



This expansion introduces a new type of chapter cards, called *Eternity chapters*. You will recognize them by the *Eternity chapter indicator*.

Spawn and horror rating sliders

In regular chapters, you roll to spawn monsters and invoke horror events, but *Eternity chapters* introduce a new approach to the spawn and horror phases.

At the start of spawn phase:

- Cancel all spawn effects that currently influence the game.
- Resolve all spawn effects that are equal to the current spawn rating.

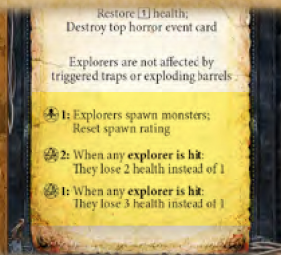
At the start of horror phase:

- Cancel all horror effects that currently influence the game.
- Resolve all horror effects that are equal to the current horror rating.

At the end of the round:

- If horror's rating is not 1, lower it by 1
- If spawn's rating is not 1, lower it by 1

...that had been bestowed upon us.
...giving rise to a renewed strength, a
...ht, and the inkling of a terrible need
...contorted into ever more shuddering
...indled shards of our equipment flew
...our frames as our bones split and re-
...n resolute rejection of their symmetry.
...ttle heed, however, as in the absence
...augmentation we seemed to forge
...sympathy with the vessel of this
...cedal itself. It seemed the infection
...ng us, teaching us – and as one, we
...nterly to its insatiable defilement.
...ers destroy at least 1 item, then
...essence per item destroyed



At the start of a spawn phase, when the current spawn rating is 1 - each explorer will spawn a monster, then the spawn rating will be reset.

At the start of a horror phase, when the current horror rating is 2 - whenever an explorer is hit, they will lose 2 health instead of 1. This effect lasts until the next horror phase.

At the start of a horror phase, when the current horror rating is 1 - whenever an explorer is hit, they will lose 3 health instead of 1. This effect lasts indefinitely as it will be resolved every round (the horror rating does not reset).

Chapter tiles

As well as playing the game inside the regular map tiles, *Eternity chapters* also allow you play inside of certain predefined chapter tiles. These chapter tiles can be either connected to the edge of a map tile, the edge of another existing chapter tile, or sometimes even placed on their own.

Usually, when you go to the next chapter, you flip the current chapter card and place it on the top section of the chapter board. Now, if that flipped chapter reveals a chapter tile, it will be added to the play area instead.

If there are currently no map tiles or chapter tiles in play then place the newly drawn chapter tile on its own. **Otherwise**, if the newly drawn chapter tile has:



MAP TILE DIRECTION SYMBOL:

Connect it to any unexplored edge of any map tile in play.



CHAPTER TILE DIRECTION SYMBOL:

Connect it to the matching chapter tile direction symbol of a chapter tile already in play.

Map tile scope

A chapter tile is considered part of its connected map tile(s).

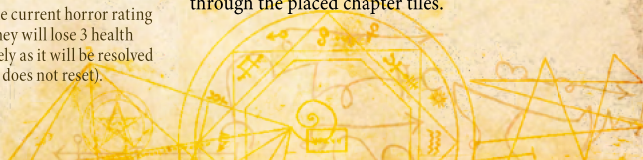
When determining the map tile scope, chapter tiles connected to one another are considered to be a single chapter tile.

Map tile scrolling

As a chapter tile can be up to 5x4 spaces, it is considered **half** of a map tile when determining the maximum playing area (2x2 map tiles). This means that 1 map tile can be expanded with 2 chapter tiles before the playing area will be scrolled.

You can use the unexplored edge of some chapter tiles to expand the playing area by drawing and placing a new map tile as usual.

Any effects that prevent explorers from exploring new map tiles also prevents them from exploring through the placed chapter tiles.



Charges

When a card enters play, or you take or gain an item that contains a number of charges, place that number of count tokens on that card.

These charges stay on the card regardless if the item is equipped or unequipped, and even if the item changes control.

When the card is destroyed or banished, remove the count tokens from the card.



THINGS TO REMEMBER

Don't forget that invoking a horror event increases the monster threat by 1.

If you would spawn or place a unit on an impassable map space (for example on any action space), choose the nearest unoccupied and passable space from that map space.

When a specific space is treated as an exit token, that space becomes passable (it is not an obstacle anymore, units can stand on it). You still need to lose 2 stamina to exit the map tile.

When you enter the endgame, take the endgame cards and place them next to the map and chapter tiles in play for easier reference. Chapter board should show the endgame's illustration and narrative text.

When the last surviving explorer exits the map tile:

- Banish all monsters from the map and chapter tiles in play
- Placed chapter tiles are put on the top section of the chapter board
- Placed map tiles are shuffled, and put on the bottom of the map tile deck
- Flip the current chapter and resolve the next chapter's «enters play» abilities
- If the flipped chapter is a chapter tile, place it in play. When chapter tile is placed on its own, place explorers on top or adjacent to an illustrated entry token.