

The Unseen™

"YOU HAVE BEEN CHOSEN"

THE STORY

ALTERNATE MISSIONS
PVP RULES & GAME MODES



PURE
CRIMSON
Games

The Unseen™

"YOU HAVE BEEN CHOSEN!"



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Dear Player,

While playing this game, you and your friends & family will embark on an engaging action packed journey that will provoke deep conversations and inspire creativity, while having a time of fellowship and adventure that will draw you back time and time again.

The stories and game play of The Unseen will take you through a fantastical narrative of struggle, friendship, and an open ended fiery combat while wielding an arsenal forged in the limitless power of Our Creator. With these weapons, you will face off with a relentlessly fierce enemy that will test your every action.

Please keep in mind that this game and its stories are a work of fiction. Although there are Biblical & Spiritual truths included within this game, the nature and attributes of the characters, their actions, encounters, and behaviors are predominantly metaphorical and imaginary. For absolute truth, see The Holy Bible.

- Adam R Dalhaus

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WELCOME TO THE **The Unseen**

DIFFICULTY SETTINGS

IT IS RECOMMENDED THAT YOU PLAY "EASY" OR "NORMAL" DIFFICULTY (BASE RULES) IF YOU HAVE NEVER PLAYED THIS GAME BEFORE. THESE DIFFICULTY MODES WORK FOR THE MAIN STORY IF YOU CHOOSE TO PLAY AGAIN, AS WELL AS FOR ALTERNATE MISSIONS.

EASY:

4 BURDENS = OVERWHELMED

NORMAL:

3 BURDENS = OVERWHELMED
(BASE RULES)

HARD:

3 BURDENS = OVERWHELMED

DARKNESS PHASE ORDER:

DARKNESS SPAWNS

DARKNESS MOVES

DARKNESS STRIKES

VERY HARD:

DARK STATUS 1:

+1 SP TO ALL DARKNESS & MONARCHS

LIGHT OF 13 TO HIT ANY TARGET

DARK STATUS 2:

+2 SP TO ALL DARKNESS & MONARCHS

LIGHT OF 14 TO HIT ANY TARGET

4 BURDENS =

YOU ARE OFF THE BOARD & CANNOT BE REJUVENATED

DARKNESS PHASE ORDER:

DARKNESS SPAWNS

DARKNESS MOVES

DARKNESS STRIKES

CHAPTER CARDS

REMINDER: CHAPTER CARDS ARE THE OBJECTIVES IN THE GAME. EACH CARD WILL GIVE YOU STEP-BY-STEP INSTRUCTIONS. ONCE A STEP IS COMPLETED, YOU MUST IMMEDIATELY COMPLETE THE OBJECTIVE MENTIONED. YOU MUST COMPLETE EACH OBJECTIVE ONE AT A TIME.

YOU CAN PLAY THE GAME STARTING FROM ANY DESIRED CHAPTER, (CHECKPOINTS) BUT WE RECOMMEND YOU PLAY THE CAMPAIGN THROUGH BEFORE JUMPING TOO FAR AHEAD.

CHECKPOINTS

IF YOU ARE IN THE MIDDLE OF A GAME AND YOU NEED TO QUIT, OR YOU JUST WANT TO START FROM A DIFFERENT CHAPTER, DON'T WORRY, YOU CAN USE A CHECKPOINT:

- CHOOSE THE DESIRED CHAPTER CARD YOU WANT TO START FROM. CHOOSE YOUR WORD WIELDERS.
- THEN FOLLOW THE DESIRED CHECKPOINT SETUP

CHAPTER 1:

- SETUP - SEE PAGE 2 OF THE BATTLE GUIDE

CHAPTER 2:

- SETUP - SEE CHECKPOINT PAGE 5

CHAPTER 3:

- SETUP - SEE CHECKPOINT PAGE 7

CHAPTER 4:

- SETUP - SEE CHECKPOINT PAGE 9

CHAPTER 5:

- SETUP - SEE CHECKPOINT PAGE 11

CHAPTER 6:

- SETUP - SEE CHECKPOINT PAGE 13

CHAPTER 7: THE BEAST

- SETUP - SEE CHECKPOINT PAGE 15



CALL FOR BACKUP

THIS IS OPTIONAL: IF YOUR TEAM IS OVERWHELMED BY DARKNESS, THE FIGHT IS OVER (GAME OVER). BUT, IF YOU STILL WANT TO FIGHT ON, YOU MAY CHOOSE TO *CALL FOR BACKUP* AND CONTINUE THE FIGHT BY:

1. ALL PLAYERS DISCARD THEIR LP DECKS TO THE BOTTOM OF THE DARKNESS DECK.
2. DISCARD ANY EQUIPPED WEAPONS AND/OR ARMOR. SET YOUR ARMORY DECK OFF TO THE SIDE.
3. CHOOSE A NEW WIELDER (OR SWAP AMONGST EACH OTHER).
4. SETUP WIELDERS TO THE CURRENT REFINEMENT LEVEL AND PLACE THEM IN ANY ZONE OF YOUR CHOOSING WITH A SOARING ANGEL.
5. AS A TEAM, YOU MAY SWAP AND EQUIP FROM ALL ARMORY DECKS AS DESIRED.
6. COMPLETE A DARKNESS PHASE AND ROLL FOR LEADERSHIP.

ALTERNATE MISSIONS

ALTERNATE MISSIONS ALTER THE MAIN CAMPAIGN GAME RULES AND TELL A DIFFERENT STORY. YOU WILL ENCOUNTER NEW COMPLEXITIES AND COMPONENTS THAT MAY NOT HAVE BEEN USED BEFORE.

DARK STATUS CARD

THIS IS A REFERENCE CARD THAT SHOWS THE CURRENT CONDITION OF THE DARKNESS ON THE BOARD & HOW MUCH LIGHT YOU WILL NEED TO SUCCESSFULLY HIT YOUR TARGET. PLACE THE "DARK STATUS CARD" IN THE LOWER LEFT OF THE BOARD (DARK STATUS 1 FACE UP)

(OPTIONAL CHALLENGE) AT TIMES THE CHAPTER CARD MAY HAVE YOU FLIP THIS CARD TO **DARK STATUS 2**, INCREASING THE STRENGTH OF YOUR ENEMIES.



CHAPTER 1

THE HUNT FOR THE PRINCE OF DOUBT

The steps of a good man are ordered by the Lord: and he delighteth in his way. Though he fall, he shall not be utterly cast down: for the Lord upholdeth him with his hand.

Psalms 37: 23-24 (KJV)

As you arrive in the *Unseen*, you observe your surroundings. The bright, mid-day sun struggles to penetrate a storm of toxic shadows. The sky swirls with black liquid vapor that moves like hordes of insects; violently, it pushes its way through the town. You look down the street and see a gaping void spewing a black mist that slithers in and out of the surrounding houses and cars; oozing through windows and door frames like oily tentacles wrapped in death.

You watch in horror as grotesque, almost formless demons crawl out from the pit, infiltrating the neighborhood. They take form and arrogantly march through the unknowing suburban street. The people in the town seem to be unaware of you and your friends, but even stranger—they are completely oblivious to the dark creatures insidiously latching onto them. The beasts ravenously begin to feast on the spirits of their victims, attempting to break their minds as they go about their day; ripping the Light from them as if they were peeling rind from a fruit.

You soon realize that these ravenous demons are intent upon manipulating their victim's actions. You can almost hear their dark lashes tearing at the hearts and spirits of their prey; like a starving swarm of giant leeches.

Suddenly, the earth rumbles with thunder and the sky is torn open, as if to expose the very universe itself. An explosion of magnificent Light bursts from the stars with a flash, washing over you and your friends like a luminescent waterfall. The cascade of Light envelops you and your comrades. The darkness halts at the breach, freezing in terror as a voice blended with thunder peals through the sky. You can feel your veins pulsing with every word.

"My chosen *warriors*, listen closely; there is not

much time. I have heard a cry from My children, pouring out from the midst of this dark place. And as you have witnessed, the *monarchs of evil* are bombarding the *Unseen* world. These sinister beasts are an unrelenting force here, torturing and confusing the ones I love with their wicked lies, and I have had enough! My friends...the *darkness is aware of your presence*, they have your scent and they are on the hunt. But be assured, I have seen your strength and I know that you are able to endure this ongoing conflict. This will be a long and treacherous war, and although the burdens will be heavy, know, that I will guard your every step, and My *warrior angels* are awaiting orders to fight by your side.

The *Prince of Doubt* has his orders to sow his seeds of confusion; splitting the minds of these unsuspecting people, rendering them lost to anxiety and frustration. I AM sending you to help push back the *veil of darkness* so that these tortured souls might hear My voice and gain the strength to rise up and fight. Pray for discernment, and arm yourselves! Seek out and destroy the *Stronghold of Doubt* and you will expose the Prince of this hopeless swamp of dividing death, and shod your feet with My fire as a weapon against him.

Go, and know that I AM with you!"



CHAPTER 2

THE QUEEN OF GUILT & THE HELMET OF SALVATION

Guard your heart above all else, for it determines the course of your life. Proverbs 4: 23 (NLT)

That was the last strike; you can feel it as the unsettling image burns into your vision. You try to look away but you can't, as the *Prince of Doubt* splits and flails in opposing directions trying to find a target. He begins pulling his body apart, frantically tearing at his muscles and bones; struggling to make a second cohesive form.

Every claw mark to his demonic flesh spawns a fog-like vapor that appears to make an image of himself. But *it* abruptly explodes with a violent scream as the slithery mist sucks back into his body. The Monarch glares at you with piercing blue eyes, wailing curses and spitting into the air. But you are unaffected by this tantrum, as you sense the monster's unease. From above, you hear a barrage of piercing screeches as a *flock of fear* swarms around the beast in a frenzy, their claws and beaks rip and tear at its mangled torso, letting the demon know the fight is over. You take a knee, signaling your friend to use your shoulder as a launch pad. From over your head, your ally leaps from your back with a loud battle cry, "For His Glory!!!"

The flaming blade held over their head is pulsing with gold and green-bladed pages, swarming like a storm. And as the finishing blow crashes down on the demon's ribcage, the monster is completely severed, and crumples to the ground, as if he was made of melted wax.

After the chaos settles, the air goes silent, and the ground begins to swell with pulsing creatures that look like greasy, black slugs. Slithering out of the cracks in the asphalt, and oozing out of nearby rain-gutters, they begin to form a single, giant mass of rotted darkness.

Spiked, mangled hands begin to form from the black sludge. The hands snap like a snake bite, grabbing the severed parts of the fallen prince, and piece by piece, it pulls the *monarch* down the rain gutter. His bones snap

and fold as he is pulled through the small opening in the side of the street. You can hear his muffled, hateful shrieks gurgling under the sludge as the black mass flees from the *Light* that is now pouring from you and your teams *weapons and armor*.

Suddenly, a wind starts to blow, and the air becomes lighter. Glowing letters slowly rise from your *Books of Divine Words*; they begin generating a storm that stirs around you, and emanates a cool, glowing mist. It seems as if you are caught up in the eye of a tornado, but the walls of it are made of stardust and lightning.

You turn with the breeze and notice you are in a living room formed from the dust. The room is blurry, as if you were opening your eyes under water, but you can clearly see certain things that the *Spirit* allows. Then a wind that sounds like whispering words begins to pulse from your chest. It soothes your whole body as you listen.

"Well done my good and faithful *Warriors*,"
the Voice whispers.

You look at the couch in the middle of the room and notice a seemingly frustrated man. You see a small lingering *spawn of doubt* clumsily crawl up the man's back. Its protruding claws begin to shred its own skull, torturously dividing itself in two. It latches onto the man's neck with its hind legs, as muffled moans of frustration leak through its fingers.

The newly *divided heads* curl around the man's head speaking soft words of suspicion into each of his ears—each one countering the other in its tone. The man's phone buzzes. The glow from the screen lights up his face and you clearly see the fear and anger boil in the man's expression.

Abruptly, he shouts and throws the phone against the wall. As it falls to the ground, it bumps a leather-bound book barely balancing on the edge of a coffee table. The book topples to the ground; its gold-leafed pages flutter and crinkle, folding under its own weight as it hits the floor.

The eyes of the *demon* fill with fear as they clench tighter to the man's spine. The struggling man leans to flip the book over. Sinking back down into the couch; he begins to read, and as he does letters and words start to rise from the *Holy Pages* and burst into little cyan flames. The flames

whisper into the air, “Many are saying of me, ‘*God will not deliver him.*’ But you, *LORD*, are a shield around me, my glory; the One who lifts my head high. I call out to the *LORD*, and He answers me from His holy mountain. I lie down and sleep; I wake again, because the *LORD* sustains me.”

The *seed of doubt* let out a piercing screech and begin to wither. They loosen their grip, and retreat to the top of the man’s head. A crackling bolt of lightning suddenly shoots from the man’s chest. Glowing metal begins to rise from the *Word* in front of him, forming shields of blue crystal that seem to be charged with purple lightning. The *Armor* fastens to his body like magnets. Thunder splits the air as a fiery bolt strikes the *seed of doubt* that is now desperately hanging onto the man’s thoughts. It bursts into a burning sludge that drips off his body like blackberry jam.

The man wipes his face and puts on his glasses; he takes a deep breath... “Okay, this is all I can do.” He unlocks his phone; the light from it softly gleams off the pool of tears that are building in his eyes. He begins to text encouraging words to his tormented daughter. Chapter by chapter, the stormy vision starts to pull itself back into letters, then words, and finally, pages. They gently lay back into the thick binding of your *Book of Light* once more, as it floats gently by your side.

“You see,” the Voice speaks again, “*doubt* has no power here any longer. The *Prince of Doubt* has fallen; your prayers have been heard. But keep your guard up, for his armies still linger in the dark.

Listen closely, My *Word Wielders*, this is just the beginning. The sinister demon hiding behind that *Yellow Stronghold* is the *Queen of Guilt*.

Be mindful, the *Queen* knows that you are coming to tear through her steel threads and burn out her nest of merciless spawn. They feed and poison her crushed victims, while she spins them in a tangled whisper of self-hatred.

Take this *Helmet of Protection*. As it’s placed upon your head, you will be assured that your salvation is sealed and bought with a price, then seek out and eradicate the Stronghold of Guilt, once the light from this crown illuminates web of this demon, it will draw her out; that is

when you must strike. After she is defeated I will cut her captive free of these bindings so that they might find the strength to fight back.

Guard your minds, go with confidence, and know that I AM with you!”



CHECKPOINT: CHAPTER 2

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

PLACE THE **GUILT STRONGHOLD (FACE UP) OVER THE THRESHOLD OF BUILDING 2** AND PLACE THE CAPTIVE OF **GUILT** TOKEN IN THE EXIT ROOM. THEN ACTIVATE ALL BREACHES. RUN DARKNESS PHASE TWICE (SKIP **DARKNESS STRIKES**). IGNORE SPIRITUAL ATTACKS (PLACE THEM RANDOMLY BACK INTO THE DECK). NOW, PLACE THE **QUEEN OF GUILT CARD** (FACE DOWN) IN THE THRESHOLD ROOM AND HER MODEL ON TOP.

PLACE YOUR WIELDERS IN THE **GUILT DARK ZONE** AND REMOVE THAT BREACH. REVEAL EACH WIELDER’S **BLUE & YELLOW** REFINEMENT LEVELS.

THEN EACH WIELDER DRAWS **2 DISCERNMENT CARDS** (UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY). ROLL FOR LEADERSHIP. **READ THE FIRST OBJECTIVE OF THE CHAPTER 2 CARD**. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN’S ARMIES CARD AND BEGINS.

CHAPTER 3

THE COUNSELOR OF FEAR & THE SWORD OF THE SPIRIT

See what kind of love the Father has given to us, that we should be called children of God; and so we are. The reason why the world does not know us is that it did not know Him. 1 John 3:1 (ESV)

The *Queen* rears up on her hind legs, taking three steps back - she swiftly fires a pair of silky golden arrows at you and your friends. The venomous tips of the arrows pop open in mid-air like a broken umbrella, forming a steel net. Your friend to your left throws themselves into the line of fire, confidently raising a shield made of molten crystal that burns the webs on contact—a dazzling display of purple light and flaming silk bursts around their silhouette. With her body still propped up on her back legs, the *Light* from the *Shield* illuminates her black underbelly.

A Voice whispers to your mind.

“Take the shot, now!!”

You reach into the living words of the *Book of Life* and pull out a dagger formed from its very pages. Instinctively, you roll forward, flinging the blade at the *Queen’s* exposed belly. The blade ignites on impact as burst of *Light* tears through her thorax, splitting her arachnid shell.

The wound spews gold fire to the sky as a shout of panic spits through her fangs. Her legs finally give out from under her, as the full weight of her collapsing body falls onto dagger’s hilt, smashing the *Blade of Truth* deep into her heart.

A thousand shrieks of terror and anguish erupt from her venomous mouth. She is swiftly and violently wrapped in a tornado of shimmering black webs that spray from her open wound. It quickly constricts around her, and you can hear her exoskeleton and bones cracking like the pops of burning firewood. Slowly, she is pulled into a ball of dark rope, crushing her under a prison spun from the gaping hole in her stomach.

Just then, the ground splits beneath her; opening up like a mouth poised to feed. The hole is deeper than can be known; you see that it’s filled with an endless tangle of black, sticky threads. A swarm of scuttling spiders scurry up from the depths, covering her remains. They sink their fangs into the *Queen*, devouring her as they carry her bound corps deep into the abyss. Suddenly, the chasm slams shut like the jaws of an alligator. Black rot seeps from its lips. Then out of the rot shoots twelve twisted spines forming legs that quickly detach the mouth of the chasm from the ground. The newly-formed beast scurries off into the shadows, like a giant roach fleeing from a kitchen light.

Abruptly, a Voice rings in your thoughts, telling you to “*be still.*” It sounds like the roar of a lion, and is so loud and authoritative, that you are forced to take a knee—not out of fear but out of a rush of reverence that overwhelms you. As you lift your head you find yourself in another place; standing, you observe your surroundings.

“The webs of guilt have been cut back,” the Voice roars. *“You have helped set my child free of the evil snares and fangs of guilt. Well done.”*

You look to the corner of the room and see a young girl sitting at a vanity with a spilled bottle of pills in front of her. Her fingers, tangled in her hair, are barely holding her head up from the table. In the *Spirit* you see the *webs of guilt* wrapped around her and her room. It’s so thick you’re shocked that she’s even able to sit up.

Just then, her phone screen lights up as it buzzes with a message from her father. You hear his voice as she reads it, “I was just reading this after I heard what happened: ‘*The Lord is near to the brokenhearted and saves the crushed in spirit.*’ I know this is true. It has to be, or you wouldn’t still be here. You are one of the most beautiful things in my life. I love you, cupcake...It’s not your fault. I’m coming over.”

Three tears fall from the young girl’s cheeks, splashing onto her phone. You look and see the face of a lion formed of white fire slowly appear on the ceiling above her. He roars ferociously as watery, blue flames spill from his mouth and rain down on her like a geyser in slow motion. It washes the binding webs from the young girl’s back and hair; the connecting threads in her room

burst into flames and then fizzle out like falling embers. There is a long silence as she reads the text again. The silence is suddenly broken as she lets out a loud scream and aggressively sweeps the pills off of the table and into the trash. She grabs her phone with shaking hands and texts back, "I love you, Dad."

Looking up to meet her reflection, she confidently pulls her hair back into a ponytail and wipes the running mascara from her face.

The pages of the *Bible* hanging from your hip start to flutter like a caged bird, drawing you to open it. Just as you do, a torrent of *Light* followed by the sound of clanging metal, shoots from the center of the book with a flaming sword that rises from its binding.

The words from the pages swarm around, forming a storm of crackling letters. You look down and realize you are floating hundreds of feet in the air, but feel as if you're standing on solid ground.

The storm of pages rage into a cyclone of color just as a bolt of lightning shoots from the blade, arcing to your hands. You jump in anticipation of searing pain, but instead watch in awe as the blade explodes into a flaming liquid that begins absorbing into your body like water through cloth. It disappears under your skin, leaving you glowing from the inside-out.

There are thin trails of electricity crackling between the fibers of hair on your arms. Your weapons and *Armor* begin to glow brighter as you feel knowledge pouring into your mind. The enemy seems smaller than before as you slowly descend to the last place you fought the *Queen*.

"My friends..." The Voice seems to be coming from your *Bibles* in unison. "These visions I have shown you are the demonic plans of death attempting to blind people and make them feel that they are fighting alone. You have answered the call and have cut back the *hedges of darkness* around them, allowing them to hear My voice through the *wilderness of guilt*. Now, they see that I fight *with* them and *for* them. You have done well.

However, the *Blade of My Spirit* that is now in you must be sharpened so that you may be given knowledge to wield it against a great foe, which brings Me to this: I have another charge for you. Fear has brought down so many of

My children throughout time, and the *darkness* is so thick around them that they can no longer control their thoughts. They are caught in the storm of panic and can't see or hear reason.

Wielders, take My blade and split the *house of fear*. Cast them out and watch them scatter like insects as you bring the fight to them, face-to-face.

Do you see the *Red Stronghold*? It's guarding the *Counselor of Fear*. Knock it down and take the edge of My bladed words to the throat of the enemy. Bring to his ears the thunder of My voice. Then the *Counselor* shall know true terror.

Go with courage, and know that I AM with you!"



CHECKPOINT: CHAPTER 3

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

PLACE THE **FEAR STRONGHOLD OVER THE THRESHOLD OF BUILDING 3** (FACEUP), AND PLACE THE CAPTIVE OF **FEAR** IN THE EXIT ROOM. THEN ACTIVATE ALL BREACHES. RUN DARKNESS PHASE 3 TIMES (SKIP **DARKNESS STRIKES**). IGNORE SPIRITUAL ATTACKS (PLACE THEM RANDOMLY BACK INTO THE DECK). NOW, PLACE THE **COUNSELOR OF FEAR CARD** (FACE DOWN) IN THE THRESHOLD ROOM.

PLACE YOUR WIELDERS IN THE **FEAR DARK ZONE** AND REMOVE THAT BREACH. REVEAL EACH WIELDER'S **BLUE, YELLOW, & RED** REFINEMENT LEVELS. THEN PLACE 1 FEAR (SP ANY) IN THE HATRED, SUFFERING, & GUILT DARK ZONES.

THEN EACH WIELDER DRAWS **3 DISCERNMENT CARDS** (UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY). ROLL FOR LEADERSHIP. **READ THE FIRST OBJECTIVE OF THE CHAPTER 3 CARD**. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND BEGINS.

CHAPTER 4

THE DUKE OF SICKNESS & THE SHIELD OF FAITH

My child, pay attention to what I say. Listen carefully to my words. Don't lose sight of them. Let them penetrate deep into your heart, for they bring life to those who find them, and healing to their whole body. Proverbs 4:20-22 (NLT)

Exhaustion comes over you as you realize the fight is coming to an end. The once proud *Lord of Terror* begins to spin in circles in a panic, clawing and ripping at his robes and flesh. Your team quickly surrounds him. He tries to flee the *Light* that is pouring from your *Armor*.

But his broken wings refuse to let him fly. He begins to strike the ground in desperate attempt to claw his way out.

The demon turns his head to the sky and curses *Heaven* with an unforgiving hiss. You yell to your team, "Now! He's exposed!" Your friend on your right draws their bow and releases a green, fiery arrow. As it flies, it shatters into a hinged, crystal cage. It snaps around the *Counselor* like a bear trap. He wails and thrashes about as the thick latches of the cage slam shut around him, snapping the wings from his back. The *Counselor's* tantrum continues to rage violently as he throws himself to the ground. It's almost humorous watching such an evil being kick and scream like a child that can't have his way.

The cage walls slowly begin to form translucent chains that fasten to his limbs and neck; they pull the demon's body taut in every direction, keeping him from moving. All he can do now is shriek so loud his vocal cords began to shred, and that, too, comes to a halt as fiery muzzles quickly snaps across his beaks. Then the ground fractures beneath him, sending the cage tumbling into an eternal free-fall. Once out of sight, the ground seals back up as if it had never happened.

Just as you and your team begin to compose yourselves from the staggering battle, the pages of The Word again take flight from the binding and fly around you in a swift circle; fluttering and popping with *Light*, they

begin to flash like an old projector. The speed of the flashes increase as the *Light* begins to create a hologram of sorts, giving you sight into things *Unseen*.

The flashing images form, in to what appears to be a teenager's room, and you notice a boy on the floor, huddled in the corner next to his bed. He's staring at his phone with wide, fearful eyes, scrolling through a list of hateful posts peppered throughout his social media page. As each cutting word is consumed by the boy, a black smoke starts to rise from the screen; slowly it seeps into the boy's eyes as dark veins began to appear on his brow and around his ears.

The *Spirit* immediately informs you that the *darkness* is filling him with a *cloud of fear, anger, and self-hatred*. Two giant, red birds dripping with darkness perch themselves on each shoulder, screeching twisted words of anxiety and malice into his ears.

But then, his eyes shift as he stops on a post that a girl from his chemistry class had written the month prior. He remembers having scoffed at it before, but now, for some reason...it felt relevant.

The black tendrils of smoke are severed from the phone as he reads the quote, "*Humble yourselves, therefore, under God's mighty hand, that He may lift you up in due time. Cast all your anxiety on Him because He cares for you.*"

As the boy continues reading similar posts on her page, a powerful river made of *Light* surges up from the boy's phone. It starts to swirl around the room creating a prism of color. It begins to emanate a soul stirring sound, as if it was a *Symphony of Light*. From the *cascading elements* shoots an electric bolt that hits the demonic crows perched on his shoulders. Their screeches come to a sudden halt as they burst into a cloud of red mist and burning feathers.

The boy's expression changes as peace rests over him. He takes a deep breath and begins to whisper a silent prayer. As he does, you see what appears to be a hand of flames rise from the girl's posts. It presses against the boy's chest, placing a seal of blue fire just over his heart.

Suddenly, the *Symphony of Light* lifts you and your allies from the ground, cleansing you of any fatigue before placing you back onto the streets that has now become

an explosive, chaotic battle ground. And as the pages and water retreat back to their bindings, a joyful Voice swirls around you.

“My heart is filled with pride as I watch My *Chosen Warriors* bring a trembling halt to this *murder of fear*. You have hit your enemy head on, and *fear* himself is now crippled with terror, trapped in a cage like a wounded rodent. He has been sent back to the dark home he chose for himself so very long ago. Well done.

My faithful *Soldiers*, equip yourselves wisely. The *Duke of Sickness* has become aware of your presence and will stop at nothing to bring you down by using your flesh. Know and believe that My *Spirit* within you is stronger. For the same power that raised My Son from the dead lives in you and *Sickness* has no power over the *Spirit*.

Take up the pieces of *Armor* that I have given you thus far, and demolish the death and rot pouring from the *Stronghold of Sickness*. Once this is executed, you will be refined, and I will grant you my *Shield of Faith* so that you may be able to withstand the putrid, fiery arrows of this enemy. Show the *Duke* that your *faith* in My Spirit will not be defeated by his odious attempts. Overcome your flesh, and push him back with My anointed *Shield*.

Go with strength, and know that I AM with you!”



CHECKPOINT: CHAPTER 4

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

PLACE THE **SICKNESS STRONGHOLD OVER THE THRESHOLD OF BUILDING 4** (FACE UP), AND PLACE THE CAPTIVE OF **SICKNESS** IN THE EXIT ROOM. THEN ACTIVATE ALL BREACHES.

RUN DARKNESS PHASE 4 TIMES (SKIP **DARKNESS STRIKES**).

IGNORE SPIRITUAL ATTACKS (PLACE THEM RANDOMLY BACK INTO THE DECK). NOW, PLACE THE **DUKE OF SICKNESS CARD** (FACE DOWN) IN THE EXIT ROOM.

PLACE YOUR TEAM IN THE **SICKNESS DARK ZONE** AND REMOVE THAT BREACH. REVEAL EACH WIELDER'S **BLUE, YELLOW, RED, & GREEN** REFINEMENT LEVELS.

THEN EACH WIELDER DRAWS **4 DISCERNMENT CARDS**

(UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY).

ROLL FOR LEADERSHIP. **READ THE FIRST OBJECTIVE OF THE CHAPTER 4 CARD**. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND BEGINS.

CHAPTER 5

THE KING OF SUFFERING & THE CHESTPLATE OF RIGHTEOUSNESS

In his kindness God called you to share in his eternal glory by means of Christ Jesus. So after you have suffered a little while, he will restore, support, and strengthen you, and he will place you on a firm foundation. 1 Peter 5:10 (NLT)

Nausea overtakes you as you're forced to grab your stomach. The sickness around you makes you fall to one knee. Leaning against your *Shield*, you try not to fall on your face. Then the grating sound of the *Duke's* perverse chuckles fills your ears. Bile falls from his rotted teeth as he continues to spit his taunts at you,

"You are a weak, broken, faithless pile of wasted flesh. I smelled your lack of faith before you entered my house."

You manage to muster up a simple whispered prayer; a silent cry for help. *The Book of your King's Words* falls from your hands and slams open on the ground. Fiery script slowly rises from the pages and fills the room with glowing letters—like fireflies sparkling with every color.

The fiery swarm of *Words* begins to take formation. Then, like a bullet, they shoot toward the mouth of the *Duke*. Quickly, he dislocates his jaw like a snake, swallowing them whole, glaring back at you with a crooked smile full of magot threaded teeth.

Arrogantly, the *Duke of Sickness* opens his mouth once more to curse you with his puss-filled, rotted tongue. But instead, something like boils mixed with frogs and sewage begins to pour from his mouth; the bile spraying from him is unceasing and revolting. Your stomach churns again as the decaying smell of death and sulfur fills your nostrils.

His body begins to wither and slowly compressing his flesh, as he is turned inside-out by the force of the continuous vomiting. His heavy black robes and bones slap the ground beneath him like wet leather, splashing the pools of steaming rot toward your feet. Then up from the ground emerges a swarm of rats with scorpion-like tails. They rush the area to quickly lap up the puddles of bile like a pack

of starving coyotes, while others battle over his robes, shredding them to pieces.

Just as you can't stand to look any longer, you hear His voice,

"Look at what *Faith* can do."

A swirl of wind and pages swiftly billows you all off your feet and onto the roof of a nearby home. You slowly start to float through the ceiling down to the floor of an old abandoned house. Your eyes are drawn to a man in the corner of the room, slumped over on a shredded old couch.

The man is dimly lit by the static of an old television set. His face is pale and his arms are covered with scabs. He reaches into his pocket and pulls out a tattered brochure that his late sister had given him. Staring at it blankly, it dangles over a broken trash bin next to the couch.

His bloodshot eyes shift around the room with self-disgust, seeming to second guess every thought. Flipping it over, he again reads the note loosely scribbled in her handwriting. You can almost hear her voice as you see the words rise from the page as he reads:

You scare me when you get like this, James. But trust me...I've been where you are. You need to know that whatever happens, I want you to have peace. I'm leaving this world soon—nothing can stop that now—and this is all I have to leave to you. So I pray this helps...This verse got me through some dark times. Please...don't reject it. I need you to know this is how I fight. And I know you can be even stronger than me. I've seen it in you..

'Though you have made me see troubles, many and bitter, you will restore my life again; from the depths of the earth you will again bring me up. You will increase my honor and comfort me once more.' Psalm 71:20-21.

I know you're tired and the pain seems unbearable. But I can't fight for you anymore. I never really could. So YOU have to fight now James...Fight!!! Please, just call these people. I'll always love you. Your little sister, ~Tara

Three tears of exhaustion drip from his chin

and fall to the card, blotting the ink of her writing. He whispers, “*Jesus...please help me.*” As the man reaches for his cell phone to dial the number on the card, a thick gray cloud begins to rise from the blotted ink. It quickly sweeps over everything in sight.

CRACK! CRACK! POW!

Your teeth and chest rattle as and electric bolts shoots from the TV, braching out to light sockets and lamps. With a flash, a giant, crackling *Angel* made of inigo colored lightning appears in front of the couch and slowly unfolds a scroll. He begins to read in a tongue beyond your understanding.

The words begin forming a protective shield around the man. Then, from the *Scroll*, a white crack of lightning hits you and your team members in the chest. The flash of the bolt instantly transports you to your last location, but the storm of *Light* still rages all around you, with pops of electricity striking the occasional formless demon foolish enough to wander within range.

“*Sickness* has fallen...for now,” the Thunder rumbles in your soul. “It will continue to nip at your heels as you take the fight to the *Stronghold of Suffering*. The *King* of this *Stronghold* is never to be taken lightly. Like snakes, his heavy chains snap shackles to the limbs of his victims as he drags them off to dark places, lashing them with his broken tongue. Seeking to take all from them, he makes them believe they are worthless, and undeserving of *Love*. When the *Truth* is, I have made them to be *Loved*.”

Seal your chest with this *Plate of Righteousness*. It will protect your heart from his cold grasp and vicious slander. Seek out and destroy the *Stronghold of Suffering*, break the arrogant jaw of this so called *king*. Bring my *Light* to his *Dark* world and show him the true meaning of *Righteousness*. Then you will watch him tremble, as he sees what *Love* can do in the heart of a suffering man.

Go bravely, and know that I AM with you.”



CHECKPOINT: CHAPTER 5

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

PLACE THE **SUFFERING STRONGHOLD** (FACE UP) **OVER THE THRESHOLD OF BUILDING 5**. THEN ACTIVATE ALL BREACHES TO +1 **ACTIVE HORDE BREACH & RUN DARKNESS PHASE 5 TIMES** (SKIP **DARKNESS STRIKES**). IGNORE SPIRITUAL ATTACKS (PLACE THEM RANDOMLY BACK INTO THE DECK). NOW, PLACE THE **KING OF SUFFERING CARD** (FACE DOWN) IN THE EXIT ROOM.

PLACE YOUR TEAM IN THE **SUFFERING DARK ZONE** AND REMOVE THAT BREACH. REVEAL EACH WIELDER'S **BLUE, YELLOW, RED GREEN, & PURPLE** REFINEMENT LEVELS.

EACH WIELDER DRAWS **7 DISCERNMENT CARDS**.

(UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY).

THIS CHAPTER IS PLAYED AT **DARK STATUS 2**.

ROLL FOR LEADERSHIP. **READ THE FIRST OBJECTIVE OF THE CHAPTER 5 CARD**. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND BEGINS.

CHAPTER 6

THE LORD OF HATRED & THE BELT OF TRUTH

Get rid of all bitterness, rage, anger, harsh words, and slander, as well as all types of evil behavior.

Ephesians 4:31 (NLT)

The bones and gears of the giant, bony corpse began to crack and crumble under the pressure of *Light*. With his chains shackled to your legs he begins to retreat. He swiftly drags you down the street, pulling you through buildings, walls, and furniture as if they were curtains made of mist. He comes to a sudden halt, and violently throws you into the corner of a pitch black room.

You look around trying to find a tool or even a glimmer of *Light* to help break the shackles around your wrists. The hard ground digs into your knees and you can feel your mind slowly lose focus and slip into *hopelessness*.

Madness starts to consume your thoughts as you hear the cranks and creaks of the evil engines that drive the beast's bones, angrily pacing him around the newly found dungeon like a tangled marionette. Some of your weapons dim and fall from your pouch. You watch them fade into the ground as you begin to believe the twisted words seeping from the monster's breath.

The *darkness* is overwhelming, but you muster up the strength to cry out to heaven with an agonizing plea, "Lord...where are you? I can't see you in this place. My *Strength* has left me and I have no way out! You said You wouldn't leave me...Please!!"

The giant *Lord of Suffering* snaps his head around at the desperate prayer pouring from your *Spirit*, his purple empty eyes stare at you with disgust. He grabs a rusted sword and raises his dark bony arm, with the intention of striking your skull. He pauses in fear, as he notices your eyes pool with tears of *Hope*.

Suddenly, you hear a loud shout from the door as your comrades leap into the room, firing a flurry of arrows from their bows. The tips burning bright with every color

that has ever been seen. They rain down onto every part of the room like bladed candles. One slices through the chains of your shackles; instinctively you roll away, grabbing one of the arrows. It instantly bursts into an axe made of metal pages, with the burning *Words of God* swirling around the blade.

You raise your hands over your head and fling it at the *Monarch's* chest. The blow smashes his exposed rib cage. He pauses in disbelief as his hateful skull slowly peers down just in time to see his withered, black heart fall from his chest. It explodes into a black cloud of ash and embers as it hits the ground. Then he looks to his sword wielding arm as it, too, falls and shatters to pieces.

One piece at a time, the giant skeleton begins to crumble. He fearfully runs to the once overwhelmed victim in the room who is now muttering prayers of brokenness to the *Invisible God*.

The monster tries to whisper one last desperate lie into her ear, but to no avail. His jaw detaches from his face and crashes to the ground shattering like glass. You notice a small hole of pure *darkness* in the ground from where his black heart had impacted the floor, and from it emerges a cold wind. It begins to slowly blow the dust and shattered bones of the king around the room.

The remains begin to mix with the wind. Quickly, it forms a violent cyclone that blends with the flames of the arrows. The small tornado starts to burn and pull the once conceited *King* into the earth like the last bit of water in a draining tub. His skull is the last to go; he roars hateful curses as it crumbles to pieces and is pulled through the newly-formed *Pit of Darkness*.

Echoing screams begin to ring out from the void. It sounds like the voices of a million people simultaneously crying out in pain and rage. There are so many voices - and they're so loud and terrifying that you try to cover your ears, but your hands fail to muffle the relentless sound of terror. The thought of their torment fills your eyes with tears, and just before you can't take it any longer...silence.

It's suddenly so quiet, you can't even hear your own breath. You look and see a flickering quill made of blue fire, dancing through the air of the darkened room. It gently flutters like a humming bird in slow motion. It begins to

write on the walls and floors, leaving behind letters made of glittering stardust that fades away as you read.

“I stand proud as I watch justice come to fruition. I watch my beloved brokenhearted find redemption in My Son. She rises up to sever the *chains of suffering* as if they were made of ash. And the once proud *throne of suffering* crumbles into the earth and is forgotten.”

A door opens to your left; through it emanates a soft glow as you peer in you see a girl sitting at an office desk reading a small paperback book that reads, “*The Word of God*” on the binding. Then *Armor* of crystal and gold begin to rise from its pages. They gently adhere to her body as an *Angel* made of solid *Light* steps through the wall behind her.

His skin seems as if made of solid *Light*, like multi-colored beams shooting through a diamond, but contained within his giant body. He stands over her with his back to hers; as if standing guard. Confidently, he pulls a scroll from his belt and unrolls it. Reaching into the scroll he slowly extracts a *Belt* made of white gold and black fire opal. The buckle of the *Belt*, formed from the *Light of the Word*, is in the shape of a lion’s face. Lightning shoots from it, as thunder fills every part of the room.

The *Angel* smiles as he hands you the *Belt* before sitting down on the floor next to the girl’s desk, observing her with wonder on his face.

Then The *Voice of Creation* explodes from her book. “Take this *Belt of Truth*, bring down the *Black Stronghold*, and as you are refined, tie it around your waist, then you will have all you need. The enemy you are about to face will twist words in ways you have never heard before. He roams the earth like a wild animal, constantly seeking whom he may devour.

So take your full *Armor of Light*; guard each other’s backs, and pray without ceasing. Do not relent! Remember, without My *Belt of Truth*, you will be deceived and torn apart by this vile creature. Please hurry! There’s not much time! The soul that he torments is on the brink of *eternal darkness*. Unless he sees the *Light*, he will be lost to the *Pit forever*.

Go with a full heart, and know that I AM with you!”



CHECKPOINT: CHAPTER 6

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

IF STARTING THE GAME FROM THIS CHAPTER, EACH WIELDER MAY SELECT & EQUIP A GUARD OF THEIR CHOOSING FROM THE DISCERNMENT DECK BEFORE YOU START.

PLACE THE **HATRED STRONGHOLD OVER THE THRESHOLD OF BUILDING 6** (FACE UP) AND PLACE THE CAPTIVE OF **HATRED** IN THE EXIT ROOM. THEN ACTIVATE ALL BREACHES TO **+1 ACTIVE HORDE BREACH & RUN DARKNESS PHASE 5 TIMES** (SKIP **DARKNESS STRIKES**).

IGNORE SPIRITUAL ATTACKS (PLACE THEM RANDOMLY BACK INTO THE DECK). PLACE YOUR TEAM IN THE **HATRED DARK ZONE** AND REMOVE THAT BREACH. REVEAL EACH WIELDER'S **BLUE, YELLOW, RED, GREEN, PURPLE, & BLACK** REFINEMENT LEVELS.

EACH WIELDER DRAWS **7 DISCERNMENT CARDS**.

(UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY)

THIS CHAPTER IS PLAYED AT **DARK STATUS 2**.

ROLL FOR LEADERSHIP. **READ THE FIRST OBJECTIVE OF THE CHAPTER 6 CARD**. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND BEGINS.

CHAPTER 7

THE FULL ARMOR & THE FALL OF THE BEAST

Therefore, put on every piece of God's armor so you will be able to resist the enemy in the time of evil. Then after the battle you will still be standing firm. Ephesians 6:13 (NLT)

The *Lord of Hatred* cracks his tentacles like a whip, smacking you in the chest. His poisonous stingers filled with the hateful venom sink into your *Armor*. You're launched off the ground and slammed into the side of a car. Stunned, you try to catch your breath as you see the holes in your *chestplate* seal up instantly.

Another tentacle grabs your leg and flings you to the sky. You quickly pull a dagger from your arsenal with unbelievable speed before instinctively landing in a combat stance, eager to lunge forward.

Preparing for another strike, you look around, but he is gone from your site. You hear his haunting roar billow through the black smoke that is now filling every facet of the street. You can hear his sinister snarls and can make out glimpses of his snapping jaws that are now foaming with black, crusted blood.

Flaming words of *hate* pour from his mouth with billowing smoke as he begins spitting into the open air in a multitude of languages. As the words settle into your ears, they begin to fill you with *rage* and your *Armor* quickly begins to lose its *Light*.

Suddenly, his infecting speech is interrupted by a blue fireball the size of a small car roaring past your head. The flaming cyan sphere strikes him in the mouth, shattering his teeth.

Then, through the black mist, you hear your friends charging down the street with a barrage of bladed *Light* and a flurry arrows. Their battle cries begin to fill you with confidence and you notice the *Lord of Hatred* second-guess himself.

He steps back preparing to leap, flailing his arms in all directions, trying to block the constant strikes of *Light* roaring from the *Wielders* around you. His attempts are futile. He knows his time is up. You take your target, draw your bow, and release the string. The arrow cracks the air around it and hits him directly in the throat.

The impact is an explosion of purple *Light* creating a torrent of fire that shoots from the beast's wound, tearing through his flesh of pure *darkness*. The screams coming from the giant demon are so loud that you have to hold your ears. It sounds like the roar of a broken jet engine blended with a raging fire.

Just then, the sky splits open as chains made of crimson diamond and sapphire shoot down and begin wrapping around the creature's neck. The *Monarch* thrashes and convulses as the leash starts to constrict his throat. His jaws snap frantically, flinging bile and acid from his jowls. Then- to your surprise, gold thorns abruptly pop out of the chains as the bladed leash begins to twist and tighten its grip.

With a snap, the thorned chains sever the head from the monsters's body. It rolls to your feet, still growling and spitting. Slowly it begins to wither and melt into a puddle of black liquid until all that remains is its tongue.

The tip of the tongue quickly pops open like the mouth of a snake; razor sharp fangs flip out from the opening. The serpent tongue quickly slithers toward you, and before you can react, it leaps and strikes at your *Armor*.

You hear a crack, and realize it's the sound of the demon's fangs shattering to pieces against your *Chestplate*. It falls to the ground, flopping around like a fish gasping for water. You glance down with a smirk on your face and smash its head with the heel of your flaming boot.

Instantly, the beast ceases to move, and slowly fades into a black puddle, dissolving into the ground like evaporating water under a hot sun.

The dangling chains of *Light* hanging from the sky soften, and slowly transform into giant curtains of purple and gold. Then a Man made of white fire steps through. You can't see His face or even look at Him for more than a second. Your spirit softly draws you to take a knee.

He begins to speak softly, "Oh, My children, My heart is pleased with your good and faithful deeds. You have all been strong through this fight, and although the burdens were heavy, and at times, it seemed bleak, you have defeated the six *Rulers of Darkness* in this land. And in My name, you have helped set so many captives free of their deceit. The *Strongholds* have crumbled and are left with no more strength to rise. But the battle is not yet done.

The *Beast* is rising from the *Pit*. He is attempting to seed the *Monarchs* back into this land. If he is not stopped, the *Lords of Darkness* will rise again and sprout like weeds. With all the *Armor of Light* I have bestowed upon you, you must take this final fight to him; knock him off these streets and out of this town. When the *Light* of My words are brought to him he will not be able to stand.

So, press on just a little longer. I am coming very soon, and I AM bringing *My Armies* to end this battle. The *Beast* and his empire of ash will be cast back into the *Abyss*.

My *Chosen Warriors*, I have equipped you with all you need. So have *Faith*, resist the *Beast*, call on My *Spirit* and before this day ends you will see him tumbled back into the *Pit*.

Go, and know that I AM with you!"

CHECKPOINT: CHAPTER 7

SETUP: FOR PLAYERS WANTING TO START FROM THIS CHAPTER.

IF STARTING THE GAME FROM THIS CHAPTER, EACH WIELDER MAY SELECT & EQUIP A GUARD OF THEIR CHOOSING FROM THE DISCERNMENT DECK BEFORE YOU START.

ALL WIELDERS REVEAL ALL REFINEMENT LEVELS, INCLUDING WHITE. ACTIVATE ALL BREACHES TO +1 ACTIVE HORDE BREACH & RUN DARKNESS PHASE 5 TIMES (SKIP DARKNESS STRIKES).

PLACE YOUR WORD WIELDERS IN THE ZONE JUST OUTSIDE OF BUILDING 5'S THRESHOLD AND PLACE THE BEAST IN THE DOUBT DARK ZONE.

THIS CHAPTER IS PLAYED AT **DARK STATUS 2.**

EACH WIELDER DRAWS **7 DISCERNMENT CARDS**

(UNLESS YOU HAVE YOUR SET SAVED FROM PREVIOUS PLAY).

ROLL FOR LEADERSHIP. THE PLAYER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND BEGINS.

READ PAGE 16 BATTLING THE BEAST.

The Beast, Commander of Evil Armies; this is only one of his many names. Not much is known of him other than he is a betrayer and a master of lies. His core motivations and only aim, is to destroy all that is good; and his attempts to do this are sly, ruthless, and effective.

You see, this great enemy knows his cursed time is short on this earth, and his domain will soon forever be the Pit; as it's cast into eternal separation from all Light. Knowing this, he lashes out and consumes everything in his wake, in an attempt to take as many people as he can with him.

Once a beautiful Angel, he turned from the light and love of the God of Creation. He believed himself to be better or higher. So he waged war with heaven, and quickly he lost. Now, he is forever cursed wandering the earth, seeking to consume all things in his path. Often creating evil plots using his own twisted version of righteousness (self-righteousness), he makes good look evil and evil look good.

"Word is, he's climbing up the Pit walls as we speak. We must be knocking a dent in his narrative.

Now that we have the Incorruptible Light we can make a stand and resist his Dark Reign.

Word Wielders, stand firm and do not falter! If we hold our ground here, he won't be able to stand! We have been given charge to do this until our King returns...

One last push Wielders, stand together and fight! FOR HIS GLORY !!!"

The Beast



STRIKE BACK

DEEP DARKNESS

(DISTANCE: EVERYWHERE)

SETUP

ACTIVATE ALL BREACHES TO +1 HORDE BREACH & PLACE 1 PAGE OF LIGHT TOKEN IN EACH ROOM OF EACH BUILDING OF THE MATCHING COLOR. PLACE THE BEAST'S MODEL IN THE **THE DOUBT DARK ZONE**.

CHECKPOINT: SEE PAGE 34 IF STARTING FROM THIS CHAPTER.

NOTE: THE BEAST IS CONSIDERED A MONARCH.

EXAMPLE: If it's the building where you found the Duke of Sickness place 1 Green page in each room of that Building.



BATTLING THE BEAST:

THE BEAST IS USING THE BREACHES TO FILL ALL DARK ZONES WITH A **"SMOLDERING DEMONIC FOG."** FOR THE REMAINDER OF THE GAME, THIS FOG IS IN EVERY DARK ZONE WITH AN **ACTIVE BREACH**. WEAPONS, GIFTS, ANGELS, AND BURST LANTERNS OF ANY KIND HAVE NO AFFECT IN OR ON THIS FOG. YOU CANNOT TARGET OR ENTER A DARK ZONE WITH AN ACTIVE BREACH UNLESS YOU RETRIEVE A **PAGE OF LIGHT MATCHING THAT DARK ZONE'S COLOR**.

TO DO THIS, ENTER A ROOM CONTAINING A PAGE. SPEND AN ACTION TO TAKE IT AND PLACE IT IN YOUR ARMORY (IT CANNOT BE TAKEN BUT IT CAN BE TRADED). THIS WIELDER IS NOW ABLE TO ENTER AND/OR TARGET INTO THAT MATCHING DARK ZONE. ONCE THE BREACH IS CLEARED IN THE DARK ZONE CONTAINING THE BEAST, THE **DEMONIC FOG** IS CLEARED. NOW THE BEAST CAN BE TARGETED BY ANY WIELDER (PAGE OR NOT).

NOTES: ACTIVE BREACHES STILL SPAWN STRIKE EVEN IF YOU HAVE THE PAGE. YOU MAY GRAB ANY PAGE AT ANY TIME AND YOU CAN HAVE MORE THAN ONE COLOR. BUT, IF THE BEAST MOVES INTO A DARK ZONE WITH A CLOSED BREACH, HE REACTIVATES ITS BREACH TO +1 HORDE BREACH. DURING THIS CHAPTER IF FEAR HITS, THE WIELDER IS SENT TO THE PIT INSTEAD OF A DARK ZONE. IF YOU ARE IN A DARK ZONE WHEN A BREACH BECOMES ACTIVE AND YOU DON'T HAVE THAT PAGE COLOR, YOU ARE AUTOMATICALLY BURDENED AND PUSHED INTO THE NEAREST BUILDING THROUGH THE EXIT.

IF YOU MISS, HE STRIKES BACK. IF YOUR **GUARD** FAILS:

HE REACTIVATES THE BREACH OF THE DARK ZONE HE IS IN AND CASTS **"DEEP DARKNESS."** ALL TURNS ARE FORFEIT AND A MODIFIED **"DARKNESS PHASE"** BEGINS.

STEP 1 OF DARKNESS PHASE IS NOW **"ALL WIELDERS ARE HIT WITH SPAWN STRIKE. (BEGIN GUARD SEQUENCE).**

THIS IS HOW DARKNESS PHASE WILL WORK FOR THE REMAINDER OF THE GAME. ACTIVE BREACHES ALWAYS ACTIVATE AT +1 HORDE BREACH.

IF YOUR **LIGHT DIE** IS SUCCESSFUL, **"HE IS HIT & HE FLEES."**

PLACE THE BEAST IN THE NEXT DARK ZONE (FROM DOUBT TO GUILT, FROM GUILT TO FEAR, ETC.) AND THEN DRAW AN EVENT CARD. IF HE IS SUCCESSFULLY HIT WHILE IN THE HATRED ZONE, HE MOVES TO THE PIT. IF HE SUCCESSFULLY HIT WHILE IN THE PIT...

CONGRATULATIONS!!! HE IS DEFEATED!!! REMOVE THE BEAST AND ANY REMAINING DARKNESS OR BREACHES FROM THE BOARD AND READ OR LISTEN TO THE FINAL CHAPTER FOR THE THRILLING CONCLUSION.

CHAPTER 8

THE END...

OF THE BEGINNING

...the sun shall be darkened, and the moon shall not give her light, And the stars of heaven shall fall, and the powers that are in heaven shall be shaken.

And then shall they see the Son of man coming in the clouds with great power and glory. Mark 13: 24b-26 (KJV)

He has the look of shock as he stumbles from the last hit. You brace your footing, as a surge of power is felt rushing through your whole body, mind, and soul. An explosive force of glistening pages fires from your *Armor of Light*. As the projectiles sore through the air, they're swiftly forged into blades & arrows, burning with *Holy Fire*.

The tornado of weaponry smashes into the chest of the *beast*, knocking him onto his back. The flurry of weapons and pages quickly transfigure into white fiery chains, with ice cold fetters of pearlescent steel dangling from the ends. They snap to the *Beast's* bony wrists; he roars with agony and fear as the shackles freeze-burn his flesh.

Panic floods the *beast's* dark, empty eyes as he agonizingly tries to pull the shackles from his arms. His arrogance begins to fade as his vile taunts become muffled with foaming black fire and wet ash. The smoldering liquid flings toward you and your fellow *Wielders*; it vaporizes as it hits your *Armor*.

The *Beast's* enormous wings strain to expand as he tries to fly away, then simultaneously your whole team yanks him back down to the street. His body violently jerks to the ground, causing it to rumble as he hits the earth. Each *Wielder* quickly bolts the chains to the *Living Word*.

Furiously, he tries to fly once more, then turns back toward the ground. His smoky black claws dig into the asphalt and soil. The earth beneath you begins to rumble, and you notice the ground is moving.

The demon's claws sink deeper into the earth as crusted, black veins of rot spread out in every direction. The quake increases as the six defeated Monarchs start to rise from the chasm once again. The quake throws you to back,

knocking the breath from your chest. Panic comes over you as you gasp for air. A snap of hoplessness floods your thoughts as you begin to process what is happening. But, just as your lungs receive the much-welcomed air, you find yourself looking up at the sky, and for a moment rest falls over your spirit as you take in the gleam of a *single star*.

As your focus hones in on the distant light, the gleam suddenly splits the sky with a piercing *Light that slices through the veil of darkness like a blade that fills the entire sky*. The flash of bladed light is accompanied by a thunderous shout,

“ENOUGH!!”

With a blast of illuminating color, an army of countless winged creatures shoots down from the cosmos, colliding with the earth. The impact causes a rippling of thunder beneath your feet. As the rumble of their entrance fades, they quickly surround the town. Then you begin to hear something unexpected.

The multitude of heavenly beings lift their voices, singing in unison, a single melody, sung in every language known and unknown to man. Every note is met with a storm of fire, lightning, earth, and water mixed with spinning blades that seem to pulse around them in a constant rhythm.

The *Armies of Darkness* turn to attack them, but they are instantly vaporized to ash. This magnificent blend of sight and sound is so intense that it's hard to comprehend. The black veins coming from the burrowed claws of the *beast* immediately stop.

You look over at the *gaping abyss in the middle of the street* and notice that it's feeding itself. You see every type of *darkness* desperately attempting to ascend out of the black *chasm*. They claw at your face, shrieking inhumanly as the *Pit* yanks them back in, severing their limbs and bodies with teeth made of razor sharp tendrils of smoke, the *Pit's* last desperate attempt to hold itself together.

Slowly, you stand with your eyes to the sky. As you reach your feet, your hair is blown by a blast of wind and light that fills with an *Army of Angels*—more than you could ever count— they flood the sky in a flash; they're so many, they seem infinite as the stars.

From the midst of the army, you can make out a Man - a Man on a white horse made of pure *Light*.

His horse rears up as He shouts. With the breath of a single *Word*, the remaining *darkness* shrouding the sky vanish in all directions. The *Word* is beyond your understanding, and you can't even remember the sound of it directly after it was spoken. Still looking up, you fall to your knees in awe.

You look behind Him and you see the galaxy; stars, planets, moons—the entire universe was exposed and visible, as if all of space was compressed together and all the heavenly bodies were *dancing* around Him. He reaches into *the dance* and pulls out a giant iron scepter that looks like it was formed from a star. Then his armored horse rears up again as He hurls the scepter down from the sky, striking the *Pit* with an explosion of *Light* that immediately destroys every ounce of *darkness* in sight.

They try to run, screaming, as they erupt in violent flashes of white fire, bursting from the inside-out. The explosion doesn't harm you. You embrace the blast as you feel a rush of joy surging through your veins. You immediately know victory has come!

Then you see an *Angel*, stronger and more beautiful than you have ever seen before. You can tell by his *Armor* and appearance that he has been given great authority. A gold chain that seems to move on its own hangs from the grip of his fist. He quickly snatches up the six fallen *Monarchs*, binding them together in the air. Desperately, they attempt to slither free as they helplessly dangle underneath him. Lightning cracks off the chain as the angel swings them over his head, circling three times before hurling them into the *Pit* at the speed of sound.

The air cracks with thunder and the ground shakes as they pass through the threshold. The long, gold chain whips from the weight of the *Monarchs*, frantically pulling it through the gaping mouth of the *abyss*. At the end of the chain, you notice a fiery iron shackle. It slams down, clutching the neck of the *Beast*. The force of it violently pulls his head to the ground shattering his jaw. With a sudden tug, it begins dragging him down the last bit of street and into the *Pit*.

The chains detach from your books and quickly wrap the *Beast's* wings and tails. His claws tear at the edge of the *Pit*, desperately trying to hold on. The chain tugs again, pulling his head backwards toward the sky, while he spews

black flames that spit slanderous curses toward *Heaven*.

The magnificent *Angel* sweeps his giant wings back, grabbing the wind to lift him higher. His wings shoot outward, creating a roll of thunder as the air cracks around him. The expansion of his wings is both intimidating and glorious.

He aims his head downward with his sword pointed straight at the *beast*. And with a shot, the *Angel* soars to the ground with such speed and precision you barely have time to grasp what's happening.

As the dust settles, you look to the *Angel* and see his sword lodged through the mouth and out the back of the *Beast's* head. The *Angel* lands softly on the other side of the *Pit* and kneels. His head tilts up to the sky as if waiting for an order.

The *Beast* has finally lost his fight. His empty black eyes roll back into his white skull. His twisted, fools gold crown tumbles off his head and into the *chasm*, clanging as it hits the black walls. His jaw and tongue slowly sag to his chest.

Then the *Angel* stands and swiftly pulls his sword from the *Beast's* mouth. The *Beast's* desperate grip loosens as he's pulled into an eternal fall. His wings and arms flail frantically, hopelessly trying to grasp the ever-passing walls that wrap him in darkness.

The *Angel* wipes the black sludge from his sword and sheathes it at his side. He stands to his full height of upwards of twelve feet tall and pulls a giant scroll from the pouch on his other hip. He unrolls it over the *chasm*. The scroll expands as it falls and forms a seal of white *Light* with a keyhole in the center. Then the *Angel* locks the seal with a key made of emerald pulsing with white fire.

He looks to you with a confident smile and says,

"His promise is kept, and because of your brave love and warrior hearts, the Darkness can no longer pass through this Pit. But this is just one of the many breaches that have broken open all over the world—and this was a small one. Be assured, the Beast, over time, will secretly feed on those who are burdened, and in time regain his strength.

His armies will attempt to escape and rise again.

So, Word Wielders, you must be equipped and ready to stand against him when he does. But also know, as each battle

*is won, we are one step closer to the
King of the Universe making his final blow.
And, on that day, this curse will end."*

To Be CONTINUED...

Suddenly, you see a giant book laced with precious metal, filled with shimmering pages of living *Light*. Slowly, it descends from the sky and rests just over the *Pit*. The dark cracks from the *Pit* instantly evaporate like ice on hot desert sand. Slowly, the black *chasm* vanishes as if it were never there.

Then three glowing quills made of crystal that move like water float from the sky. The tips of them have the appearance of rubies. The quills begin to write in the *book* with crimson ink. It reads:

*"It is finished! I am the Alpha and the Omega—the Beginning and the End. To all who are thirsty, I will give freely from the springs of the water of life. All who are victorious will inherit all these blessings, and I will be their God, and they will be
My children. Blessed are the brokenhearted,
for they shall be comforted."*

Then a gentle whispers echoes in your thoughts, *"My beloved, My children, come to me, all of you who are weary and carry heavy burdens, and I will give you rest."*

Then the Angel escorts you to the giant *Golden Book of Life* where the *Pit* once was. You gaze up and see a river pouring upwards from the bindings with tree branches full of fruit sprouting from the edges of the upward stream. They form giant hands made of bark and slowly they lift you and your friends into the pure, flowing water. You are suddenly immersed in the vertical river, but you can still breathe. Your breath is clearer and deeper than ever before. And as the stream raises you off your feet, it fills you with euphoria, causing you to rest your eyes. When you open them, you find yourself back in the last place you were prior to entering *The Unseen*.

And all the *Word Wielders* were taken home, back to their lives. They were rejuvenated of their burdens each day. They woke up reading, praying, and donning their *Armor* - continually training and *preparing* for the many battles to come; *patiently waiting for their King to finally return*.



ALTERNATE MISSION: *Gameplay Time 12 HOURS*

Twisted Words

For the weapons of our warfare are not of the flesh but have divine power to destroy strongholds. 2 Corinthians 10:4 (ESV)

“So many of my people over time have dropped their guard and *forgotten how to fight*, allowing *dark and sinister lies* to rise up and overtake their *lives, thoughts, and actions*.

Because of this, *the enemy* has been able to form a dark alliance. Working together, they *fill their victims' homes* with *Twisted Words*, attempting to reforge the *Armor of Light* into *poisonous chains and weapons of death*.

Word Wielders, you must defeat these monsters. Regain and restore the *truth* and use it to expose and vanquish their plans. As you do, you will be refined by fire and combat.

Go, and know that I am with you.”



OVERVIEW & OBJECTIVES

THE MONARCHS ARE CONGREGATING IN THE STREET AND ARE TWISTING THE WORDS OF OUR PAGES OF LIGHT WHICH THEY HAVE LOCKED AWAY. GET INTO THE BUILDINGS TO TAKE BACK THE PAGES SO THAT YOU CAN SEAL THE BREACHES. HAVE ALL BREACHES SEALED WITH A PAGE OF LIGHT BEFORE DARKNESS PHASE TO WIN.

IMPORTANT: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.** SET UP THEIR *DISPLAYS* AS USUAL AND PLACE THEIR MODELS IN THE PIT. *EACH WORD WIELDER DRAWS 3 DISCERNMENT CARDS* THEN TRADES AND EQUIPS AS DESIRED. THEN EACH PLAYER GOES THROUGH THE DISCERNMENT DECK AND PICKS A GUARD OF THEIR CHOOSING TO EQUIP.
- **PLACE ALL BREACHES (ACTIVE) OVER THE EXITS.** THEN PLACE EACH STRONGHOLD IN ITS PLACE ALONG WITH A PAGE OF LIGHT MATCHING ITS COLOR IN THE FIRST ROOM (AS SHOWN ON PAGE 20).
- **PLACE THE “MONARCHS OF EVIL” CARDS IN THEIR EXIT ROOMS** (FACE UP) SO THEY CAN BE MARKED AS THEY ARE HIT.
- **PLACE EACH MONARCH’S MODEL IN THE ZONES OF THEIR STRONGHOLDS** (AS SHOWN ON PAGE 20).
- **SHUFFLE THE DARKNESS CARDS & EVENT CARDS** AND PLACE EACH DECK WHERE IT CAN BE REACHED.
NOTE: SOME EVENTS MAY NOT APPLY. USE YOUR BEST JUDGEMENT. IF IT DOESN’T APPLY, DRAW AGAIN.
- **ROLL FOR LEADERSHIP.**

NOW WE ARE READY TO FIGHT! GAMEPLAY RULES & OBJECTIVES

- **DEFEAT MONARCHS TO BE REFINED** DEFEAT EACH MONARCH AS PER BASE RULES (SEE *BATTLING MONARCHS PAGES 38-50 OF THE BATTLE GUIDE*). IF A MONARCH IS HIT, MARK ITS CARD WITH THE APPROPRIATE WEAPON TOKEN. IF THERE IS MORE THAN ONE *MONARCH* IN A *ZONE*, THE TARGET IS PLAYER’S CHOICE, AS LONG AS THERE ARE NO OTHER DARKNESS CARDS IN THE *ZONE*.
NOTE: IN THIS MISSION, YOU MAY TARGET A MONARCH IN A *ZONE* CONTAINING AN ACTIVE BREACH. ALSO, THE QUEEN OF GUILT WILL MOVE TOWARDS THE PIT IF HIT.
- **IF YOU MISS WHILE TARGETING ANY MONARCH WHILE IT IS IN THE STREET, IT DOES NOT STRIKE BACK.** INSTEAD, YOU ARE UNABLE TO GUARD AND IT CAPTURES YOU AND DRAGS YOU INTO ITS BUILDING (DISTANCE ANY).
- **IF THIS HAPPENS,** PLACE THE TARGETED MONARCH AND YOUR WIELDER IN THE ROOM CONTAINING THAT MONARCH’S STRONGHOLD. THEN ROLL THE BLACK MIST DIE FOR EACH ROOM IN THAT BUILDING (SEE BLACK MIST PAGE 34 OF THE BATTLE GUIDE).
- MONARCHS CAN MOVE & TARGET THROUGH STRONGHOLDS, BUT YOU CANNOT.
- IF YOU SUCCESSFULLY HIT THE MONARCH WHILE IN THE ROOM WITH THE STRONGHOLD, IT WILL MOVE 1 ZONE THROUGH THE STRONGHOLD AND INTO THE STREET.
- IF YOU MISS A MONARCH WHILE IT IS IN A BUILDING OR IF ITS STRONGHOLD IS DOWN, **THE MONARCH WILL STRIKE BACK.**

- **IF YOU SUCCESSFULLY HIT A MONARCH,** IT MOVES ONE ZONE TOWARDS THE PIT AND IS MARKED WITH A WEAPON TOKEN. THE WIELDER THAT HIT IT **REVEALS A LEVEL OF THEIR CHOOSING OR DRAWS A DISCERNMENT CARD & AN EVENT.**
- **IF A MONARCH IS IN THE PIT AND HAS BEEN MARKED BY ALL THREE WEAPON TYPE TOKENS,** THE FOURTH SUCCESSFUL HIT (BY ANY WEAPON TYPE) DEFEATS THAT MONARCH. REMOVE ITS CARD AND THE TOKENS MARKING IT.
- **REWARDS FOR DEFEATING EACH MONARCH:** THE WIELDER THAT MADE THE FINAL BLOW MAY REVEAL A REFINEMENT LEVEL OF THEIR CHOOSING OR DRAW A HEAVEN’S ARMIES CARD.
- **BREACHES CANNOT BE CLEARED!!! YOUR TEAM MUST HAVE THE MATCHING “PAGE OF LIGHT” TO SEAL IT.** YOU CANNOT GET INTO A BUILDING UNLESS **YOU TAKE DOWN THE STRONGHOLD OR YOU ARE CAPTURED BY A MONARCH.**
- IF YOU ARE IN A ROOM CONTAINING A “PAGE OF LIGHT” TOKEN & THE ROOM IS CLEAR OF ALL DARKNESS AND/OR MONARCHS, YOU MAY SPEND ONE ACTION TO GRAB IT.
- ONCE YOU HAVE A PAGE, YOU AND YOUR TEAM CAN TARGET THE BREACH OF THAT COLOR FOR THE REMAINDER OF THIS MISSION, WHETHER INSIDE OR OUTSIDE THE EXIT.
- IF YOU SUCCESSFULLY HIT THE BREACH, PLACE THE “PAGE OF LIGHT” OVER THE BREACH SHOWING THAT IT IS SEALED. WIELDERS CAN MOVE IN AND OUT OF ROOMS WITH SEALED BREACHES.
- IF A SEALED BREACH BECOMES ACTIVE AGAIN, REMOVE THE PAGE. YOU MUST SUCCESSFULLY HIT IT AGAIN TO SEAL IT.

NOTES:

- IF A **+1** BREACH BECOMES SEALED, FLIP IT BEFORE YOU SEAL IT WITH A PAGE.
- ONCE A STRONGHOLD COMES DOWN, CALL ANY ANGEL TO ANY ZONE AT THAT MOMENT (UNLESS OTHERWISE STATED).
- THE SOARING ANGEL CANNOT CARRY YOU IN OR OUT OF ROOMS WITH A STRONGHOLD OR AN UNSEALED BREACH.
- **ALL MONARCHS ARE 3SP UNTIL YOU HAVE 3 OR MORE REFINEMENT LEVELS. THEN THEY BECOME 4SP.**

THE GAME BEGINS AT **DARK STATUS 1**

(OPTIONAL CHALLENGE) **ONCE YOUR TEAM HAS DEFEATED 3 MONARCHS, FLIP THE DARK STATUS CARD TO DARK STATUS 2.**

- **HOW TO WIN: HAVE ALL BREACHES SEALED BEFORE A DARKNESS PHASE TO WIN.**

ALL OTHER BASE RULES APPLY

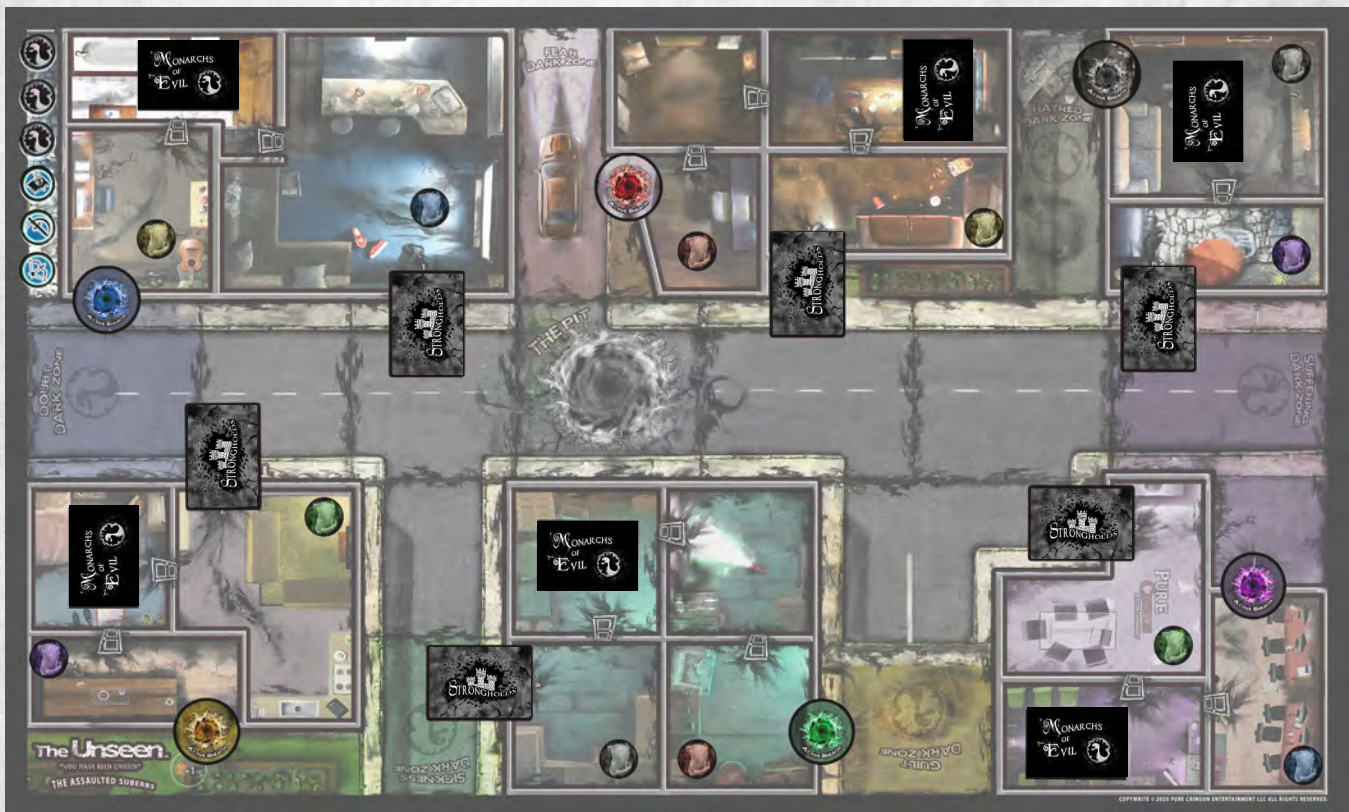
ALTERNATE MISSION: GAMEPLAY TIME 60+ MIN

“IT’S A TRAP!”

The wicked have laid a snare for me, yet I have not strayed from your precepts. Psalm 119: 110 (NKJV)

You begin to speak to yourself out loud: ‘It seems I’ve been trapped, caught in some sort of sick, demonic rat maze. I’ve never felt so isolated. This air makes me feel like I’m being torn from the inside out. I need to find a way out while my mind is still intact.’ You sigh with exhaustion, ‘This dark air smells foul. Anything could be lurking in the shadows.’ You hear a deep rumbling growl from an adjacent room as the walls seem close in on you.

You jump as you hear a voice. ‘Hello?’ You hear one of your friends call out just as a fluttering page snaps from The Word on your hip. It begins to swim around the room repeating itself ‘Hello?’ ‘OK, yes, I hear you!’ You respond. ‘Touch the page, it will bring you to another space. But be careful, it’s not always safe. I heard others through the walls and other pages. If we can find them we might be able to get out of here.’ Their voice echoes through the dark. ‘I agree,’ you respond quietly, ‘but I don’t think we’re getting out of here without a fight. Something sinister is in here with us, I can feel it in my spirit, and it doesn’t like this conversation.’”



OVERVIEW & OBJECTIVES

FIND & REVEAL THE WAY OUT. YOU CAN **JUMP FROM PAGE TO PAGE TO EXPLORE EACH BUILDING**, BUT YOU CAN'T GET OUT UNLESS THE **BUILDINGS** ARE PURGED OF THE **DEMONIC PRESENCE** HAUNTING THE TERRITORIES. SEARCH OUT YOUR **FRIENDS**, **PRAY HARD**, AND YOU JUST MIGHT SURVIVE THIS **EVIL SNARE**.

IMPORTANT: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.** SET UP THEIR *DISPLAYS* AS USUAL. *EACH WORD WIELDER DRAWS 3 DISCERNMENT CARDS.*
- **SHUFFLE THE “MONARCHS OF EVIL”** AND PLACE THEM **FACE DOWN** AT RANDOM IN THE ROOMS. THEN PLACE THE “**STRONGHOLD**” CARDS **FACE DOWN** AT RANDOM ON EACH THRESHOLD (AS SHOWN ON PAGE 22).
- **PLACE THE ACTIVE BREACHES OVER EACH EXIT** (COLOR DOES NOT MATTER).
- **PLACE THE “PAGES OF LIGHT” IN THE ROOMS AS SHOWN.** IT IS IMPORTANT THAT THE PAGE COLORS AND ROOMS MATCH THE IMAGE ON PAGE 22.
- **EACH PLAYER CHOOSES A BUILDING** AND PLACES THEIR WIELDER IN ANY ROOM WITHOUT A MONARCH CARD. EACH WIELDER MUST BE IN A DIFFERENT BUILDING. ROLL FOR LEADERSHIP AND BEGIN THE CHOSEN PHASE.
NOTE: BLACK MIST & EVENT CARDS ARE NOT USED IN THIS MISSION.

NOW WE ARE READY TO FIGHT! GAME PLAY RULES & OBJECTIVES

- **“IT’S A TRAP!”**
**YOU CANNOT LEAVE THE BUILDINGS,
TARGET STRONGHOLDS OR TARGET BREACHES.**
- **TRAVELING TO OTHER BUILDINGS**
IF THERE IS A “PAGE OF LIGHT” IN YOUR ZONE, YOU CAN SPEND AN ACTION TO MOVE TO THE OTHER ROOM CONTAINING THE PAGE OF LIGHT OF THE SAME COLOR. YOU CANNOT TARGET THROUGH THE PAGE AND MONARCHS CANNOT MOVE THROUGH PAGES. ABILITIES THAT ALLOW YOU TO MOVE AND STRIKE, SUCH AS INTERVENTION CAN BE USED WHEN PASSING THROUGH PAGES.
- **IF YOU MOVE INTO A ROOM CONTAINING A MONARCH CARD**
IMMEDIATELY REVEAL THAT CARD AND PLACE THE MONARCH’S MODEL IN THAT ROOM. THEN PLACE THE MONARCH’S CARD FACE UP ON TOP OF THAT BUILDING’S STRONGHOLD. YOU WILL MARK THE MONARCH’S CARD WHEN IT IS HIT.
- **BATTLING MONARCHS & LEVELING UP**
IF A WIELDER SUCCESSFULLY HITS A MONARCH, THAT WIELDER IS REFINED AND MAY CHOOSE ANY REFINEMENT LEVEL (OTHER THAN WHITE) TO REVEAL. THEN **MARK THE MONARCH’S CARD WITH THE WEAPON TYPE YOU USED.** ROLL THE COLORED DIE AND PLACE THAT **MONARCH IN THE ROOM CONTAINING THAT BREACH.** ONCE A MONARCH HAS BEEN MARKED BY ALL THREE WEAPON TYPES AND IS SUCCESSFULLY HIT A FOURTH TIME (ANY WEAPON), IT IS DEFEATED. REMOVE THE MODEL FROM THE BOARD, ALONG WITH ITS CARD & THE TOKENS MARKING IT. NOW REVEAL THE STRONGHOLD UNDER IT.

- **REWARDS FOR DEFEATING A MONARCH:**
CHOOSE A REFINEMENT LEVEL AND REVEAL IT
(YOU MAY REVEAL WHITE IF YOU LIKE), AND DRAW A HEAVEN’S ARMIES CARD.
- **TARGETING STRONGHOLDS**
STRONGHOLDS ARE DESTROYED PER BASE RULES, EXCEPT THEY DO NOT **SPAWN STRIKE** WHEN MISSED. INSTEAD, **PLACE THE CLOSEST MONARCH ON THE BOARD IN YOUR ZONE** (REGARDLESS OF THE BUILDING IT’S IN). *YOU CANNOT TARGET A STRONGHOLD IF THERE ARE ANY MONARCHS IN THE BUILDING. ONCE A STRONGHOLD IS DOWN, REMOVE IT.* WIELDERS MAY NOW LEAVE THROUGH THE EXPOSED THRESHOLD.

DARKNESS PHASE

REFER TO THIS LIST DURING DARKNESS PHASE:
DARKNESS DOES NOT SPAWN IN THIS MISSION.

DARKNESS STRIKES

- IF YOU ARE IN A ZONE CONTAINING A MONARCH/DARKNESS, THE MONARCH AUTO STRIKES.
- IF IT’S JUST DARKNESS, THEN THE ACTIVE CARD AUTO STRIKES.
- IF THERE IS MORE THAN ONE MONARCH, ONLY ONE AUTO STRIKES YOU (PLAYER’S CHOICE).

DARKNESS MOVES

- MONARCHS WILL NOT MOVE IF THEY SHARE A ZONE WITH A WIELDER.
- IF THERE IS A MONARCH IN A ROOM ADJACENT TO YOU, THEN THEY MOVE INTO YOUR ROOM.
- IF THERE ARE 2 OR MORE MONARCHS IN THE SAME ROOM, EACH ADDITIONAL MONARCH WILL MOVE TO THE NEAREST ROOM WITHOUT A MONARCH (PLAYER’S CHOICE: ONLY 1 MONARCH PER ROOM UNLESS OCCUPIED BY A WIELDER).
- IF THE BUILDING IS FULL THEY DO NOT MOVE.

REMEMBER:

- IF YOU ARE IN A ZONE WITH A MONARCH, YOU ARE **BOUND.** *WHEN TARGETING A MONARCH OR ANY OTHER TARGETS IN ITS ZONE, YOU NEED A **LIGHT OF 13.***
- A MONARCH’S ZONE MUST BE CLEAR OF ALL DARKNESS BEFORE YOU CAN TARGET THEM.
- IF YOU ARE TARGETING IN A ZONE WITH MORE THAN ONE MONARCH, YOU MAY CHOOSE YOUR TARGET, AS LONG AS THERE ARE NO DARKNESS CARDS IN THE ZONE.
- IF THE LORD OF HATRED HITS YOU, HE MOVES 1 ZONE (SEE LORD OF HATRED). MOVEMENT DIRECTION IS PLAYER’S CHOICE.
- YOU CAN **PRAY FOR REINFORCEMENTS** IN THIS MISSION (SEE PAGE 38). **SOARING ANGELS** CAN PASS THROUGH PAGES.
- **ALL MONARCHS ARE 3SP UNLESS YOU HAVE 3 OR MORE REFINEMENT LEVELS. THEN THEY BECOME 4SP IF YOU ARE TARGETING THEM. (DARK STATUS DOES NOT CHANGE FROM 1.)**
- **HOW TO WIN: DESTROY A STRONGHOLD AND GET YOUR TEAM OUT OF A BUILDING.**

ALL OTHER BASE RULES APPLY

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The Barred Gates of Death

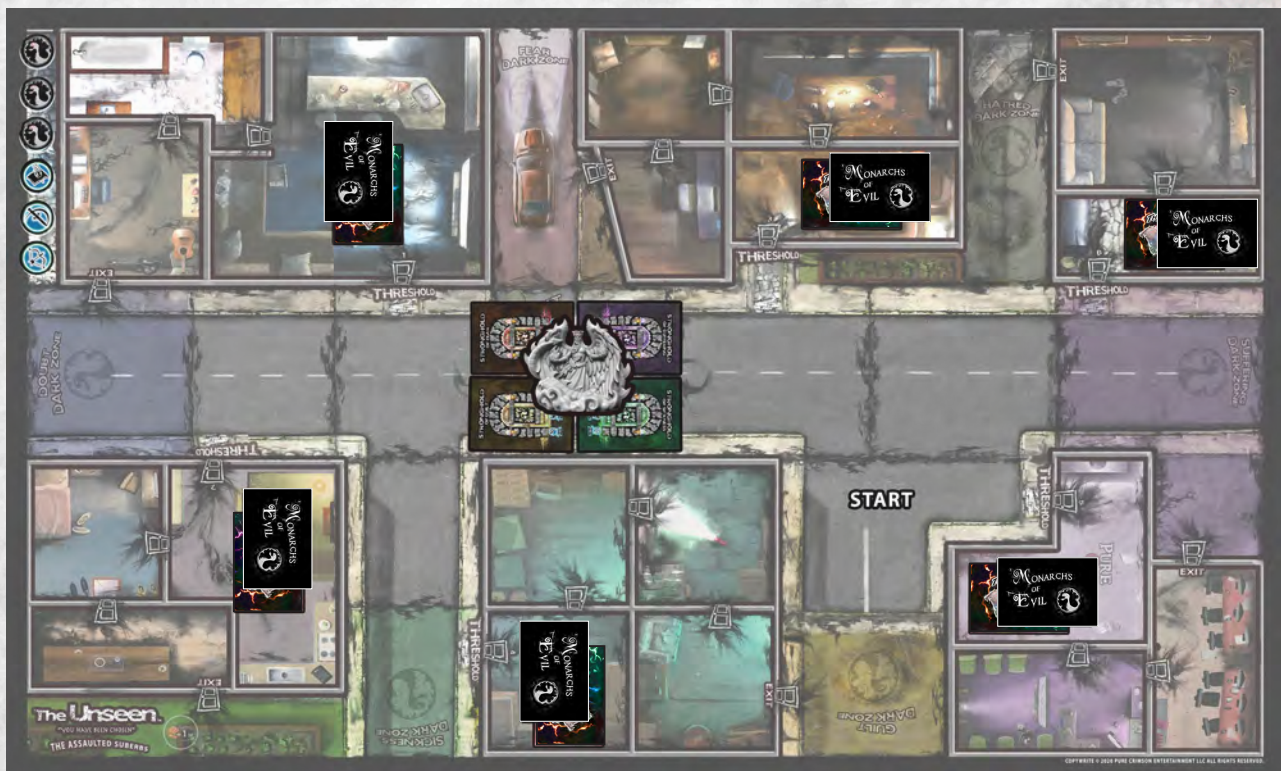
Have the gates of death been revealed to you, and have you seen the gates of deep darkness? Job 38:17 (NASB)

“My Chosen, it is late, I know, but in the cover of night the *enemy is thriving*. The Monarchs of Darkness are *conjuring their armies again*. They are weak now, but we have had reports that the Beast sets arrogantly in the center of the street seemingly constructing a master Stronghold. This is a desperate move, so he must be weak and needs to feed.

If you are able to reach these newly constructed *Gates of Death*, you might be able to Discern the Key you need to shut them down. When you do you may be able to expose the Beast, then we can hit him where it hurts. Go quickly before his armies overtake and consume their would-be victims.

Your strategies will have to change as you fight, but I will grant you the *guidance* on how to *cut them back*. Seek out and Equip my Armor and stop our enemies from reaching their goal.

Word Wielders, be vigilant, *dawn is coming soon*. Fight on just a little longer and trust that I will grant you what you need. *Go, stop this outbreak before it starts, and know that I am with you!*”



OVERVIEW & OBJECTIVES

A **MASSIVE STRONGHOLD** IS BEING CONSTRUCTED IN THE STREETS. HUNT DOWN YOUR ENEMIES AND RETRIEVE THE **ARMOR OF LIGHT**, THEN YOU WILL BE ABLE TO SHUT THIS PLOT DOWN BEFORE IT STARTS. PRESS ON AND SLAY THESE DEMONS UNDER THE BLADES OF FIRE. CRUSH THIS PLOT BEFORE IT GETS OUT OF HAND.

IMPORTANT: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.**

SET UP THEIR *DISPLAYS* AS USUAL AND PLACE THEIR TOKENS IN THE ZONE MARKED START (PAGE 24). EACH WORD WIELDER DRAWS 3 *DISCERNMENT CARDS*.

- **SHUFFLE THE “MONARCHS & ARMOR OF LIGHT”**

PLACE 1 “*ARMOR OF LIGHT*” RANDOMLY IN EVERY THRESHOLD ROOM FACE DOWN. THEN DO THE SAME WITH THE “*MONARCHS OF EVIL*,” PLACING THEM ON TOP OF THE “*ARMOR OF LIGHT*” CARDS.

- **PLACE 4 RANDOM STRONGHOLDS**

FACE UP IN THE PIT AS SHOWN ON PAGE 24. COLOR DOES NOT MATTER. THEN PLACE THE BEAST TOKEN IN THE CENTER OF THAT ZONE.

NOW WE ARE READY TO FIGHT! GAME PLAY RULES & OBJECTIVES

- **ROLL FOR LEADERSHIP, THEN BEGIN.**

- **THE BUILDINGS ARE OPEN, BUT DARKNESS LURKS.**

ALL BUILDINGS ARE OPEN, EVEN EXITS ARE CONSIDERED NORMAL DOORS (YOU MAY MOVE & TARGET THROUGH THEM BOTH WAYS).

- ONCE ANY WIELDER MOVES INTO A BUILDING, **ROLL BLACK MIST FOR EVERY ROOM (SEE PAGE 34 BATTLE GUIDE)**. IF A WIELDER IS IN A ZONE WITH A MONARCH CARD, THEY MAY **PRAY TO REVEAL (TRUST OF 5)** TO REVEAL THE MONARCH IN THAT ZONE.

- IF SUCCESSFUL, PLACE THE MONARCH IN THAT ZONE AND LEAVE ITS CARD OVER THE ARMOR OF LIGHT.

- **BATTLING MONARCHS**

IF A MONARCH IS SUCCESSFULLY HIT WITH ANY WEAPON TYPE, IT MOVES ONE ZONE TOWARD THE EXIT. THEN **DRAW AN EVENT**. ONCE THE MONARCH IS KNOCKED OUT OF THE EXIT, IT IS DEFEATED. REMOVE THE MONARCH AND ITS CARD. THEN REVEAL THE ARMOR OF LIGHT IN THAT ROOM. ALL WIELDERS NOW REVEAL THAT REFINEMENT LEVEL.

- **IMPORTANT!!!**

- **THE COUNSELOR OF FEAR: STRIKE BACK**

IF YOU MISS WHILE TARGETING THIS MONARCH AND YOUR GUARD FAILS: RECEIVE 1 BURDEN, ROLL THE COLORED DIE & PLACE YOUR WIELDER IN THE DARK ZONE OF THAT COLOR. BUT, THE COUNSELOR OF FEAR WILL REMAIN WHERE HE IS. IF YOU HIT HIM, HE MOVES 1 ZONE TOWARD THE EXIT. *HE STILL LEAPS WHEN YOU TARGET HIM.*

- **IF YOU SUCCESSFULLY HIT THE DUKE OF SICKNESS** WITH MELEE HE WILL NOT MOVE. BUT HE WILL MOVE 1 ZONE TOWARD A WIELDER WHO TARGETS HIM WITH A RANGED ATTACK. *“BE CUNNING!”*

THE BARRED GATES & THE BEAST

- WIELDERS CANNOT ENTER OR CROSS THE PIT ZONE. YOU CANNOT TARGET THE BEAST. YOU MUST FIRST TAKE DOWN THE STRONGHOLDS TO EXPOSE SMALL OPENINGS SO YOU CAN TARGET HIM.
- THE STRONGHOLDS CANNOT BE TARGETED UNLESS YOU GAIN THE ARMOR OF LIGHT MATCHING THE COLOR OF A STRONGHOLD.
- **EXAMPLE:** IF YOU GAIN THE **SHIELD OF FAITH (GREEN REFINEMENT LEVEL)**, YOU WILL BE ABLE TO TARGET THE **STRONGHOLD OF SICKNESS (GREEN)** WITH ANY WEAPON TYPE.
- **ONE SUCCESSFUL HIT ON THE STRONGHOLD** (ANY WEAPON TYPE) WILL DESTROY IT. REMOVE IT FROM THE BOARD, EXPOSING AN OPENING TO THE BEAST. ONCE THERE IS AN OPENING, YOU CAN TARGET THE BEAST **ONCE**. MELEE TARGETING WILL HAPPEN FROM AN ADJACENT ZONE. YOU MUST BE ON THE SIDE OF THE STRONGHOLD YOU ARE TARGETING TO TARGET IT. YOU CANNOT TARGET A STRONGHOLD ON THE OTHER SIDE OF THE PIT.
- **IF YOUR HIT IS SUCCESSFUL**, MARK THE BEAST WITH A WEAPON TYPE TOKEN OF THE WEAPON YOU USED.
- **IF YOU MISS**, HE IMMEDIATELY HITS ALL WIELDERS ON THE BOARD WITH SPAWN STRIKE. **(BEGIN GUARD SEQUENCE)**
- EACH TIME YOU TARGET THE BEAST, YOU CAN ONLY TARGET HIM WITH A WEAPON TYPE THAT HE HAS NOT BEEN HIT WITH. IF IT'S THE 4TH AND FINAL HIT, YOU MAY USE ANY WEAPON TYPE AND TARGET FROM EITHER SIDE OF THE PIT.
- **IF SUCCESSFUL, HE IS DEFEATED & YOU MAY REMOVE HIM AND ANY REMAINING DARKNESS FROM THE BOARD.**

DARKNESS PHASE

- **REFER TO THIS LIST DURING DARKNESS PHASE:**

DARKNESS STRIKES

- ALL WIELDERS IN A ZONE CONTAINING DARKNESS ARE HIT WITH AUTO STRIKE BY THE ACTIVE DARKNESS (TOP CARD, IF ANY).
- ANY WIELDERS NOT IN A BUILDING ARE HIT WITH SPAWN STRIKE **(BEGIN GUARD SEQUENCE)**
- “HORDES” DO NOT MOVE IN THIS MISSION.

WARNING!!!

ALL MONARCHS ARE **3SP** UNTIL YOU HAVE 3 OR MORE REFINEMENT LEVELS, THEN THEY BECOME **4SP**.

(OPTIONAL CHALLENGE)

- **ONCE YOUR TEAM HAS DEFEATED 3 MONARCHS, FLIP THE DARK STATUS CARD TO DARK STATUS 2. ALSO, IF A WIELDER MOVES INTO A ROOM EXPOSE 2 DARKNESS CARDS.**

- **NOTE:** IF A ROOM IS BLIND OR YOU HAVE THE **GIFT: TREAD LIGHTLY**, ROOMS WILL NOT EXPOSE DARKNESS IF YOU MOVE INTO THEM.

- **HOW TO WIN: FIND THE ARMOR YOU NEED TO EXPOSE AND DEFEAT THE BEAST.**

ALL OTHER BASE RULES APPLY

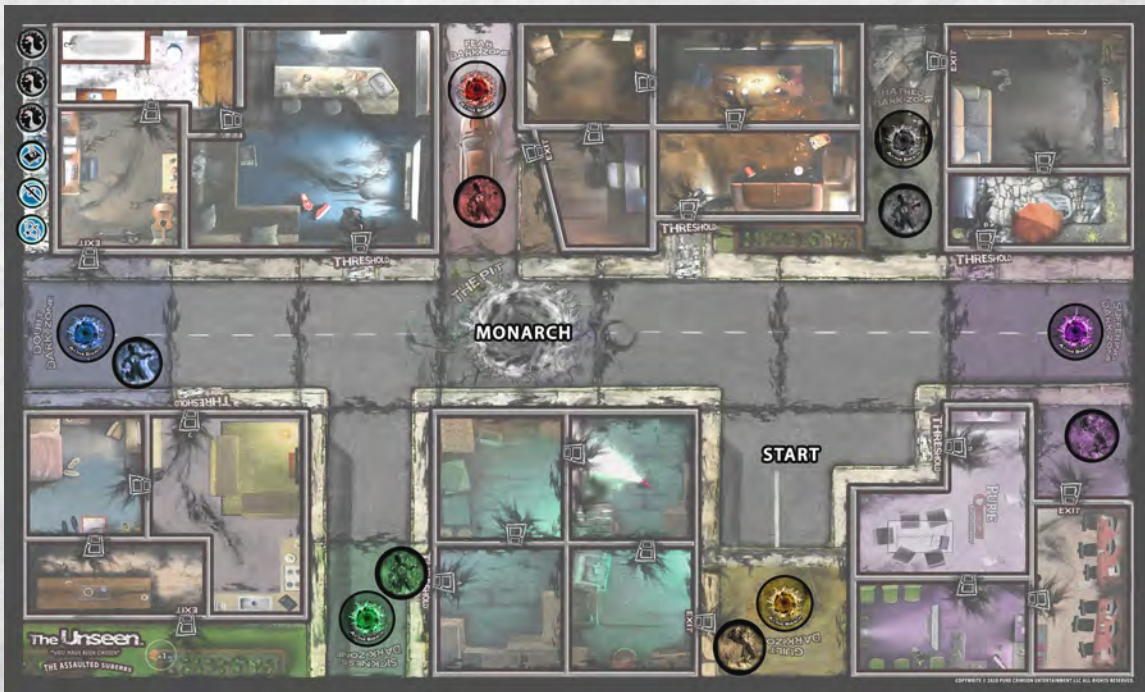
The Approaching Darkness

And I will lead the blind in a way that they do not know, in paths that they have not known I will guide them. I will turn the darkness before them into light, the rough places into level ground. These are the things I do, and I do not forsake them.
Isaiah 42:16 (ESV)

“It’s *Halloween night* my friends, and the *Monarchs of the Unseen* are more bold on this night than ever. No longer do they feel like they have to *hide in the shadows* and hold their ground in secret. No, they wander the streets, looking for victims to *overtake and consume*; even children are not safe tonight.

We must expose them to the light. Once the Darkness is confronted with the Luminous Words that we wield, they won't be able to stand.

Tonight we're taking the fight to the streets and we are letting them know that our King has had enough of their arrogance. Arm yourselves and spread out. When we're done here, there won't be a shadow they can hide under. So, who is with me? Who will raise their sword and shield with me on this night and fight the true darkness haunting these streets? For His Glory!!!"



OVERVIEW & OBJECTIVES

KEEP THE **CAPTIVES** FROM BEING **PULLED INTO THE PIT** BY THE MONARCHS. ONE AT A TIME, THE MONARCHS WILL SNATCH PEOPLE FROM THE STREETS & ATTEMPT TO **DRAG THEM TOWARD THE PIT**. EACH WIELDER MUST **ATTACH THEIR PAGES OF LIGHT TO EACH MONARCH** TO DEFEAT THEM BEFORE THEY TAKE TOO MANY PRISONERS.

IMPORTANT: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.**
SET UP THEIR *DISPLAYS* AS USUAL AND PLACE THEIR MODELS IN THE ZONE MARKED *START* (PAGE 26). EACH WORD WIELDER DRAWS 3 *DISCERNMENT CARDS* THEN TRADES AND EQUIPS AS DESIRED. THEN EACH PLAYER WILL NEED TO CHOOSE A PAGE OF LIGHT COLOR AND PLACE THAT STACK OF TOKENS ON OR NEAR THEIR WIELDER'S DISPLAY(S).
- **PLACE THE BREACHES (ACTIVE) IN THEIR DARK ZONES.** (SEE PAGE 26)
- **PLACE EACH "CAPTIVE" CARD IN THEIR MATCHING DARK ZONE.**
- **SHUFFLE THE "MONARCHS OF EVIL" CARDS &**
PLACE THE DECK FACE DOWN WHERE IT CAN BE REACHED.

NOW WE ARE READY TO FIGHT! GAMEPLAY RULES & OBJECTIVES

BEFORE YOU ROLL FOR LEADERSHIP:

- DRAW THE TOP CARD OF THE *MONARCH DECK* AND PLACE ITS MODEL IN THE PIT. PLACE ITS CARD IN AN EXIT ROOM OF YOUR CHOICE (FACE UP SO IT CAN BE MARKED AS IT'S HIT).

DURING THE DARKNESS PHASE, THE MONARCH(S) MOVE FIRST:

- BEFORE ANY OTHER DARKNESS PHASE STEPS ARE TAKEN, EACH MONARCH ON THE BOARD MOVES 1 ZONE TOWARD ITS CAPTIVE; IGNORING ANY WIELDERS THAT MAY BE IN THEIR ZONE.
- IF IT MOVES INTO THE CAPTIVE'S ZONE, IT TAKES THE CAPTIVE. PLACE THE MONARCH'S MODEL ON TOP OF ITS CAPTIVE TOKEN. IF THIS HAPPENS, DRAW THE NEXT MONARCH & PLACE ITS MODEL IN THE PIT.
- ONCE A MONARCH HAS A CAPTIVE IT WILL BEGINNING MOVING TOWARD THE PIT, TAKING THE CAPTIVE WITH IT.
- IF THE MONARCH IS IN THE PIT WITH A CAPTIVE DURING THE DARKNESS PHASE, THE CAPTIVE IS LOST TO THE PIT. REMOVE BOTH THE MONARCH AND THE CAPTIVE FROM THE BOARD.
- IF YOU LOSE MORE THAN 3 CAPTIVES TO THE DARKNESS, IT'S GAME OVER. "YOU'VE LOST THIS FIGHT BUT NOT THE WAR!"
- **IF A MONARCH IS SUCCESSFULLY HIT**
THE WIELDER THAT HIT THE MONARCH WILL MARK ITS CARD WITH THEIR PAGE COLOR. THAT WIELDER WILL THEN REVEAL THEIR REFINEMENT LEVEL OF THE MATCHING COLOR TO THE MONARCH THAT WAS HIT. THE PLAYER THEN DRAWS AN EVENT CARD.
- **DEFEATING A MONARCH**
ONCE A MONARCH HAS BEEN HIT/MARKED ONCE BY EVERY WIELDER IT IS DEFEATED & ITS CAPTIVE IS SET FREE.
(REMOVE THEM FROM THE BOARD.)

IF YOU MISS A MONARCH: AFTER THE STRIKE BACK IS RESOLVED (WHETHER YOUR GUARD IS SUCCESSFUL OR NOT), THE MONARCH MOVES 1 ZONE TOWARDS THEIR OBJECTIVE.

!!WARNING!!

IF A MONARCH IS DEFEATED & IT HAS NO CAPTIVES, EXPOSE ANOTHER MONARCH IN THE PIT (IF ANY).

REMEMBER: ONCE A MONARCH IS IN A ZONE WITH A CAPTIVE AND IT MOVES OR LEAPS FROM THAT DARK ZONE, IT TAKES THE CAPTIVE WITH IT.

- **REWARDS FOR DEFEATING A MONARCH.**
 1. ALL WIELDERS DRAW 1 DISCERNMENT CARD.
 2. THE WILDER THAT GOT THE FINAL HIT DRAWS A HEAVEN'S ARMIES CARD, DRAWS ANOTHER MONARCH AND PLACES IT IN THE PIT
- **ONCE EITHER ALL MONARCHS ARE DEFEATED OR 3 HAVE ESCAPED WITH A CAPTIVE, THE GAME IS OVER.**

NOTES:

- **THE DUKE OF SICKNESS** WILL MOVE TOWARD HIS OBJECTIVE IF HIT WITH A MELEE, BUT WILL STILL MOVE TOWARD THE WIELDER IF HIT FROM A DISTANCE.
- **THE COUNSELOR OF FEAR** WILL STILL BEHAVE THE SAME AS WRITTEN IN HIS STRIKE BACK, BUT WILL MOVE TOWARD THE OBJECTIVE DURING DARKNESS PHASE. IF TARGETED WHILE IN THE PIT, HE WILL STILL LEAP. IF HIT, HE WILL STILL "FLEE" IF NOT DEFEATED.
- **ALL MONARCHS ARE 3SP UNTIL THE FIRST WIELDER REVEALS THEIR 3RD REFINEMENT LEVEL. THEN THEY BECOME 4SP.**

THE GAME BEGINS AT **DARK STATUS 1**

(OPTIONAL CHALLENGE) **ONCE YOUR TEAM HAS DEFEATED 3 MONARCHS, FLIP THE DARK STATUS CARD TO DARK STATUS 2.**

- **HOW TO WIN:** SAVE AS MANY CAPTIVES AS YOU CAN FROM THE MONARCHS UNTIL THEY ARE ALL DEFEATED. IF 3 CAPTIVES ARE LOST TO THE PIT, IT'S GAME OVER.

ALL OTHER BASE RULES APPLY

HORDES OF THE BLACK MIST STRONGHOLDS

And in their greed they will exploit you with false words. Their condemnation from long ago is not idle, and their destruction is not asleep. 2 Peter 2:3 (ESV)

You're forced to squint as a thick black mist begins to burn your eyes. You can barely hear your friend whisper, "What happened here!"

"I have no idea," you respond. "But whatever it is, it's bad...Real bad."

"I can't even see three feet in front of me. Be careful."

"Don't worry, our King will give us guidance through this demonic fog."

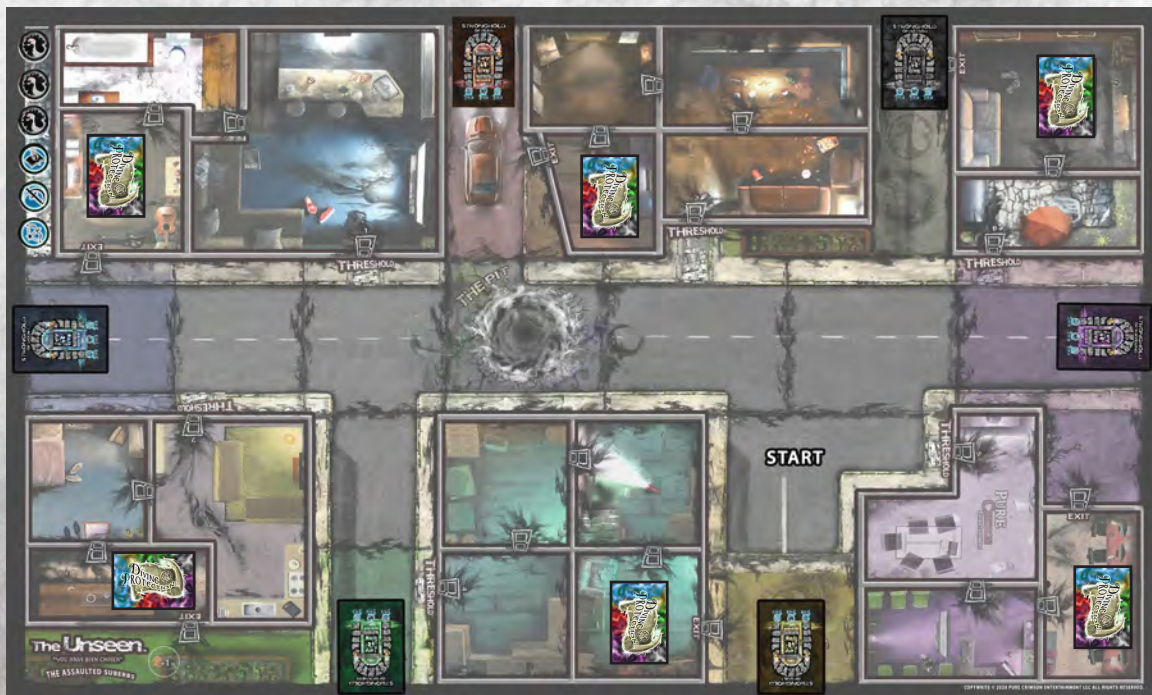
Just then, an *angelic messenger* fires down from the sky wielding a *purple lightning bolt*. His feet explosively strike the ground in front of you and your teammates, instantly clearing the mist around him. As he rises up slowly, standing upwards of ten feet tall, his armor pulses with electricity. He hands you the purple bolt. As you grab it, it morphs into a scroll that reads:

"My Word Wielders, the Beast has filled the streets with a Black Mist and the Darkness is so thick you won't be able to see what is lurking in front of you. Tread quickly but cautiously, and destroy the roots of this suffocating plague. This Black Mist hides Heavy Strongholds that are crushing the spirits of my loved ones. The Monarchs of Darkness are also lurking in the mist to guard this hellish occupation.

You must locate each Monarch and cut them down. Keep the hedges of the ever present darkness cut back so that my children will not be consumed by it."

As you finish reading, the Angel smiles and looks to the sky. As his wings snap back, he fires himself back to the heavens at the speed of sound, cracking the air around you.

"Well guys, looks like we have our orders. Let's keep those burst lanterns handy."



OVERVIEW & OBJECTIVES

THE STREETS AND BUILDINGS OF THIS TOWN ARE COVERED IN A **BLACK MIST** POURING FROM EACH STRONGHOLD, AND YOU HAVE NO IDEA WHAT IS IN **EACH ZONE AS YOU MOVE THROUGH EACH ZONE**, YOU WILL REVEAL WHATEVER IS HIDING. **WIN THE GAME** BY FINDING AND COLLECTING PIECES OF THE ARMOR OF LIGHT. WIELDERS WILL BE ABLE TO TARGET AND SEAL EACH STRONGHOLD BUT, BE CAREFUL, IF A MONARCH FINDS YOU, IT CAN TAKE THE ARMOR OF LIGHT FROM YOU AND LOCK IT AWAY. **ONCE YOU SEAL AS MANY STRONGHOLDS AS YOU CAN, YOU WIN.** BUT, IF THE MONARCHS STEAL TOO MANY, THE MIST WILL CONSUME THE STREET, YOU AND YOUR TEAM WILL BECOME OVERWHELMED, AND THE GAME WILL BE OVER.

PLEASE NOTE: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.** SET UP THEIR *DISPLAYS* AS USUAL AND PLACE THEIR TOKENS IN THE START ZONE (SEE PAGE 28). *EACH WORD WIELDER* DRAWS 3 *DISCERNMENT CARDS* THEN TRADES AND EQUIPS AS DESIRED. EACH PLAYER GOES THROUGH THE DISCERNMENT DECK AND PICKS A GUARD OF THEIR CHOOSING TO EQUIP TO THEIR WIELDER(S). AFTERWARD, RESHUFFLE THE DISCERNMENT DECK.
- **PLACE EACH “ARMOR OF LIGHT CARD” (AOL)**
FACE DOWN AT RANDOM IN THE EXIT ROOMS (EXITS ARE EXIT ONLY IN THIS GAME) (SEE PAGE 28).
- **PLACE EACH “STRONGHOLD CARD” FACE UP IN THEIR MATCHING DARK ZONES.**
NOTE: THERE ARE NO BREACHES, EVENTS, OR DARKNESS PHASE IN THIS GAME.
- **EACH WIELDER ROLLS THE COLOR DIE ONCE & REVEALS THAT REFINEMENT LEVEL.**

NOW WE ARE READY TO FIGHT! GAMEPLAY RULES & OBJECTIVES

- **EACH TIME YOU ENTER A ZONE, THE ENEMY IS “EXPOSED”**
IF THERE ARE NO OTHER WIELDERS IN THE ZONE YOU MOVED INTO, “EXPOSE THE DARKNESS LURKING IN THAT ZONE. TO DO THIS, IMMEDIATELY ROLL THE TWO BLACK MIST DICE (THE WHITE & BLACK 4-SIDED DICE - MORE ON THIS ON THE NEXT PAGE). IF YOU ENTER A ZONE WITH NO WIELDERS, YOU MUST ROLL THE BLACK MIST DICE EVEN IF THERE ARE STILL DARKNESS CARDS OR MONARCHS IN THAT ZONE.
- **IMPORTANT:** THERE IS NO DARKNESS PHASE IN THIS MISSION. ONCE THE CHOSEN PHASE HAS ENDED, REMOVE ANY ANGELS, DIVINE WALLS, OR BURST LANTERNS, AND THEN RUN BLACK MIST PHASE (SEE PAGE 31). THEN PASS THE LEADERSHIP CARD AND BEGIN THE NEXT CHOSEN PHASE. ALSO, STRONGHOLDS CAN’T BE TARGETED IN THIS MISSION.
- **NOTE:** IF USING THE GIFTS “INTERVENTION,” “PUSH ON,” OR ANY OTHERS THAT ALLOW YOU TO MOVE PLUS STRIKE, ROLL THE BLACK MIST DICE AFTER COMBAT IS RESOLVED. IF A STRIKE BACK FORCES YOU INTO ANOTHER ZONE THAT IS UNREVEALED (SUCH AS TERROR) YOU MUST FINISH THE FIRST **GUARD SEQUENCE** BEFORE YOU ROLL THE BLACK MIST DICE AGAIN. “FEAR IS REAL NASTY IN THIS ONE!”
- **“IT’S TOO DARK, I CAN’T SEE MY TARGET!”**
IF YOU ARE TARGETING INTO OR THROUGH A ZONE WITHOUT ANY WIELDERS OR ANGELS, DISTANCE FOR ALL WEAPONS ARE REDUCED BY 1.
(RULES CONTINUED ON PAGES 30-31)

- **SEAL THE STRONGHOLDS OR THE CAPTIVE WILL BE CAPTURED!!!**

ONCE A WIELDER IS IN A ROOM WITH AN *ARMOR OF LIGHT CARD*, THEY MAY SPEND **ONE ACTION** TO GRAB IT AND PLACE IT IN THEIR ARMORY. THAT WIELDER CAN NOW SEAL THE STRONGHOLD.

ONCE THEY HAVE THE AOL CARD, THEY SHOULD HEAD TO THE DARK ZONE OF THE MATCHING STRONGHOLD COLOR. TO SEAL IT, THEY MUST BE IN THE DARK ZONE & IT MUST BE CLEARED OF ANY OTHER DARKNESS/MONARCHS. IF THESE REQUIREMENTS ARE MET, THE PLAYER WITH THE AOL CARD MAY SPEND AN ACTION TO PLACE IT OVER THAT STRONGHOLD (SEALING IT).

- SEALED DARK ZONES ARE CONSIDERED CLEAR OF BLACK MIST.

- **REWARDS FOR SEALING A STRONGHOLD**

- THE WIELDER THAT SEALS A STRONGHOLD MAY CHOOSE TO REVEAL ANY REFINEMENT LEVEL OF THEIR CHOOSING (EXCEPT WHITE) OR DRAW A HEAVEN'S ARMIES CARD. THEN ALL OTHER PLAYERS DRAW 1 DISCERNMENT CARD.

- ONCE 4 OR MORE *STRONGHOLDS HAVE BEEN SEALED*, THE **GAME ENDS & YOU WIN.**

IF MONARCHS CAPTURE 3 AOL CARDS IT'S **GAME OVER & DARKNESS WINS.** (SEE BLACK MIST POINT 4 FOR MORE DETAILS.)

BLACK MIST



BLACK MIST DIE

REPRESENTS HOW MANY DARKNESS CARDS TO EXPOSE FROM THE DECK IN THAT ZONE.



WHITE BLACK MIST DIE

REPRESENTS ONE OF THE FOLLOWING:

1 = YOU ARE HIT BY AUTO STRIKE BY THE ACTIVE DARKNESS CARD IN YOUR ZONE.
(BEGIN GUARD SEQUENCE)

2 = ADD +2 TO THE BLACK DIE RESULT.

3 = ROLL THE COLORED DIE & EXPOSE A HORDE IN THAT DARK ZONE.

4 = EXPOSE A MONARCH IN YOUR ZONE:

- ROLL THE **COLORED DIE** AND PLACE THE MATCHING MONARCH OF THAT COLOR IN YOUR ZONE.

IF A MONARCH IS SUCCESSFULLY HIT ONCE, IT IS DEFEATED AND REMOVED FROM THE BOARD.

NOTE: IF THAT MONARCH IS ALREADY ON THE BOARD, MOVE IT TO YOUR ZONE.

- **IF YOU ARE SUCCESSFULLY HIT BY A MONARCH WHILE CARRYING AN ARMOR OF LIGHT CARD...**

THE ENEMY HAS JUST FOUND A NEW CAPTIVE. AFTER COMBAT ENDS, PLACE THE MONARCH ON THE THRESHOLD OF THE BUILDING WHERE YOU FOUND THE AOL CARD AND PLACE THAT MONARCH'S STRONGHOLD OVER IT WITH ITS CAPTIVE CARD INSIDE. YOU CAN NO LONGER ENTER THAT BUILDING.

NOTE: IF A MONARCH THAT HAS A CAPTIVE IS EXPOSED, MOVE ITS MODEL TO YOUR ZONE. ONCE IT IS DEFEATED, MOVE IT BACK TO THE AREA WITH ITS CAPTIVE.

- **REWARDS FOR DEFEATING A MONARCH**

ALL WIELDERS EACH REVEAL A REFINEMENT LEVEL OF THEIR CHOOSING, BUT NOT WHITE LEVEL UNLESS ALL OTHER LEVELS ARE REVEALED. IF YOU HAVE ALL LEVELS, REMOVE 1 BURDEN, 1 AFFLICTION, OR DRAW A DISCERNMENT CARD.

- **ONCE ALL TURNS ARE SPENT, REMOVE ANY ANGELS, BURST LANTERNS, BLIND, FROZEN, OR DIVINE PROTECTION CARDS FROM THE BOARD AND BEGIN...**

BLACK MIST PHASE

(DO THIS IN PLACE OF DARKNESS PHASE.)

DARKNESS STRIKES

- **ALL WIELDERS ARE HIT WITH AUTO STRIKE BY THE ACTIVE DARKNESS IN THEIR ZONE (IF ANY). ALL WIELDERS WITH MONARCHS IN THEIR ZONE ARE HIT WITH SPAWN STRIKE INSTEAD. (BEGIN GUARD SEQUENCE.)**
- **NOTE:** IF HIT BY FEAR, ROLL THE (BLACK) BLACK MIST DIE AND PLACE THAT MANY DARKNESS IN THE DARK ZONE YOU FLED TO.

HORDES MOVE

- **DO THIS STEP ONLY IF THERE ARE HORDES (STACKS OF 5 OR MORE DARKNESS CARDS) ON THE BOARD.**
REMEMBER: HORDES WILL NOT MOVE INTO HORDE OCCUPIED ZONES.
- **HORDES** ADJACENT TO A WIELDER MOVE INTO THAT WIELDER'S ZONE, COMBINING WITH ANY DARKNESS CARDS ALREADY IN THAT ZONE. PLACE THE "MOVING HORDE" ON TOP.
- IF THERE IS A HORDE IN A WIELDER'S ZONE, THEY WILL NOT MOVE AND ADDITIONAL HORDES WILL NOT MOVE INTO THAT ZONE.
- IF THERE ARE WIELDERS ADJACENT TO A HORDE ON MORE THAN ONE SIDE, SPLIT THE DECK EVENLY AND PLACE THEM IN EACH WIELDER'S ZONE IN ANY **TARGETING ORDER**. (LEAVE THE REMAINDER BEHIND IF ODD NUMBERED.)
- FINALLY, ANY HORDES THAT ARE CURRENTLY IN DARK ZONES ARE PLACED IN THE NEAREST ZONE NOT OCCUPIED BY A **HORDE**, LEAPING OVER HORDE OCCUPIED ZONES IF NECESSARY (ZONE IS PLAYER'S CHOICE). IF ALL ZONES ARE FULL, IT DOES NOT MOVE.
- **PASS THE LEADERSHIP CARD TO THE RIGHT & BEGIN THE NEXT CHOSEN PHASE.**

• IF A ZONE IS BLIND

THE BLACK MIST WILL NOT REVEAL. BUT, ONCE THE EFFECT IS GONE, IT WILL REVEAL IF ANY WIELDERS STILL REMAIN IN THAT ZONE. ZONE EFFECTS THAT YOU PLAY, SUCH AS ANGELS AND BURST LANTERNS, ARE REMOVED AT THE BEGINNING OF YOUR NEXT TURN.

- **IMPORTANT:** THE SOARING ANGEL WILL NOT EXPOSE THE ZONES IT PASSES OVER WHILE CARRYING YOU AND YOUR FRIENDS. EXPOSE THE BLACK MIST IN THE ZONE OF YOUR FINAL DESTINATION ONCE THE ANGEL LEAVES.
- **BUILDINGS ARE NOT CLEANSED AND EXITS ARE EXIT ONLY.**
- **ANY TARGET IN A DARK ZONE IS A LIGHT OF 13 TO HIT SUCCESSFULLY. IF YOU ARE SENT TO A DARK ZONE, YOU ARE BOUND. IF A ZONE HAS A SEALED STRONGHOLD (CLEANSED), THEN ALL TARGETS ARE A LIGHT 12, EVEN MONARCHS, AND YOU CANNOT BE BOUND IN THOSE ZONES.**
- **ALL MONARCHS ARE 3SP UNTIL ANY WIELDER HAS 3 OR MORE REFINEMENT LEVELS, THEN THEY BECOME 4SP.**
- (OPTIONAL CHALLENGE) **ONCE ANY WIELDER HAS 3 OR MORE REFINEMENT LEVELS, FLIP THE DARK STATUS CARD TO DARK STATUS 2.**
- **HOW TO WIN:** ONCE YOU HAVE SEALED 4 OR MORE STRONGHOLDS THE GAME ENDS.
IF MONARCHS CAPTURE 3 ARMOR OF LIGHT CARDS IT'S GAME OVER.

ALL OTHER BASE RULES APPLY

ALTERNATE MISSION: GAMEPLAY TIME: 1-2 HOURS

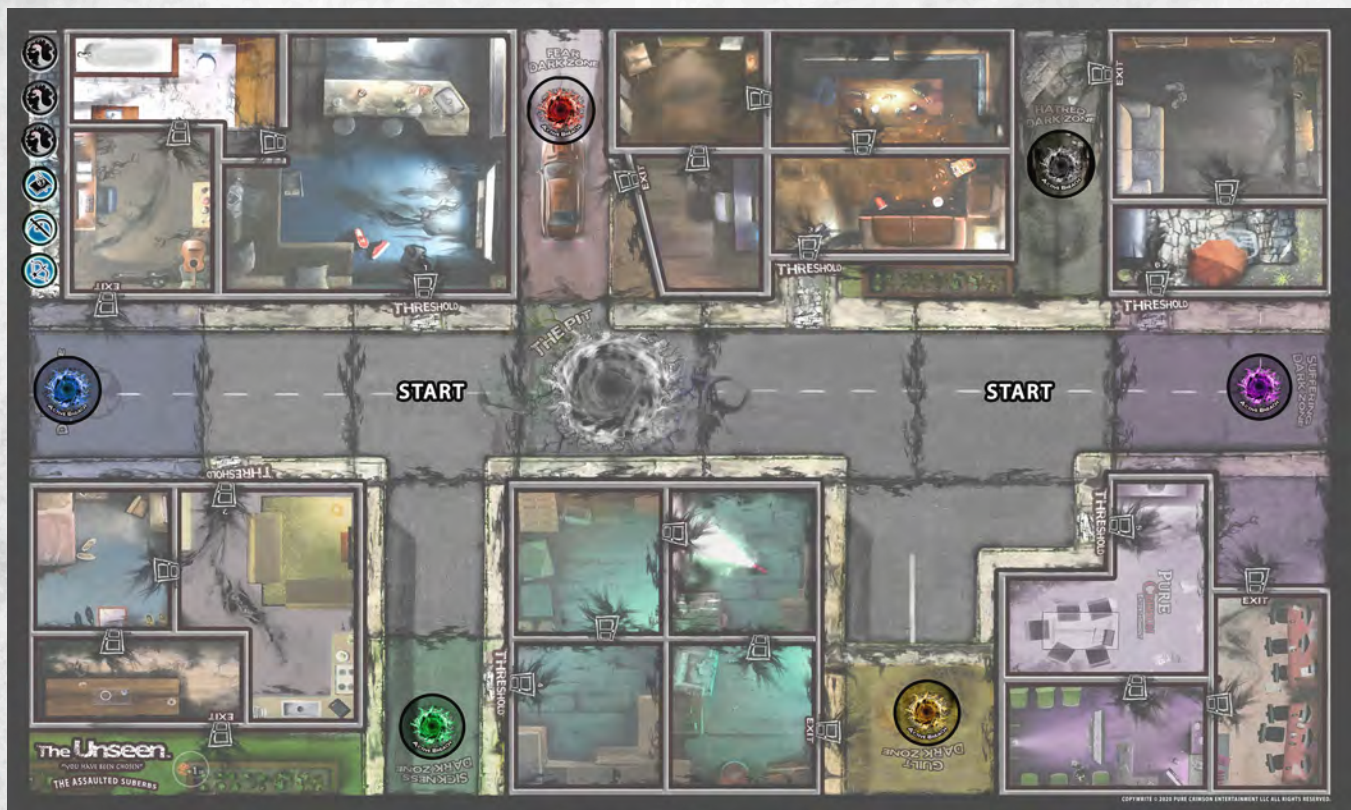
WHO'S COUNTING?

Again I saw that under the sun the race is not to the swift, nor the battle to the strong, nor bread to the wise, nor riches to the intelligent, nor favor to those with knowledge, but time and chance happen to them all. Ecclesiastes 9:11 (ESV)

"I've scouted the area and as far as I can tell, there are no *captives* as of right now. But the Darkness is *out in force* tonight. I think they're looking to set up more *Strongholds*. We need to take out their *Breaches* before they gain more strength."

"How about a little friendly competition while we finish cleaning up this mess? You two go that way and we'll go this way. Let's meet up later and see who has slain the most Darkness."

"Let's hurry, before the Monarchs crawl up from the pit. I want to be ready when they do."



THIS IS A GAME FOR TEAMS OF EQUAL NUMBERS.

THERE ALWAYS HAS TO BE AT LEAST TWO TEAMS WITH AN EQUAL NUMBER OF WIELDERS. IF THERE ARE ONLY 2 PLAYERS, EACH PLAYER MUST BUILD THEIR TEAM WITH AT LEAST TWO WORD WIELDERS EACH.

OVERVIEW & OBJECTIVES

THIS IS A *TEAM BASED COMPETITIVE CO-OP* MISSION OF COLLECTING *LP*. EACH TIME YOU SUCCESSFULLY HIT AN ENEMY, IT GOES TO YOUR TEAM AS LP. ONCE ALL THE MONARCHS ARE DESTROYED, EACH TEAM COUNTS UP THEIR *LP*. THE TEAM WITH THE MOST LP WINS.

IMPORTANT: THIS IS AN ADVANCED VERSION OF THE GAME. IT IS HIGHLY RECOMMENDED THAT YOU HAVE AT LEAST ONE PLAYER WHO HAS EXPERIENCED THE CAMPAIGN AND HAS A GOOD UNDERSTANDING OF THE BASE RULES.

SETUP

- **CHOOSE YOUR WORD WIELDERS.** SET UP THEIR *DISPLAYS* AS USUAL. EACH WORD WIELDER DRAWS 3 *DISCERNMENT CARDS*.
- **EACH TEAM CHOOSES A STARTING POINT.** (PAGE 32) AND PLACES THEIR WIELDER'S TOKENS IN THE ZONE.
- **PLACE THE BREACHES (ACTIVE) IN THEIR PLACES.**
- **ROLL FOR LEADERSHIP** TO SEE WHICH TEAM GOES FIRST. WHEN IT'S YOUR TEAM'S TURN, DECIDE WHICH WIELDER GOES FIRST. ONCE ALL WIELDERS ON A TEAM HAVE TAKEN ALL THEIR TURNS AND ACTIONS, THE NEXT TEAM WILL GO. ONCE BOTH TEAMS HAVE TAKEN ALL THEIR TURNS, BEGIN THE DARKNESS PHASE. AT THE BEGINNING OF A CHOSEN PHASE, THE LEADERSHIP CARD IS NOT PASSED; IT STAYS WITH THE ORIGINAL TEAM.

NOW WE ARE READY TO FIGHT ! GAMEPLAY RULES & OBJECTIVES

- **WHAT'S THE PLAY?**
AS YOUR TEAM DESTROYS EACH DARKNESS OR MONARCH, REMOVE THEM FROM THE BOARD, COLLECTING **LP**. (THEY ARE NOT TURNED IN FOR ANGELS IN THIS GAME). AT THE END OF THE GAME, EACH TEAM WILL COUNT UP THEIR **LP**. THE TEAM WITH THE MOST **LP** WINS.
- **CLOSING BREACHES, EVENTS, & BATTLING MONARCHS.** FOR EVERY BREACH A WIELDER CLOSES, THEY MAY REVEAL A REFINEMENT LEVEL OF THEIR CHOICE (EXCEPT WHITE). EXPOSE THE MONARCH MODEL MATCHING THAT BREACH COLOR IN THAT DARK ZONE & PLACE ITS CARD FACE UP WHERE IT CAN BE SEEN AND DRAWS AN EVENT. IF YOU ALREADY HAVE THAT REFINEMENT COLOR, DRAW A HEAVEN'S ARMIES CARD INSTEAD AND THEN AN EVENT CARD.
- **MARKING MONARCHS FOR DAMAGE.** WHEN A MONARCH IS SUCCESSFULLY HIT, MARK ITS CARD WITH THE WEAPON TYPE YOU HIT IT WITH AND MOVE IT ONE ZONE TOWARD THE PIT (PER BASE RULES). IF IT'S BEEN MARKED BY EACH WEAPON TYPE, THE FOURTH SUCCESSFUL HIT WITH ANY WEAPON TYPE WILL DESTROY IT WHETHER OR NOT IT IS IN THE PIT.
- KEEP IN MIND THAT IT IS POSSIBLE TO HAVE MORE THAN ONE MONARCH ON THE BOARD AT A TIME. THE MONARCH'S "STRIKE BACKS" WILL AFFECT ALL PLAYERS ON ALL TEAMS (IF IT APPLIES).
- **REWARDS FOR DEFEATING A MONARCH**
REMOVE THE MONARCH MODEL AND ADD IT TO YOUR TEAM'S LP. MONARCHS ARE WORTH **25 LP**. THE TEAM THAT GOT THE FINAL HIT WILL GAIN THE REFINEMENT LEVEL OF THAT MONARCH'S COLOR. IF A WIELDER ALREADY HAS THAT COLOR, DRAW A HEAVEN'S ARMIES CARD OR REVEAL YOUR WHITE REFINEMENT LEVEL (PLAYER'S CHOICE).

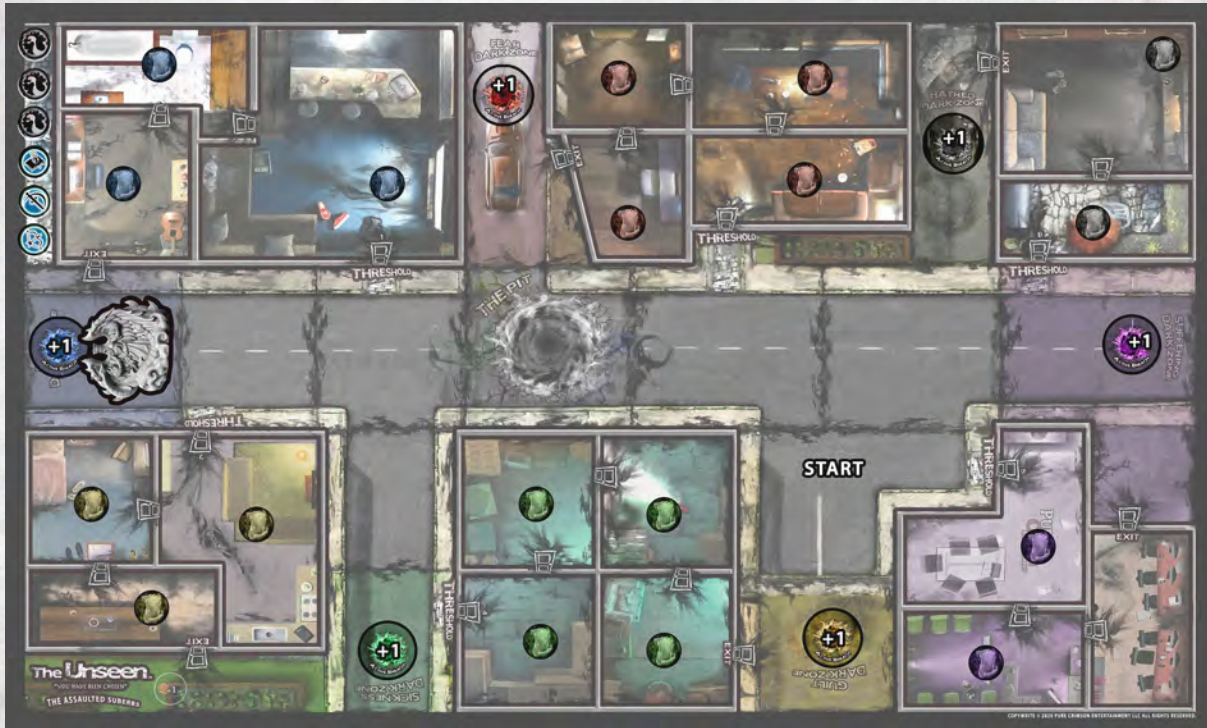
- **IF YOU ARE OVERWHELMED, YOUR TEAM WILL RESPAWN.** IF ANY WIELDER IN YOUR TEAM BECOMES OVERWHELMED OR YOU ALL BECOME SHACKLED, THE REMAINDER OF YOUR TEAM'S TURNS AND ACTIONS ARE FORFEIT. RETURN DARKNESS CARD(S) = TO **20 LP** FROM YOUR LP DECK BACK TO THE PIT. YOUR TEAM IS HEALED OF ALL BURDENS AND AFFLICTIONS. ROLL THE COLORED DIE AND PLACE YOUR TEAM IN THE EXIT ROOM NEXT TO THAT DARK ZONE WITH A GUARDIAN ANGEL.
- YOUR TEAM MUST STAY THERE THROUGH THE CURRENT PHASE. YOU MAY RETURN TO THE FIGHT WHEN IT IS YOUR TEAM'S TURN AGAIN IN THE NEXT CHOSEN PHASE.
- **FRIENDLY COMPETITION.** TEAMS MAY HELP EACH OTHER IF THEY DECIDE TO. **IF YOU HEAL A WORD WIELDER FROM THE OTHER TEAM, YOU MAY REMOVE 1 ACTIVE DARKNESS OF YOUR CHOICE FROM THE BOARD & ADD IT TO YOUR LP DECK** (SP ANY, NO MONARCHS). THIS INCLUDES CUTTING OFF WEBS AND CALLING GUARDIAN ANGELS. YOU MAY TAKE 1 DARKNESS FROM THE BOARD FOR EVERY BURDEN &/OR AFFLICTION REMOVED FROM THE OTHER TEAM.
- **ANGELS.** ALL PLAYERS GAIN BOOSTS AND PERKS FROM ANGELS' ZONE EFFECTS, BUT IF ANY DARKNESS IS SLAIN BY AN ANGEL, THE **LP** GOES TO THE TEAM THAT CALLED IN THE ANGEL. **YOU MAY ONLY HAVE 1 ANGEL CARD IN YOUR ARMORY AT A TIME, AND EVENTS WILL APPLY TO BOTH TEAMS IF THEY AFFECT MORE THAN ONE WIELDER.**
- **NOTES :** ALL BUILDINGS ARE CONSIDERED CLEANSED. ONCE THE DARKNESS DECK RUNS OUT, DARKNESS WILL NO LONGER SPAWN STRIKE OR EXPOSE.

- **ALL MONARCHS ARE 3SP UNTIL ANY WIELDER HAS 3 OR MORE REFINEMENT LEVELS, THEN THEY BECOME 4SP.**
- (OPTIONAL CHALLENGE)
ONCE 3 MONARCHS HAVE BEEN DEFEATED FLIP THE DARK STATUS CARD TO DARK STATUS 2.
- **HOW TO WIN:** THE GAME IS OVER ONCE ALL MONARCHS ARE DEFEATED. ANY REMAINING DARKNESS IS REMOVED FROM THE BOARD AND GOES BACK TO THE DARKNESS DECK. EACH TEAM COUNTS UP THEIR LP. THE TEAM WITH THE MOST LP WINS.

ALL OTHER BASE RULES APPLY

ARROGANCE OF THE BEAST

You light a lamp for me. The Lord, my God, lights up my darkness. In your strength I can crush an army; with my God I can scale any wall. Psalm 18:28-29 (NLT)



The Beast's arrogance knows no bounds. His demonic minions are again congregating in the street, scheming and plotting their next attempt to take over. The Darkness spewing from The Beast's black words are flooding the streets with death; gradually breeding his armies into a dark veil of hoplessness.

Equip the *full Armor of Light* and hunt him down. His Monarchs will be guarding him, so take a *Guard of your choosing*, the weapons you need and watch you're flank. *Go, and know that He his is with you!*

SETUP

- **CHOOSE YOUR WORD WIELDERS &** SET UP THEIR DISPLAYS WITH ALL REFINEMENT LEVELS REVEALED. EACH PLAYER GOES THROUGH THE DISCERNMENT DECK AND PICKS A GUARD OF THEIR CHOOSING TO EQUIP TO THEIR WIELDER(S). AFTERWARD, RESHUFFLE THE DISCERNMENT DECK. ALL WIELDERS DRAW 7 CARDS FROM THE TOP AND TRADE AND EQUIP AS DESIRED. NOW PLACE YOUR CHOSEN WORD WIELDER TOKENS IN THE ZONE MARKED START. PLACE 1 PAGE OF LIGHT TOKEN IN EACH ROOM OF EVERY BUILDING OF THE MATCHING COLOR. (SEE ABOVE)
- **EXAMPLE:** IF IT'S THE BUILDING WHERE YOU FOUND THE DUKE OF SICKNESS, PLACE 1 GREEN PAGE IN EACH ROOM OF THAT BUILDING.
- **PLACE THE BEAST IN THE DOUBT ZONE** AND PLACE THE BREACHES (+1 ACTIVE) IN THEIR SLOTS. RUN DARKNESS PHASE ONCE. ROLL FOR LEADERSHIP. THE WIELDER WITH LEADERSHIP DRAWS A HEAVEN'S ARMIES CARD AND THEN BEGINS. THIS IS A RETELLING OF THE END OF THE CAMPAIGN. (SEE THE FINAL BATTLE: BATTLING THE BEAST. PAGE 16)

WELCOME TO THE SEA of GLASS,

The first of many Word Wielder training grounds. This is where you will test each other's strength & wisdom as you clash Word, Fire, Metal, & Shield against one another. Face off in combat, sharpen each other's skills, & be Refined in a series of fast paced games built to train & test your abilities to take on the ever present Darkness roaming The Unseen.

The Sea of Glass is a safe haven, no darkness may enter here. Its location is hidden away, sitting high & encased inside a prism of storms, far away from the world of consuming shadows. The floor of this arena is a living moving thing made of fresh water shifting in a perpetual state of motion, forming the appearance & density of solid glass. The walls of the sea are lined with silver & precious uncut gems, pulsing with electricity & bursting with energy in a display of colorful yet intimidating storms of light.

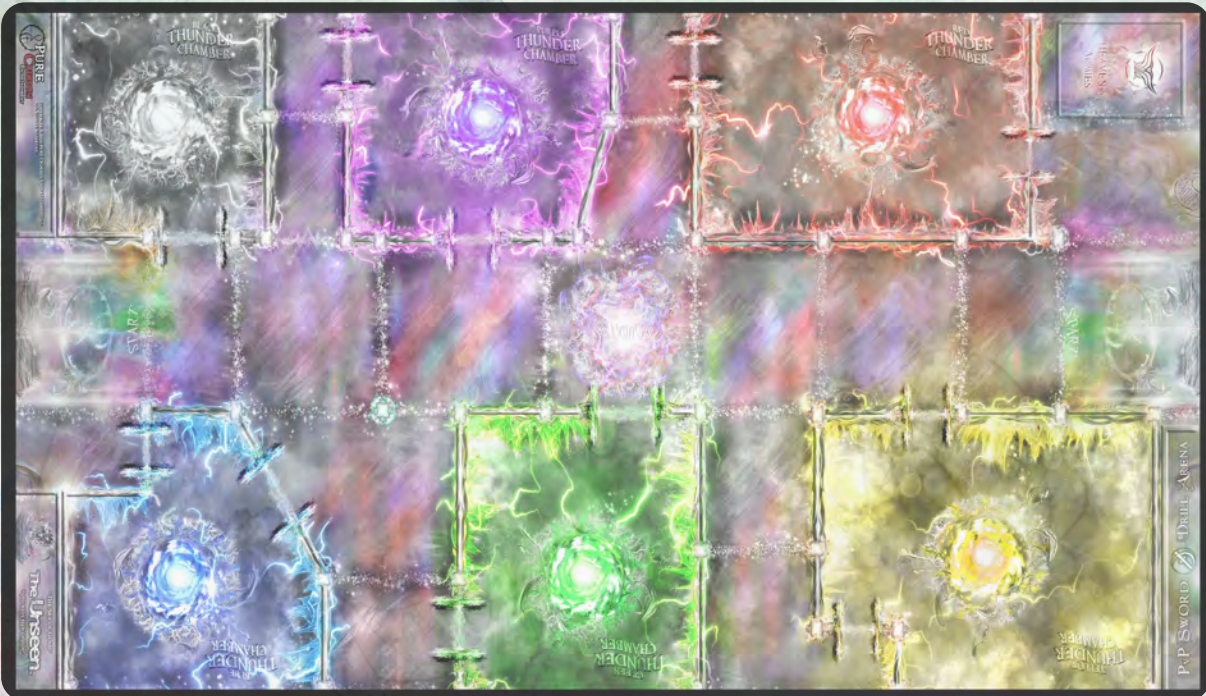
The Sea of Glass contains six colored Thunder Chambers that can transport you from point to point across the sea in a flash and are controlled in a game of skilled chance.

Understand, you can't be hurt or burdened in this place. If you are struck by an opposing team member, you are not harmed.

Instead, you are instantly encased within a bright cloud before being dispersed at the speed of thought to one of the six colored Thunder Chambers, where you will be refined & strengthened, gaining a new skill that allows you to come back at your opponent stronger than you were before.

Test one another & do not hold back. If you fail here, you may not be able to stand strong when the real threat rears its dark, hateful face.

"AS IRON SHARPENS IRON, SO ONE PERSON SHARPENS ANOTHER." *PSALMS 27:17*



"WORD WIELDER, SHARPEN YOUR BLADES AND
LET THE GAMES BEGIN!"

THE SWORD DRILL ARENA

PLAYER vs PLAYER COMBAT RULES

THIS VERSION OF THE UNSEEN USES SOME RULES FROM THE BASE GAME.
IT IS RECOMMENDED FOR PLAYERS WHO HAVE PLAYED THROUGH THE WHOLE
CAMPAIGN AND HAVE A GOOD UNDERSTANDING OF THE BASE RULES OR AT LEAST
HAVE SOMEONE AT THE TABLE WHO DOES. YOU CAN ALSO WATCH OUR ONLINE
WALK-THROUGHS AT THEUNSEENGAME.COM.



SETUP

- 1:** LAY OUT THE MAP NAMED "THE SEA OF GLASS."
- 2:** CHOOSE YOUR WORD WIELDERS AND SET UP THEIR DISPLAYS AS NORMAL. **MAKE SURE THE DISPLAY IS ON THE SIDE LABELED:**



EACH WIELDER STARTS WITH 2 ACTION TOKENS & 1 GUIDANCE PRAYER TOKEN.

(SEE WIELDERS DISPLAY SETUP IN THE BATTLE GUIDE FOR MORE DETAILS).

NOTE: SOME GAME MODES REQUIRE TEAMS. IF YOU WOULD LIKE TO PLAY A CERTAIN GAME BUT DON'T HAVE ENOUGH PEOPLE, YOU CAN CHOOSE TO PLAY MORE THAN ONE WORD WIELDER.

- 3:** CHOOSE A GAME MODE THEN PLACE YOUR WIELDERS ON THE BOARD IN THEIR STARTING ZONES (SEE GAME MODES PAGES 44-51).

- 4:** SHUFFLE THE DISCERNMENT DECK AND THE HEAVEN'S ARMIES DECK, AND PLACE THEM FACE DOWN WHERE THEY CAN BE REACHED. SOME GAME MODES MAY REQUIRE YOU TO USE DIFFERENT COMPONENTS. PLEASE READ EACH GAME MODE'S RULES CAREFULLY TO SEE WHAT ELSE YOU MIGHT NEED.

TURNS & ACTIONS

PVP GAMES DO NOT HAVE PHASES, ONLY TURNS. BEFORE BEGINNING EACH GAME, MAKE A LEADERSHIP ROLL TO DECIDE WHO WILL GO FIRST. ONCE THE FIRST PLAYER SPENDS HIS OR HER ACTIONS, THE PLAYER TO THEIR RIGHT WILL TAKE THEIR TURN, AND SO ON. THIS WILL CONTINUE UNTIL THE END OF THE GAME. IF YOU ARE PLAYING TEAMS, THE LEADERSHIP CARD GOES TO THE TEAM, NOT THE PERSON, AND THAT TEAM MAY TAKE THEIR TURNS IN ANY ORDER THEY DESIRE. ONCE THAT TEAM HAS TAKEN THEIR TURNS, LEADERSHIP IS PASSED TO THE OTHER TEAM.

EACH WORD WIELDER STARTS WITH **2 ACTION TOKENS & 1 GUIDANCE PRAYER TOKEN** TO PLAY DURING THEIR TURN. YOU MAY SPEND THESE TOKENS IN ANY ORDER.

EXAMPLE: MOVE & MOVE = 2 ACTIONS; TRADE THEN MAKE A COMBAT ROLL = 2 ACTIONS; MOVE, PRAY FOR DISCERNMENT, & MAKE A COMBAT ROLL = 2 ACTIONS & 1 GUIDANCE PRAYER; ETC. ONCE ALL YOUR ACTION AND GUIDANCE TOKENS ARE SPENT, YOUR TURN IS OVER.

MOVEMENT

MOVEMENT IN PVP IS A BIT DIFFERENT FROM THE BASE GAME. TO MOVE, SPEND AN ACTION AND MOVE TO ANY OPEN ADJACENT ZONE (YOU CANNOT GO THROUGH WALLS). DIRECTION AND PLACEMENT WITHIN THE ZONE YOU ARE MOVING TO IS PLAYER'S CHOICE. KEEP IN MIND THAT PLACEMENT IS IMPORTANT. ONCE YOU REMOVE YOUR HAND, YOU CANNOT MOVE YOUR TOKEN INSIDE THAT ZONE AGAIN UNLESS YOU SPEND ANOTHER ACTION TO MOVE.

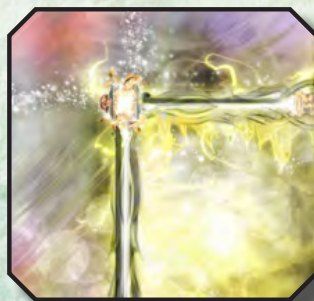
ZONES

THE ZONES IN THE SEA OF GLASS ARE DIVIDED UP BY STAR DUST. YOU MAY MOVE AND TARGET THROUGH THE ZONES FREELY WHEREVER YOU SEE THIS. IT TAKES ONE ACTION TO MOVE ONE ZONE OR WITHIN THE SAME ZONE.



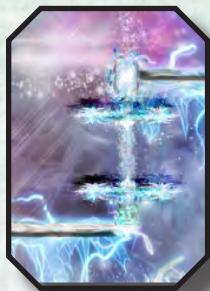
WALLS

THE WALLS OF THE SEA OF GLASS ARE MADE UP OF SILVER AND PRECIOUS UNCUT GEMS PULSING WITH LIGHTNING. YOU CANNOT MOVE OR TARGET THROUGH THESE WALLS. WALLS ALSO BLOCK LINE OF SIGHT (LOS).



DOORS

THE DOOR FRAMES IN THE SEA OF GLASS ARE MADE UP OF WALLS OF FIRE, DIVIDING THE ZONES WITH CONCENTRATED STAR DUST. IF YOU SEE THESE ON A WALL, YOU MAY FREELY PASS AND TARGET THROUGH THESE FRAMES. YOU STILL MUST HAVE A CLEAR LINE OF SIGHT TO HIT YOUR TARGET.



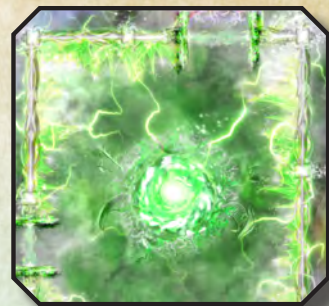
STARTING ZONES & GOALS

THE RAINBOW ZONES ON EACH END OF THE MAP ARE YOUR STARTING POINTS FOR MOST GAMES AND SOMETIMES YOUR GOAL ZONE, DEPENDING ON THE OBJECTIVE OF THE GAME YOU ARE PLAYING.



THUNDER CHAMBERS

THE ZONES WITH COLORED STORMS IN THE MIDDLE OF THEM ARE CALLED THUNDER CHAMBERS. THESE ROOMS ARE PULSING WITH STORMS THAT CAN TRANSPORT YOU ACROSS THE MAP AT THE SPEED OF THOUGHT. YOU CAN MOVE THROUGH THESE ZONES AS YOU DO ANY OTHER. IF YOU ARE SUCCESSFULLY HIT BY AN OPPOSING PLAYER, YOU WILL BE **REFINED** TO ONE OF THESE THUNDER CHAMBERS (SEE *REFINED* PAGE 40).



THE LIGHT WELL

The *luminescent storm* in the middle of the Sea is the Light Well, an *endless* source of light powered by a hurricane of *Pages and Words* pouring directly from the Throne of our King.

THIS CENTERPIECE IS THE MOST IMPORTANT PART OF THE SEA OF GLASS. THE POWER GENERATED FROM IT IS WHAT BINDS THE SEA TOGETHER.



PORTAL OF LIGHT

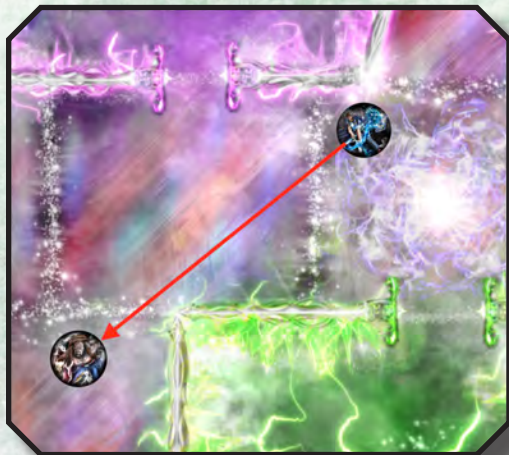
ONCE DURING YOUR TURN, AS A FREE ACTION: IF YOU ARE IN OR ENTER INTO THE LIGHT WELL, YOU MAY ROLL THE COLORED DIE. THE RESULT OPENS A PORTAL TO THE THUNDER CHAMBER OF THAT COLOR. YOU MAY CHOOSE TO PLACE YOURSELF IN THE CHAMBER OF THE COLOR RESULT WITHOUT THE COST OF AN ACTION OR TO REMAIN WHERE YOU ARE. YOU MAY ONLY DO THIS FOR YOURSELF. ONLY ONE WORD WIELDER MAY USE THE PORTAL AT A TIME. YOU MAY DO THIS EVEN IF YOU ARE BOUND, BUT ONLY DURING YOUR TURN. YOU CANNOT DO THIS IF YOU ARE FROZEN.

ZONE PLACEMENT & LINE OF SIGHT

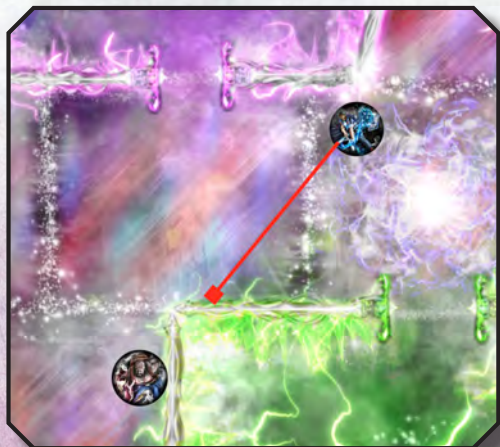
IT'S IMPORTANT TO THINK ABOUT WHERE YOU PLACE YOUR WIELDER WITHIN THE ZONE. IF A PLAYER HAS DISTANCE AND CAN DRAW A STRAIGHT LINE TO THE CENTER OF YOUR TOKEN FROM THEIRS, THEY CAN TARGET YOU. USE THE WALLS AND YOUR SURROUNDINGS TO YOUR ADVANTAGE. THE BEST WAY TO GAUGE YOUR LINE OF SIGHT IS TO HAVE A STRING OR PEN TO ACT AS YOUR LINE AND SEE IF YOUR CHARACTER IS IN THE LINE OF SIGHT. SEE THE DIAGRAM BELOW.

REMEMBER: ONCE YOU REMOVE YOUR HAND FROM YOUR WIELDER'S TOKEN, YOUR ACTION IS SPENT AND YOU CANNOT MOVE IT AGAIN UNTIL YOU SPEND ANOTHER ACTION TO MOVE.

SPARROW HAS A DISTANCE OF 2 AND HAS A LINE OF SIGHT (LOS) ON PETER. HE IS CLEAR TO MAKE A COMBAT ROLL



SPARROW HAS A DISTANCE OF 2 AND HAS A WALL BLOCKING HIS LINE OF SIGHT (LOS) TO PETER. HE CANNOT TARGET PETER.



Guidance Prayers

THE GUIDANCE PRAYERS ARE A LITTLE DIFFERENT FROM THE BASIC RULES, AND THERE IS NO NEED TO PRAY FOR HEALING.

YOU CAN ONLY **"PRAY FOR GUIDANCE"** DURING YOUR TURN OR A TEAMMATE'S TURN. THIS IS THE LIST OF **GUIDANCE PRAYERS** YOU CAN MAKE IN THE SWORD DRILL ARENA.

DISCERNMENT TRUST OF 3

IF YOUR **TRUST** (12-SIDED DIE RESULT) IS A 3 OR BETTER, DRAW ONE DISCERNMENT CARD FROM THE DISCERNMENT DECK.

NOTE: YOU MAY "ACCESS YOUR ARMORY" WHEN DRAWING A DISCERNMENT CARD. ALLOWING YOU TO SWAP AND/OR EQUIP ANY ITEM(S) WITHOUT SPENDING AN ACTION TOKEN. YOU MAY ALSO TRADE WITH OTHER PLAYERS IN YOUR ZONE, ALLOWING THEM TO ACCESS THEIR ARMORY.

DELIVERANCE TRUST OF 7

YOU MAY ONLY CHOOSE ONE OF THESE:

1. IF YOUR **TRUST IS A 7** OR BETTER, YOU CAN ROLL THE COLORED DIE AND MAY PLACE YOUR WIELDER TOKEN IN THE THUNDER CHAMBER OF THAT COLOR. THIS MAY BE DONE EVEN IF YOU ARE BOUND IN COMBAT WITH AN OPPOSING PLAYER.
2. YOU ARE RELEASED FROM FROZEN. (SEE FROZEN: PAGE 40.)

REINFORCEMENT TRUST OF 10

DRAW 1 HEAVEN'S ARMIES CARD. YOU MAY ONLY HAVE ONE ANGEL AT A TIME IN YOUR ARMORY. IF YOU GAIN ANOTHER, ONE MUST BE USED AT THAT MOMENT. (THEIR IS NO NEED FOR HEALING IN PVP.)

MIRACLE TRUST OF 12

CALL ONE ANGEL OF ANY TYPE TO ANY ZONE ON THE BOARD. (SEE ANGELS IN THE BATTLE GUIDE: PAGES 28-30.)

TARGETING & COMBAT

WHEN TARGETING, CALL OUT THE WEAPON THAT YOU ARE USING AND THE WIELDER YOU ARE TARGETING. SPEND AN ACTION TOKEN TO MAKE A COMBAT ROLL. ROLL THE **LIGHT DIE**, **STRIKE DIE**, & **FAITH DIE** TOGETHER. THE **LIGHT DIE** DETERMINES IF YOU HIT OR NOT, AND THE SUM OF YOUR **STRIKE DIE** & **FAITH DIE** WILL DETERMINE HOW MUCH **STRENGTH** YOU HAVE.

YOU MAY ONLY TARGET ONE PLAYER AT A TIME. IF YOUR **LIGHT DIE** IS SUCCESSFUL, THE PLAYER YOU TARGETED IS HIT AND MUST IMMEDIATELY MAKE A **GUARD ROLL**.

COMBAT ROLLS

SPEND AN ACTION TOKEN TO "MAKE A COMBAT ROLL" ROLLING THESE THREE DICE:



LIGHT DIE

THE RESULT OF THIS DIE MUST BE A **12 OR BETTER** TO SUCCESSFULLY HIT YOUR TARGET. IF NOT, YOU MISS AND YOUR OPPONENT WILL HAVE THE OPPORTUNITY TO "STRIKE BACK."
(**LIGHT BOOSTS INCREASE THE RESULT OF THIS DIE.**)



STRIKE DIE & FAITH DIE

THE COMBINED RESULT OF THESE DICE IS THE **STRENGTH** OF YOUR **STRIKE OR GUARD**.

EXAMPLE: 4 + 8 = 12 **STRENGTH**

NOTE: **STRIKE BOOSTS** REDUCE YOUR OPPONENT'S **STRIKE DIE**, NOT YOURS. ALSO, A **0 (10)** ON YOUR **FAITH DIE** IS NOT AN AUTO BLOCK IN PVP, BUT IS SIMPLY A 10.

BOUND IN COMBAT

IF YOU SHARE A ZONE WITH AN OPPOSING PLAYER, YOU ARE BOUND IN COMBAT. YOU ARE NOT ABLE TO MOVE OR TARGET OUTSIDE OF YOUR ZONE UNTIL IT IS CLEAR OF ALL OPPOSING PLAYERS. **YOU MAY TARGET THROUGH A ZONE THAT IS OCCUPIED BY AN OPPOSING PLAYER, BUT NOT IF ANY PLAYER BLOCKS YOUR LINE OF SIGHT (LOS).**

GUARDING & GUARD ROLLS

IF A PLAYER TARGETS YOU AND THEIR **LIGHT DIE** IS SUCCESSFUL YOU ARE HIT AND WILL NEED TO **GUARD** THE STRIKE.

WHEN **GUARDING**, ROLL THE:

STRIKE DIE & FAITH DIE

RED 6-SIDED DIE

GREEN 10-SIDED DIE

TO **GUARD** SUCCESSFULLY, YOU MUST **MATCH OR EXCEED** YOUR OPPONENT'S **STRENGTH** (**STRIKE & FAITH COMBINED**).

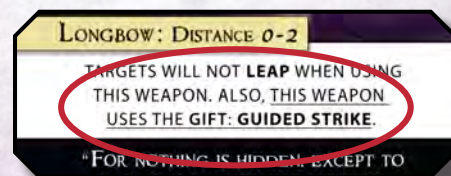
- IF YOUR **STRENGTH** RESULT IS EQUAL TO OR BETTER THAN YOUR OPPONENT'S, YOUR **GUARD** IS SUCCESSFUL AND COMBAT ENDS.
- IF YOUR **STRENGTH** RESULT IS LOWER THAN YOUR OPPONENT'S, YOU ARE **DISPERSED & REFINED**. (SEE PAGE 40)

NOTE: **FAITH BOOSTS** FROM **SHIELDS** ONLY WORK WHEN **GUARDING**, NOT WHEN MAKING A **COMBAT ROLL**.

EXAMPLE: SPARROW IS IN A ZONE WITH PETER. THE PLAYER CONTROLLING SPARROW CALLS OUT THAT HE IS GOING TO TARGET PETER WITH HIS EQUIPPED WEAPON, "THE BREATH OF LIFE." HE MAKES HIS COMBAT ROLL AND HIS **LIGHT DIE** RESULT IS A **16**. HE NEEDED A 12, SO HE HITS. HIS **STRIKE DIE IS A 5** AND **FAITH DIE IS A 6**, MAKING THE STRENGTH OF HIS ATTACK AN **11**. NOW PETER GUARDS. HIS **STRIKE DIE IS A 6** AND HIS **FAITH DIE IS A 7**, MAKING HIS GUARD ROLL A **13**. THAT'S BETTER THAN SPARROW'S **11** SO HIS GUARD IS SUCCESSFUL AND NOTHING HAPPENS. COMBAT ENDS.

UNDERLINED BLESSINGS

IF YOU SEE A RULE UNDERLINED, THAT MEANS IT APPLIES TO PVP. ALSO, MOST GIFTS ARE DIFFERENT WHEN PLAYING PVP (SEE PVP GIFT LIST). IF THE BLESSING IS NOT SPECIFIC TO FIGHTING THE DARKNESS, THEN IT ALSO APPLIES TO PVP, UNLESS OTHERWISE STATED.



DISPERSED & REFINED

IN THE SEA OF GLASS, NO ONE CAN BE HARMED. IF YOU ARE HIT, YOU ARE INSTANTLY **DISPERSED** BY THE OPPOSING PLAYER TO ONE OF THE 6 THUNDER CHAMBERS. SO IF YOU SUCCESSFULLY HIT AN OPPOSING PLAYER AND THEIR GUARD FAILS, ROLL THE COLORED DIE AND PLACE YOUR OPPONENT'S WIELDER TOKEN IN THE THUNDER CHAMBER OF THAT COLOR. THEN THE PLAYER THAT WAS **DISPERSED** GAINS THAT **REFINEMENT LEVEL**. IF THEY HAVE THAT LEVEL ALREADY, THEY DRAW A DISCERNMENT CARD.

"I KNOW, WEIRD RIGHT?" YES, YOU READ RIGHT, THE PLAYER THAT IS HIT GETS REFINED AND GAINS A LEVEL. BUT, YOU HAVE THE ADVANTAGE OF GAINING THE OBJECTIVE. IF YOU ENTER A THUNDER CHAMBER OF YOUR OWN ACCORD, YOU ARE NOT **REFINED** AND YOU DO NOT DRAW AN DISCERNMENT CARD. IF A WIELDER IS **DISPERSED** TO A CHAMBER THEY ARE ALREADY IN, THEY STAY THERE BUT ARE STILL **REFINED**.

EXAMPLE: ARIA IS IN A ZONE WITH RIVER. ARIA'S MAIN HAND IS EQUIPPED WITH THE AXE OF PATIENCE. THE PLAYER CONTROLLING ARIA CALLS OUT THAT SHE IS GOING TO USE IT TO TARGET RIVER. SHE TARGETS, SPENDS AN ACTION TOKEN, AND MAKES A COMBAT ROLL.

HER **LIGHT DIE** TOTAL IS A 16 (NEEDED 12 OR BETTER). HER STRIKE IS SUCCESSFUL. HER **STRIKE DIE** IS A 5 AND **FAITH DIE** IS A 7 = 12 **STRENGTH**.

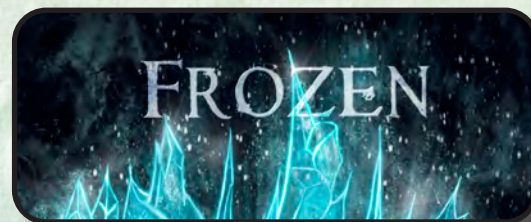
NOW RIVER GUARDS. HER **STRIKE DIE** IS A 2 AND HER **FAITH DIE** IS A 5 = 7 **STRENGTH**. SHE NEEDED A 12 OR BETTER, SO HER GUARD FAILS. RIVER IS **DISPERSED**. ARIA ROLLS THE COLORED DIE AND THE RESULT IS GREEN. RIVER IS PLACED IN THE GREEN THUNDER CHAMBER AND GAINS HER GREEN REFINEMENT LEVEL.

NOTE: EACH GAME MODE MAY HAVE DIFFERENT RULES AND REWARDS FOR DISPERSEMENT OR REFINEMENT OF WIELDERS.



STRIKE BACKS

IF AN OPPOSING WIELDER TARGETS YOU AND MISSES THEIR **LIGHT ROLL**, YOU CAN IMMEDIATELY MAKE A **STRIKE BACK**. MAKING A **STRIKE BACK** IS THE SAME AS **MAKING A COMBAT ROLL** BUT IT DOES NOT TAKE AN ACTION. YOU CAN ONLY STRIKE BACK THE WIELDER THAT ATTEMPTED TO HIT YOU. THEY MUST **GUARD** THE STRIKE BACK BY MAKING A GUARD ROLL. IF THEIR GUARD SUCCEEDS, COMBAT ENDS. IF THEIR **GUARD** FAILS, THEY ARE **DISPERSED & REFINED**. IF YOUR **STRIKE BACK** MISSES, THEY CANNOT **STRIKE BACK** AND COMBAT ENDS. IF A WIELDER MISSES FROM A DISTANCE, YOU MUST HAVE THE DISTANCE OR BLESSINGS TO REACH THEM. IF YOU DON'T, THEN YOU CAN'T STRIKE BACK, NOTHING HAPPENS, AND COMBAT ENDS.



IF YOU BECOME FROZEN, PLACE A FROZEN CARD ON YOUR WIELDERS DISPLAY. IF FROZEN, THAT WIELDER IS UNABLE TO USE ANY WEAPONS OR SHIELDS. REMOVE THIS CARD AT THE END OF THAT WIELDER'S NEXT TURN. IF YOU ARE **DISPERSED WHILE FROZEN**, YOU ARE NOT **REFINED**. INSTEAD, YOU ARE UNFROZEN. YOU CAN STILL MOVE AND **PRAY FOR GUIDANCE** IF YOU ARE **FROZEN**, BUT YOU CANNOT DRAW DISCERNMENT CARD(S), ACCESS YOUR ARMORY, OR PLAY FREE ACTION CARDS. IF AN OPPOSING PLAYER IS FROZEN YOU ARE NOT BOUND IN COMBAT.

FREE ACTIONS

IMPORTANT: MAKING FREE ACTIONS IN PVP IS A BIT DIFFERENT THAN IN THE BASE RULES. YOU MAY ONLY MAKE FREE ACTIONS DURING YOUR OR YOUR TEAM'S TURN, BUT NOT DURING AN OPPOSING PLAYER'S TURN. THIS INCLUDES "HEAVEN'S ARMIES" CARDS & FREE ACTION CARDS. THEY CANNOT BE USED DURING COMBAT. WHEN ANGELS OR BURST LANTERNS ARE USED, THEIR EFFECTS REMAIN ON THE BOARD UNTIL THE END OF YOUR TEAM'S TURN. AT THAT TIME THEY ARE REMOVED AND DISCARDED. **YOU MAY ONLY HAVE ONE ANGEL AT A TIME IN YOUR ARMORY. IF YOU GAIN ANOTHER, ONE MUST BE USED AT THAT MOMENT.**



PVP COMBAT ROLL ACTION TREE

*SPEND AN ACTION TOKEN
*CHOOSE A TARGET
*CHOOSE A WEAPON
THEN MAKE A COMBAT ROLL
BY **ROLLING THESE 3 DICE:**



YOUR HIT SUCCEEDS

IF YOUR **LIGHT DIE** IS A 12
OR BETTER.
LIGHT BOOSTS ADD TO
YOUR LIGHT DIE RESULT

  THE OPPOSING WIELDER
MUST GUARD
BY ROLLING THEIR **STRIKE** &
FAITH DICE TOGETHER. THE
COMBINED TOTAL (**STRENGTH**) MUST
BE EQUAL TO OR BETTER THAN THE TOTAL OF
YOUR **STRENGTH** TO SUCCEED.
IF THEIR
GUARD IS GOOD,
NOTHING HAPPENS.
—COMBAT ENDS—

IF THEIR **GUARD** FAILS

THEY ARE
DISPERSED & REFINED
ROLL THE COLORED DIE.
PLACE THEIR TOKEN IN
THE THUNDER CHAMBER OF
THAT COLOR. THEN THEY
GAIN THAT REFINEMENT LEVEL.
—COMBAT ENDS—

YOU MISS

IF YOUR **LIGHT DIE** IS
11 OR BELOW.

THE TARGETED WIELDER
STRIKES BACK
BY MAKING A COMBAT ROLL



IF THEIR **LIGHT** MEETS THEIR WEAPON
& THEIR **STRIKE** & **FAITH** (**STRENGTH**) ARE
EQUAL TO OR HIGHER THAN YOURS, THEY
HIT. IF ANY OF THESE ARE NOT MET
YOUR **GUARD** IS GOOD,
NOTHING HAPPENS.
—COMBAT ENDS—

IF YOUR **GUARD** FAILS YOU ARE

DISPERSED & REFINED
THE OPPOSING WIELDER ROLLS
THE COLORED DIE
& PLACES YOUR TOKEN
IN THE THUNDER CHAMBER OF
THAT COLOR RESULT. THEN YOU
GAIN THAT REFINEMENT LEVEL.
—COMBAT ENDS—

SWORD DRILL GIFT LIST

THIS GIFT LIST IS NOT THE SAME AS THE BASE RULES.

REFER TO THIS GIFT LIST ONLY WHEN PLAYING IN SWORD DRILL ARENA GAMES. (PvP)

MULTIPLE GIFTS AND/OR BLESSINGS CAN BE USED TOGETHER DURING AN ACTION UNLESS OTHERWISE STATED.

GIFTS OR BLESSINGS OF THE SAME RULE OR NAME CANNOT BE COMBINED ("STACKED") DURING AN ACTION UNLESS OTHERWISE STATED.

ANOINTING – IF YOU ARE DISPERSED AND NOT HAPPY WITH THE COLORED DIE RESULT, YOU MAY MAKE THE OPPOSING PLAYER RE-ROLL THE COLORED DIE ONCE MORE. THIS DOES NOT COST AN ACTION.

ARROWS FROM HEAVEN – ADD A SECOND **STRIKE DIE** TO YOUR RANGED WEAPON COMBAT ROLLS. THE HIGHEST OF THE TWO IS USED TOWARDS YOUR **STRENGTH**.

AVAILITH MUCH – (FREE ACTION) DURING YOUR TEAM'S TURNS, ANY ITEM IN YOUR ARMORY CAN BE EQUIPPED WITHOUT THE COST OF AN ACTION. YOU CANNOT USE THIS GIFT DURING COMBAT.

AWAKE FROM THE DARKNESS – IF AN OPPOSING WIELDER ENTERS YOUR ZONE OF THEIR OWN ACCORD, YOU MAY IMMEDIATELY MAKE A COMBAT ROLL AGAINST THAT WIELDER. THIS DOES NOT COST AN ACTION. THIS GIFT ACTIVATES BEFORE AN OPPONENT CAN MAKE OR CONTINUE WITH ANY ADDITIONAL ACTIONS, INCLUDING FREE ACTIONS. THIS DOES NOT WORK AGAINST WIELDERS USING THE GIFT "PUSH ON."

BARRAGE – IF YOU DISPERSE A WIELDER, YOU MAY MAKE ANOTHER COMBAT ROLL AGAINST ANOTHER WIELDER IN THAT SAME ZONE.

BATTLE CRY – ONCE DURING YOUR TURN, SPEND ONE ACTION TO MAKE A LOUD BATTLE CRY. ALL OPPOSING WIELDERS (DISTANCE 1) MOVE INTO YOUR ZONE. YOU MAY IMMEDIATELY TARGET ONE OF THEM WITH AN EQUIPPED MELEE WEAPON AND MAKE A COMBAT ROLL WITHOUT SPENDING AN ACTION.

BENDED KNEE – YOU HAVE A **+1 LIGHT BOOST** WHEN TARGETING WITH PRAYER WEAPONS. THIS GIFT STACKS WITH ITSELF & OTHER **LIGHT BOOSTS**.

BLADED WINGS – SPEND 2 ACTIONS WHEN TARGETING WITH A RANGED WEAPON. YOU MAY CHOOSE TO ADD A **-1 STRIKE BOOST** OR **+1 FAITH BOOST** AFTER YOU AND YOUR TARGET HAVE BOTH MADE YOUR **COMBAT/ GUARD ROLLS**.

BURST – AFTER SUCCESSFULLY **GUARDING** A STRIKE FROM THE SAME ZONE, IF YOUR **STRIKE DIE** IS EQUAL TO OR HIGHER THAN YOUR OPPONENT'S, THE OPPOSING WIELDER IS **DISPERSED**. IF NOT, NOTHING HAPPENS. YOU MAY ALSO DO THIS AFTER GUARDING A STRIKE BACK. THIS

DOES NOT COST AN ACTION.

COMBINED MIGHT – SPEND 2 ACTIONS. YOU AND AN ALLY IN YOUR ZONE MAY BOTH MAKE A COMBAT ROLL AGAINST A SINGLE OPPOSING WIELDER AT THE SAME TIME. ONLY ONE COMBAT ROLL HAS TO BE SUCCESSFUL TO HIT THE TARGET. THE PLAYER TEAMING UP WITH YOU CANNOT USE ANY GIFTS OR BLESSINGS DURING THIS ACTION. IF BOTH OF YOU MISS, THE STRIKE BACK IS DIRECTED AT THE PLAYER USING THIS ABILITY.

DIVINE PROTECTION – SPEND AN ACTION TO ROLL A **GUIDANCE DIE: TRUST OF 5** AND PLACE A "DIVINE PROTECTION CARD" UNDER YOU OR A TEAMMATE IN YOUR ZONE (COLOR DOES NOT MATTER). OPPOSING PLAYERS CANNOT TARGET YOU FROM A DISTANCE AND YOU GAIN A **-1 STRIKE BOOST** WHEN **GUARDING** HITS FROM THE SAME ZONE. DIVINE PROTECTION CARDS ARE REMOVED AT THE BEGINNING OF THIS WIELDER'S NEXT TURN. DIVINE PROTECTION CARDS WILL MOVE WITH THE PROTECTED WIELDER.

DIVINE SPEED – DURING YOUR TURN, YOU MAY MOVE ONCE WITHOUT SPENDING AN ACTION.

DO NOT FORSAKE – SPEND ONE ACTION TO TARGET A ZONE (DISTANCE 1) CONTAINING AN ALLY BOUND IN COMBAT. PLACE THEM WITH YOU IN YOUR ZONE. YOU CAN PERFORM THIS GIFT EVEN IF YOU ARE BOUND.

DUAL WIELD (BLADES/PRAYERS/CROSSBOWS) – IF BOTH HAND SLOTS ARE EQUIPPED WITH THE MENTIONED WEAPON FORM, ADD A WHITE 20-SIDED DIE TO YOUR COMBAT ROLLS. YOUR BLUE LIGHT DIE REPRESENTS YOUR MAIN HAND AND YOUR WHITE DIE REPRESENTS YOUR ALTERNATE HAND. IF EITHER HAND SUCCEEDS, YOUR TARGET IS HIT. THE BLESSINGS ON EACH CARD STILL APPLY AS NORMAL.

ENDURANCE – YOU HAVE 1 EXTRA ACTION PER TURN.

GUIDE MY HANDS – WHEN DUAL WIELDING (PRAYERS OR CROSSBOWS), YOU MAY CHOOSE A TARGET IN TWO DIFFERENT ZONES. IF BOTH STRIKES ARE SUCCESSFUL, YOU HIT BOTH TARGETS. YOU MUST CALL YOUR WEAPONS AND TARGETS BEFORE MAKING YOUR COMBAT ROLLS. IF BOTH MISS, THE FIRST STRIKE BACK GOES TO THE CLOSEST OPPOSING PLAYER. IF ONLY ONE IS A MISS, THE OTHER DOES NOT STRIKE BACK.

GUIDED STRIKE – **+1 DISTANCE** TO RANGED WEAPONS. YOU MAY ALSO TARGET OUTSIDE OF YOUR ZONE EVEN IF YOU ARE BOUND.

HEAVEN'S BREATH – IF AN OPPOSING WIELDER SUCCESSFULLY GUARDS, THEY BECOME FROZEN. FROZEN PLAYERS CANNOT USE ITEMS IN THEIR HANDS (SEE FROZEN PVP PAGE 40).

HEAVEN'S STRENGTH (PRAYER/RANGED/MELEE/ANY) – WHEN MAKING A COMBAT ROLL WITH THE SPECIFIED WEAPON, YOU HAVE A **-1 STRIKE BOOST**. ALSO, GAIN A **-1 STRIKE BOOST** TO **GUARD** ROLLS IF YOU HAVE ARMOR EQUIPPED.

HOLY HANDS (MELEE/RANGED) – (FREE ACTION) ALL OF THE *SPECIFIED WEAPON TYPE* IN YOUR ARMORY CAN BE *EQUIPPED* OR *TRADED* WITH ANOTHER ALLY IN YOUR ZONE *WITHOUT SPENDING AN ACTION*. YOU CANNOT USE THIS GIFT DURING COMBAT. YOU CANNOT USE THIS IF YOU ARE SWAPPING ONE WEAPON TYPE FOR ANOTHER.

IN HIS TIME – IF YOU MISS, YOU CAN RE-ROLL YOUR **LIGHT DIE**, ONCE. THE NEW RESULT TAKES THE PLACE OF THE PREVIOUS ONE. OPPOSING PLAYERS CANNOT STRIKE BACK IF THE FIRST ROLL IS A MISS. IF USING “**DUEL WIELD**,” YOU MAY RE-ROLL 1 OR BOTH HANDS.

INTERVENTION – (THIS CANNOT BE DONE IF BOUND) SPEND AN ACTION TO MOVE INTO AN OPPOSING WIELDER'S ZONE. THEN, WITHOUT SPENDING AN ACTION, MAKE A *COMBAT ROLL* USING A *MELEE WEAPON* ON ANY SINGLE *TARGET* IN THAT ZONE. THIS MAY ALSO BE USED WHEN MAKING A STRIKE BACK. “**AWAKE FROM THE DARKNESS**” INTERRUPTS THIS GIFT.

IMMANUEL (PRAYER/RANGED/MELEE/ANY) – IF YOU MAKE A SUCCESSFUL HIT WITH THE MENTIONED WEAPON TYPE, MAKE A FREE GUIDANCE PRAYER BEFORE ANY OTHER ACTIONS ARE TAKEN.

JAWBONE – WHEN MAKING A COMBAT ROLL, YOU MAY RE-ROLL YOUR **STRIKE DIE** ONCE IF YOUR **STRENGTH** IS NOT ENOUGH. THE NEW RESULT TAKES THE PLACE OF THE PREVIOUS ONE. DOES NOT STACK.

JOYFUL – YOU HAVE A **+1 GUIDANCE BOOST**.

LEAP OF FAITH – IF YOU ARE *BOUND IN COMBAT*, SPEND AN ACTION TOKEN TO *MOVE* INTO AN ADJACENT ZONE. THEN, *WITHOUT SPENDING AN ACTION*, TARGET ONE WIELDER BACK IN THE ZONE YOU LEFT USING A RANGED WEAPON AND MAKE A COMBAT ROLL. YOU CAN PERFORM THIS GIFT EVEN IF YOU ARE BOUND IN THE NEW ZONE.

OPENED EYES – CANNOT BECOME FROZEN.

PETRA – WHEN **GUARDING**, YOU MAY RE-ROLL YOUR **FAITH DIE** ONCE IF YOUR **STRENGTH** IS NOT ENOUGH. DOES NOT STACK.

PRAYER WARRIOR – YOU MAY USE YOUR ACTION TOKENS AS IF THEY ARE **GUIDANCE PRAYER** TOKENS.

A PROMISE KEPT – (DISTANCE ANY) ON A SUCCESSFUL HIT AGAINST AN OPPOSING WIELDER, THAT PLAYER MUST GIVE YOU 1 ITEM FROM THEIR ARMORY, YOUR CHOICE. CANNOT TAKE WEAPONS THAT CAN'T BE TAKEN.

PUSH ON – *SPEND 2 ACTIONS* TO MOVE INTO A ZONE CONTAINING OTHER WIELDERS (ALLIES OR OPPOSING). YOU MAY CHOOSE TO PUSH ONE UP TO ALL OF THEM INTO ANY ADJACENT ZONE(S) (DIRECTION: PLAYER'S CHOICE). THIS MAY ONLY BE DONE ONCE DURING YOUR TURN. CANNOT BE USED IF BOUND IN COMBAT OR WITH THE GIFT “**INTERVENTION**.”

RADIANCE – YOU HAVE A **+1 LIGHT BOOST**. THIS GIFT STACKS WITH ITSELF AND OTHER **LIGHT BOOSTS**.

REPRIEVE – ONCE DURING YOUR TURN, YOU MAY SPEND AN ACTION TO SWAP YOURSELF WITH ANOTHER ALLY THAT IS BOUND IN AN ADJACENT ZONE. THEN MAKE A COMBAT ROLL WITHOUT SPENDING ANOTHER ACTION.

“**SPIRIT, GUIDE THEM!**” – (FREE ACTION) IF YOU HAVE THIS GIFT, PLACE A “**PAGE OF LIGHT**” ON YOUR DISPLAY. ONCE, ANY TIME DURING YOUR TEAM'S TURN, YOU MAY OFFER IT TO ANOTHER WIELDER (DISTANCE ANY) TO USE AS AN ACTION OR GUIDANCE PRAYER TOKEN AT THAT MOMENT. RESET THIS TOKEN AT THE BEGINNING OF YOUR TEAM'S TURN.

STRENGTH OF SAMPSON – ONCE YOUR ACTION/GUIDANCE TOKENS ARE ALL SPENT, YOU MAY ROLL YOUR **GUIDANCE DIE**. ON A **TRUST OF 7**, MAKE ONE FINAL COMBAT ROLL USING AN EQUIPPED MELEE WEAPON WITH A **+1 LIGHT BOOST** AND A **+1 FAITH BOOST**.

STRONG DISCERNMENT – WHEN MAKING **GUIDANCE PRAYERS**, YOU MAY RE-ROLL YOUR **GUIDANCE DIE** ONCE IF YOUR **TRUST** WAS NOT ENOUGH. THE NEW RESULT TAKES THE PLACE OF THE PREVIOUS ONE.

TIMED PRECISION – *THIS DOES NOT TAKE AN ACTION*. IF AN ALLY'S **GUARD** FAILS DURING COMBAT, YOU MAY INTERRUPT THEM FROM BEING **DISPERSED** AND MAKE A COMBAT ROLL TARGETING THE ATTACKING WIELDER. BUT, IF YOU MISS AND THE OPPOSING WIELDER'S STRIKE BACK IS SUCCESSFUL, YOU AND YOUR ALLY ARE BOTH **DISPERSED**.

TREAD LIGHTLY – YOU CANNOT BE BOUND IN COMBAT.

TREASURES IN HEAVEN – DRAW 1 EXTRA DISCERNMENT CARD FOR EACH CARD EARNED.

TURN THE CHEEK – IF YOU DISPERSE A WIELDER WITH YOUR MAIN HAND, YOU MAY MAKE ANOTHER COMBAT ROLL WITH YOUR ALTERNATE HAND WITHOUT SPENDING ANOTHER ACTION.

UNBREAKABLE – YOU HAVE A **+1 FAITH BOOST**. THIS ABILITY STACKS WITH OTHER **FAITH BOOSTS**. ALSO, IF ANOTHER WIELDER IN YOUR ZONE **GUARDS** AN ATTACK AND IT FAILS YOU MAY MAKE A **GUARD** ROLL AT THAT MOMENT TO **GUARD** FOR THEM. THIS DOES NOT TAKE AN ACTION. IF YOUR **GUARD** FAILS, YOU ARE **DISPERSED** INSTEAD. DOES NOT STACK WITH ITSELF.

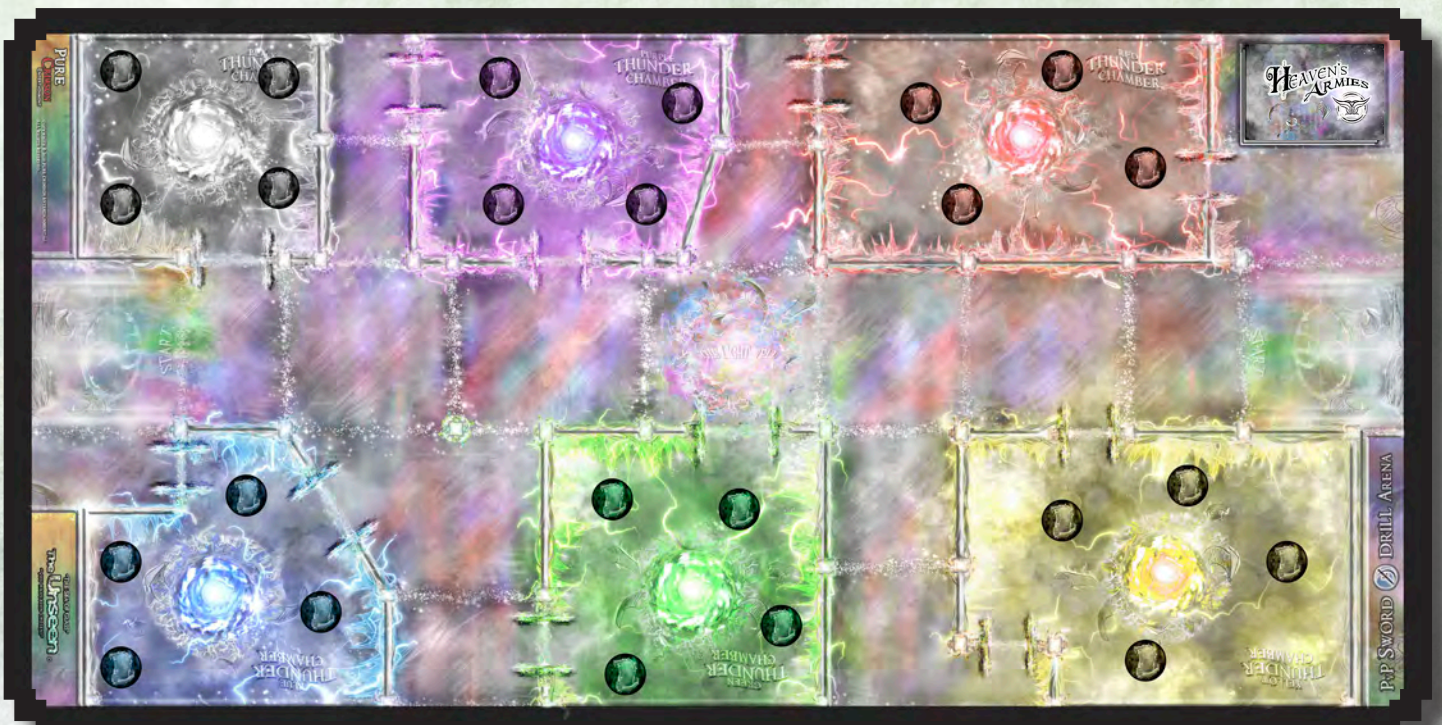
WORD WIELDER – (FREE ACTION) IF YOU HAVE THIS GIFT, PLACE A “**PAGE OF LIGHT TOKEN**” ON YOUR DISPLAY. ANY TIME DURING YOUR TEAM'S TURN, YOU MAY SPEND THIS PAGE TOKEN AS IF IT WERE AN ACTION TOKEN TO MAKE A COMBAT ROLL USING A PRAYER TYPE WEAPON (IF ONE IS EQUIPPED). RESET THIS TOKEN AT THE BEGINNING OF YOUR TEAM'S TURN.

STORM OF PAGES

Welcome, *Word Wielders*, to the *Sea of Glass*. Today's game is the Storm of Pages. The Objective is for your team to gather 1 page of every color from each of the *storm-filled Thunder Chambers*.

Once your team has one of each color, you can build a Seal & gain a Refinement Level of your choosing. Once a team has built 3 Seals, the game enters into an "Elimination Round." The Seals your team has collected now act as respawn tokens. The last team standing wins.

Word Wielders, are you ready? Let the Games begin!



OVERVIEW & OBJECTIVES

2 Teams of 1-3 Players


- GATHER 1 PAGE OF LIGHT OF EACH COLOR & TURN THEM IN TO BUILD SEALS.
- ONCE ANY TEAM HAS BUILT 3 SEALS, THE GAME ENTERS AN "ELIMINATION ROUND."
- THE LAST TEAM STANDING WINS.

WHITE REFINEMENT LEVEL: IF YOU ROLL A **PERFECT LIGHT (20 LIGHT & 10 FAITH)**, ALL WIELDERS ON YOUR TEAM GAIN THEIR WHITE REFINEMENT LEVEL FOR THE REMAINDER OF THE GAME.

Setup

- **CHOOSE YOUR WORD WIELDERS AND PLACE THEM IN A STARTING ZONE.** STARTING ZONES ARE AT THE END OF ANY STREET AS SHOWN IN THE DIAGRAM (PLAYER'S CHOICE).
- **PLACE 4 OF EACH PAGE COLOR IN THEIR ASSOCIATED THUNDER CHAMBERS.**

NOW, LET THE GAMES BEGIN! GAMEPLAY RULES & OBJECTIVES

- **ROLE FOR LEADERSHIP TO DETERMINE WHO GOES FIRST**
- **HEAD TO ANY THUNDER CHAMBER TO OBTAIN A PAGE**
ONCE YOU ARE IN A THUNDER CHAMBER, YOU MAY SPEND AN ACTION TO TAKE A PAGE OF LIGHT TOKEN. YOUR TEAM MAY ONLY CARRY ONE OF EACH COLORED PAGE OF LIGHT TOKEN AT A TIME. THE CHAMBER MUST BE CLEAR OF ANY OPPOSING WIELDERS BEFORE YOU CAN TAKE A PAGE OF LIGHT (UNLESS THEY ARE FROZEN.)
- **IF YOU ARE DISPERSED, YOU LOSE A PAGE**
THE PLAYER THAT DISPERSED YOU CAN TAKE ANY ONE OF YOUR TEAM'S COLLECTED PAGES (THEIR CHOICE). THE PAGE TOKEN MUST BE TAKEN BEFORE THE COLORED DIE IS ROLLED AND YOU ARE DISPERSED.
- **ONCE YOU HAVE ONE PAGE FROM EACH CHAMBER**  **SEAL TOKEN**
AS A FREE ACTION, RETURN ALL OF YOUR PAGES BACK TO THEIR THUNDER CHAMBERS AND TAKE ONE **SEAL TOKEN**. YOUR TEAM THEN REVEALS THE REFINEMENT LEVEL OF THEIR CHOOSING (EXCEPT WHITE). **SEALS** CANNOT BE TAKEN BY OTHER PLAYERS. COLLECTED PAGES & **SEALS** ARE SHARED AMONGST YOUR TEAM, REGARDLESS OF WHERE YOU ARE.
- **ONCE A TEAM HAS 3 SEALS, THE GAME ENTERS A RESPAWN ELIMINATION ROUND**
IF A PLAYER IS HIT, THEIR TEAM MUST DISCARD ONE OF THEIR TEAM'S **SEALS** BEFORE BEING DISPERSED. IF A PLAYER IS DISPERSED AND THEIR TEAM IS OUT OF **SEALS**, THAT PERSON IS OUT OF THE GAME.

LAST TEAM STANDING WINS!

ALL OTHER PVP BASE RULES APPLY

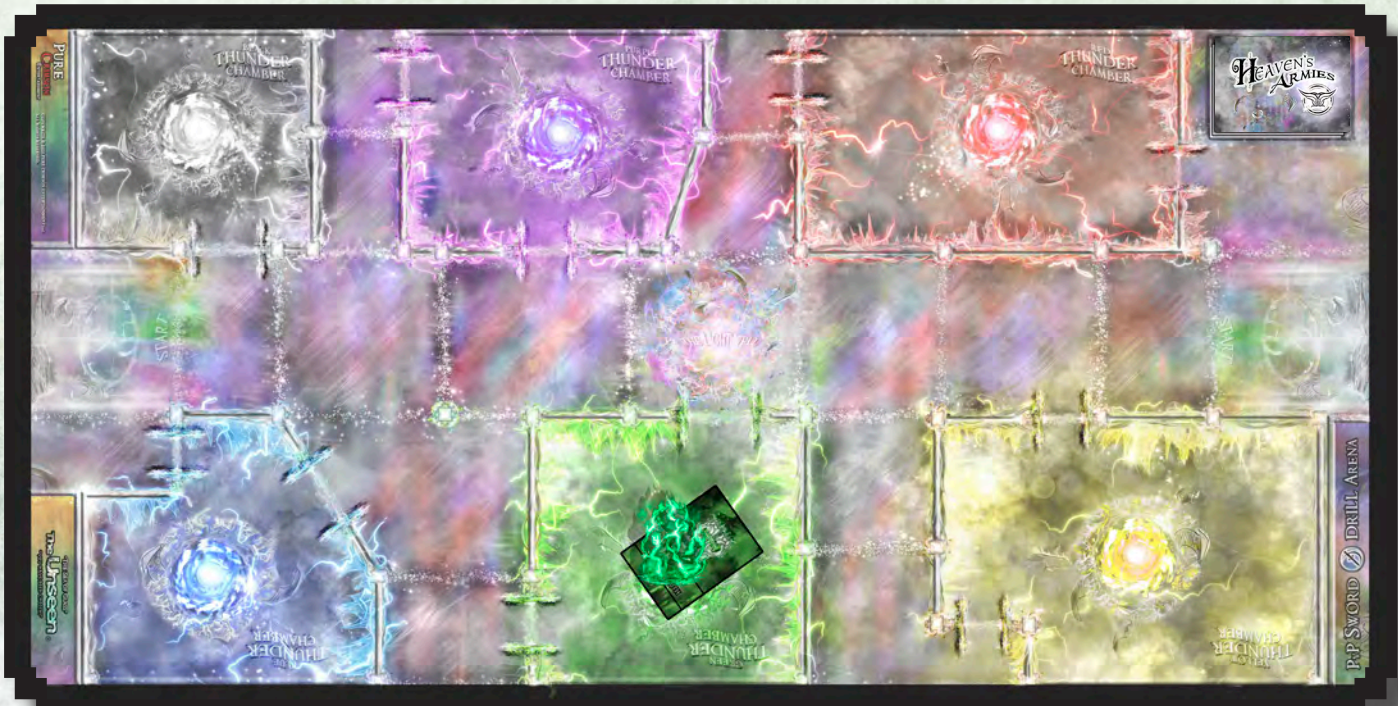
TESTED ARMOR

Welcome, Word Wielders, to the Sea of Glass. This is the game of *Tested Armor*. Two teams will race against each other to gather as many pieces of *Armor* as possible.

As each piece is revealed, a wall of *Divine Protection* will appear encasing the *Armor* in a *hedge of fire and crystal*. This wall must be destroyed before you can gain access to the *Armor* concealed within.

If you or a member of your team shatters the wall first, everyone on that team will be immediately be *Refined by that Armor*. The first team to gather 4 pieces of *Armor* wins.

Let the Games Begin!



OVERVIEW & OBJECTIVES

2-3 Teams of 1-3 Players

- TARGET AND SUCCESSFULLY HIT THE DIVINE PROTECTION COVERING THE ARMOR OF LIGHT TO GAIN THAT ARMOR CARD.
- ONCE ALL THE ARMOR IS FOUND, THE TEAM WITH THE MOST ARMOR WINS. IF THERE IS A TIE (3 TO 3), THE GAME ENTERS AN *ELIMINATION ROUND*.
- **ELIMINATION ROUND:** IF YOU ARE HIT, YOU ARE OFF THE BOARD. THE LAST TEAM STANDING WINS!

WHITE REFINEMENT LEVEL: ALL PLAYERS START WITH THE WHITE REFINEMENT LEVEL REVEALED.

Setup

- **SHUFFLE THE 6 ARMOR OF LIGHT CARDS**

DRAW THE TOP CARD AND PLACE IT FACE UP IN THE THUNDER CHAMBER OF ITS COLOR. THEN PLACE THE DIVINE PROTECTION CARD OF ITS COLOR OVER THE TOP. NOW, SET THE ARMOR OF LIGHT DECK OFF TO THE SIDE.

- **CHOOSE YOUR WORD WIELDERS & PLACE THEM IN THEIR STARTING ZONE**

FLIP A COIN TO PICK STARTING ZONES.

NOW, LET THE GAMES BEGIN! GAMEPLAY RULES & OBJECTIVES

- **ROLE FOR LEADERSHIP TO DETERMINE WHO GOES FIRST**

- **HEAD TO THE THUNDER CHAMBER THAT CONTAINS THE ARMOR**

ONCE YOU ARE IN THE CHAMBER, TARGET THE DIVINE PROTECTION OVER THE ARMOR AND MAKE A COMBAT ROLL. YOUR **LIGHT** **REQUIERMENT** MUST HIT AND YOUR **FAITH** & **STRIKE** DICE MUST EQUAL **7 STRENGTH** OR BETTER TO DESTROY IT & GAIN THE ARMOR UNDERNEATH. YOU CANNOT TARGET THE WALL IF YOU ARE BOUND IN COMBAT. THUNDER CHAMBERS MUST BE CLEAR OF ALL OPPOSING PLAYERS (UNLESS THEY ARE FROZEN). IF AN OPPOSING TEAM'S ANGEL IS IN THE THUNDER CHAMBER, YOU CANNOT TARGET THE WALL. IF THE WALL IS DESTROYED, YOU IMMEDIATELY GAIN THAT PIECE OF ARMOR.

- **YOU MUST BE IN THE CHAMBER TO STRIKE THE WALL**

YOU CANNOT TARGET THE WALL FROM A DISTANCE. ANGELS WILL NOT DIRECTLY AFFECT THE WALLS, BUT YOU STILL GAIN THEIR PERKS & BOOSTS WHEN TARGTING THE WALLS. IF YOU ARE DISPERSED AND SENT TO THE THUNDER CHAMBER COLOR YOU ARE CURRENTLY IN, RE-ROLL.

- **ONCE A WALL IS SUCCESSFULLY HIT**

REMOVE IT FROM THE BOARD AND GAIN THE ARMOR UNDERNEATH. YOU AND YOUR TEAM GAIN THAT CARD & THAT REFINEMENT LEVEL. IF YOU ALREADY HAVE THAT LEVEL, KEEP THE CARD AND DRAW A HEAVEN'S ARMIES CARD INSTEAD.

- **DRAW THE NEXT CARD FROM THE ARMOR OF LIGHT DECK**

PLACE IT FACE UP IN ITS MATCHING COLORED THUNDER CHAMBER AND THEN PLACE THE DIVINE PROTECTION CARD OF ITS COLOR ON TOP. CONTINUE PLAY.

- **THE FIRST TEAM TO COLLECT 4 ARMOR OF LIGHT CARDS WINS!**

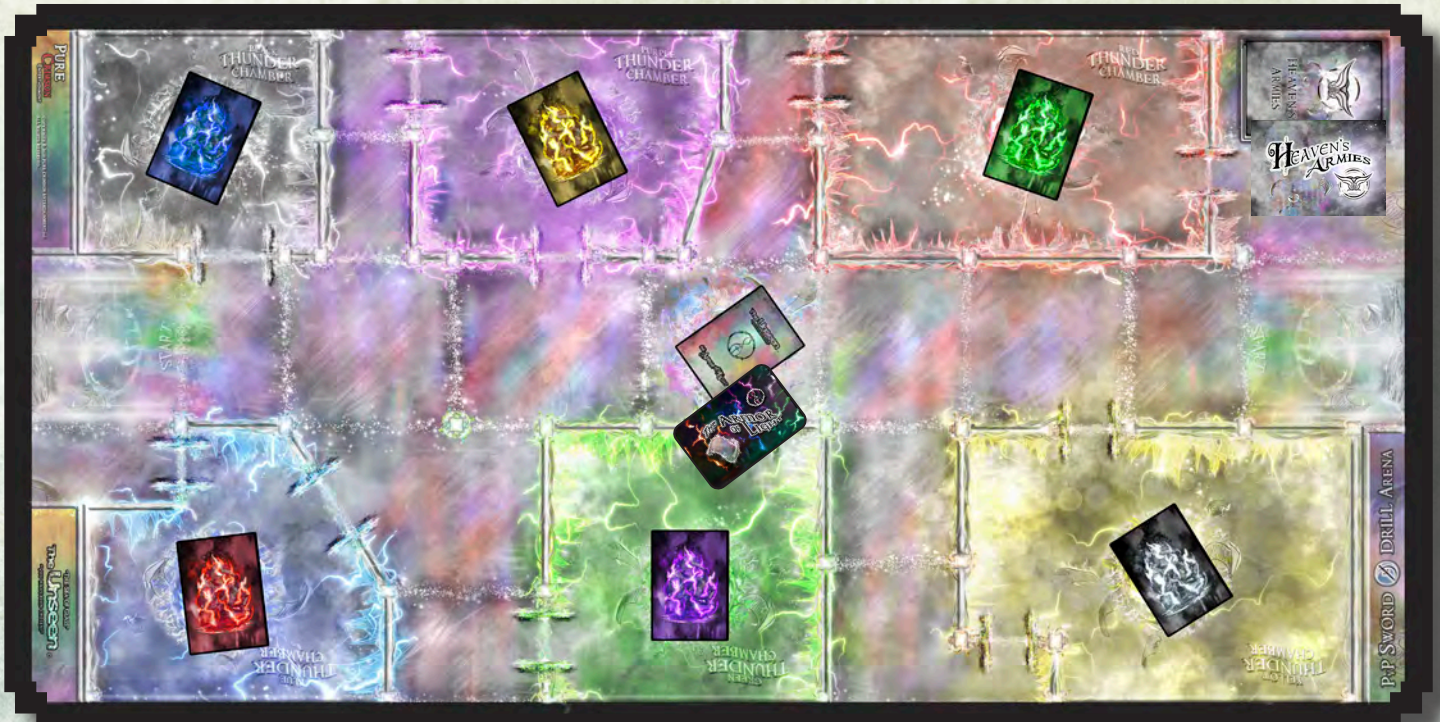
- **IF THERE'S A TIE, THE GAME ENTERS AN ELIMINATION ROUND**

IF YOU ARE DISPERSED, YOU ARE REMOVED FROM THE GAME. THE LAST TEAM STANDING WINS.

ALL OTHER PVP BASE RULES APPLY

TUNING THE FORGE

Welcome, *Word Wielders*, to the *Sea of Glass*. The Forges of each *Thunder Chamber* have been rearranged. Your team's task is to use your *Time, Talent, & Treasures* to tune the Forge of each Thunder Chamber to its proper color. This is a game of tactics, cunning, and speed; and a little bit of discernment won't hurt either. *Word Wielders*, are you ready? Let the Games begin!



OVERVIEW & OBJECTIVES

2 Teams of 1-3 Players

- HEAD TO THE LIGHT WELL AND BE THE FIRST TO GRAB THE ARMOR OF LIGHT CARD.
- TAKE THAT ARMOR PIECE TO THE DIVINE PROTECTION CARD (FORGE) OF THAT COLOR.
- WITH THAT ARMOR OF LIGHT CARD IN YOUR ARMORY, TARGET AND HIT THE FORGE TO TUNE IT.
IF SUCCESSFUL, YOU AND YOUR TEAM KEEP THAT ARMOR AND ARE REFINED BY ITS MATCHING COLOR.
- ONCE ALL THE FORGES ARE TUNED, THE TEAM WITH THE MOST PIECES OF ARMOR WINS.

WHITE REFINEMENT LEVEL:

IF YOU ROLL A **PERFECT LIGHT (20 LIGHT & 10 FAITH)** ALL WIELDERS ON YOUR TEAM GAIN THEIR WHITE REFINEMENT LEVEL FOR THE REMAINDER OF THE GAME.

Setup

- **CHOOSE YOUR WORD WIELDERS AND PLACE THEM IN THEIR STARTING ZONE**

FLIP A COIN TO PICK STARTING ZONES.

- **SHUFFLE THE 6 ARMOR OF LIGHT CARDS**

DRAW THE TOP CARD AND WITHOUT LOOKING AT IT PLACE IT FACE DOWN IN THE LIGHT WELL. NOW SET THE ARMOR OF LIGHT DECK OFF TO THE SIDE FACE DOWN WHERE YOU CAN REACH THEM.

- **PLACE THE 6 DIVINE PROTECTION CARDS IN THE COLOR CHAMBERS AS SHOWN ON THE LEFT**

NOW, LET THE GAMES BEGIN!

GAMEPLAY RULES & OBJECTIVES

- **ROLE FOR LEADERSHIP TO DETERMINE WHO GOES FIRST**

- **HEAD TO THE LIGHT WELL & BE THE FIRST TO GRAB THE ARMOR OF LIGHT**

ONCE YOU ENTER THE ZONE CONTAINING THE ARMOR OF LIGHT CARD, SPEND ONE ACTION TO GRAB IT. THE ZONE MUST BE CLEAR OF ANY OPPOSING WIELDERS (UNLESS THEY ARE FROZEN). PLACE THE ARMOR CARD ON TOP OF YOUR ARMORY DECK AND HEAD TO THE THUNDER CHAMBER CONTAINING THE DIVINE PROTECTION CARD OF THE MATCHING COLOR. IF YOU'RE DISPERSED WHILE CARRYING AN ARMOR CARD, YOU MUST DROP IT FACE UP IN THE ZONE YOU WERE DISPERSED FROM. THAT ARMOR CARD IS NOW UP FOR GRABS!

- **TUNE THE FORGE**

WHEN YOU ENTER THE CHAMBER CONTAINING THE DIVINE PROTECTION CARD MATCHING THE ARMOR YOU CARRY, TARGET IT AND MAKE A COMBAT ROLL USING ANY WEAPON. YOUR **LIGHT REQUIRMENT** MUST HIT AND YOUR **FAITH & STRIKE** DICE MUST EQUAL **7 STRENGTH** OR BETTER TO TUNE THE FORGE (DIVINE PROTECTION CARD). BEFORE YOU CAN TARGET THE FORGE, ITS ZONE MUST BE CLEAR OF ANY OPPOSING WIELDERS (UNLESS THEY ARE FROZEN). IF YOUR HIT IS SUCCESSFUL, THAT FORGE IS TUNED! PLACE YOU, ANY TEAMATES SHARING YOUR ZONE, THE DIVINE PROTECTION CARD IN ITS CORRECT THUNDER CHAMBER, AND PLACE THE CARD FROM THE TUNED CHAMBER IN THE ONE YOU JUST CAME FROM.

EXAMPLE: *You're alone in the Blue Thunder Chamber and you successfully hit the Red Divine Protection Card. Place you and it in the Red Thunder Chamber. The Purple Divine Protection Card located in the Red Thunder Chamber is now placed in the Blue Thunder Chamber you just left. You and you teamates now gain the Red Armor Piece and that Refinement level. If that color has already been gained, draw a Heaven's Armies Card instead. Now place a new Armor Card in the Light Well face down and continue playing.*

NOTE: IF YOU GRAB AN ARMOR CARD THAT MATCHES AN ALREADY TUNED CHAMBER, YOUR TEAM IS AUTOMATICALLY REFINED AND GAINS THAT ARMOR CARD. ONCE ALL THE FORGES ARE TUNED, THE GAME IS OVER. THE TEAM WITH THE MOST ARMOR CARDS WINS.

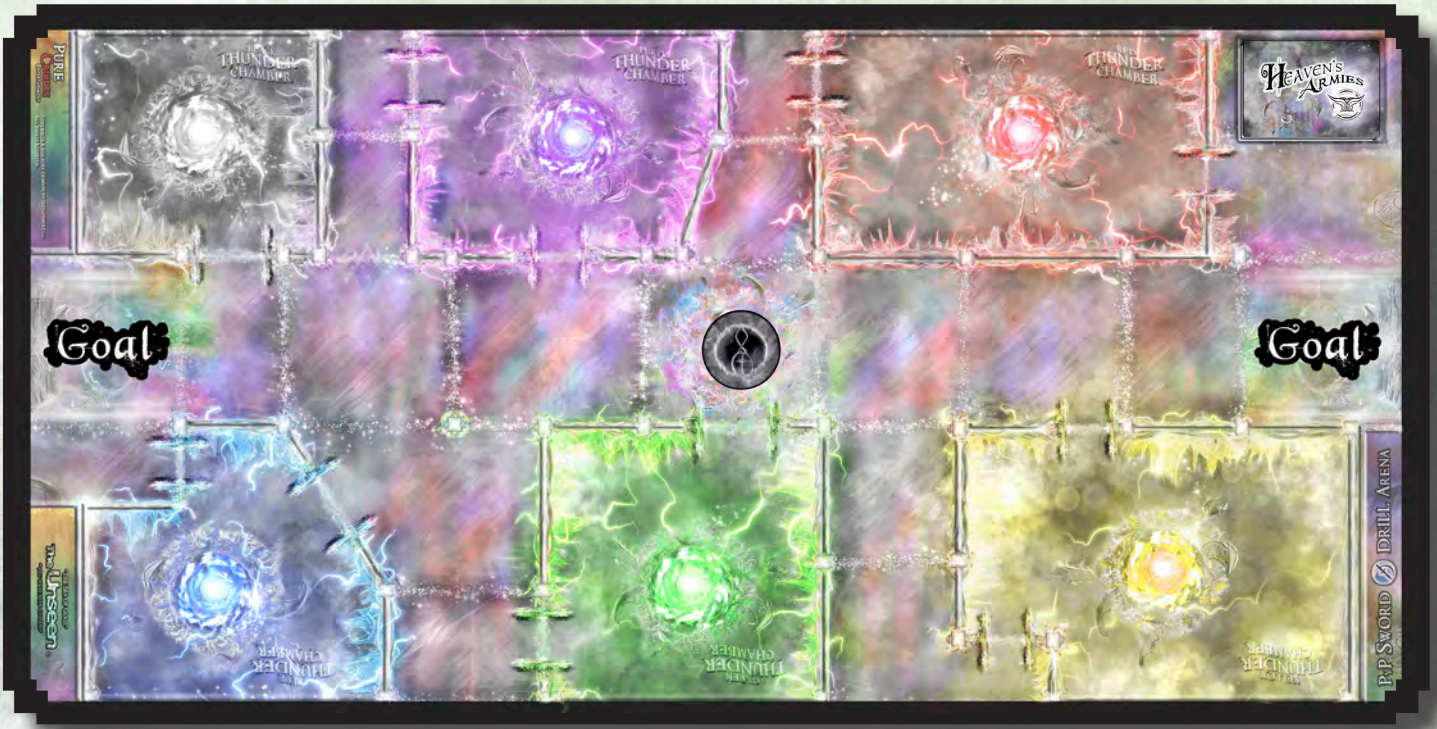
- **IF IT'S A TIE, THE GAME ENTERS AN ELIMINATION ROUND**

IF YOU ARE DISPERSED, YOU ARE REMOVED FROM THE GAME. LAST TEAM STANDING IS THE WINNER.

ALL OTHER PVP BASE RULES APPLY

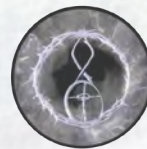
LIGHT CHASERS

Welcome, Word Wielders, to the Sea of Glass. The objective is for your team to retrieve the Seal from The Light Well and bring it back to your Zone. The first team to Capture 3 Seals wins.
Let the Games begin!



OVERVIEW & OBJECTIVES

2 Teams of 1-3 Players



SEAL TOKEN

- TO CAPTURE THE SEAL, COLLECT IT FROM THE LIGHT WELL AND BRING IT BACK TO YOUR STARTING ZONE. THE FIRST TEAM TO CAPTURE 3 SEALS WINS!

WHITE REFINEMENT LEVEL:

IF YOU ROLL A **PERFECT LIGHT** (20 LIGHT & 10 FAITH), ALL WIELDERS ON YOUR TEAM GAIN THEIR WHITE REFINEMENT LEVEL FOR THE REMAINDER OF THE GAME.

Setup

- **CHOOSE YOUR WORD WIELDERS AND PLACE THEM IN THEIR STARTING ZONE**

FLIP A COIN TO PICK STARTING ZONES.

- **PLACE A SEAL TOKEN IN THE MIDDLE OF THE MAP IN THE LIGHT WELL**

NOW, LET THE GAMES BEGIN!

GAMEPLAY RULES & OBJECTIVES

- **ROLE FOR LEADERSHIP TO DETERMINE WHO GOES FIRST**

- **ADVANCE TOWARD THE SEAL.**

ONCE YOU ARE IN A ZONE WITH THE SEAL AND IT HAS BEEN CLEARED OF ANY OPPOSING WIELDERS (OR IF THEY ARE FROZEN), YOU MAY SPEND 1 ACTION TO GRAB IT AND PLACE IT ON YOUR WIELDER'S DISPLAY. IF YOU ENTER YOUR TEAM'S STARTING ZONE WHILE CARRYING THE LANTERN, IT IS CAPTURED. YOUR STARTING ZONE MUST BE CLEAR OF ANY OPPOSING WIELDERS FOR THIS TO HAPPEN. SET THE SEAL TOKEN OFF TO THE SIDE FOR YOUR TEAM, AND THEN PLACE A NEW SEAL IN THE LIGHT WELL.

- **GATHER YOUR REWARDS:** ONCE YOU HAVE CAPTURED A SEAL, YOUR TEAM GAINS A REFINEMENT LEVEL OF THEIR CHOOSING (EXCEPT WHITE) AND EACH MEMBER DRAWS A DISCERNMENT CARD.

NOTE: IF YOU HAVE AN ABILITY THAT KEEPS YOU FROM BEING BOUND IN COMBAT, SUCH AS "TREAD LIGHTLY," AND YOU ARE IN A ZONE WITH AN UNCLAIMED SEAL AND AN OPPOSING WIELDER, YOU MAY SPEND AN ACTION TO GRAB THE SEAL.

- **IF YOU ARE DISPERSED OR BECOME FROZEN WHILE CARRYING A SEAL**

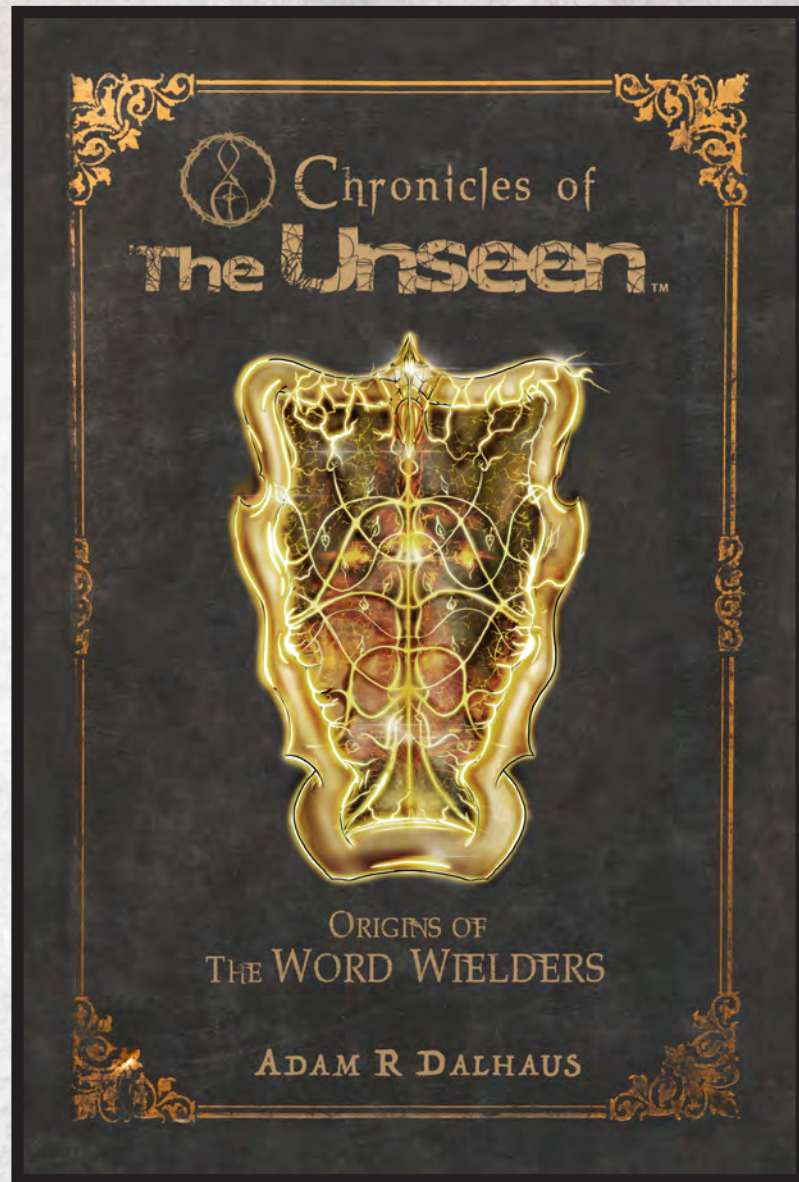
DROP THE SEAL TOKEN IN THE ZONE YOU WERE DISPERSED FROM OR FROZEN IN. NOW IT'S UP FOR GRABS AGAIN.

- **NO "PORTAL OF LIGHT" IN THIS GAME MODE**

- **IF THE OPPOSING PLAYER HAS A SEAL AND MOVES INTO YOUR STARTING ZONE, IT IS NOT DELIVERED TO YOU.**

FIRST TEAM TO CAPTURE 3 SEALS WINS!

ALL OTHER PVP BASE RULES APPLY



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ABOUT THE AUTHORS

A couple of crazy kids with crazy ideas—
just living on a prayer...and junk food mostly.
Adam & Linda Dalhaus live in the rural desert of Reno, Nevada
with their small but mighty warrior, Baxter (aka Bucket).



PvP GAMEPLAY SUMMARY

CHOOSE A GAME MODE. SET UP THE BOARD. CHOOSE YOUR WORD WIELDER(S) AND SET UP THEIR DISPLAYS ACCORDINGLY.

EACH WORD WIELDER STARTS WITH:

***1 GUIDANCE PRAYER TOKEN**

***2 ACTION TOKENS**



1

CHOOSE YOUR GAME MODE.
READ THE OBJECTIVES.
PLACE YOUR WIELDERS IN
THEIR STARTING ZONES &
ROLL FOR LEADERSHIP.

2

STARTING WITH THE PLAYER
WITH LEADERSHIP, EACH
PLAYER TAKES THEIR TURN,
SPENDING THEIR ACTION
& GUIDANCE PRAYER
TOKENS.

3

AS EACH PLAYER FINISHES
THEIR ACTIONS, CONTINUE
IN A CLOCKWISE ROTATION
AROUND THE TABLE.

4

CONTINUE UNTIL A TEAM
HAS MET THE OBJECTIVE(S)
OF THE GAME & WINS!

PvP COMBAT ROLL ACTION TREE



YOUR HIT SUCCEEDS

IF YOUR **LIGHT DIE** IS A 12
OR BETTER.
LIGHT BOOSTS ADD TO
YOUR LIGHT DIE RESULT



THE OPPOSING WIELDER
MUST **GUARD**
BY ROLLING THEIR **STRIKE** &
FAITH DICE TOGETHER. THE
COMBINED TOTAL (**STRENGTH**) MUST
BE EQUAL TO OR BETTER THAN THE TOTAL OF
YOUR **STRENGTH** TO SUCCEED.
IF THEIR
GUARD IS GOOD,
NOTHING HAPPENS.
—COMBAT ENDS—

IF THEIR **GUARD** FAILS

THEY ARE
DISPERSED & REFINED
ROLL THE COLORED DIE.
PLACE THEIR TOKEN IN
THE THUNDER CHAMBER OF
THAT COLOR. THEN THEY
GAIN THAT REFINEMENT LEVEL.
—COMBAT ENDS—



YOU MISS

IF YOUR **LIGHT DIE** IS
11 OR BELOW.



THE TARGETED WIELDER
STRIKES BACK
BY MAKING A COMBAT ROLL
IF THEIR **LIGHT** MEETS THEIR WEAPON
& THEIR **STRIKE** & **FAITH** (**STRENGTH**) ARE
EQUAL TO OR HIGHER THAN YOURS, THEY
HIT. IF ANY OF THESE ARE NOT MET
YOUR **GUARD** IS GOOD,
NOTHING HAPPENS.
—COMBAT ENDS—

IF YOUR **GUARD** FAILS

YOU ARE
DISPERSED & REFINED
THE OPPOSING WIELDER ROLLS
THE COLORED DIE
& PLACES YOUR TOKEN
IN THE THUNDER CHAMBER OF
THAT COLOR RESULT. THEN YOU
GAIN THAT REFINEMENT LEVEL.
—COMBAT ENDS—

The Unseen™

"YOU HAVE BEEN CHOSEN!"

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