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COMPONENTS

Booklet (1)

• This Guide (Rules & Scenarios)

Cards Hexagon (24)

- Arechi Wastes (1 Monster, 1 Event)
- Oppenheim (1 Monster, 1 Event)
- Oakenmoor (1 Monster, 1 Event)
- The Baiyu (1 Monster, 1 Event)
- Lunaridge (1 Monster, 1 Event)
- The Drear (1 Monster, 1 Event)



Dusk (9 Monsters, 3 Rifts)



Cards Large (3)



Cards Standard

Character cards (63)



Turn Order Cards (2)





Cubes (10)



Miniatures (19)

• Characters (4)



Corrupted (3)



• Dark Rifts (6)



• Globlins (6)



Player Boards (2)



Tokens (57)

• Ame Token (1)



Anima Tokens (3)



Bloom/Decay Elemental (1)



• Charge Counters (12)



Doom Counters (6)



Forgelings (3)



Resilience Tokens (24)



Scenario Tokens (6)



Talons: Carried/Dropped (1)



INTRODUCTION

Shadows have fallen over Hara; the bastion of beauty and free expression has become warped by powers of its own design. With so many strong-willed souls all creating in one space, it was only a matter of time before the edges started to crack. Now the evil serpent, Doubt, is spreading, corrupting paradise from within. Dark Rifts are emerging to poison the land around them, and the Kensei, Hara's stewards, are becoming increasingly demanding of the poor souls that have been brought to this world.

OVERVIEW

The Chaos on Hara Expansion adds four new playable characters, along with the components necessary for five and six player games. Go deeper into the world of Hara with new Monsters and Event cards for each World, and face of against four vicious new Corrupted foes. This expansion contains sixteen new Scenarios for you to fight your way through, including four new solo Scenarios and four ultra-hard "Challenges From the Void."

NOTE: It is recommended that players familiarize themselves with the core game before introducing any aspect of the Chaos on Hara expansion. If you have played a few Versus Arena matches and at least one solo/cooperative Scenario with just the core components, you should be good to go.

INCORPORATING THIS EXPANSION

This box contains twelve new cards for the core game's Dusk deck. These cards should be shuffled in with the regular Dusk cards, and treated the same way. Note that this will alter the ratios necessary for some of the Scenarios found in the core game. See "Changes to Core Scenarios" on pg. 4. Additionally, Chaos on Hara includes two new cards for each World deck - one Monster and one Event card per World deck. These cards should be added to their respective decks and treated as normal; however, when setting up the World decks at the start of each game, players will now shuffle and remove three Event cards, instead of just two. The result will be fifteen-card World decks, containing ten Monsters and five Events each. It is imperative that these ratios be maintained and that a new set of five Event cards for each World be randomly chosen at the start of every new game session.

REMINDER: If an effect would cause you to search for a specific card, first look through the designated deck, then the common discard pile. If the card is not in either location, search the out of play cards kept in the game box (such as the three unused Events from each World deck) — those cards will still be spawned into play as a result of the search effect.

FIFTH AND SIXTH PLAYER

Chaos on Hara contains the player boards, cubes, and Turn Order

cards required for five and six player games. Players should only incorporate Turn Order cards equal to the number of players. For example, in a five player game, the sixth Turn Order card is not used. Players should be aware that five or six player games are quite epic in scope and can take additional time (not to mention tablespace). When playing with large groups, it is suggested that players begin taking their turn as soon as the previous player begins his or her Monster Attack phase (in order to speed up the rate of play).

CHANGES TO CORE SCENARIOS

After mixing the Chaos on Hara expansion in with your core game components, there are a few necessary alterations to a handful of Scenarios. Additionally, players are free to use the new and original characters alike across all Scenarios. Likewise, any Scenario that doesn't specifically state a required Corrupted to face off against can now incorporate new or original Corrupted.

Oric - The Chosen

Dusk cards now spawn face down on all spaces to begin the game (including the 1-6 spaces of each World tile and every space around the Dojo tile). Dawn cards do not spawn on Day 1.

Soff - Divided, Fall

Players are now free to play this Scenario with six players. When utilizing all six players, arrange the table such that turn order is staggered: if a player on team A goes first, a player on team B should go second, followed by a player on team A and so on. Thomas - Rift Hunter

Similar to the change for Oric's "The Chosen" Scenario, Dusk cards now spawn face up on all spaces to begin the game (include the 1-6 spaces of each World tile and every space around the Dojo tile). Atropos

QUESTION: One of the new Monsters says I should go to a website as a result of the "Special Loot." What's the deal with that?

ANSWER: The deal is... it's awesome. You can go to www.greenbriergames.com/atropos on a desktop computer or mobile device to experience a vision of your personalized destiny. In the event that you are playing Hara at your log cabin in the middle of the wilderness, and do not have access to the Internet, players who defeat Atropos gain an additional 2 Gold energy instead (for a total of 4 Gold energy).

CHARACTERS

The four new playable characters are all amazing, and you're going to really enjoy them. While these characters can be used in conjunction with any core game Scenario, they are fairly complex and it is recommended that players start with the core.... Yada yada, you get it. Go nuts, my friends:)

AYAKO

Hailing from an Earth-like planet amidst an industrial revolution, Ayako was a furnace worker struggling to make ends meet for her family. The people of this planet are larger than the average human; Ayako is approximately 7" tall, and capable of extensive physical labor and overtime hours to feed her three children. One terrible day, there was an accident in the factory. Emerging in Hara after the horrible explosion, Ayako has vowed to stop at nothing to get back to her children. Her anger has transmuted her body into a volcanic form, bestowing Ayako with power over lava. She uses her tremendous physique and talent for sculpture to forge molten companions: three new friends that she hopes will assist her in escaping Hara.

FORGELINGS

Ayako begins the game with 3 Forgelings on her resource card. Unlike other characters, Ayako does not have separate portrait/ resource tracker cards. These Forgelines are brought into play as a result of her Ability cards. Though Ayako has given each Forgeling its own name (she's really a big softy underneath that molten shell of hers), Forgelings are identical in ability. Forgelings are treated as Corrupted teammates, meaning they do not take damage from Monster attacks during the Monster Attack phase, nor are they attacked by Aggressive or Dangerous Monsters. They only take damage from players, Corrupted, or any effects that specifically damage Corrupted. Forgelings do not get their own Corrupted turns; they only act as a result of Ayako's Ability cards. If an effect would cause you to reset your resource, you may return any number of Forgelings to their card. The location of your Forgelings is not affected by your defeat. You may not close Rifts or trigger Event cards with your Forgelings.

Forgelings have 2 Health each - when a Forgeling is defeated, return it to your resource card. Like Corrupted, Forgeling Health does persist between turns; if your Forgeling takes 1 damage, flip that Forgeling's token over to signify it only has 1 Health remaining.



GHUUS

A small aquatic creature mutated by the chemical runoff from Oppenheim and the Drear, Ghuus was raised by the elders of the Lunaridge to treat all water as sacred. Though Ghuus does not speak, it has clearly dedicated itself to cleansing what little water Hara has left. As a native of Hara, Ghuus has a deep (and often playful) connection to Rifts, and is one of the rare creatures capable of moving between Rifts like doorways. After collecting enough energy, Ghuus is able to transform its tiny body into an immense watery elemental, capable of mass destruction. Leaf, another native of Hara, has taken a liking to the little creature, and the two can often be found together, sitting in silent reverence for Hara's wilderness.

HYDRO

Ghuus begins the game with 0 Hydro and can reach a maximum of 5 Hydro. You gain 1 Hydro after closing a Rift (regardless of Rift size or challenge rating success). Additionally, some of Ghuus's Abilities will result in gaining Hydro. During your turn, you may spend 3 Hydro to enter Tidal Form. When you enter Tidal Form, you gain 1 extra Activation for that turn (for a total of 4 Activations) and some of your Abilities become stronger. When defeated, Ghuus loses 1 Hydro.

SUMMONING RIFTS

Some of Ghuus's Abilities instruct you to "summon a Rift." Some of these Abilities will specify that it must be a minor Rift - in this case, you may not choose a Major Rift to summon. To summon a Rift, first search the common discard pile for a Rift. In the event that there are no eligible Rifts in the discard pile, flip the Dusk deck upside down, and reveal cards from the bottom until you find a Rift you can summon. The Ability that instructs you to summon will specify on what space or within what range you may spawn that



ICARUS

A downright mysterious being, little is known about the origins of the Iron Witch. Apparently, more than one denizen of the Forgotten West has slipped into Hara, and rumor has it the barrier between the two worlds is razor thin. In a violent clash with his on-again, off-again nemesis, The Witch King, Icarus and the gargantuan beast toppled and tumbled down through the void together. Anyone who saw them fall claims the two were still smackin' the crud outta' each other when they hit the ground here in Hara. Icarus managed to bring several pieces of technology with him, including a forbidden evil: a revolver. The Kensei forbid guns from entering Hara long ago and have managed to keep the foul tech at bay until now. No one on Hara has seen a gun before, except for Thomas Evening. It is unclear what impact the dark weapon will have on the realm.

BULLETS

Icarus begins the game with 6 Bullets. On your turn you may spend 1 Bullet and 1 Spirit to deal 2 damage, range 1. If you cannot pay the Spirit cost, you cannot use the Bullet. There is no limit to how many Bullets you can spend in a turn. Bullets do not reset when defeated. You may not spend Bullets when it is not your turn, even if you receive an Activation during another player's turn. Icarus has only one way to regain bullets — his Ultimate card, Magic & Metal.

ANIMA

Icarus begins the game with three anima tokens in his inventory space (flipped to the blue side). Certain abilities will allow Icarus to temporarily turn any player into a Grimslinger, giving them an anima token and augmenting their physique with arcane science. Up to three players may be Grimslingers at a time. Players may choose to refuse an anima token, returning it to Icarus's inventory; however, once accepted a player may not discard an anima token of their own free will. Many of Icarus's Abilities allow him to empower Grimslingers in one way or another; in Versus Arena, you will need to rely on deals with other players, offering assist Activations and power-ups in exchange for splitting the energy rewards on Monsters. Don't worry - you can always find a way to punish anyone who tries to double-cross you.

PRIMARY COLOR: GOLD

Icarus's Level Up Pile contains only Gold cards (as opposed to color specific cards, like other characters). When you reach a Level Up threshold, you may select any of your non-Ultimate cards to add to your hand. This means that there are many builds and combinations when playing Icarus. Additionally, Icarus's primary color is Gold - meaning that the first time he reaches max energy in any one color, he may draw an Ultimate card.

THEL

Having lost all but a few fleeting memories of her previous existence, Thel only has fragments to cling to, flashes of her own demise and rebirth. As such, the young women has dedicated herself to the study of life and death on all worlds. She employs a combination of scientific methodology and druidic spirituality in pursuit of answers, constantly testing the limits of Hara's perilous magic. Her control over the biology of flora and fauna walks a tight line between shamanism and necromancy, weaving together plant and bone to devastating effect. Most folks on Hara feel uncomfortable around Thel, and after a few unpleasant encounters she's resigned to always wear her mask when traveling.

LIFE/DEATH

Thel begins the game with her resource tracker card set to neutral Life/Death. Abilities that cause you to "Push" refer to moving the position of your tracker that many spaces towards either Life or Death. For example, "Push 1 Life" means you must move your tracker one space towards Life. If you are at 2 Death when you Push 1 Life, you are now at 1 Death. If you are at 1 Life when you Push 1 Life, you are now at 2 Life, and so on. Return to neutral Life/Death when defeated.

BLOOM/DECAY ELEMENTAL

One of Thel's Ultimate Abilities, Emoto's Theory, allows you to put a powerful companion into play in one of two forms - the Bloom or Decay Elemental. You may choose which Elemental you spawn, regardless of your current Life/Death. Much like Ayako's Forgelings, the Elemental is considered a Corrupted teammate (meaning it does not take damage from Monsters during the Monster Attack phase, or as a result of the Aggressive/Dangerous keywords). Additionally, you may not close Rifts or flip Event cards with your Elemental. Each Elemental has their own stats printed on their token. Other players that end their turn within the Elemental's range will take damage from that Elemental during that player's Monster Attack phase. Thel and her teammates do not take damage from her Elementals during their Monster Attack phases (only enemy players do). Each Elemental also has a special Ability.





Figure 02

Fiure 02: Bloom & Decay Elemental

- BLOOM ELEMENTAL This companion can absorb damage for you and your teammates. If any of your teammates (including yourself) would take damage while they are within range 1 of the Bloom Elemental, you may prevent any amount of that damage and reduce the Bloom Elemental's Health by the same amount.
- 2. DECAY ELEMENTAL This companion is highly offensive. Not only does it deal a large amount of damage during the Monster Attack phases of enemy players foolish enough to end their turns within its range, but at the end of each of Thel's turns the Decay Elemental can deal 3 damage to any target within range 1. You do not have to deal this damage if you do not want to.

Players should keep Emoto's Theory in their inventory space after Activating it, placing charge counters on top in order to keep track of the Elemental's current Health. When the Elemental is defeated, remove the Elemental and the charge counters, and return Emoto's Theory to your Level Up pile.



SCENARIOS

AYAKO'S SCENARIOS

01. Quenching Steel (3+ players)

Ayako walks from the stage, dejected. This is the third time she has wished to be returned home, the third time she has felt the backlash of the Kensei's magic struggling to fulfill her impossible demands. She walks off, drawn to a shadowed corner. Through the whispers and snide remarks of her fellow champions, a voice on the wind tells her, "There may yet be a way." A gentle breeze places a single long brown feather in her hand.

REOUIRED CORRUPTED: Gubrious and Eres.

WIN: There are two sides: Ayako and Eres versus all other players. If the Dojo gets 3 Doom counters, Ayako wins. If all opposing players reach max energy in all three colors each, and are all in the Dojo together, they win.

LOSS: If the one side wins, the other side loses.

SPECIAL RULES:

Ayako starts with 1 Gold energy per player on the opposing team. Begin the game by spawning Gubrious, Eres, and Ayako on random spaces. All opposing players spawn in the Dojo. Eres and Ayako are teammates; however, Gubrious is not on a team with the opposing players (it doesn't play well with others). Gubrious spawns with only 1 Resilience, and Eres spawns with Resilience equal to the number of players on the opposing team. For this Scenario, removing a Resilience from a Corrupted yields 3 Gold energy (instead of the normal 2). Search the Dusk Deck and place the Event card Call of the Void off to the side.

When a player defeats Gubrious, they do not gain Flu, Sword of the Glob Lord as normal. Instead, spawn the card Call of the Void face up on Gubrious's space before removing him from the game. If a player is defeated while Flu is in their inventory, place Flu off to the side and spawn Call of the Void face up on that players space before respawning.

If Ayako makes it to the Dojo while Flu is in her inventory, she uses it to damage the Kensei's Sacred Well; the Dojo gains 1 Doom counter, and Ayako is instantly defeated. When Ayako is defeated this way, she spawns on a random space instead of the Dojo, and does not lose energy as normal. When Ayako respawns this way, remove Flu from her inventory and spawn Call of the Void face up on a random space.

If Call of the Void would spawn on a space that is occupied by a Monster, Rift, or Event card, remove that card from the game.

Scenario Roll Effect:

- 1-2: If Gubrious is in play, he gains an additional Activation. If he is not in play, Eres gains an additional Activation. If neither are in play, Ayako may choose to move herself or a Forgeling 1 space.
- 3-4: Ayako may place a Scenario token on one of her Forgeling spaces on her resource card. That Forgeling has the monster keyword Armored. The next time that Forgeling would take damage, remove the Scenario token instead.
- 5-6: The opposing team collectively gains 3 Health and 2 Gold energy, to divide as they choose among players.

REWARD: Unlock the progression card "River of Fire" for **Ayako**.

02. Worth Celebrating (2+ players) □



It is impossible to track the passage of time on Hara in relation to other worlds. Ayako cannot be certain, but something in her bones (or what's left of them) tells her now would be the time for the Winter Festive back on her homeworld. Perhaps this Conflux she'll use her wish to bring some joy. "After all," She whispers to herself, "that is what my children would want."

REQUIRED CORRUPTED: Eres (does not start in play)

WIN: Collect Scenario tokens by successfully delivering presents to the Goonfolk. The number of Scenario tokens needed to win is equal to twice the number of players.

LOSS: Each time Eres drops a player, gain 1 Doom counter. Each time a player is defeated, gain 1 Doom counter. If the number of Doom counters ever equals or exceeds the number of players, they lose. If players haven't won by the end of Day 5, they lose.

SPECIAL RULES:

Begin the game by spawning 2 cards from each World deck (place on spaces 1 and 2 of each world) for the Dawn round of Day 1. The first time a player gains a non-Dreamstone Item card, spawn Eres on his or her space. The Goonfolk do not want any Dreamstones (they have plenty). To deliver a non-Dreamstone Item to the goons, a player must be on the number 3 space of Oppenheim. In order to drop off the Item, first the player must find one of those mischievous little devils! While on the number 3 space of Oppenheim, a player may attempt to beat a challenge rating of 6 (pay Spirit then roll). If they fail, their turn is over. If the player succeeds, they discard one non-Dreamstone Item and gain 1 Scenario token. Begin the game by dealing each player 2 random Quests, but players do not have to complete their Quests in order to win (Quests can be a helpful way to find Items).

Scenario Roll Effect:

- 1: If a player has the Talons: Carried token, that player gains 1 immediate Activation. If they cannot break free, that player must discard an Item if able.
- 2-3: Eres gains an additional Activation
- 4-5: All players may move up to 1 and gain 1 Gold energy.
- 6: Players may look at the top card of each World deck as a group, and decide to either spawn that card on the lowest empty space of that World tile, put it back on top of the deck, or put it at the bottom of that deck.

REWARD: Unlock the progression card "Unbreakable Bonds" for Ayako.

03. Reforged (solo)

Ayako and Eres have fought what feels like a hundred battles. They've tried to escape Hara together as allies many times, and they've clashed over their differing methods many more. "You're weak," the harpy spits, "every bit as pathetic as the rest of these vermin."

REQUIRED CORRUPTED: Eres (does not start in play)

WIN: Complete the Quest "Monster Rancher" and survive until the end of Day 4 without losing.

LOSS: If you are defeated, gain 1 Doom counter. If one of your Forgelings is dropped as a result of Eres' passive ability, gain 1 Doom counters. If one of your Forgelings is defeated by a Dark Rift, gain 1 Doom counter. If the number of Doom counters ever equals or exceeds 6, you lose. If you have not completed your Quest by the end of Day 4, you lose.

SPECIAL RULES:

Begin the game with 3 Gold energy and all 3 Forgelings in play on the Dojo. Draw the Quest "Monster Rancher." Spawn Eres on a random space. For this Scenario, Eres' passive can and will only target your Forgelings. While one of her Forgelings is being carried, Ayako may utilize Eres' expose weakness as though she was being carried. For this Scenario, Dark Rifts cannot be removed. Whenever you or a Forgeling move onto the same space as a Dark Rift, it deals 2 damage to all targets, range 0.

Scenario Roll Effect:

- 1-2: Spawn a Dark Rift on a random space. Then, All of your Forgelings move 1 towards the Dark Rift.
- 3-4: The first time this effect triggers, place a charge counter on Eres set to 1. Each subsequent trigger, add 1 charge (to a max of 4). For each charge, Eres' deals +1 damage to you during the Monster Attack phase (if you are in her range) and with her Hunt The Worthy ability.
- 5-6: Construct a diversion; place a Scenario token on any space of your current World tile. On Eres' next Activation, she targets the token with her ability as though it were a player.

GHUUS'S SCENARIOS

04. Unlikely Allies (2+ players)

Ghuus cannot speak its wish. Instead, it gestures and growls desperately, trying to convey what it thinks will help its home. "I know what the little one wants," The Witch King says, having attended the Conflux ceremony in the form of an elderly old man.

REQUIRED CORRUPTED: Gubrious and The Witch King

"Believe it or not, I speak the beast's language fluently."

WIN: Defeat Gubrious

LOSS: Anytime a player is defeated, gain 1 Doom counter. Anytime The Witch King loses a Resilience token, gain 1 Doom counter. If the number of Doom counters ever exceeds the number of players +2, they lose. If players have not won by the end of Dawn on Day 5, they lose.

SPECIAL RULES:

The Witch King is on a team with players. Spawn cards from the World decks for the Dawn round of Day 1 before spawning players of Corrupted. After Dawn round cards are spawned, each player must choose a World tile and spawn their character on the number 3 space of that World. Players may not choose the same World tile. Spawn Gubrious in the Dojo, and spawn the Witch King on a random space. Any player may deal damage to Gubrious, but only Ghuus or the Witch King may reduce its Health bar below 1 in order to remove a Resilience token. If another player would deal damage that would cause Gubrious's current Health bar to go below 1, set its Health bar to 1 instead. If a player is holding the Item Flu, Sword of the Glob Lord, they take +1 damage from Globlins. Reminder: Players may not choose to discard Flu, even if they want to, but it may be given to other players.

Scenario Roll Effect:

- 1-2: Gubrious gains an additional activation
- 3-4: Gubrious an all Globlins each deal 1 damage to all enemies within range 1 of themselves.
- 5-6: The Witch King gains an additional activation.

REWARD: Unlock the progression card "Cyclonus" for **Ghuus**.

05. The Cure (2, 4, or 6 players)

Unlocked?

П

It can be hard to tell what an animal is feeling, but not today. Ghuus is on the champion's stage crying in guttural sobs, barking and gnashing its teeth back and forth at everyone present. Slowly, Leaf rises from the back of the crowd. "Ghuus says we're all to blame for this chaos." The massive tree leans back against a wall, all eyes on him. "And I do not disagree." An uproar emerges in the audience, and arguments begin to break out among friends. Threats are made, lines are drawn, but before the brawl can begin, the Kensei blow an ear-

shattering horn. "Let's settle this the old way," the stewards bellow. "Like a family."

RECOMMENDED CORRUPTED: Any two

WIN: The first team to obtain 12 Victory points. One team uses Scenario tokens to track Victory points, the other team uses Doom counters

LOSS: If the other team wins, you lose.

SPECIAL RULES:

Team fight! Only playable with an even number of players. Each player begins the game with 2 Gold energy. After determining teams, each side may choose 1 Corrupted as their teammate. Neither side may choose Ame. The team with the most colorfully dressed player may choose first.

A team gains Victory Points in the following ways: A) Gain 1 Victory point for succeeding on the challenge rating when closing a rift (regardless of Rift size). B) If a player is defeated (regardless of how) the opposing team gains 1 Victory point. C) Gain 1 Victory point for defeating a boss Monster. D) Gain 3 Victory points for removing a Resilience counter from the opposing team's Corrupted.

After Day 3, do not spawn any more cards during the Dawn or Dusk rounds.

Scenario Roll Effect:

- 1-2: The Corrupted on team "Scenario tokens" gain an extra Activation.
- 3-4: The Corrupted on team "Doom counters" gain an extra Activation.
- 5: Roll the World die; search that World deck for the boss Monster in that world and spawn it on an empty space with the lowest number on that World tile.
- 6: Search the Dusk deck for 1 Minor Red Rift, 1 Minor Blue Rift, and 1 Minor Green Rift and spawn them on random spaces.

REWARD: Unlock the progression card "Child of the Lost Sea" for **Ghuus.**

06. Rift Guardian (solo)

To a native of Hara, Rifts are sacred. Closing them is an act of respect for the land, deserving of reverence. To most travelers and newcomers, they're sport; tools for getting ahead in the Conflux. Ghuus and Soff bear each other no ill-will, but with a wish on the line they're not exactly friends either.

RECOMMENDED CORRUPTED: No Corrupted in play.

WIN: Defeat Soff after reaching max energy in all three colors. You can only gain energy from closing Rifts (you still gain Items and Special Loot from defeating Monsters).

LOSS: The first time you are defeated, gain 1 Doom counter. If the number of Doom counters ever equals or exceeds 3, you lose. If you have not won by the end of Day 5, you lose.

SPECIAL RULES:

Shuffle the Dusk deck and spawn each card face up randomly on space 1-6 of each World tile, and on each space adjacent to the Dojo. Cards do not spawn as normal during the Dawn and Dusk rounds. Spawn Soff on the Dojo with you. Setup a player board for Soff, spawning her with her normal values. Soff does not gain Health or Spirit for ending her turn in the Dojo. Soff cannot take damage until you reach max energy in all three colors. Set up Soff's play area by shuffling her three red Abilities and her Dawnspear Ultimate card face down (trying to ignore flavor text) to form her deck. For this Scenario, ignore the Mana cost on Soff's Abilities (she has infinite Mana), but she does gain Heat as normal. Soff will always choose to spend Mana or gain Heat to maximize her Abilities. After the Monster Attack phase of each of your turns, flip the top card of Soff's deck and activate the in-hand effect, targeting Ghuus, if able. If the Ability cannot target Ghuus, it targets the nearest available monster (you may choose if multiple monsters are tied). After an Ability is used, rotate it to the on-board side (unless it is Dawnspear, which only has one side) and place it at the bottom of Soff's deck. After Activating the on-board side of an Ability, rotate it to the in-hand side and proceed the same way. There is a Scenario Roll Effect after each of Soff's Activations. Do not draw World Shift cards for this Scenario.

Scenario Roll Effect:

- 1-2: Draw and Activate an additional card from Soff's.
- 3-4: You may move up to 2 spaces.
- 5-6: Gain any combination of 3 Health and/or Spirit.

ICARUS'S SCENARIOS

07. Something Wicked (2+ players) □

"A 'wish' you say?" Icarus lets out what might be taken for a laugh. The powers within him begin to churn, contemplating and calculating the gravity of his newfound position. He processes the Kensei's rules and begins simulating scenarios in his brain (or whatever you call that thing). "If I can't kill the old fool outright, perhaps I can cage him in something," he thinks. It just so happens the Witch King was thinking the same thing...

REQUIRED CORRUPTED: The Witch King

WIN: Defeat the Witch King LOSS: Icarus is defeated.

SPECIAL RULES:

One player must play Icarus. At the beginning of the game, Icarus must place out six Scenario tokens onto any six spaces as Power Stations. Power Stations can only be dealt damage by the Witch King. The Witch King targets Power Stations as though they were

players with 1 Health. If a Power Station takes damage, it is destroyed. If The Witch King removes a World Tile with a Power Station, it is also destroyed. While one or more Power Station are in play, Icarus cannot take damage from The Witch King, and cannot be targeted by him. If Icarus is on a World Tile that gets removed, transport him to the nearest available Power Station instead. If there are no more Power Stations, The Witch King's Rampage ability will always target Icarus, if he is within range. If there are no more Power Stations, the Witch King's Chomp ability will always target Icarus, if he is within range.

Begin the game with 6 Dark Rifts on random spaces. For this Scenario, Dark Rifts are considered Corrupted with 2 Health each, and can only be dealt damage by Icarus. While one or more Dark Rifts are in play, The Witch King cannot be dealt damage.

Scenario Roll Effect:

- 1-2: The Witch King moves 2 spaces towards the closest player and then activates his Rampage ability.
- 3-4: Spawn a Dark Rift on a random space, if able (maximum of 6 Dark Rifts in play).
- 5-6: Icarus can place a Power Station on any space within range 1 (to a max of 6 Power Stations).

REWARD: Unlock the progression card "*Magic and Metal*" for **Icarus**.

08. The Valley of Death (6 players) □

In the short time Icarus has been on Hara, he's managed to accrue some very polarizing opinions from the champions around him. Most folks don't trust him, that much is clear, but plenty respect his powers and the technology he brought with him.

RECOMMENDED CORRUPTED: No Corrupted in play

WIN: The first team to earn 4 Scenario tokens wins LOSS: If one team wins, the other loses.

SPECIAL RULES:

Team fight! Only playable with 6 players. Divide into two even teams. One player must play as Icarus. The team that Icarus is on is call "the 'slingers" and the team without Icarus is called "the bandits." Any time a player on the bandits is defeated (regardless of how), the 'slingers gain a Scenario token. Anytime Icarus is defeated (regardless of how), the bandits gain a Scenario token. It does not matter how many times Icarus's other two teammates are defeated - neither side gains a Scenario token when they are defeated. At the beginning of the game, each player gains 3 energy in their character's primary color, and then may pick a secondary color and gain 2 of that energy. Players do not take damage from other players on Day 1.

Scenario Roll Effect:

• 1: Each team must collectively pay 3 Health and 3 Spirit (divided as they choose among team members).

- 2-4: Spawn a Doom counter on a random space. The first player to land on a space with a Doom counter takes 2 damage and may move up to 1. Then remove that token.
- 5-6: Each team collectively receives 3 Gold energy (to divide as they choose among team members).

REWARD: Unlock the progression card "Silver Tongue" for Icarus.

09. Sterner Stuff (solo)

There's something about Icarus that makes Hara's most twisted souls extra fond of the notion of killing The Iron Witch. Maybe it's the sound his gears make, or the glare off his shiny hide. Or maybe, it's the unprecedented destructive power and dark magic surrounding the revolver strapped to his hip.

RECOMMENDED CORRUPTED: Any

WIN: Defeat the Corrupted and return to the Dojo with max energy in all three colors before the end of Day 6.

LOSS: Each time a Dark Rift reaches the Dojo, remove it from play and you gain 1 Doom counter. If you are defeated, gain 1 Doom counter. If the number of Doom counters equals or exceeds 3, you lose. If you have not won by the end of Day 6, you lose.

SPECIAL RULES:

Begin the game by Spawning 6 Dark Rifts on the number 3 space of each World tile. For this Scenario, Dark Rifts have a challenge rating 7 (roll than pay Spirit). If you fail, take 2 damage. If you succeed, remove that Rift and gain 2 Gold energy. You may use your Sire Ability to give anima tokens to Monsters. Monsters with anima tokens gain "Ally - You may have this Monster deal damage equal to its attack strength to any target within its range."

Scenario Roll Effect:

- 1: The Corrupted gains an additional Activation
- 2: Choose a Dark Rift that is farthest away from the Dojo and move it 2 spaces towards the Dojo
- 3-4: All Dark Rifts move 1 space towards the Dojo.
- 5-6: Gain any combination of 3 Health and/or Spirit. You may switch the location of the Dojo with any other World tile, keeping orientations the same.

THEL'S SCENARIOS

10. Morbid Curiosity (2+ players)

"I wish to understand everything there is to know about death across the universe." Thel has made this wish before, but each time there is something more to learn, even though the transmission of information is brain-breakingly thorough. Such knowledge is constantly changing by its very nature.

REQUIRED CORRUPTED: Gubrious (does not start in play)

WIN: Defeat Gubrious after closing all 6 Dark Rifts.

LOSS: Anytime a player is defeated, gain 1 Doom counter. If the number of Doom counters ever equals the number of players +1, they lose. If players have not won by the end of Dawn on Day 6, they lose.

SPECIAL RULES:

At the beginning of Dusk on Day 2, spawn Gubrious on a random space. The first time a player takes Flu, Sword of the Glob Lord, spawn a Dark Rift on the number 3 space of each World tile. For this Scenario, Dark Rifts have challenge rating 8 (roll then pay Spirit). If you fail, take 2 damage. If you Succeed, remove that Rift from the game. Only the player holding Flu may close Dark Rifts. If Gubrious gets Flu back, remove all Dark Rifts from the board. The next time a player gets Flu, spawn Dark Rifts that were previously in play onto random spaces (not including any Dark Rifts that have already been closed by players this game). If Gubrious is defeated before all 6 Dark Rifts have been closed, respawn him on a random space with a full Health bar (but only 1 Resilience token). before all 6 Dark Rifts have been closed, respawn him on a random space with a full Health bar (but only 1 Resilience token).

Scenario Roll Effect:

- 1-2: Gubrious gains an additional activation.
- 3-4: Globlins each move 1 space towards the player they are closest to. Then, all Globlins deal 1 damage, range 0.
- 5-6: All players gain 1 Health, 1 Spirit, and 1 Gold energy.

REWARD: Unlock the progression card "The Kiss of Death" for **Thel**.

11. Student of Nature (3+ players)

"I wish to learn everything there is to know about li—" Thel almost gets through one of her two customary wishes, when a large and gnarled hand falls gently on her shoulder. The energy in the crowd shifts, as everyone in the audience braces for a fight. How had they not seen Enoki enter the ceremony? "Come with me," the fungal warrior says flatly. "I will teach you something these scholars cannot."

REQUIRED CORRUPTED: Enoki

WIN: There are two sides; Thel and Enoki vs all other players. If Thel gains Doom counters equal to twice the number of opposing players, they win. If the opposing players defeat Enoki, they win.

LOSS: If the one team wins, the other team loses.

SPECIAL RULES:

Thel begins the game with 1 Gold energy per player on the opposing team. Thel and Enoki begin on a random space together, and all others begin the game on the Dojo. Each time an opposing player is defeated, Thel gains 1 Doom counter. Begin the game by spawning Spore counters on the number 3 space of each World. Turn all Scenario tokens face down, shuffle them, and keep them off to the side. When a player on the opposing team lands on a

space with a Spore counter, they may pay 1 Spirit to pick it up and put it in their inventory. Players may take Spore counters from Monsters or other players this way. Thel may not pick up Spore counters. For this Scenario, players may hold any number of Spore counters (but they gain a cumulative -1 damage per token). While a player is on the Dojo, they may exchange any number of Spore counters in their inventory and draw that many random Scenario tokens. If a player is defeated while carrying one or more Spore counters, spawn those Spore counters on random spaces.

Players can only deal damage to Enoki if the combined value of Scenario token numbers in their inventory is equal to 9 or greater. For example, a player with Scenario tokens number 4 and 5 may deal damage to Enoki, but a player with Scenario tokens 6 and 1 may not. Players may give Scenario tokens to each other as though they were Items.

Scenario Roll Effect:

- 1-2: Enoki gains an extra Activation.
- 3-4: Thel may attempt a challenge rating 8 (pay Spirit than roll).
 If Thel succeeds, each player shuffles the Scenario tokens in their inventory face down and randomly discards one. Shuffle the discarded tokens face down into the pile of Scenario tokens.
- 5-6: All players gain 1 Health, 1 Spirit, and 1 Gold energy.

REWARD: Unlock the progression card "By Any Other Name" for **Thel**.

12. More of an Art (solo)

Thel's "laboratory" is a series of shrines and artifice assembled in a cave deep within the Baiyu. Her work is disturbing to most, so she hides her science from her fellow champions. Ophion, however, has learned that the young women is making major breakthroughs on a certain formula: a concoction capable of inducing communion with the deceased...

REQUIRED CORRUPTED: Ophion

WIN: Reach max Green energy and then defeat Ophion

LOSS: If you are defeated, you lose. If you have not won by the end of Day 4, you lose.

SPECIAL RULES:

Begin the game by Activating the Emoto's Theory Ultimate card. Spawn Ophion on a random space - he cannot be dealt damage until you reach max Green energy.

Scenario Roll Effect:

- 1: Ophion gains an additional Activation.
- 2-3: Search the World deck of the World tile you are on for the boss Monster, and spawn it on the lowest open space on that World. If you are on the Dojo, search the Dusk deck for The Ancient Hydra and spawn it on your space.
- 4-5: Gain 1 Blue or 1 Red energy
- 6: You may gain 3 in any combination of Health and or Spirit.

AME, CORRUPTED BY DOUBT

Long ago, Ame was the avatar of artistic beauty. Due to the rash mistake of a friend, Ame became scarred by the magic of a wish gone wrong, and her loving heart was damage by the dark energy that enforces the Kensei's strict rules. Abandoned and hurt, Ame adventured alone for hundreds of Confluxes, nursing her wound and allowing a callus to form around it. Eventually, her travels brought her to the darkest of all places, the terrible Void that lies beneath the beautiful realms of Hara. There she met a slumbering monster - the dragon, Doubt. With the promise of power great enough to break the Kensei's rules and find freedom from a world of pain, Ame willingly merged herself with the dragon, and together they climbed out of the depths.



CHALLENGES FROM THE VOID

What follows is not for the feint of heart. Though there are many difficult Scenarios in Champions of Hara, these next four are considered "end-game" content, and should only be attempted by groups of players who have unlocked progression cards for each character in use, and are generally ready to kick some butt!

NOTE: If players do not have the Ame Crossover Expansion, they should use the card printed on the inside of the back cover and use the token of her in-game.

13. Whispers From The Deep

When Ame speaks, the mouth of the woman moves and the teeth of the dragon gnash, but neither emit sound. Instead, the words float to your ears on the breeze, penetrating and burrowing into the minds of any onlooker.

REQUIRED CORRUPTED: Ame

WIN: Defeat Ame.

LOSS: When Ame defeats a player or removes a Resilience token from a Corrupted, add a Doom counter to her card. When Ame defeats a Monster, place that Monster by her card. If the total number of Doom counters and Monsters by Ame reaches 12, players lose.

SPECIAL RULES:

Ame does not start in play. Begin the game by flipping cards from each World deck onto each space of that World. Do not spawn cards as normal during the Dawn or Dusk rounds. On the Dawn of Day 3, spawn Ame on a random space. Then, on that turn and every round after, spawn cards from the Dusk deck equal to the number of players. Players still do not spawn cards from the World decks.

Scenario Roll Effect

- 1-2: Ame gains an extra Activation.
- 3-4: Transport Ame to random space.
- 5-6: Each player gains 3 in any combination of Health, Spirit, or Gold energy.

14. Twilight On Hara

The Void beneath Hara is growing, black tendrils reaching up from below the shifting planes to tear apart the fabric of paradise. Emboldened by the unraveling of their prison, the darkest of hearts form fragile alliances, working together to pull at those threads.

RECOMMENDED CORRUPTED: Any 3 (they do not start in play)

WIN: Defeat all 3 Corrupted

LOSS: Whenever a player is defeated, gain 1 Doom counter. If the number of Doom counters equals or exceeds double the number of players, they lose. If players do not win by the end of Day 6, they lose.

SPECIAL RULES:

At the start of the game, select 3 Corrupted to face. They do not begin the game in play. At the beginning of Dawn on Day 3, spawn all 3 Corrupted on random spaces, each with 1 less Resilience token than normal. Assign each Corrupted a Scenario token 1, 2, or 3 on their Corrupted card. These Corrupted are on a team with one another. Do not spawn any more World or Dusk cards for the remainder of the game. Corrupted turns (including Scenario roll effects) do not start until the Dawn of Day 3.

HEROIC (OPTIONAL): Include Ame as one of the three opposing Corrupted.

Scenario Roll Effects

- 1: Corrupted #1 gets an extra Activation.
- 2: Corrupted #2 gets an extra Activation.
- 3: Corrupted #3 gets an extra Activation.
- 4-6: All players gain 3 in any combination of Health, Spirit, or Gold energy.

15. Seeds of Doubt

"Doubt has a way of poisoning the mind and body, spreading like a plague through anything it encounters," the Kensei begin their speech for the misfit band of heroes that answered their call. "Hara is sick, its essence attacked by a foul disease. We've asked so much of you already, but we must take a little more..."

RECOMMENDED CORRUPTED: Any

WIN: Defeat the Corrupted

LOSS: Whenever a Dark Rift reaches the Dojo, remove it and add a Doom counter. If you reach 6 Doom counters, you lose. If you do not win by the end of Day 5, you lose.

SPECIAL RULES:

Players begin the game with 2 Dreamstones and 3 Gold energy each. Spawn the chosen Corrupted on a random space. At the end of every Corrupted turn, spawn a Dark Rift on that Corrupted's space (if there is a Dark Rift available) and then move all Dark Rifts 1 space towards the Dojo. For this Scenario, Dark Rifts have a challenge rating 10 (roll than pay Spirit). If a player fails, they take 2 damage. If a player succeeds, they remove that Rift.

HEROIC (OPTIONAL): Fight Ame as the opposing Corrupted! Instead of spawning a Dark Rifts normally as explained above, whenever Ame transports off of a space, spawn a Dark Rift on that space if able.

Scenario Roll Effect:

- 1: The Corrupted gains an additional activation. Then, spawn a Dark Rift on a random space if able.
- 2-3: All Dark Rifts move 1 space towards the Dojo.
- 4-5: Players gain 2 Dreamstones as a group to distribute among players as they choose.
- 6: Each player may discard a Dreamstone. If all players do, players may choose a Dark Rift and remove it.



16. Hello Darkness, My Old Friend

"One of history's greatest lies is that Darkness is evil. Subjugated by the light, Darkness has twisted in prison cells and on street corners, bending and breaking until it fit the mold that was made for it. Did your precious Kensei ever tell you of the great dragon that once held their two suns in place? Are there any songs for the creature whose skin melted until it grew scales, whose wings burned until it could not fly? Have you ever asked who wrote the scrolls and tomes that fill their libraries? I am leaving this world, and any of you are welcome to join me." - Doubt

RECOMMENDED CORRUPTED: Any (does not start in play)

WIN: Defeat the Corrupted

LOSS: Whenever a player is defeated, gain 1 Doom counter. If the number of Doom counters exceeds the number of players +1, you lose. If you do not win by the end of Day 6, you lose.

SPECIAL RULES:

Begin the game with all 6 Dark Rifts on random spaces. For this Scenario, Dark Rifts have challenge rating 10 (roll then pay Spirit). If a player fails, they take 2 damage. If a player succeeds, they remove the Dark Rift, then gain 1 Gold energy, and 1 Scenario token. For each Scenario token a player has, their Dash Ability deals +1 damage when Activated from the board, but their maximum Health is reduced by 1. For example, if a player has 2 Scenario tokens, they may no longer exceed 8 Health, but their Dash Ability's bottom effect now deals 3 damage. An individual player cannot gain more than 9 Scenario tokens. When there are no more Dark Rifts in play, spawn the Corrupted on a Random space. The Scenario Roll Effect has two phases.

HEROIC (OPTIONAL): Fight Ame as the opposing Corrupted! Scenario Roll Effect:

PHASE 1-BEFORE THE CORRUPTED ENTERS PLAY

- 1: Put a Dark Rift back into play, if there is one available.
- 2-4: Following turn order, each player may move up to 2 spaces.
- 5-6: Players gain 2 Spirit.

PHASE 2-AFTER THE CORRUPTED ENTERS PLAY

- 1-2: The Corrupted gains an additional activation.
- **3-4:** Each player takes damage equal to the number of Scenario tokens they have.
- 5-6: The players with the least amount of Scenario tokens gains 1 Scenario token. If there is a tie, players may choose.





CORRUPTED BY DOUBT

- PASSIVE: Whenever Ame lands on the same space as a player, Corrupted, or Monster, or they land on her space, defeat that target (Corrupted defeated this way lose 1 Resilience token and spawn onto a random space).
- EXPOSE WEAKNESS: Discard a Dreamstone. All attacks that target Ame this turn gain +1 range.

ANNIHILATION

Transport Ame to a random space. Then, Ame and all Rifts (including Dark Rifts) each deal 1 damage to all enemies within range 2 of themselves.



BLACK SOUL

Transport to a random space. Then, all enemies move 1 space towards Ame. Players who are now within range 2 of Ame cannot move on their next turn (they may still transport). Enemy Corrupted who are now within range 2 of Ame take 2 damage.





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DEVOUR HOPE

Following turn order, all players must pass a challenge rating 5 (roll then pay Spirit). If a player fails, transport Ame to their space.







GAME FLOW

Every game of Champions of Hara takes place over a series of Days. Each Day is broken into two rounds — Dawn and Dusk. Each round consists of one turn per player. The game starts on the Dawn phase of Day 1, and ends on or before the Dusk phase of Day 6.

DAWN (ROUND I)

Spawn the top card of each World deck on the number space of the that World tile for the corresponding Day. For example, on Dawn of Day 2, spawn the top card on the number 2 space of that World tile. Monster cards are spawned face up, Event cards are spawned face down. If the space is full, the card spawns on the lowest empty space on that World tile.

EACH PLAYER TAKES 1 TURN.

If there is a Corrupted in play, there is a Corrupted turn after each player is finished.

DUSK (ROUND II)

Spawn cards from the Dusk Deck equal to the number of players plus 1. For example, in a 4 player game, spawn 5 Dusk cards. All Dusk cards spawn face up. Spawn each card on a random space by rolling the World dice once for each card being spawned.

EACH PLAYER TAKES 1 TURN.

If there is a Corrupted in play, there is a Corrupted turn after each player is finished.

START A NEW DAY

Draw a World Shift card and follow the instructions.

MOVE THE DAY TRACKER ONE DAY FORWARD ON THE DOJO

Players pass their turn order cards counterclockwise. The player who was last is now first.

PLAYER TURNS

Each player turn has two phases, which must be followed in order:

PHASE 1 - ADVENTURE

The current player has 3 Activations to use Ability cards from their hand or board. They may spend charges on cards, use Items, close Rifts, and flip over Events without spending an Activation.

PHASE 2 - MONSTER ATTACK

Unless otherwise specified by an effect, no more Ability cards can be played. The current player must check their position; if they are within the range of any Monsters or Corrupted, they are attacked by those targets.

CORRUPTED TURNS

This only occurs if there is a Corrupted in play. Corrupted turns have two phases, which must be followed in order. Each Corrupted gets its own Activation, but there is only one Scenario Effect regardless of how many Corrupted are in play.

CORRUPTED ACTIVATION: Roll the symbol World die, and follow the instructions on the Corrupted card for the ability corresponding to the symbol that was rolled.

SCENARIO EFFECT: Roll the number die and follow the instructions in the Scenario text for corresponding to the number rolled.