only applies when the miniature is on the map.

When a Virtue is placed on the map, it must be placed in an area that contains no miniatures or tokens of any sort.





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