





**RULEBOOK**





## IMPORTANT:

This is the Sheol Rulebook. If you are playing for the first time, you can read up to page 3, then use the following pages to check the components if you wish. Alternatively, you can jump straight to the section “Preparing the Game” on page 13. This book is written as if you were playing a campaign with 4 scouts, but some rules are different at lower player counts. These rules are marked , and these general modifiers can be found on pages 50-51. There are also some advanced rules (marked ) that you won’t need if you are playing for the first time. You should skip them in order to focus on learning the basic mechanics first.

## WARNING:

Some parts of the Story of Sheol deal with topics and material suitable only for adults, such as desperation, death, violence, and nudity. The story also contains strong language, descriptions and images of monsters that some may find frightening, and content that may offend. It is therefore aimed solely at individuals aged 16 years and older.




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## INTRODUCTION

Welcome to the universe of Sheol, a post-apocalyptic sci-fi game where the Earth has been shrouded in eternal night. Sheol is a cooperative game, playable solo or with up to four players, with an emphasis on exploration and combat. It is organized into campaigns that are in turn subdivided into missions. In each mission, the scouts will have to coordinate their efforts tactically to complete the objectives and defend the Citadel from invasion.

In this Rulebook, you will find all the information you will need to learn how to play the game for the first time, as well as some advanced rules used in later missions, marked .

## THE STORY OF SHEOL IN A NUTSHELL



**NOTE:** you can find the full story of Sheol at the beginning of the Mission Manual.

The shadows arrived on the moon. From that day on, a mass of shadows (called Sheol) similar to a black tide began to form until it shrouded the moon completely and wept the shadows down to Earth. Although technologically advanced, people had no means to stop the shadows, which slowly filled the Earth and exterminated almost all of mankind. The planet was fully enveloped in layers of clouds so dark that sunlight could not filter through, and the survivors took refuge on the Isle of Light, also called the Citadel, the last outpost of mankind. In fact, Lux, a type of light radiation capable of destroying shadows, was discovered too late.

Enclosed between the immense walls that surround the many square kilometers in which the intricate levels of the Citadel arise, humans have slowly forgotten the external world shrouded in darkness and exhausted themselves in a series of internal political, cultural, and economic struggles. Over the decades, the Citadel has become a collection of decadent people, mixing nanotechnology with superstition, millenary beliefs with cyber-empowerments, chaos, and the emergence of new castes. Only the scouts, explorers of the unknown and raiders of the outside world, have not forgotten that the world belongs to mankind and that mankind shall reclaim it one day. In this game, you are one of those scouts.

## MAIN GOAL

Each game of Sheol is a scenario (either stand-alone or part of a campaign), and the main goal for players to achieve is the Citadel's survival of Sheol's onslaught. If the Prosperity points of the Citadel ever fall to zero, all is lost, and the scouts are defeated.

In addition to defending the Citadel, players must reach one or more objectives stated in the scenario briefing in order to win the game. They should strive to complete these objectives as fast as they can, because, as time passes, the shadows grow more and more dangerous, copious, inevitable and overwhelming.

## CAMPAIGNS

Playing Sheol means experiencing the missions and the story of the scouts. Each mission represents a game session of about 1-3 hours and is structured as a set of successive objectives. To fully experience the story and the gameplay dynamics, we recommend playing the missions in sequence, even though it is possible to play them in any order before the campaign is complete.

Sheol is composed of multiple campaigns described in order in the Mission Manual, plus 9 optional Scout missions:

- The main campaign: 13 missions. This is the first to be played.
- The Luminary Monks campaign: 3 missions. The second to be played.
- The Engineers' Caste campaign: 3 missions. The third to be played.
- The Exiled campaign: 3 missions. The fourth to be played.
- The Tz'mitah mini-campaign: 1 mission. The last to be played.
- The Scout missions: 9 optional missions related to Sheol protagonists that can help you to master each scout and will reward you with a special ability if completed. You can play these missions after completing the first part of the main campaign, when instructed to do so by the Mission Manual.



# CORE GAME COMPONENT LIST

[Here you will find a detailed list of all the components present in the core game, divided by type]

## MINIATURES



The Pioneer (x1)



The Maenad (x1)



The Cyclops (x1)



The Breathless (x1)



The Half-Light (x1)



The Connector (x1)

## BOARDS



Main Board (x1)



Citadel Board (x1)



Shadow Main Board / Development Board (x1)



Hypershadow Board (x1)



Shadow Boards (x3)



Herald Boards (x5)



Outer Lord Boards (x3)



Lux Boards (x4)



Servodroids Board / Development Board (x1)



# Components

## LARGE CARDS



Scout Cards (x6)



Land Cards (x25)



Exploration Cards (x50)



Rule Cards (x11)

## STANDARD CARDS



Pioneer Lightshield Cards (x13)



Maenad Lightshield Cards (x13)



Cyclops Lightshield Cards (x13)



Breathless Lightshield Cards (x13)



Half-Light Lightshield Cards (x13)



Connector Lightshield Cards (x13)



Special Lightshield Cards (x6)



Advanced Lightshield Cards (x18)



Status Cards (x40)



Weapon Cards (x25)



Lantern Cards (x24)



Accessory Cards (x18)



Outer Lord Action Cards (x15)



Outer Lord Reaction Cards (x12)



Mission Cards (x154)

## SMALL CARDS



Twilight Lands Printer Base Cards (x5)



Twilight Lands Printer Upgrade Cards (x5)



Forgotten Lands Printer Base Cards (x6)



Forgotten Lands Printer Upgrade Cards (x6)



## Components



Shadow Lands Printer Base Cards (x6)



Shadow Lands Printer Upgrade Cards (x6)



Event Cards (x12)



District Cards (x19)



Threat Cards (x27)



Herald Reaction Cards (x16)



Herald Reborn Cards (x7)

## TILES AND TOKENS



Lightstream Tiles (x48)



Twilight Land Tiles (x9)



Forgotten Land Tiles (x9)



Shadow Land Tiles (x7)



Facility Tiles (x3)



Lux Trench Tiles (x6)



Dark Conglomerate Tiles (x8)



Rift Tiles (x6)



Event Tiles (x5)



CLEU Cannon Tokens (x10)



Scout Tower Tokens (x5)



Umbra Extractor Tokens (x5)



Lux Synthesizer Tokens (x5)



Immolates' Barrier / Monorail Tokens (x7)



Umbra Tokens (x27)



“x5” Umbra Tokens (x10)



Luminary Tokens (x8)



Engineers' Tokens (x8)



Exiled Tokens (x8)



Coralbone Tokens (x23)



Star Tokens (x6)



X Tokens (x6)



## Components



Circular Singularity Tokens (x8)



Triangular Singularity Tokens (x8)



Square Singularity Tokens (x6)



Lurker Tokens (x15)



Devourer Tokens (x15)



Moth Tokens (x15)



Pioneer Tokens (x2)



Maenad Tokens (x2)



Cyclops Tokens (x2)



Breathless Tokens (x2)



Half-Light Tokens (x2)



Connector Tokens (x2)



Servodroid Tokens (x6)



Shadow Number Tokens (x40)



Vial Number Tokens (x15)

## STANDEES



The Pioneer (x1)



The Maenad (x1)



The Cyclops (x1)



The Breathless (x1)



The Half-Light (x1)



The Connector (x1)



Servodroids (x3)



The Hunter (x1)



The Awakener (x1)



The Whisperer (x1)



The Marauder (x1)



The Mindblower (x1)



Avadon (x1)



G'hinnom (x1)



Shibaron (x1)



Citadel (x1)



## Components

### DICE AND PLASTIC COMPONENTS



Gravity Die (x1)



Shadow Die (x1)



Scout Dice (x2)



Challenge / Overload Dice (x2)



Alert Die (x1)



Danger Die (x1)



Blue Cubes (x30)



Red Cubes (x30)



Purple Cubes (x25)



Black Markers (x7)



Standee Holders (x10)



Colored Disks (x4)

### BAGS



Shadow Bag (x1)



Lightstream Bag (x1)

### PAPER COMPONENTS



Mission Manual (x1)



Rulebook (x1)

## LAND OF THE NIGHT EXPANSION COMPONENT LIST

[Here you will find the miniatures that compose the Land of the Night expansion]

### MINIATURES



Servodroids (x3)



Lurkers (x8)



Devourers (x8)



Moths (x8)



The Hunter (x1)



## Components



The Awakener (x1)



The Whisperer (x1)



The Marauder (x1)



The Mindblower (x1)



Avadon (x1)



G'hinnom (x1)



Shibaron (x1)



Citadel Plateau Part 1 (x1)



Citadel Plateau Part 2 (x1)



Citadel First Tier Part 1 (x1)



Citadel First Tier Part 2 (x1)



Citadel First Tier Part 3 (x1)



Citadel First Tier Part 4 (x1)



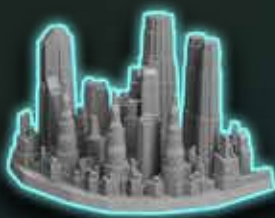
Citadel Second Tier Holder (x1)



Citadel Second Tier Part 1 (x1)



Citadel Second Tier Part 2 (x1)



Citadel Second Tier Part 3 (x1)



Citadel Third Tier Part 1 (x1)



Citadel Third Tier Part 2 (x1)



## EXPANSION COMPONENT LIST

[Here you will find all the components present in the Luminary Monks expansion, the Engineers' Caste expansion, the Exiled expansion & the Tz'mitah expansion]

### LUMINARY MONKS EXPANSION



The Merciful (x1)



Sentinels (x8)



Sentinel Board (x1)



Scout Card (x1)



Citadel Exploration Cards (x12)



Merciful Lightshield Cards (x13)



Special Lightshield Card (x1)



Advanced Lightshield Cards (x3)



Weapon Cards (x4)



Lantern Cards (x4)



Accessory Cards (x3)



Mission Cards (x21)



Special Land Tile (x1)



Sentinel Tokens (x15)



Merciful Tokens (x2)



The Merciful Standee (x1)

### ENGINEERS' CASTE EXPANSION



The Wrench (x1)



Mechs (x2)



The Skin Rider (x1)



Skin Rider Board (x1)



Scout Card (x1)



## Components



Mech Cards (x2)



Wrench Lightshield Cards (x13)



Special Lightshield Card (x1)



Advanced Lightshield Cards (x3)



Weapon Cards (x4)



Lantern Cards (x4)



Accessory Cards (x3)



Mission Cards (x24)



Herald Reaction Cards (x2)



Herald Reborn Card (x1)



Wrench Tokens (x2)



Mech Tokens (x2)



Drone Tokens (x10)



The Wrench Standee (x1)



The Skin Rider Standee (x1)

## EXILED EXPANSION



The Maul (x1)



Swarms (x8)



Swarm Board (x1)



Scout Card (x1)



Maul Lightshield Cards (x13)



Special Lightshield Card (x1)



Advanced Lightshield Cards (x3)



Status Cards (x5)



Weapon Cards (x4)



Corrupted Weapon Cards (x9)



Lantern Cards (x4)



## Components



Accessory Cards (x3)



Mission Cards (x15)



Swarmer Tokens (x15)



Maul Tokens (x2)



The Maul Standee (x1)

## TZ'MITAH EXPANSION



Tz'mitah (x1)



Tz'mitah Board (x1)



Outer Lord Action Cards (x5)



Outer Lord Reaction Cards (x5)



Mission Cards (x10)



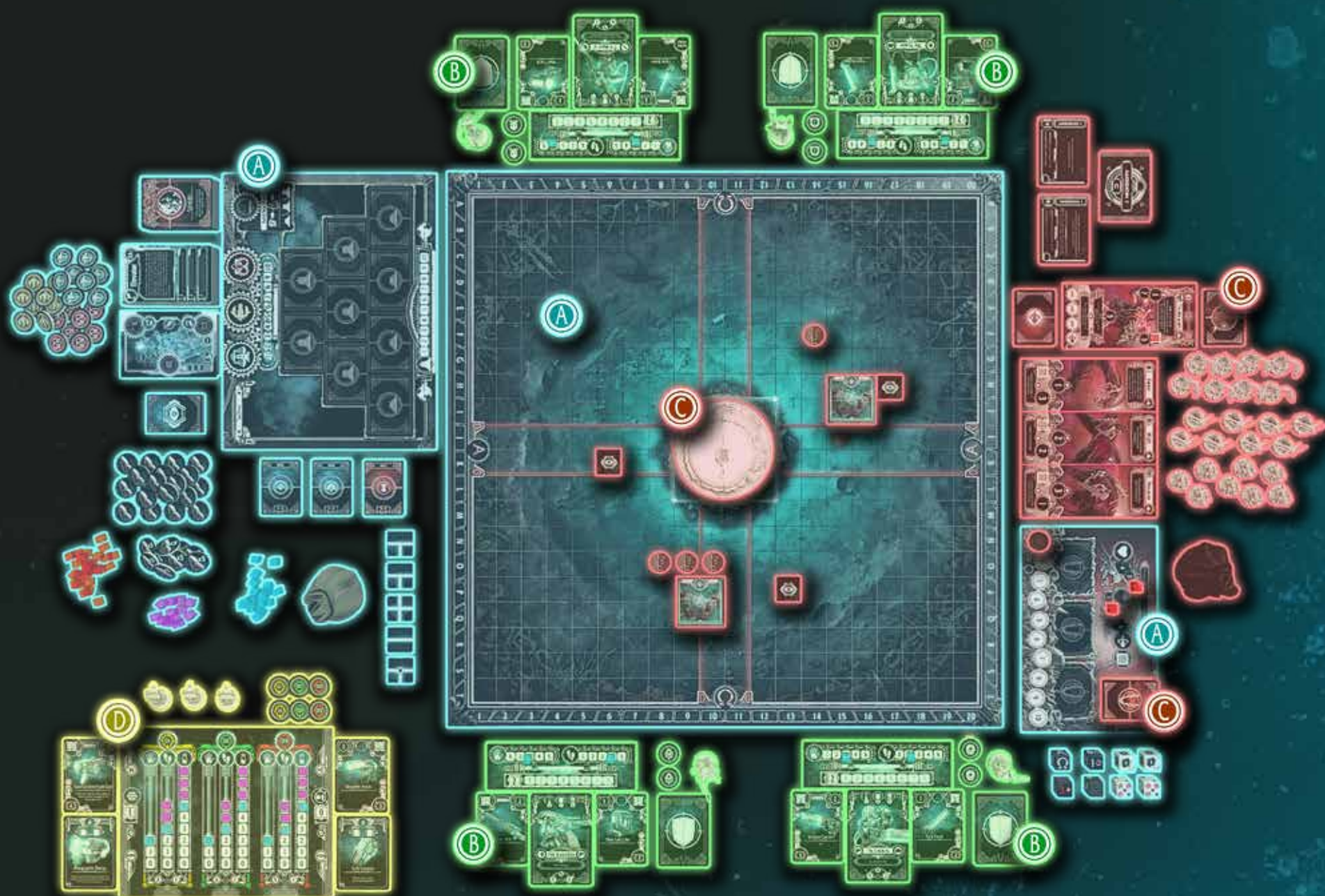
Tz'mitah Standee (x1)





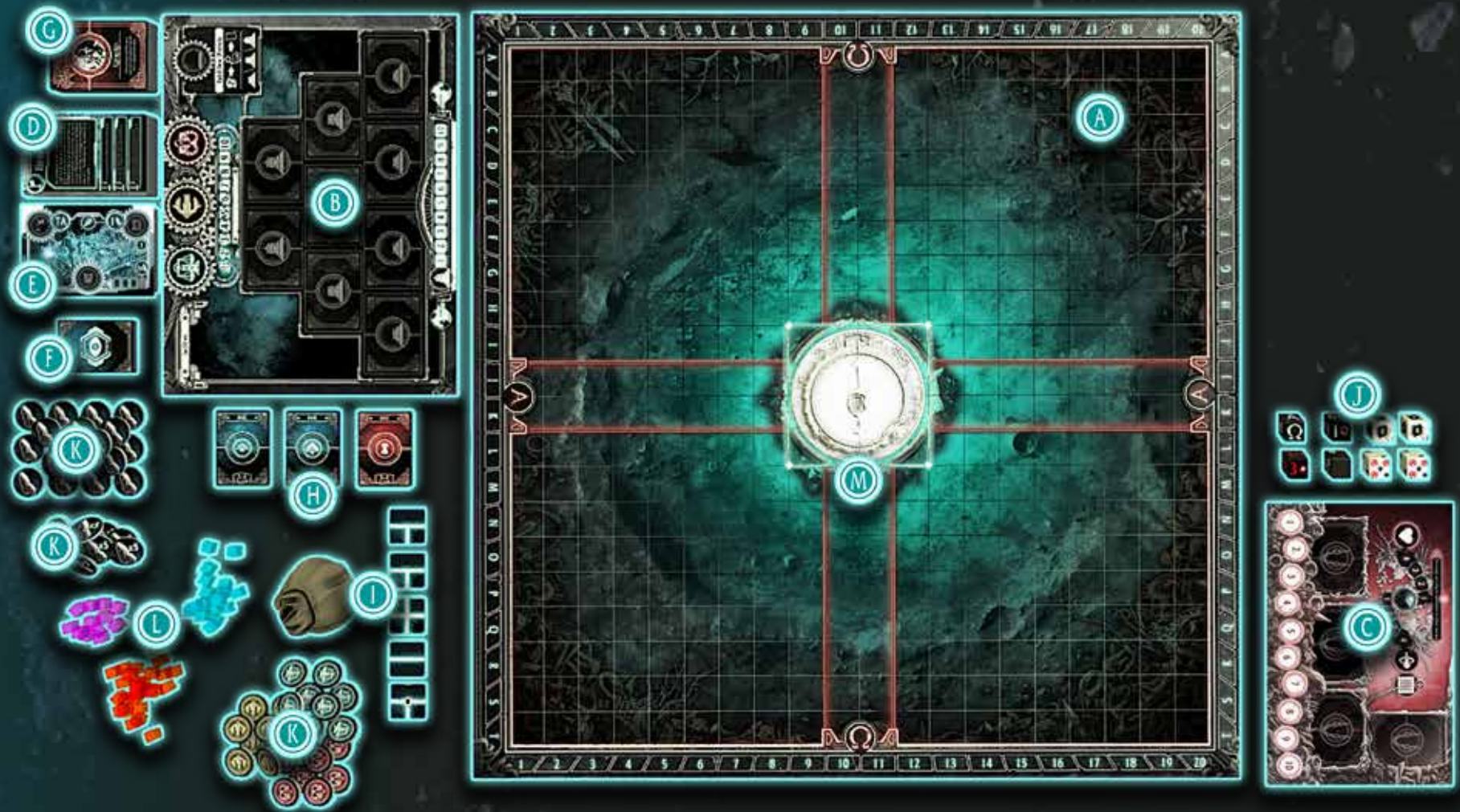
# PREPARING THE GAME

To start, you have to arrange the general components (A), the player areas (B), the mission-dependent components (C), and the Servodroids board (D) (if you are playing with less than 4 scouts, see section: Servodroids, page 50). In the following sections, you will learn how to prepare each of these components step by step.





## Setup



### PREPARE THE GENERAL COMPONENTS

To prepare the game, arrange the general components. On the table, place the following:

#### 1 - THE MAIN BOARD A

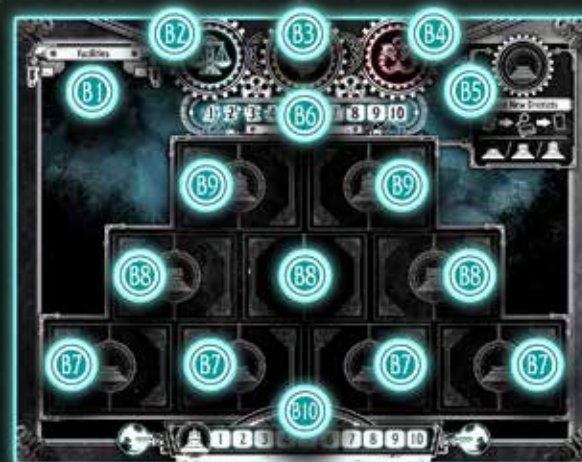
All scout actions take place on the main board, which is composed of a grid. The board has two sides, one with the Citadel in the center, the other with the Citadel in the top left corner. Each mission setup defines which side you have to use (for the first mission, you have to use the side with the Citadel in the center).

The board is basically empty, but a series of items must be placed on it according to the diagram provided at the beginning of each mission.

#### 2 - THE CITADEL BOARD B

The Citadel Board is divided into:

- Unlocked facilities B1: where you place the facility tiles you have unlocked during missions.
- Faction token storage areas for Luminary B2, Engineers' B3, and Exiled B4 factions.



- Development phase area for building new districts B5.
- Development track B6.
- Area to place first tier B7, second tier B8, and third tier B9 districts.
- Prosperity track B10.

The Prosperity track signifies the life points of the Citadel. If these fall to zero, it's game over. Place a blue cube on the number 10 of the Prosperity track.



Points are lost when shadows attack and can be regained during the Development phase. The Prosperity value of the Citadel carries over between missions when playing a campaign.

Place a blue cube near the number 1 of the Development track.



## Setup

### 3 - THE SHADOW BOARD

The Shadow board houses the blip values, the Threat deck, and a Threat marker. At the beginning of each Shadow phase, you have to increase the Threat level by moving the Threat marker on the track. After that, you have to reveal a Threat card and apply its effect.

You will place the Threat deck, the Threat marker, and the blip value during the mission setup.

### 4 - THE EXPLORATION DECK

The Exploration deck is composed of large cards with a flag on the top left (don't confuse them with the Citadel Exploration cards of the Luminary Monks expansion). Place them next to the Citadel board in a single pile. These cards are used when you perform an Explore action in a land.



### 5 - THE LAND DECK

The Land deck is composed of large cards with large images. It contains the Land cards. These cards are used when a land is discovered.

### 6 - THE EVENT DECK

The Event deck is composed of mini-cards with an eye on the back. It contains events that should be drawn when you move onto an event tile on the main board. Shuffle the deck and place it near the Exploration deck.

### 7 - THE STATUS DECK

The Status deck contains cards that will affect the Scouts.

### 8 - THE PRINTER DECKS

Place the Twilight Lands Printer deck, the Forgotten Lands Printer deck, and the Shadow Lands Printer deck near the Citadel board.

Each deck corresponds to a land type. Divide the base cards and the upgrade cards and keep the upgrade cards in the box. Each card represents a useful item available to the scouts that can be printed for the specified Umbra cost. During the campaign, you will unlock upgrades for the items.



### 9 - THE LIGHTSTREAM BAG

Place the bag that contains the Lightstream tiles near the Citadel board. Then randomly draw 5 Lightstream tiles and place them with the bright (blue) side up near the bag. When you do a Plan action, you will draw from among these 5 tiles. When the pool is depleted, immediately refill it with 5 new Lightstream tiles, chosen at random.

### 10 - THE DICE

Sheol has several dice that are used during the game. These are: 1 Gravity die, 1 Alert die, 1 Danger die, 1 Shadow die, 2 Scout dice, 2 Challenge/Overload dice. Place them next to the board.

### 11 - TOKEN RESERVE

Place some Umbra tokens and the three types of Faction tokens near the main board. Umbra is the currency of the game and is used mainly to print items from the portable Printers or to repair weapons and lanterns.

Faction tokens are used during the Development phase to upgrade your equipment and build districts.

### 12 - SOME COLORED CUBES

Place some red, blue and purple cubes on the table. They are used as markers during the game.

### 13 - THE CITADEL STANDEE

Place the Citadel standee (or the respective miniature, starting with both parts of the Citadel plateau) in the center of the main board. The Citadel miniature will gain additional pieces during the campaign.



# CHOOSE YOUR SCOUTS

Participating players will normally choose which scout they wish to be at the beginning of their first mission and use that one for the remainder of that campaign, although it is perfectly acceptable to change scouts between missions by using the same rules employed in casual missions. All scouts have unique abilities, weapons, and actions that differentiate them from each other. Some of them use additional rules as described below; for this reason it is recommended that beginners choose one of the following scouts for their first game: the Pioneer, the Maenad, the Cyclops, and the Breathless.



## THE PIONEER

The Pioneer is the highest-ranking scout and a born team leader. A veteran, he specializes in building the Lightstream, and in terms of skills, he is an all-rounder.

### Lightshield Deck:

Trailblazer of the Unknown (x3)  
Sight Adjustment (x3)  
Lightstream Reposition (x2)  
Demolition (x2)  
Luminous Convergence (x2)  
Impact Detection (x1)

### Archetypes:

Brightness and Defense

**Starting Weapon:**  
Flash Gun

**Starting Lantern:**  
Night Digger

**Difficulty:**  
Easy



## THE MAENAD

The Maenad is a fast and sharp scout. A master of movement, she is ideal for quick raids in the Lands of the Night and for striking at the hearts of enemies.

### Lightshield Deck:

Dancer in the Dark (x3)  
Lightstream Surfer (x3)  
Fearless Leap (x2)  
Weapons Specialist (x2)  
Safe Trails (x2)  
Maenad's Ecstasy (x1)

### Archetypes:

Melee and Dexterity

**Starting Weapon:**  
Light Spear

**Starting Lantern:**  
Hand Torch

**Difficulty:**  
Easy



## THE CYCLOPS

The Cyclops is a heavy-duty scout, the perfect role for those who want to force their way through the Shadows with cannon shots. The Cyclops is ideal for missions on the front line and can defend and protect his peers when needed.

### Lightshield Deck:

Brothers in Arms (x3)  
Survival of the Fittest (x3)  
Attractive Field (x2)  
Leatherback (x2)  
Safeguard (x2)  
Charged Lux Emitter (x1)

### Archetypes:

Luxarms and Defense

**Starting Weapon:**  
Impulse Cannon

**Starting Lantern:**  
Gun Torch

**Difficulty:**  
Easy



## THE BREATHLESS

The Breathless is a sniper and at her best with ranged attacks. Great at camouflage, she can blend into her surroundings and kill enemies without them even noticing her.

### Lightshield Deck:

Holding Breath (x3)  
Camouflage (x3)  
Relocating Techniques (x2)  
Eye of the Eagle (x2)  
Target Acquisition (x2)  
Oblivion Marksman (x1)

### Archetypes:

Camouflage and Luxarms

**Starting Weapon:**  
Beam Rifle

**Starting Lantern:**  
Flare Launcher

**Difficulty:**  
Medium



## THE HALF-LIGHT

Caught between light and darkness, the Half-Light can manipulate the Shadows and support the team with his powerful abilities.

The Half-Light can transform into the Beast with his special Lightshield card. When you do that, place the Lightshield card near the Scout card and flip the latter to the corrupted side. The Lightshield card still counts towards your hand limit until it is discarded.

### Lightshield Deck:

Twilight Bender (x3)  
A Spoonful of Sugar... (x3)  
Wicked Osmosis (x2)  
Shock Therapy (x2)  
Dark Transfusion (x2)  
Hyde Inside Me (x1)

### Archetypes:

Endarkenment and Care

**Starting Weapon:**  
Syringe Rifle

**Starting Lantern:**  
Half-Lighter

**Difficulty:**  
Expert



## THE CONNECTOR

The Connector is a bodyhacker and can change his own abilities during missions. He is a versatile all-rounder.

The Connector's bodyhack Lightshield cards are played in front of him and remain in play until you decide to discard them. Each card in play still counts towards your hand limit until it is discarded. This also applies to other players if they gain one or more of your cards using the "3CH0" card.

### Lightshield Deck:

Bodyhack 01: IC4RUS (x3)  
Bodyhack 02: GH05T (x3)  
Bodyhack 03: F1RE5T0RM (x2)  
Bodyhack 04: COMP455 (x2)  
Bodyhack 05: 3CH0 (x2)  
Chip M2: DJ1NN (x1)

### Archetypes:

Mechanics and Camouflage

**Starting Weapon:**  
Relic Staff

**Starting Lantern:**  
Floating Orb

**Difficulty:**  
Expert



# ADDITIONAL SCOUTS

These three scouts are not present in the core game of Sheol, but you can find them in the expansions. All of them have some additional rules they use during gameplay.



## THE MERCIFUL



The Merciful is a support scout with high Lux and healing abilities. Thanks to her integrated jetpack, she can fly over obstacles to help her allies.

The Merciful always flies during movement, but she does not recharge movement points during the respective Scout sub-phase unless you pay 1 Lux.

### Lightshield Deck:

Bearer of Hope (x3)  
Light Transfusion (x3)  
Illuminating Touch (x2)  
Wings of Salvation (x2)  
Luminary's Goodwill (x2)  
Hymn to Light (x1)

### Archetypes:

Care and Dexterity  
**Starting Weapon:**  
Hand Defibrillator  
**Starting Lantern:**  
Hand Defibrillator  
**Difficulty:**  
Medium



## THE WRENCH



The Wrench is the engineer of Team Nova. She can deploy powerful Drones to ambush the shadows, and she helps allies with her repair skills.

The Wrench can deploy Drones with Lightshield card actions. To deploy a Drone, take a Drone token with the same name and place it on a free space. The Lightshield card remains in your player area. When the Drone is destroyed, place the card in the discard pile. A maximum of 5 Drones can be active on the main board at any time.

### Lightshield Deck:

Caste's Guardian: Shishi (x3)  
Planning Leader (x3)  
Caste's Guardian: Yütü (x2)  
Caste's Guardian: Zhū Què (x2)  
Walking Workshop (x2)  
Caste's Guardian: Xuan Wu (x1)

### Archetypes:

Mechanics and Brightness  
**Starting Weapon:**  
Spanner  
**Starting Lantern:**  
Chinese Lantern  
**Difficulty:**  
Expert



## THE MAUL



The Maul is a mighty short-range warrior with the power to use corruption to enhance his abilities.

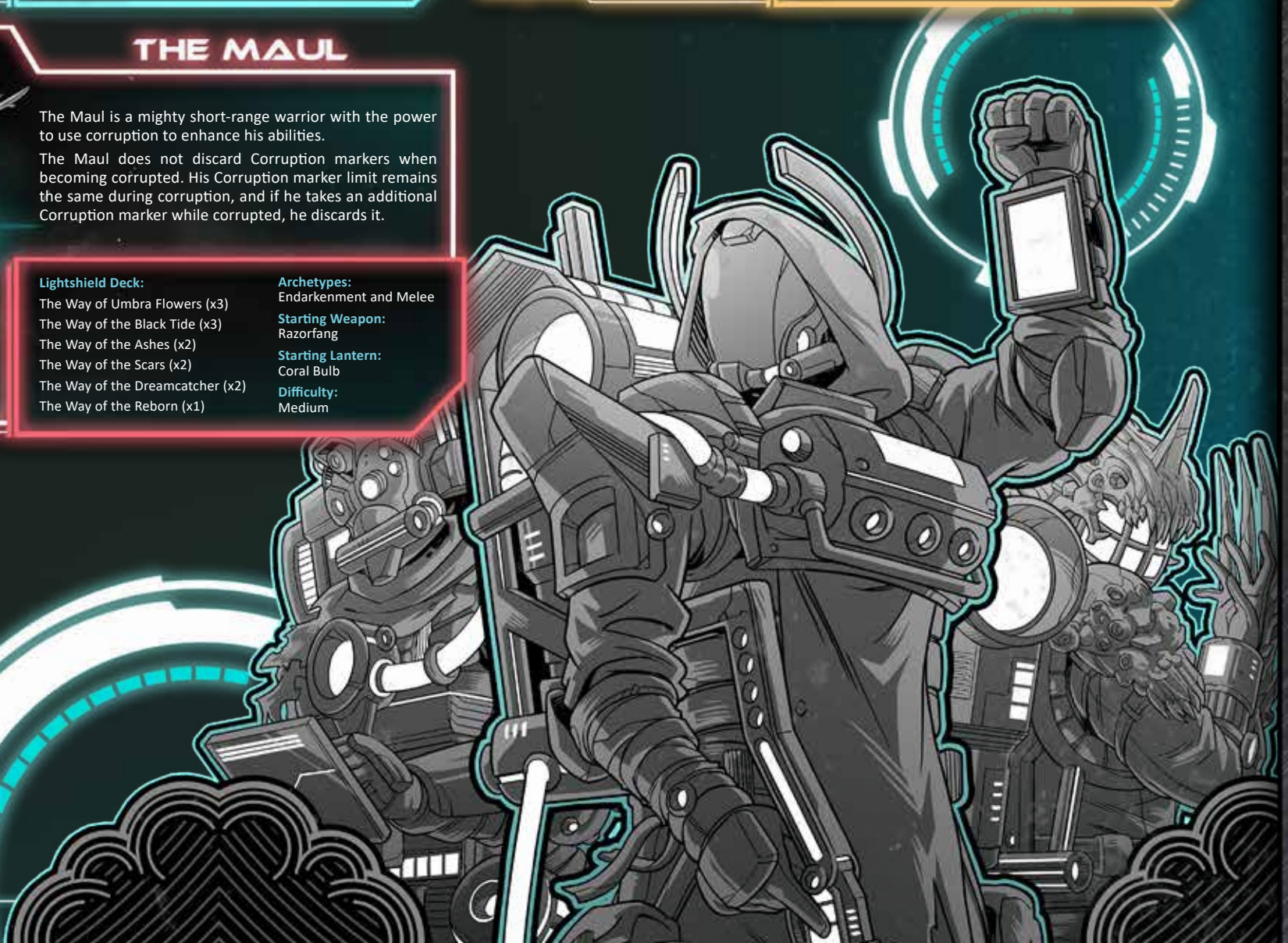
The Maul does not discard Corruption markers when becoming corrupted. His Corruption marker limit remains the same during corruption, and if he takes an additional Corruption marker while corrupted, he discards it.

### Lightshield Deck:

The Way of Umbra Flowers (x3)  
The Way of the Black Tide (x3)  
The Way of the Ashes (x2)  
The Way of the Scars (x2)  
The Way of the Dreamcatcher (x2)  
The Way of the Reborn (x1)

### Archetypes:

Endarkenment and Melee  
**Starting Weapon:**  
Razorfang  
**Starting Lantern:**  
Coral Bulb  
**Difficulty:**  
Medium





## Setup



## ARRANGE THE PLAYER AREAS

### SCOUT CARDS




Once you have chosen your scout, place the corresponding Scout card in front of you. Each Scout card contains some info about the scout (see section: The Scout Card in Detail, page 32).



Then place the Lux board, the scout's starting weapon and lantern, and the scout's Lightshield deck as shown above.

### LUX BOARDS

The Lux board specifies the amount of Lux available to the scout, their action points, and their movement points. Place it near the Scout card.

Place 3 blue cubes on the Lux board as follows:

- The first on the number 3 of the Action track. 
- The second on the number of the Movement track  corresponding to the value of the base movement of the scout (the number on the left of the lower part of the Scout card).
- The third on the number 8 of the Lux track. 

Then, place a numbered token on the left space of the Lux board , so it matches the number written below the vial symbol at the top of the Scout card. 

During the game, if you gain Lux and you exceed the maximum of 8 for your current vial, increase the vial number by 1 and add the excess Lux to the next vial. You may exceed the number of starting vials.

When a Lux vial reaches zero, if it is not the last vial, decrease the vial number by 1 and set the Lux track to the maximum of 8. If the reduction in Lux exceeds the amount of Lux remaining in the first vial, the cost will have to be paid in full, thus continue to spend the remaining amount from the new vial.

Each time this happens, the shadows within 4 spaces will move towards the scout (see section: Shadow Movement, page 28),

except if you are in the Citadel.

If the Lux reaches zero and it's your last vial, you are corrupted (see section: Corruption, page 44), flip your Lux board and get a final 5 Lux points. If your Lux reaches zero again, your scout dies.

### WEAPON AND LANTERN CARDS

Each scout is equipped with a weapon and a lantern (and later with an accessory, see sections: Development Phase, page 46; Accessories, page 41).

For each scout, find their starting Weapon card and Lantern card. Scouts always start a mission with these cards on the unbroken side unless otherwise indicated.





## Setup

You can distinguish them because they have the scout icon instead of the faction symbol on them.

For reference, you can find the name of the starting weapon and lantern of each scout in the section: Choose Your Scouts, page 16. Place them to each side of the Scout card.

### LIGHTSHIELD CARDS

Each scout has a Lightshield deck containing a series of unique actions, and each starts with 13 cards. Take the Lightshield deck for each selected scout, shuffle it, and place it face down next to the corresponding Scout card.



The Lightshield cards will be essential to turn the game's fortunes in your favor and to provide you with discounts on Lux costs for game actions. During the Development phase, the Lightshield decks can be expanded by adding new cards that will enhance the scout's abilities and allow them to progress (see section: Development Phase, page 46).

For more detailed information on Lightshield cards (see section: Using Lightshields, page 43).

### SCOUT TOKENS

Place the two unique Scout tokens for each scout to the side of the Lux boards. These are used during the Development phase and for Land actions.

### SCOUT MINIATURES

Place each scout miniature on the corresponding Scout card. Every time the scout miniature is on your Scout card, it represents that the scout is in the Citadel at the center of the main board.

**NOTE:** If you want, you can place the colored disks that are not in use by Servodroids under your scout miniatures to better highlight them during the gameplay.

### OTHER COMPONENT AREAS

Highlighted in orange are some other components that you will gain access to as you progress through the campaign. This is a suggested layout of where to place these components to keep them in order, but there is no reason you cannot choose your own layout. These components are:

**The Printer items:** Your scout can carry any number of Printer items (see section: Printer Items, page 41).

**The Umbra tokens:** Used to print items, for Attack actions and to activate Lightshield effects.

**The Lightstream tiles:** This is your personal reserve acquired from the common pool. Lightstream tiles are placed on the main board by your scout during movement and Reveal actions (see sections: Scout Movement, page 34; Lantern Action: Reveal, page 36).

**The accessory:** Each scout can carry a maximum of 1 accessory. These are acquired during the Development phase and can be used during missions by spending charges (see section: Accessories, page 41).

**The Lightshield discard pile:** Place used Lightshield cards here. When the current Lightshield deck is depleted, these will be used to create a new one (see section: Using Lightshields, page 43).

**IMPORTANT:** If you are playing with less than 4 scouts, you must apply various modifiers to your game, including the use of Servodroids (see section: Servodroids, page 50).



*The Maenad's Starting Layout*



*The Breathless' Starting Layout*



*The Connector's Starting Layout*



*The Wrench's Starting Layout*



*The Cyclops' Starting Layout*



*The Half-Light's Starting Layout*



*The Merciful's Starting Layout*



*The Maul's Starting Layout*



# ARRANGE THE MISSION COMPONENTS

In this section, you will learn how to set up the mission components and read the Mission Manual.

## THE MISSION MANUAL

The Mission Manual is your main reference for missions and for the story of Sheol. The Mission Manual is divided into:

### INTRO:

- The intro story (pages: 6-7): you should read this before starting the main campaign.
- Team Nova (pages: 8-9): here you will learn about the scouts and their stories.
- The general lore glossary (pages: 10-11): for understanding the aspects of the world of Sheol. In the rest of the Manual, there are several boxes that explain many other lore-related themes in depth.
- The digital content story (pages 12-13): originally released in a digital format, this story is optional reading that introduces the main campaign.

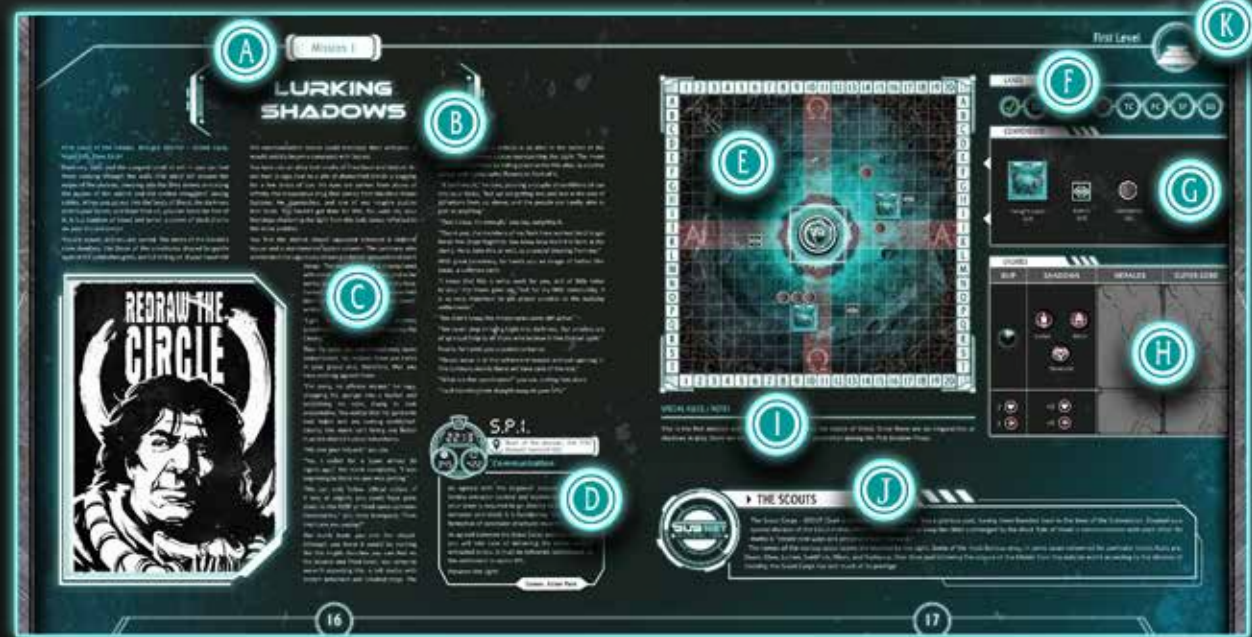
### MISSIONS:

- The first part of the main campaign (pages 15-35): this is where you will start playing (see next section).
- The optional Scout missions (pages 37-73).
- The second and the third part of the main campaign (pages 75-107).
- The Luminary's campaign (pages 113-125): only playable if you have the related expansion.
- The Engineers' campaign (pages 127-139): only playable if you have the related expansion.
- The Exiles' campaign (pages 141-153): only playable if you have the related expansion.
- The Tz'mitah mini-campaign (pages 155-159): only playable if you have the related expansion.
- The save and statistics section (pages 160-161): use this section to save the game.

### THE MISSION PAGES

Each mission presents you with:

- **A** The mission number of that campaign.



- **B** The mission title.
- **C** The intro story.
- **D** The quick reference for mission goals.
- **E** The setup of the components on the main board.
- **F** The land codes for that mission.
- **G** The mission components list you need for the setup.
- **H** The enemies table, showing the revealed shadows that will appear during the mission and the health and the attack damage of the revealed shadows. Ignore any enemies from expansions that you do not have.
- **I** Advanced rules that only apply to that mission.
- **J** An info box giving further insight into the world of Sheol.
- **K** The Citadel level.

## SETUP A MISSION

Before starting a mission, you have to:

1. Read the intro story **C** and the quick reference box **D**.
2. Arrange the components on the main board according to the list **G** to the correct coordinates **E**.
3. Prepare the shadow bag.
4. Prepare the enemy boards according to the table **H**.
5. Read the special rules/notes **I**.
6. Place the Mission cards corresponding to the campaign you are playing and the mission number.

## 1 - READ THE STORY

In Sheol, the story is very important. The Mission cards you use during missions follow the story in the Mission Manual. If you don't have much time, you can skip to the quick reference box that summarizes the mission objectives.

## 2 - ARRANGE THE COMPONENTS

Now take each component from the box and put it on the main board according to the coordinates in the main board image **E**. You can find all the components you need in the mission components list on the right of the mission intro pages **G**.

**NOTE:** the components listed in **G** are highlighted with different colors to make them more visible on the grid **E**. These colors are not present in the actual components (tokens or tiles) that you have to place.

Here you can find a list of all the components you may need when you do a mission setup.

### 2.1 - CORALBONE TOKENS



Coralbone tokens are the most simple obstacles in the game (see section: Obstacles, page 34).

### 2.2 - EVENT TILES



Event tiles trigger some cards when scouts go over them (see section: Events and Event Tiles, page 35).



## Setup

### 2.3 - LANDS

There are three types of Land card and corresponding land tile. In increasing order of danger these are: the Twilight Lands (F1), the Forgotten Lands (F2), and the Shadow Lands (F3). Each land is defined by a code (F4) on the front that corresponds to one Land card and two Exploration cards.



On the top right of the mission page (F), you will find the codes of the lands you must use during the mission (connected to a green checkmark) and the lands you can't use (connected to a red X).

Take the Land decks and set aside all of the lands you can't use that mission. Next, take the lands which you must use for that mission. If the setup (C) requires more lands than the specific tiles shown, draw the additional lands at random from the remaining lands.

### 2.4 - FACILITIES



Scouts can build multiple types of facilities on discovered lands to help them during their journey (see section: Land Action: Build, page 39).

### 2.5 - OBSTACLES

Obstacles are tiles that will hinder the movement of scouts and/or shadows. There are three types of obstacle tile:



- G1 Lux Trenches that are obstacles for shadows.
- G2 Dark Conglomerates that are obstacles for scouts.
- G3 Rifts that are obstacles for scouts and shadows.

### LAND SETUP

In Mission 2, you need a total of 6 lands: 2 Twilight Lands, 3 Forgotten Lands, and 1 Shadow Land.



Two specific Twilight Lands are required (TD and TE). This is equal to the total number of Twilight Lands required for the mission setup, so you do not need to draw any random Twilight Land tiles. You still need to set aside the TC Twilight Land tile. Even if effects might add a new Twilight Land to the map, it should not be the TC tile since this is an excluded land tile for this mission.

Next, one specific Forgotten Land is required (FA). We still need two more Forgotten Land tiles. Set aside the excluded Forgotten Land tile (FE) and then randomly draw two more Forgotten Land tiles. Finally, we need one Shadow Land tile.

Since there are no required Shadow Land tiles, set aside the excluded Shadow Land tiles (SF and SG). Randomly draw one Shadow Land tile. You now have all of the land tiles that you need for this mission setup!

### 2.6 - LIGHTSTREAM TILES

The scouts can only move through the light path formed by connected Lightstream tiles (see section: Scout Movement, page 34). The tiles have a blue (bright) side and a red (dim) side.



### 2.7 - SINGULARITIES

Singularities are spawn points for blips. Place them with the alert (white) side face up and point the arrow toward the space closest to the Citadel.



Circular

Triangular

Square

### 2.8 BLIPS



Blips represent unrevealed shadows. The health and attack damage for blips are defined on the Shadow board. The blips and unrevealed shadows not placed on the main board have to go in Shadow bag (see next section).

### 2.9 - REVEALED SHADOWS

Once a blip is revealed, it turns into a revealed shadow. Place either the blip token turned over to the reverse side or the respective shadow miniature onto the board.



Lurker

Devourer

Moth

Sentinel  
(Luminary Monks Exp.)

Swarmer  
(Exiled Exp.)

### 2.10 - HYPERSHADOWS



At a certain point in the main campaign, you will encounter Hypershadows. If you have to place a Hypershadow in the setup, draw two blips and place them one on top of the other (see section: Hypershadows, page 29).

### 3 - PREPARE THE SHADOW BAG



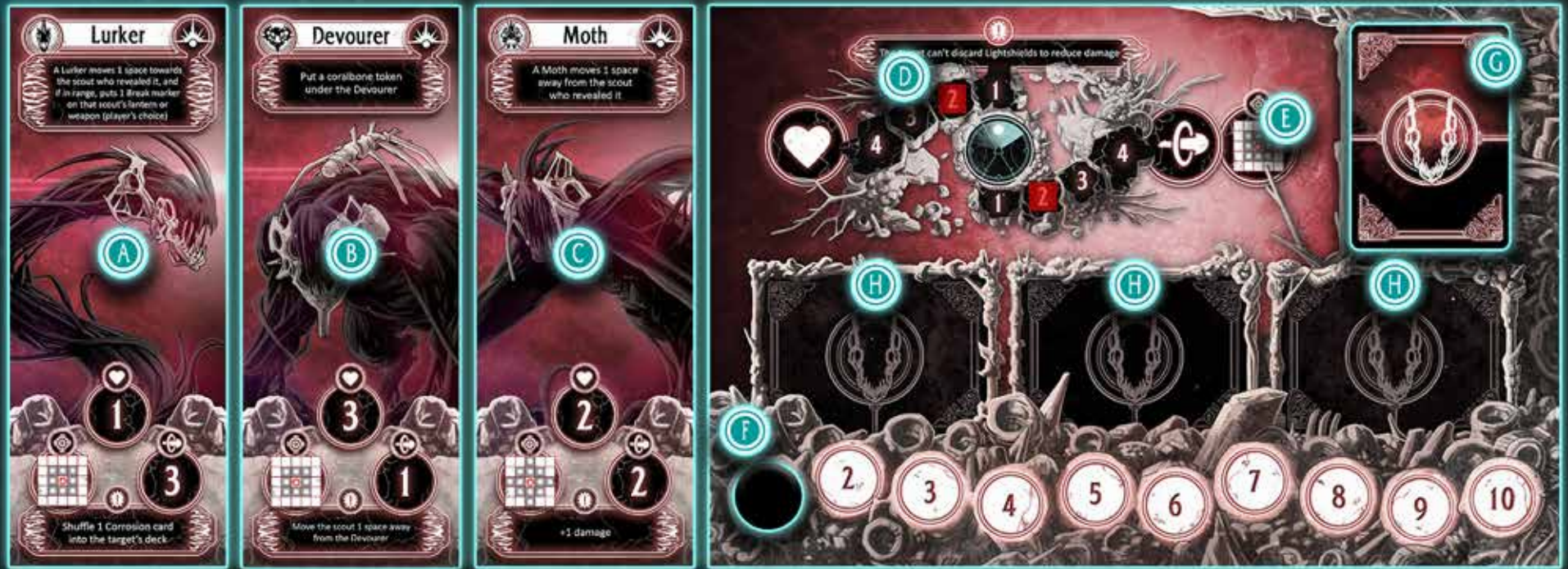
After you have placed all the blips, revealed shadows and Hypershadows on the main board, you have to prepare the shadow bag.

Check the table in (H) and put all the listed shadows in the bag. For example, if Lurkers, Devourers and Moths are present in a mission, put their tokens in the bag. Any time a blip is removed from the board, do not return it to

the bag. If the bag is ever empty, take all discarded blips and put them back into the bag. If you have the Luminary Monks expansion or the Exiled expansion, you can also put Sentinels and Swarmers in the bag when they are listed in the table (H).



## Setup



### 4 - PREPARE THE ENEMY BOARDS

1. Place the Shadow board near the main board.
2. Put a red cube on the correct number of the blips' Health track (D) and another on the correct number of the blips' Damage track (E). These values are specified in the first column of the mission's enemies table.
3. Put a black marker on the number 1 of the Threat track (F). This track indicates the turn number during the game.
4. Each Threat card is composed of a unique name (I), an effect (J), and the mission number(s) that use the card (K). Create the Threat deck (G) using only the cards that are allowed for the current mission. If the mission number (on the top of the Manual page) and one of the mission number(s) (K) on the Threat card match, then include that Threat card in the Threat deck. Set the unused Threat cards aside. During play, Threat cards are placed here (H) when revealed.
5. Place the revealed Shadow boards (A, B, C) according to the mission's enemies table. You will find which shadows to place and the respective modifiers in the second column of the mission's enemies table. If there are modifiers, place numbered tokens over the health and/or attack values of the revealed Shadow boards to overwrite them. Ignore any enemies from expansions that you do not have.
6. If a Hypershadow is present, place their board to the left of the revealed Shadow boards (see section: Hypershadows, page 29).
7. If any Heralds are present, place their boards to the left of the Hypershadow board and set them up (see section: Heralds, page 26).
8. If an Outer Lord is present, place their board to the left of the Heralds board(s) and set it up (see section: Outer Lord, page 24).
9. Take the miniatures of the shadows that appear in the mission (if available) and place them near the main board, ready to use. Keep the other shadow tokens and miniatures in the box and only take them if you need them during the mission.

### 5 - READ THE SPECIAL RULES/NOTES

In most missions, there are special rules that modify the game for that mission or make you do additional steps in the setup. Be sure to read them before starting the mission.

### 6 - PLACE THE MISSION CARDS

If this is the first time you are playing, take the Mission deck marked as Mission 1 and place it near the main board, otherwise take the mission deck marked with the number of the mission you are playing. You will find the mission number and the mission level at the top of each page of the Mission Manual.

#### 6.1 - MISSION DECKS AND CARDS

In Sheol, each mission has a dedicated Mission deck. When you start a mission, reveal the first card of the respective deck (with the letter A). This card will remain in play and will indicate the goal to proceed with the mission.





## Shadow Phase



## SHADOW PHASE

Every turn starts with a Shadow phase. During this stage, enemies move, attack, generate and generally make it difficult for scouts to survive. The Shadow phase is split into 6 sub-phases. In particular:

1. Increase Menace
2. Reveal Threats
3. Outer Lord Actions
4. Herald Actions
5. Shadow Actions
6. Generate Shadows

## STARTING THE GAME

Now that you have prepared the game, it's time to learn how it flows.

### FLOW OF PLAY

Each Sheol game session is divided into turns, with the turns subdivided into phases. There are two phases:

- **Shadow phase:** Where the enemies act.
- **Scout phase:** Where the players act.

The phases continue alternating with each other unless special conditions specify otherwise.

### SUB-PHASE 1: INCREASE MENACE

It is the beginning of the Shadow phase. The effects triggered by the keyword "Beginning of the Shadow Phase" take place at this point, along with other universal effects specified by the mission (e.g., spawn of a special shadow in a specific area, boss effects, and so on).

Advance the black marker one space on the Threat track (unless it is the first turn). This indicates the turn number.

### SUB-PHASE 2: REVEAL THREATS

Each turn (except the first turn) draw a new Threat card and place it on the leftmost space, applying its effect. If the space is occupied, shift all previous Threat cards to the right. If the rightmost card moves off of the Shadow board, discard it (as it will be the oldest). If the Threat deck runs out, no other Threat cards are drawn for that mission. Passive effects of discarded cards no longer affect gameplay.

Each Mission card is divided into:

- The mission number, common to all cards of that mission deck.
- The mission letter or step.
- The flavor text that describes your situation.
- The effect that must be applied immediately after the card is drawn.
- The objective or goal that you have to accomplish to proceed with the mission.
- The effect to resolve immediately after the goal of the card is accomplished.
- The mission level.

If you find the keyword "Discard" in an effect, discard the Mission card.

If you find the keyword "Victory," then you have won the mission! Proceed by reading the mission conclusion in the Mission Manual.



## Outer Lords

### SUB-PHASE 3: OUTER LORD ACTIONS

**! IMPORTANT:** if this is your first time playing Sheol, you should skip this section.

The Outer Lords are Sheol's most fearsome enemies. There are missions focused on each one and the back of the main board is usually used for these battles. This alternate configuration features the Citadel in one corner instead of in the center, thus giving more space for the battle. The Alpha and Omega axis are translated to the sides of the main board, and the Gravity die works in the usual way.



The Outer Lord board indicates:

- A** The Outer Lord's name.
- B** The Outer Lord's unique icon.
- C** The Illumination track.
- D** The critical effect: applied when the Outer Lord does a critical hit.
- E** The number of health points for each stage. Each time an Outer Lord receives damage, put a red cube (Health marker) on the Outer Lord board for each damage dealt (purple cubes count as 5).

**F** The number of stages of the Outer Lord, represented by Action cards.

**G** The Retaliation track.



Avadon



G'hinnom



Shibaron



Tz'mitah  
(Tz'mitah Exp.)

### OUTER LORD SETUP

To set up an Outer Lord:

1. Place the respective board (see section: Prepare the Enemy Boards, page 22).
2. Take the Outer Lord action deck, remove the Berserk card (the gold one) and put it aside, then shuffle the deck and place it near the Outer Lord board.
3. Prepare the Outer Lord Reaction deck by taking the Reaction cards specified in the Special Rules/Notes section of the Mission Manual.
4. Place a blue cube on the zero of the Illumination track.
5. Place a black marker on the first (leftmost) space of the Retaliation track.
6. Place the Outer Lord miniature or standee close to the board.

### OUTER LORD ACTIONS

Outer Lords have a unique AI and behavior system. It is determined by Action cards and Reaction cards.

The Outer Lord acts before any other enemy. At the beginning of the Shadow phase, after the Reveal Threat sub-phase, put the active Outer Lord Action card (if present) at the bottom of the Outer Lord Action deck and draw a new one.

Action cards indicate:

- A** The action name.
- B** The movement points and target: the number of spaces the Outer Lord moves and the current target. This could be an axis (roll the Gravity die) or the Citadel. The Outer Lord miniature occupies an area of 2x2 spaces.



**C** The damage value: this is the damage dealt to the scouts once the Outer Lord attacks.

**D** The hit pattern: the Outer Lord is the central dot, and the highlighted spaces are the spaces hit during the Outer Lord's attack.

**E** The effect: applied immediately after the movement ends or when indicated by the card.

**F** The armor value: for each armor point, the Outer Lord receives 1 less point of damage during every attack made against it. This value remains in effect until a new Action card is revealed.

After the card is revealed, the Outer Lord follows this sequence of actions:

1. **CHECK (ATTACK):** Check to see if at least one scout is within the hit pattern (remember to rotate the Outer Lord in all 4 directions (see next section). If so, the Outer Lord will attack all targets within this pattern.
2. **MOVEMENT:** Move the Outer Lord towards its target. Roll a Gravity die if the target is an axis.
3. **CHECK (ATTACK):** If the Outer Lord hasn't attacked yet, and there is at least one scout within the hit pattern then the Outer Lord will attack all targets within this pattern.
4. **EFFECT:** If present, apply the effect **E** of the card.

### OUTER LORD FACING

In Sheol, enemies have no preferred orientation. If an Outer Lord attacks with asymmetrical hit pattern, you have to rotate it in all 4 directions to see how it attacks. The Outer Lord will choose to attack in the direction where the highest number of scouts are within the hit pattern. If there is a tie, it will attack in the direction which includes the scout with the most Lux. Corrupted scouts always count as having less Lux than another scout who has not been corrupted. If there is still a tie, it will attack in the direction which includes the scout with the most Umbra. If both Lux and Umbra are equal, the players may choose the target.



## Outer Lords

### OUTER LORDS' ARTIFICIAL INTELLIGENCE



It's the Outer Lord sub-phase and the Action card "Ground Fist" is revealed. First, check if there are scouts in the Outer Lord hit pattern. Since there is no preferred orientation of the enemy, just turn it in all 4 directions to see if its hit pattern includes any scouts in one or more facings.



There are no scouts in range, so it moves. As defined on the Action card, the Outer Lord must move 1 space towards an axis. Roll the Gravity die to determine which: in this case the result is Alpha, so it moves 1 towards Alpha. During the movement, the Outer Lord encounters a Lurker, which is pushed by 1 space.



Once the movement is concluded, the Outer Lord attacks. Check each facing again to see if there is a scout in the hit pattern. This time the Pioneer is in the hit pattern, so you have to roll a Shadow die to see if he is hit. "Ground Fist" has no effects.

#### OUTER LORD ATTACK

The Outer Lords attack in the same way as shadows, by rolling the Shadow die (see section: Shadow Attack, page 29).

All Outer Lord attacks are Area of Effect attacks (AoE), so you have to roll the Shadow die for each scout in the hit pattern.

#### OUTER LORD MOVEMENT

An Outer Lord that moves over a Lightstream destroys it without its movements being hindered.

If an Outer Lord moves onto a space occupied by a figure like a shadow (including blips), a Herald or a scout, it pushes it as it moves, along with any number of figures in the line. Blips that are revealed from being pushed onto a land tile that is connected to the Citadel do not take their reaction. A scout or enemy that is pushed onto an obstacle which normally blocks their movement is placed in the closest free space nearest to its target instead and, in cases of indecision, toward the Citadel (see section: Obstacles, page 34).

If an Outer Lord moves onto any number of coralbone obstacles, it destroys them without hindering its movement.

Outer Lords ignore the effects of other obstacles (Lux Trenches, Dark Conglomerates, and Rifts). Treat spaces with these obstacles as if they were normal spaces.

If an Outer Lord moves onto the Citadel, the mission is lost.

#### OUTER LORD ILLUMINATION LEVEL

An Outer Lord always enters the field with an Illumination level of zero. Every time an Outer Lord is revealed, its Illumination level rises by 2. If you illuminate it using an Overloaded Reveal, its Illumination level rises by 4 (to the max of the Illumination track).

#### OUTER LORD REACTIONS

Every time an Outer Lord is hit, it performs a reaction, revealing the first card of the Reaction deck and applying the effects on the card. These are divided by Illumination level. The effect is usually stronger if the Outer Lord is more illuminated.



Reaction cards indicate:

- A The reaction name.
- B The effect if the Outer Lord has an Illumination level of 3 or 4.
- C The effect if the Outer Lord has an Illumination level of 1 or 2.
- D The effect if the Outer Lord has an Illumination level of 0.
- E The Illumination level decrease.
- F The increase of the Retaliation track.


Each time you reveal a Reaction card, check the Outer Lord's Illumination level and apply the relevant effect. Then reduce the Outer Lord's Illumination level and raise the value of the Retaliation track. In this way, every time an Outer Lord is hit, it is likely that its Illumination level will decrease.

The Retaliation track only has an effect when the marker reaches the end of the track (the rightmost space). When this happens, the Outer Lord will immediately perform an additional attack using the active Action card. The Retaliation track is then reset (move the black marker to the leftmost space).

Once the card is resolved, shuffle it back into the Reaction deck.

Extra attacks caused by retaliation and reactions happen during the Scout phase, are triggered immediately, and could change the player's strategy considerably.

#### OUTER LORD STAGES

The Outer Lords have a number of health bars equal to the number of their Action cards. If the Outer Lord suffers damage equal to or greater than its health points,  discard the current Outer Lord Action card and remove Health markers equal to its health points (thus carrying over any excess damage). The Outer Lord passes to the next stage, which will trigger some Mission card effects. Once the Mission card is resolved, reveal a new Outer Lord Action card. The Outer Lord attacks only if the Retaliation track is full.

When the last Action card is discarded, the Outer Lord goes into a Berserk state and its board is flipped. The Outer Lord Berserk board is similar to the normal board, but the stats are different and the maximum Illumination level is always 3.

While the Outer Lord is in the Berserk state, the only action it can perform is the Berserk action.

When an Outer Lord is in the Berserk state and the number of Health markers on its board is equal to or greater than its health point value, the Outer Lord is defeated! Remove it from the game.

#### OUTER LORD AS SPAWN POINT

It is possible for an Outer Lord to spawn shadows or coralbone obstacles. If no other directions are given, roll the Gravity die and spawn these objects to the sides of the Outer Lord in the direction of the given axis, starting from the space nearest to the Citadel. Objects cannot be spawned in spaces diagonal to the Outer Lord.

For example, if you have to spawn 4 shadows, these will occupy both the sides of the Outer Lord on the given axis. If you have to spawn more than 4 objects, use the sides of the Outer Lord on the opposite axis. Outer Lords can never spawn more than 8 objects.



## Heralds

### SUB-PHASE 4: HERALD ACTIONS



**IMPORTANT:** if this is your first time playing Sheol, you should skip this section.

The Heralds are Sheol's elite enemies. During their movement phase, they are not drawn to the gravitational axes like the shadows are. Instead, a Herald will always target a specific scout, hunting them down in an effort to see them killed. Each Herald has unique and lethal abilities.



The Heralds are:



*Hunter*



*Awakener*



*Whisperer*



*Marauder*



*Mindblower*



*Skin Rider*

(Engineers' Caste Exp.)

Each Herald has a board with the normal state of the Herald and the Reborn state of the Herald. A Herald always enters the field in the normal state unless otherwise indicated. Its stats and effects are:

- A** The Herald's name.
- B** The Herald's unique icon.
- C** The Illumination track.
- D** The health points: each time a Herald receives damage, put a red cube (Health marker) on the Herald board for each damage dealt (purple cubes count as 5).
- E** The armor value: for each armor point, the Herald receives 1 less point of damage during every attack made against it.
- F** The damage value: this is the damage dealt to the scouts once the Herald attacks.
- G** The hit pattern: the Herald is the central dot, and the highlighted spaces are the spaces hit during the Herald's attack.
- H** The critical effect: applied when the Herald does a critical hit.
- I** The target: Heralds always focus on their target (see section: Herald actions, page 26).
- J** The movement points: the number of spaces the Herald moves.
- K** The trait: an ongoing effect applied as stated.
- L** The Retaliation track.
- M** The Reaction deck.
- N** The Reborn card.

### SETUP A HERALD

To set up a Herald:

1. Place the respective board (see section: Prepare the Enemy Boards, page 22).
2. Take the Reborn deck, shuffle it, draw a card and place it at the bottom of the Herald board, lining it up correctly.

3. Prepare the Herald's Reaction deck with the 6 common cards and the 2 cards specific to the Herald. If there are two Heralds or more, add the additional cards specific to each Herald. Therefore, the deck will be composed of 8 cards if there is only one Herald, 10 if there are two Heralds, and so on.
4. Place a blue cube on the zero of the Illumination track.
5. Place a black marker on the first (leftmost) space of the Retaliation track.
6. Place the Herald miniature or standee close to the board.

### HERALD ACTIONS

In general, a Herald uses this AI:

1. **CHECK (ATTACK):** Check to see if at least one scout is within the hit pattern (remember to rotate the Herald in all 4 directions). If so, the Herald will attack all targets within this pattern.
2. **MOVEMENT:** Move the Herald towards its target. If it reaches it, it will stop, even if it has movement points remaining.
3. **CHECK (ATTACK):** If the Herald hasn't attacked yet, and there is at least one scout within the hit pattern, then the Herald will attack all targets within this pattern.
4. **TRAIT:** Unless otherwise indicated, apply the trait **K** of the Herald.

### HERALD FACING

Heralds use the same facing rules as the Outer Lords (see section: Outer Lord Facing, page 24).

### HERALD ATTACK

The Heralds attack in the same way as shadows, by rolling the Shadow die (see section: Shadow Attack, page 29).

All Herald attacks are Area of Effect attacks (AoE), so you have to roll the Shadow die for each scout in the hit pattern.

If the scout targeted by the Herald is in the Citadel, it attacks the Citadel directly, causing a loss of 2 Prosperity points.

### HERALD MOVEMENT

A Herald will enter the Lightstream path if it attempts to move into a space containing a Lightstream tile. The Herald is placed over the tile, damaging the Lightstream. If a bright (blue) Lightstream tile is damaged, it is flipped to the dim (red) side, and if a dim tile is damaged, then it is destroyed.

If a Herald encounters a shadow (including blips), a coralbone obstacle, a Herald, or an Outer Lord, it moves by jumping over the object(s) without spending additional movement points, to the nearest free space in the direction of the movement.

When a Herald has to move toward a Dark Conglomerate, it can go over it as if it is composed of normal spaces.



## Heralds

When a Herald has to move toward a Lux Trench or a Rift, it instead tries to get around it by following the shortest path to its target. This also applies to the Citadel if it blocks the path to the target (it will attack if the target is inside the Citadel).

### HERALD ILLUMINATION LEVEL

Heralds always enter the field with an Illumination level of zero. Every time they are revealed, their Illumination level rises by 4 (to the max of the Illumination track).

### HERALD REACTIONS

Every time a Herald is hit, it performs a reaction, revealing the first card of the Reaction deck and applying the effects on the card. If the reaction belongs to another Herald, discard this card and draw the next one.



Reaction cards indicate:

- A The reaction name.
- B The Herald that can perform the reaction.
- C The effect.
- D The Illumination level decrease.
- E The increase of the Retaliation track.

Each time you reveal a Reaction card, apply the effect. Then reduce the Herald's Illumination level and raise the value of the Retaliation track. In this way, every time a Herald is hit, it is likely that its Illumination level will decrease.

The Retaliation track only has an effect when the marker reaches the end of the track (the Reborn card). When this happens, the Herald will immediately perform an additional attack. The Retaliation track is then reset (move the black marker to the leftmost space).

Once the card is resolved, shuffle it back into the Reaction deck.

### HERALD REBORN STATE

If the health of a Herald in its normal state reaches zero, remove the Herald miniature from the main board, flip the Reborn card below the Herald board, and put the black marker on the first (leftmost) space of the Retaliation track.



Now, any time a scout performs an action, advance the black marker by 1 space. When it reaches the Reborn card, do the following:

1. Apply the effect of the card, returning the miniature to the board.
2. Return the Reborn card to the box.
3. Flip the Herald board to the Reborn side.
4. Return the black marker to the first (leftmost) space of the Retaliation track.

The Herald is now in its Reborn state. The Herald Reborn board is similar to the normal board, but the stats are different.

If the effect says that the Herald must return to the board close to a scout who is located within the Citadel, it spawns near one of the Citadel gates, in the space closest to the space in which it was destroyed.

If the health of a Herald in its Reborn state reaches zero, the Herald is defeated. Remove it from the game and reward the scouts with 1 Development point.

### HERALDS AS SPAWN POINTS

It is possible for a Herald to spawn shadows or corallbone obstacles. If no other directions are given, roll the Gravity die and spawn these objects on the spaces surrounding the Herald in the direction of the given axis, starting from the space nearest to the Citadel. Unlike Outer Lords, objects can be spawned in spaces diagonal to the Herald.

### STAT MODIFIERS

Like shadows, the Heralds' stats will change throughout the game. If the health, damage or armor value of a Herald changes, take one of the numbered tokens corresponding to the new value and place it over the old value.

## HERALD REACTIONS

The Pioneer attacks the Hunter and successfully hits it, dealing 2 damage. Place 2 Health markers on the Hunter board, then, because the Hunter has not been killed, draw a Reaction card from the Reaction deck.



The Reaction drawn is "Vacuum." Apply the effect and move the Pioneer 1 space closer to the Hunter ①. Then, subtract 2 from the Illumination track of the Herald: the value falls to 2 ②. Move the Retaliation marker 2 spaces on the Retaliation track ③.



The Retaliation marker has reached the attack space, so the Hunter performs an additional attack ④. After the attack has been performed, place the Retaliation marker on the first space of the track and shuffle the Reaction card back into the deck.



## Shadows

### SUB-PHASE 5: SHADOW ACTIONS

In this phase, all shadows and Hypershadows will first perform a move action, then any shadows and Hypershadows with targets in their hit pattern after that will perform an attack.

### SHADOW TYPES AND SHADOW BOARD

Shadows are the most basic and the most common enemies. They are divided into:

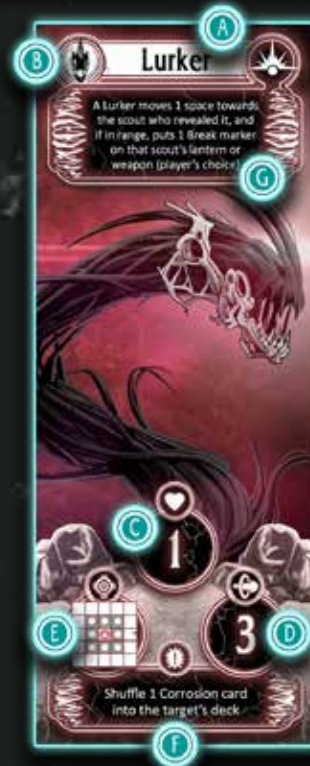
- **Unrevealed shadows (or blips):** These are shadows that have not yet been revealed. They are not represented by a miniature, but by blip tokens. Blips spawn from singularities and their health value (C) and attack value (D) are indicated on their respective boards. The starting health and damage of blips for each mission are defined in the Mission Manual.
- **Revealed shadows:** When a shadow is illuminated, the blip token is flipped and it is revealed as either a Lurker, Devourer, Moth, Sentinel, or Swarmer. They are then represented by the reverse side of the blip token, or by a miniature if you have the relevant expansion.



### THE REVEALED SHADOW BOARDS

Each shadow is represented by an icon on the blip tokens taken from the blip bag. Each shadow also has a board that indicates its stats and effects. These are:

- (A) The shadow's name.
- (B) The shadow's unique icon.
- (C) The health points: if a shadow receives damage but has not been killed before the end of the Scout phase, its health will fully regenerate.
- (D) The damage value: this is the damage dealt to the scouts once the shadow attacks.
- (E) The hit pattern: the shadow is the central dot, and the highlighted spaces are the spaces hit during the shadow's attack.
- (F) The critical effect: applied when the shadow does a critical hit.
- (G) The reaction: performed immediately when the shadow is revealed (some shadows have also a trait, which is a passive effect which always applies).



### ILLUMINATION LEVEL AND REACTIONS

Every time a shadow is revealed by a scout, its Illumination level rises by 4, and it performs a reaction (G). Shadows will only perform a reaction once, and their Illumination level cannot decrease.

Shadows perform reactions only if they are revealed by a scout. If a shadow is revealed by an effect (for example, a land or a Mission card) the shadow does not react.

Shadows will move during the Shadow phase (see next section) and try to cause the Citadel to fall. If a shadow reaches the Citadel area, it is incinerated by the Lightring that surrounds the plateau, but the Citadel suffers the loss of 1 Prosperity point.

During the Shadow phase, shadows always move according to the Gravity die, then attack if a scout is within their hit pattern.

Although many shadows will spawn in Sheol, but it's not necessarily required that you kill them all. In order to win, it's important to follow mission goals and kill only the shadows that are preventing you from achieving them or are a threat to the Citadel.



**NOTE:** The shadow Illumination level is zero when the shadow is a blip and 4 when the shadow is revealed.

### SHADOW MOVEMENT

At the beginning of this sub-phase, all shadows perform a move action. Roll the Gravity die and apply the result accordingly. The possible results are:

- (Ω) 1 movement towards the Omega axis.
- (A) 1 movement towards the Alpha axis.
- (Ω) 2 movements towards the Omega axis.
- (A) 2 movements towards the Alpha axis.
- (S) 1 move towards the nearest scout (if within 4 spaces) or towards the Omega axis.
- (A) 1 move towards the nearest scout (if within 4 spaces) or towards the Alpha axis.

Move all the shadows according to the result, starting from the shadows closest to the Citadel and continuing outwards.

In general, a shadow simply moves to the next free space in the direction indicated by the Gravity die (Alpha, Omega, or a scout), but there are some cases where a shadow encounters an occupied space. In these cases, the shadow will act as follows:

- The shadow "jumps" if it encounters another shadow (that has already moved), a coralbone obstacle, a singularity, a Herald, or an Outer Lord. It moves, jumping over the obstacle(s) to the closest free space nearest to its target and, in cases of indecision, toward the Citadel. If a shadow jumps over something placed on a Lightstream tile, it does not turn it dim or destroy it (see section: Shadows and Lightstream Tiles, page 29).
- The shadow "goes around" if it encounters a scout, a Lux Trench obstacle or a Rift obstacle, following the shortest path to its target. As a general rule, the shadow occupies the closest free space nearest to its target and, in cases of indecision, toward the Citadel.
- The shadow "goes over" if it encounters a Dark Conglomerate obstacle, a facility token, an event tile, a land tile, or an open Lightstream tile, turning it dim or destroying it (see section: Shadows and Lightstream Tiles, page 29). It moves normally, as it would into empty spaces.
- The shadow is "pushed back" if it encounters a closed Lightstream tile, turning it dim or destroying it (see section: Shadows and Lightstream Tiles, page 29). The shadow effectively remains in the same space.
- The shadow is destroyed if it encounters the Citadel (thus causing it to lose 1 Prosperity point).

In addition, the following rules also apply:

- When a shadow has to move toward a scout, it does not move if it's already adjacent to one.
- If a shadow is in a Focal Zone (the red corridors on the axes), it will move towards the Citadel instead of towards the axis indicated by the Gravity die, but it will still move towards a scout if instructed to do so.



## Shadows

- Some enemies can fly. Flying movement is the same as normal movement, but flying allows enemies to pass scouts, Lux Trench obstacles, and Rift obstacles, but not the Citadel. Enemies that can fly will jump over the same objects as enemies that do not fly.
- If there is any indecision about how the shadow would move, roll the Gravity die and apply the result accordingly. If there is still indecision, choose the solution which is worse for the scouts.

### SHADOWS AND LIGHTSTREAM TILES

A shadow will enter the Lightstream path if it attempts to move into a space containing a Lightstream tile and there is an opening facing its current space. The shadow is placed over the tile, damaging the Lightstream. If a bright (blue) Lightstream tile is damaged, it is flipped to the dim (red) side, and if a dim tile is damaged, then it is destroyed. If there is no opening facing the shadow, it will still damage the Lightstream but it will bounce back into its current space instead of entering.



### DOUBLE MOVEMENT CORRIDORS

Sometimes the mission setup or effects could create Double Movement Corridors. These rows or columns are identified by placing a red cube (Acceleration marker) on the main board numbers or letters. For example, if you place an Acceleration marker on the letters M and N, then the entirety of rows M and N will be affected and become Double Movement Corridors.

Shadows do not spend movement points when they end their movement in a Double Movement Corridor, but will immediately perform another movement towards their target.



### SCOUT VIAL AND SHADOW MOVEMENT

Whenever a scout outside of the Citadel runs out of Lux in a vial, they turn off their lights to replace it with another. This causes all shadows within 4 spaces to make a move in their direction, attempting to surround them.

If you change the Lux vial because you spent Lux to perform an action, you must complete the action before moving the shadows.



**NOTE:** If you need to measure the distance from one object to another (for example a scout from a shadow), simply count the spaces between them orthogonally (as in, not diagonally).

### SHADOW ATTACK

If a scout is within a shadow's hit pattern immediately after the shadows perform their movement at the beginning of the sub-phase, it will attack by rolling a Shadow die:



Hit.



Critical hit.



Hit (Square parry).



Miss.



Hit (Circle parry).

If there is more than one scout within the shadow's hit pattern, it will attack the one with the most Lux. Corrupted scouts always count as having less Lux than another scout who has not been corrupted. If there is still a tie, the shadow attacks the scout with the most Umbra. If both Lux and Umbra are equal, the players may choose the target.

If the result is a hit, damage is dealt by the shadow. Damage can be avoided by using Lightshield cards (see section: Using Lightshields, page 43). If you have a square or circle parry symbol at the top of your lantern and you obtain the corresponding symbol when you roll the shadow die, this will reduce the damage by 2. On a critical hit, the shadow applies a special effect according to its type.

### STAT MODIFIERS

The shadows' stats will change throughout the game. If the health or damage of the blips changes, just move the red cubes on the respective track. If the health or damage value of a revealed shadow changes, take one of the numbered tokens corresponding to the new value and place it over the old value.

### HYPERSHADOWS



**IMPORTANT:** if this is your first time playing Sheol, you should skip this section.

Hypershadows are powerful combined shadows that appear later in the game. Hypershadows are composed of a stack of two blips or a revealed shadow miniature and a blip below it.

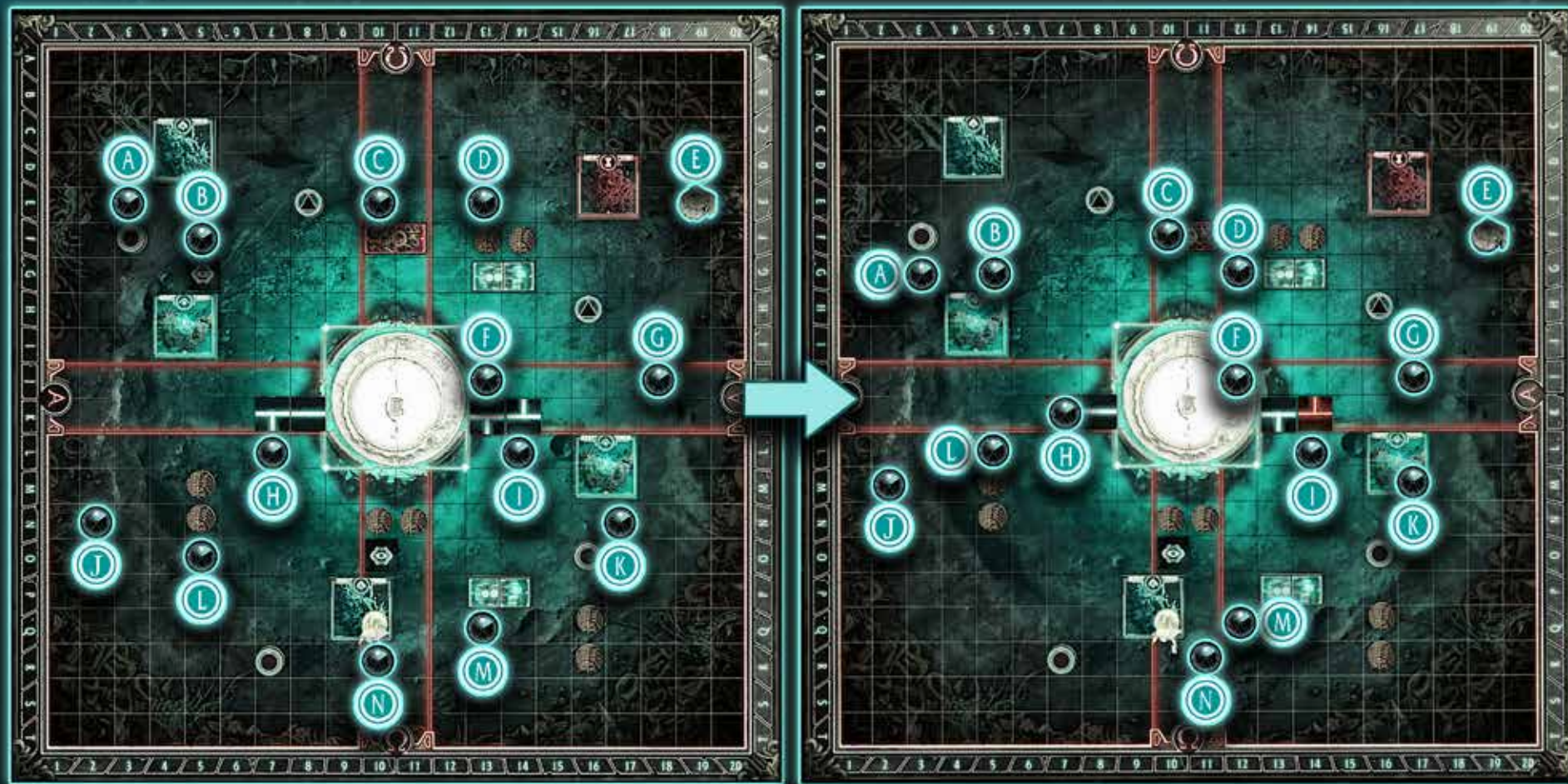


If Hypershadows are present in a mission (check the enemies table in the Mission Manual), every time that you obtain the Hypershadow symbol on the Alert die or on the Danger die, you have to spawn a Hypershadow from each singularity of the type you rolled for. To do so, generate the number of regular shadows as indicated on the die as normal, then draw two blip tokens instead of one and place them one on top of the other to create the Hypershadow. Hypershadows move, attack and are similar to other shadows, but with some differences:

- When a Hypershadow is revealed, apply the effect of the bottom blip twice.
- The revealed Hypershadow uses the stats of the top blip, with +1 health and +1 attack . You can replace the top token with the miniature.
- All Hypershadows use a unique hit pattern instead of the one used by their normal counterparts. All Hypershadow attacks are Area of Effect attacks (AoE), so you have to roll the Shadow die for each scout in the hit pattern.
- When a Hypershadow is destroyed, as specified by their trait remove the bottom blip. The Hypershadow becomes a normal shadow.
- Hypershadows count as shadows for bonuses and negative effects to their statistics.
- If the Devourer reaction is triggered, place a stack of two corabone tokens below the Hypershadow. You will need to perform two Reveal actions to destroy the corabone completely.



## Shadows



### SHADOWS MOVEMENTS

**A**

Let's see how each shadow moves if the result of the Gravity die is Alpha. Note that a similar scenario could apply if the result of the die was Omega or towards a scout.

- A** It moves, jumping the singularity in F3.
- B** It moves normally over the event tile into G5.
- C** It moves normally over the Dark Conglomerate obstacle in F10.
- D** It jumps the coralbone obstacle and goes around the Lux Trench obstacle, occupying the first space closest to the Citadel, which is G12.

- E** Revealed shadows move like a blip. It moves normally into F19.
- F** It tries to go inside the Citadel and is destroyed. The Citadel loses 1 Prosperity point.
- G** It moves into J17 because it is inside a Focal Zone (the red corridor on the axis), so it can't move more toward the axis.
- H** It moves onto the Lightstream tile in K7 because there is an opening on the path of the Lightstream tile facing it. The tile is flipped and turns dim.
- I** It is pushed back. Effectively it does not move because

the Lightstream tile in K14 is closed on the side which is facing it. The tile is flipped and turns dim.

- J** It moves normally into M2.
- K** It moves normally onto the land tile, into M17.
- L** It jumps the coralbone obstacles and goes into L5.
- M** It goes around the Lux Trench, occupying the first space closest to the Citadel, which is Q12.
- N** It goes around the scout, occupying the first space closest to the Citadel, which could be either R9 or R11 (players choice).



## SUB-PHASE 6: GENERATE SHADOWS

At the end of each Shadow phase, new shadows appear. These are spawned by points called singularities. The singularity tokens are split into 3 groups, differentiated by their symbols, and each of these symbols has a white (alert) side and a red (danger) side.



Circular



Triangular



Square

To generate new shadows:

1. Choose a group.
2. Determine whether this group is alert or in danger. (It is not possible for two singularities with the same symbol to display different colors).
3. Depending on whether the group is alert or in danger, roll the corresponding Generation die. Each singularity in that group then spawns the number of shadows displayed on the die.
4. Draw blips randomly from the blip bag and place them sequentially in the spaces adjacent to each of the singularities in the group, blip side up, starting from the space next to the arrow and proceeding clockwise. Include the spaces diagonal to the singularity. If a space is already occupied by a scout, an obstacle, or another enemy, spawn it in the next free space. If there are modifiers on any of the singularities (see section: Altered Singularities), add or subtract the correct number of blips.
5. At a certain point in the main campaign, you will start to encounter Hypershadows. Before that point, ignore the symbol . Once they begin to appear, if the die displays a , generate a Hypershadow in addition to the number of shadows indicated. If there are modifiers on any of the singularities (see section: Altered Singularities), add the correct number of Hypershadows.
6. If you obtain a on the Danger die or a on the Alert die, flip the singularities in that group to their other side. While doing so, turn each singularity clockwise so that the arrow now points to the next adjacent space (including spaces adjacent diagonally), even if it is occupied.
7. Repeat these steps for the other two singularity groups, if they are present.

## SPECIAL CASES

If all eight spaces adjacent to a singularity are occupied at any time during generation, it does not spawn any further shadows this turn.

If a shadow were ever to spawn on a bright Lightstream tile, the tile is flipped to the dim side, and no blip spawns.

If the Lightstream tile is dim, the tile is destroyed, and a blip will spawn normally.

You can spawn shadows on top of coralbone obstacles.

When you set up a singularity, always put the arrow pointing to the space nearest to the Citadel, remembering to include spaces that are diagonally adjacent.

## ALTERED SINGULARITIES

Mission effects and some Printer items could alter the spawn rates of singularities. This is indicated using blue, red and purple cubes.

During setup, some missions indicate that the spawn rate of a singularity be increased by displaying a red or purple number on them. When you place these singularity tokens, put an amount of red or purple cubes equal to this number onto them. When spawning, a singularity produces 1 more shadow for each red cube (Booster marker) on it and one more Hypershadow for each purple cube (Hypershadow Booster marker) on it. These are in addition to the number of shadows and/or Hypershadows that it would normally produce.



When you have to reduce the spawn rate of a singularity, place an amount of blue cubes (Limiter markers) equal to that number onto it. When spawning, a singularity produces 1 less shadow for each Limiter marker on it. Hypershadows are not affected by these Limiter markers.



## END OF THE PHASE

It is the end of the Shadow phase. The effects triggered by the keyword "End of the Shadow Phase" take place at this point, along with any universal effects specified by the mission. Once the Shadow phase is over, the Scout phase begins.

## GENERATION



To spawn shadows from the singularity in the image (and from all the circular singularities in play), you have to roll a Generation die, and then place the blips starting from the space the arrow points at and proceeding clockwise.



In this case, because the singularity is red, we roll the Danger die: the result is "3 and flip". So, take 3 blips from the bag and place them according to the rules. The first shadow is positioned in the first space is indicated; the second is positioned on the coralbone after the Lux Trench (that blocks shadows); and the third is positioned normally.



Once the generation from a singularity is complete, flip it to the other side (white in this case) and rotate it by 1 space clockwise, so the arrow now points to the space diagonally adjacent.



## Scout phase

# SCOUT PHASE

When the Scout phase takes place, the scouts are called to action and must fight to chase off the shadows and achieve their goals.

The Scout phase is split into 6 sub-phases:

1. Production
2. Recharge Facilities
3. Refill Lightshield
4. Recharge Movement
5. Recharge Actions
6. Scout Actions

### SUB-PHASE 1: PRODUCTION

It is the players' turn. The effects triggered by the keyword "Start of Scout phase" take place at this point, along with other universal effects specified by the mission (for example, loss of Citadel Prosperity).

At the beginning of the Scout phase, Lux Synthesizer and Umbra Extractor facilities produce Lux and Umbra respectively. Each Umbra Extractor produces the amount of Umbra specified by the card for the land on which it has been built. Lux Synthesizers produce 1 Lux each.

Any scout connected to the facility via the Lightstream can claim the materials produced, agreeing how to split it between them.

If no scout is connected to the land but the land is connected to the Citadel, then the materials can be deposited at the Citadel by placing them somewhere on the Citadel board, using blue cubes to represent units of Lux.


If the land is not connected to any scout or to the Citadel (or if it is connected and the players choose to do so) the materials produced are deposited on any space of the land instead.

Materials deposited at locations in this way can be freely collected by players whenever they visit the respective space.

### SUB-PHASE 2: RECHARGE FACILITIES

Facilities that were activated during the Scout Action phase are now recharged. Flip them from the "reload" side to the "ready" side.


### SUB-PHASE 3: REFILL LIGHTSHIELD

Each scout may discard a single Lightshield card if they choose, then draws new Lightshield cards until they reach their hand limit.  If your Lightshield deck is exhausted, you can spend 2 Lux to reshuffle your discarded cards to create a new deck. This procedure can be performed any time an effect forces you to draw.

### SUB-PHASE 4: RECHARGE MOVEMENT

Set the Movement track to the starting movement value, as specified on the Scout card.

### SUB-PHASE 5: RECHARGE ACTIONS

If there are unused action points from the last turn, these become movement points, without exceeding the maximum number of 5. Remove any points left on the Action track and add a point to the Movement track for each one removed. Then, reset the Action track to 3. 

### SUB-PHASE 6: SCOUT ACTIONS

This sub-phase represents a large portion of the gameplay in Sheol. In this sub-phase, you perform the actions which are available to you. Each player has 3 or more actions to perform, and the same action can be performed multiple times. There is no turn order, so players must decide together who is going to perform each action. This means that play might alternate between players, or you could even take all of your actions successively before passing to another player. The only limit is the number of action points the players have available to them.

Most of the actions have a cost in Lux, specified on the equipment cards or on the Scout card. This can be discounted using Lightshield cards (see section: Using Lightshields, page 43).

Movement is not an action. You can move any time between actions by spending your movement points.

A player is not required to perform any actions on their turn if they so wish. Once a player has performed as many actions as they wish (or can afford), they must pass.

During this sub-phase, if two scouts are adjacent to each other, or are both inside the Citadel, they can freely exchange Umbra tokens and the Printer items they are carrying. Lux cannot be exchanged in this way.

When all of you have completed your actions or passed, the Scout phase ends. The effects triggered by the keyword "End of Scout phase" take place at this point, along with other universal end of phase effects specified by the mission.







## Scout phase

### THE SCOUT CARD IN DETAIL

Scouts are the protagonists of Sheol. They are illustrated on the Scout cards, which you will use during missions. On the front of each card, you will find:

- A** The number of starting Lux vials: you have to place the token with the corresponding number on the Lux board. 
- B** The Lightshield card hand limit: every time you have to refill your hand, you will draw Lightshield cards until you reach this number. 
- C** The number of Corruption markers that the scout can endure (see section: Corruption, page 44).
- D** Two of the following archetypes: Brightness, Camouflage, Care, Defense, Dexterity, Endarkenment, Luxarms, Mechanics and Melee. The archetypes are fundamental when choosing new Lightshield and equipment cards, and for event and mission challenges.



Brightness



Camouflage



Care



Defense



Dexterity



Endarkenment



Luxarms



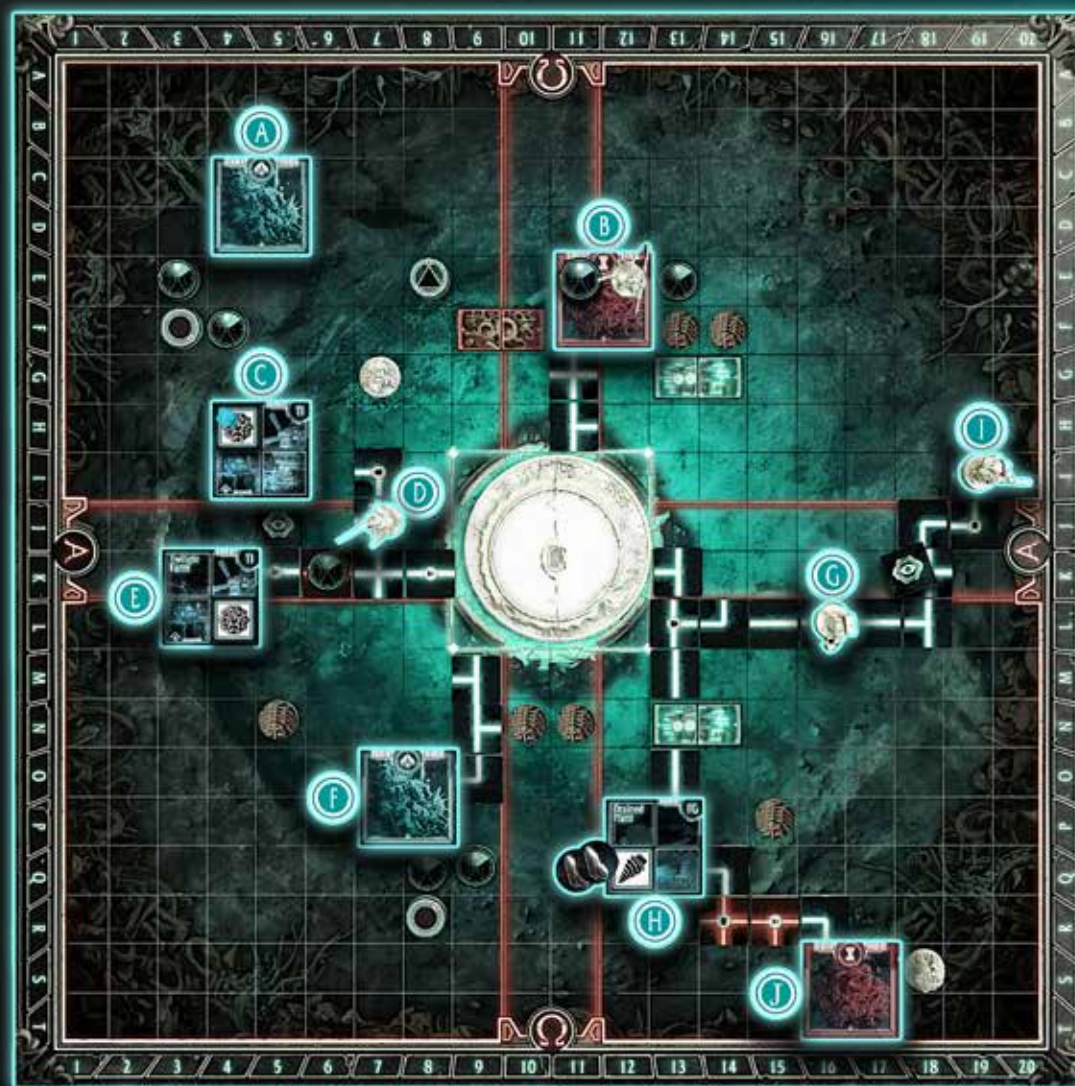
Mechanics



Melee

- E** The scout's name.
- F** The critical effect: when you deal a critical hit, you will apply this effect.
- G** The base movement points, replenished at the beginning of the Scout phase.
- H** The additional movement points which can be acquired.
- I** The Lux cost of additional movement points.

On the back of the card, you will find the corrupted version of your scout. Most of the same information is displayed, but statistics and effects may be different (see section: Corruption, page 44).



### LIGHTSTREAM CONNECTION

- A** The land is not connected to anything.
- B** The Maenad is not connected to anything because she is on an undiscovered land. This cannot be discovered until the blip in E11 is destroyed.
- C** The land is not connected because there is no Lightstream tile under the event tile in J5. The Lux Synthesizer in H4 produces a Lux during the Production sub-phase, but since it's not connected to any scout or the Citadel, the Lux is left on the facility token.
- D** The Breathless is connected to the Citadel and the other elements connected to the Citadel.
- E** The land is connected to the Citadel, because the blip in K6 has a Lightstream tile beneath. During the Production sub-phase, the Lux Synthesizer in L4 produces a Lux that could be claimed by the Breathless, or put onto either the Citadel or
- the land in question.
- F** The land is not connected because the Lightstream is not connected to one of the Citadel gates.
- G** The Pioneer is not connected to the Citadel, because the Lightstream tile in L14 is not connected to the one in L15.
- H** The land is connected to the Citadel, because the Lux Trench forms part of the connection to the Lightstream. The Umbra Extractor in Q12 produces 2 Umbra that could be claimed by the Breathless, or put onto either the Citadel or the land in question.
- I** The Cyclops is connected to the Pioneer, because there is a Lightstream tile below the event tile in K18.
- J** The land is connected to land **H** and to the Citadel, but is undiscovered.



## SCOUT MOVEMENT

Scout movement entails moving your miniature a number of spaces, equal to the number of movement points spent. Movement is never considered an action, and movement points can be spent freely between performing actions.

The details of a scout's movement are specified on the bottom of their Scout card. The first value is the base movement (A). These are the amount of free movement points that you can use to move without paying Lux, recorded by the Movement track of the Lux board. This value is also recharged on the Movement track at the beginning of each Scout phase.



If you wish to move more than the free allowance, then you can exchange Lux for movement points. Gain the amount of movement points depicted in the second value (B) of the movement section for every 1 Lux spent (C). You can gain these extra points multiple times in the same turn, adding them to the track on the Lux board.

Movement is only allowed between the spaces which are orthogonally adjacent, never diagonally. Enemies will also never move diagonally.

Movement occurs only if the target space is free, meaning not already occupied by another scout, a shadow, an impassable obstacle, or a singularity. A scout can be passed freely, as long as the movement value is sufficient to at least reach the next unoccupied space.

You can move from a lit space into a dark space. If the Lightstream has an opening facing the target space, you can

place a Lightstream tile from your reserve below you as you do so for free. Doing this requires that you have already acquired at least one Lightstream tile into your reserve using a Plan action (see section: Lantern Action: Plan, page 36). Tiles are placed with the bright side up, unless placed adjacent to an enemy, including diagonally. The Citadel and a discovered land also count as lit spaces. The Citadel only counts as having openings at the Citadel gates, which are the spaces connecting to the Focal Zones. Lands count as having an opening in all orthogonal directions.

If you move from a dark space, or from the Lightstream without an opening facing the target space, then you cannot place a Lightstream tile in this way.

Movement into a lit space, including one on which a Lightstream tile has just been placed, usually costs 1 movement point.

If Lightstream paths are adjacent to each other but not properly connected, you can still move between them at a cost of 1 movement point, but remember that many effects in Sheol (for example, discovering lands) only trigger if the land is connected to a scout starting point (usually the Citadel).

Movement into a dark space usually costs 2 movement points. In addition, if you finish the Scout phase in a dark space, you will gain a Corruption marker. Place a red cube on your Scout card to represent this. If you become corrupted, your movement cost into a dark space is reduced to 1 (see section: Corruption, page 44). Note that when a scout is in a dark space, they cannot perform a Plan action or place any Lightstream tiles in the illumination pattern when performing a Reveal action.

Lightshield cards, accessories, and items can increase movement. The Citadel area counts as one space.

Lands function in the same way as 4 spaces on the map.

Obstacles will change the movements of scouts depending on their type (see next section).

### OBSTACLES

In Sheol, obstacles are tiles and tokens that can prevent or encourage movement of scouts and shadows.

There are three types of obstacle tile:



Lux Trench

Dark Conglomerate

Rift

- **Lux Trenches:** Obstacles for shadows, but scouts can go over them as if they are Lightstream tiles. For the purposes of connection, these obstacles count as having an opening in all orthogonal directions, but are only truly connected if the Lightstream tile has an opening facing the obstacle.
- **Dark Conglomerates:** Obstacles for scouts, but shadows can go over them, treating them as though they are normal spaces.
- **Rifts:** Obstacles for scouts and shadows alike.

Obstacle tiles cannot be destroyed, except for special effects defined by Mission cards.

Coralbones will block movement for the scouts as well, and enemies are capable of jumping over them, expediting their advance toward the Citadel. They are defined as obstacles like the others, but as they are tokens and not tiles they can be destroyed by performing a Reveal action.

Coralbone Tokens



### FLYING

Some scouts can fly. Flying movement is the same as normal movement and has the same costs associated (they can also be discounted using Lightshields like normal movement), but flying allows you to pass impassable obstacles, enemies, and singularities, as long as the movement value is at least sufficient to reach the next unoccupied space.



### SPECIAL LIGHTSTREAM TILES

Some of the Lightstream tiles have one of two symbols in the middle which give bonuses to the scouts.



**Arrow:** When a scout enters a Lightstream tile with the arrow symbol, they have to pay 1 less movement point (usually, this reduces the cost for the single movement to zero).



**Armor:** If you are on a Lightstream tile with the armor symbol, you receive 1 less damage from shadow attacks.



## Movement

### LIGHTSTREAM DEPLETION

In later phases of the game, there may not be enough Lightstream tiles in the bag to create a new pool. In this case, proceed as follows:

1. Remove the lightstream tile which is furthest from the Citadel and is not beneath or orthogonally adjacent to a scout from the main board.
2. Put this tile into the bag.
3. Check that there are enough Lightstream tiles in the bag to create a new pool. If not, repeat these steps.

### EVENTS AND EVENT TILES

While investigating the Lands of Sheol, unexpected events may occur.



If you move into a space which contains an event tile, stop your movement, remove the event tile and draw an Event card from the Event deck.

The card has some flavour text (A) and an effect (B). Immediately resolve the effect and then shuffle the Event card back into the Event deck.

Remember that Lightstream tiles can be placed under event tiles.



## SCOUT MOVEMENT

1. The Breathless has to reach the nearest Twilight Land. She has 1 movement point, 5 Lux in the current vial, and some Lightstream tiles acquired before with a Plan action. She uses her movement point to move on the Lightstream.
2. Then, she pays 3 Lux to get 3 additional movement points, as defined on the movement area of her Scout card.

3. Now she spends the movement points she just gained to move onto the land. While she does the movement, she places 2 Lightstream tiles which she has acquired before. When she reaches the land, it is discovered because it is connected to the Citadel by the Lightstream.





## Lanterns

### SCOUT ACTIONS

This section details the actions that you can perform. Actions may be bound to equipment, and those that are cannot be performed if it is broken. Available actions are as follows:

- **Lantern actions:** Plan, Overloaded Plan, Reveal, Overloaded Reveal, Lantern Repair.
- **Weapon actions:** Attack, Overloaded Attack, Weapon Repair.
- **Land actions:** Build, Activate Facility (free), Explore, Deploy Printer, Activate Printer (free).
- **Other actions:** Use Item (free), Use Accessory (free), Use District (free).

Movement is not considered an action. Discovering a land is not considered an action. Exchanging items and Umbra is not considered an action. Collecting resources from spaces is not considered an action.

Using Lightshield cards is also not considered an action, though doing so may still cost action points (see section: Using Lightshields, page 43).

Some actions can't be performed if you are inside the Citadel.

### LANTERNS AND LANTERN ACTIONS



Lantern actions are performed using the scout's equipped lantern. A Lantern card is composed of the following:

- (A) The lantern name, unique for each lantern.
- (B) The number of Lightstream tiles acquired during a Plan action.
- (C) The Lux cost of performing a Plan action.
- (D) The illumination pattern. This indicates which spaces can be affected during a Reveal action.
- (E) The Lux cost of performing a Reveal action.
- (F) The Overload effect of the lantern. This could contain a number that overrides the Plan action number, or a pattern that overrides the Reveal action pattern.
- (G) The Lux cost of performing an Overload action.
- (H) The durability of the lantern.
- (I) The parry symbol. This could be either a circle or a square, or the lantern could have no parry symbol.
- (J) Any special effects of the lantern are written here.
- (K) The lantern level.
- (L) The faction icon.
- (M) The Umbra cost of repairing the lantern.
- (N) The number of action points required to repair the lantern.
- (O) Each lantern has two archetypes. You can only equip a lantern if your scout shares at least one of these archetypes.

### LANTERN ACTION: PLAN

In order to navigate your way efficiently through the Lands of Sheol, you must connect locations to each other via the Lightstream, creating a path between them. Lightstream tiles have to be acquired by performing a Plan action.

Normally there is a pool of 5 Lightstream tiles available next to the Lightstream bag. When you perform a Plan action, you have to pay one action point, as well as the respective Lux cost listed on the Lantern card. This can be discounted using Lightshields (see section: Using Lightshields, page 43). Then draw the number of Lightstream tiles specified on the Lantern card from the common pool.

If at any time the pool of available Lightstream tiles is exhausted, you have to randomly draw 5 new tiles from the bag and refill the pool.

Acquired Lightstream tiles can be placed on the main board to create paths during movement or during a Reveal action.

Once acquired, Lightstream tiles are retained by the player until they are used, or until the end of the mission.

It is not possible to perform a Plan action if the lantern is broken.

### LANTERN ACTION: OVERLOADED PLAN

Overload actions are usually stronger than their normal equivalent, but every time you perform one you risk causing damage to the equipment in use.

If a number is present in the Overload effect area of a lantern (F), you can perform an Overloaded Plan action and draw the number of tiles indicated instead of the normal amount.

Performing an Overloaded Plan action is similar to a normal Plan action, but with the following differences:

- You must pay the cost of performing the Overloaded Plan action (C) instead of the normal cost (the number of action points remains unchanged).
- You must roll a Challenge/Overload die to determine whether the lantern is damaged by the action (see section: Lantern Action: Repair, page 37).

All other rules remain unchanged.

### LANTERN ACTION: REVEAL

Enemies usually enter the field unrevealed, which means they have an Illumination level of zero. To reveal a shadow, you must perform a Reveal action.

When you perform a Reveal action, you have to pay one action point, as well as the respective Lux cost listed on the Lantern card. This can be discounted using Lightshields (see section: Using Lightshields, page 43).

The illumination pattern displays the position of your scout on the main board grid (as a black dot) and highlights the spaces which can be affected by performing this action. A Reveal action is always considered an Area of Effect (AoE) action.



## Lanterns

Perform a Reveal action as follows:

1. Destroy one layer of coralbone tokens within the pattern. If a space contains one coralbone token, remove it from the board. If a space contains two coralbone tokens, only remove the top one.
2. If any part of the base of an Outer Lord is within the pattern, raise its Illumination level by 2.
3. If there is a Herald within the pattern, raise its Illumination level to 4. If there are multiple Heralds, start with the one closest to the scout.
4. If there is a blip token within the pattern, raise its Illumination level to 4. If there are multiple blips, start with the one closest to the scout. Flip the token to determine what type of shadow has been revealed. The token now represents the shadow, or you can remove the blip token from the game and place the corresponding miniature on the space previously occupied by the blip. When revealed, the shadow will immediately perform the reaction found on the respective Shadow board. The Illumination level for shadows is permanent and cannot be decreased.
5. Any shadows within the pattern with an Illumination level of 4 are completely unaffected.
6. Any number of Lightstream tiles a scout has already acquired may now be placed in any of the permitted spaces within the illumination pattern. Tiles are placed with the bright side up, unless placed adjacent to an enemy, including diagonally, in which case they are placed dim side up. Tiles cannot be placed in any space containing any other game component, with the exception of scouts, drones, mechs, mission tokens and event tiles.

This action cannot be performed if the lantern is broken, or from inside the Citadel.

### LANTERN ACTION: OVERLOADED REVEAL

If an illumination pattern is present in the Overload effect area of a lantern (F), you can perform an Overloaded Reveal action and use this pattern instead of the normal one.

Performing an Overloaded Reveal action is similar to a normal Reveal action, but with the following differences:

- You must pay the cost of performing the Overloaded Reveal action (G) instead of the normal cost (the number of action points remains unchanged).
- You must roll a Challenge/Overload die to determine whether the lantern is damaged by the action (see next section).
- If you place any Lightstream tiles when performing this action, they are always placed bright side up, even if enemies are adjacent.
- This action will raise the illumination level of Outer Lords by 4 instead of 2.

All other rules remain unchanged.

### LANTERN ACTION: REPAIR

Lanterns and weapons might be damaged during the game. Generally, there are three ways a piece of equipment might be damaged: by enemies, by Mission or Exploration cards, or by Overloaded actions.

Damage is counted by placing red cubes (Break markers) on the equipment. Every time a piece of equipment receives one point of damage (R), place one Break marker on its card. If the number of Break markers on the equipment is equal to or greater than its durability at any time, then it has been broken. Discard all Break markers and flip the card face down. You cannot use this equipment until it has been repaired by performing a Repair action.

When you perform a Repair action on a piece of equipment, you have to pay one action point, as well as the respective Umbra cost listed on the back of the card, then return it to the repaired side.

Some scouts can help other scouts to repair their equipment. There are also some pieces of equipment which only allow specific actions to be carried out while it is broken.

A Repair action may only be performed on a piece of equipment when it is broken. It is not possible to perform a Repair action on equipment which has merely sustained some damage.



### REVEAL



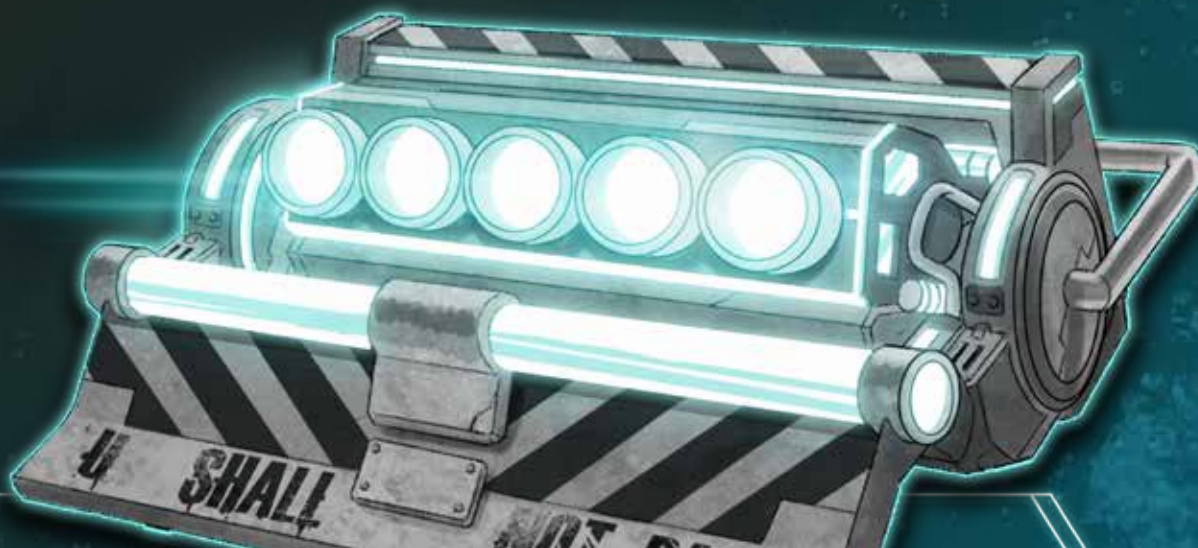
The Pioneer decides to perform a Reveal action. He pays 1 action and 1 Lux (the Reveal cost defined on the lantern). The illumination pattern is enough to cover the blip and the coralbone obstacle.



The coralbone is destroyed (1), and the shadow is revealed. The blip is flipped to see which shadow is: it's a Moth.

If desired, remove the blip and replace it with the respective miniature. When a shadow is revealed, it reacts as defined on its Shadow board (2). The Moth moves 1 space away from the Pioneer.

Once the Moth has finished its reaction, the Pioneer takes a Lightstream tile from his reserve (acquired before with a Plan action) and places it in one of the spaces of the illumination pattern (3).





## WEAPONS AND WEAPON ACTIONS

Weapon actions are performed using the scout's equipped weapon. A Weapon card is composed of the following:



- (A) The weapon name, unique for each weapon.
- (B) The amount of damage inflicted during an Attack action.
- (C) The Lux cost of performing an Attack action.

- (D) The hit pattern. This indicates which spaces can be affected during an Attack action. A blue pattern indicates that the attack will have an Area of Effect (AoE).
- (E) The Overload effect of the weapon. This could contain a number that overrides the damage number, or a pattern that overrides the hit pattern.
- (F) The Lux cost of performing an Overload action.
- (G) The durability of the weapon.
- (H) Any special effects of the weapon are written here.
- (I) The weapon level.
- (J) The faction icon.
- (K) The Umbra cost of repairing the weapon.
- (L) The number of action points required to repair the weapon.
- (M) Each weapon has two archetypes. You can only equip a weapon if your scout shares at least one of these archetypes.

### WEAPON ACTION: ATTACK

The scouts have a wide range of weapons and techniques at their disposal to help them defeat the shadows. The Attack action is the most direct way to kill the shadows.

When you perform an Attack action, you have to pay one action point, as well as the respective Lux cost listed on the Weapon card. This can be discounted using Lightshields (see section: Using Lightshields, page 43).

The hit pattern displays the position of your scout on the main board grid (as a black dot) and highlights the spaces which can be affected by performing this action. Normally you can only hit one enemy per Attack action, but if the pattern is blue then the attack will have an Area of Effect (AoE).

Declare which shadow within the hit pattern of your weapon that you wish to attack, then roll a Scout die. When performing an AoE attack, roll a Scout die for each individual enemy:

- (0) Success if the Illumination level is 0 or more.
- (0+) Success if the Illumination level is 0 or more, +1 damage.
- (1) Success if the Illumination level is 1 or more.
- (2) Success if the Illumination level is 2 or more, -1 damage.
- (3) Success if the Illumination level is 3 or more, +1 damage.
- (4) Success if the Illumination level is 4, critical hit.

Damage modifiers change the base damage inflicted on enemies as specified on the Weapon card. In Sheol, attacking relies on illuminating your enemies, and therefore critical hit effects are

applied when your target is at its most visible (when it has an Illumination level of 4). When you successfully roll a critical hit, apply the critical hit effect written on the Scout card.

When attacking a shadow and the damage inflicted is equal to or greater than the health value of the shadow, it is killed and the token or miniature is removed from the board. If an attack does not inflict enough damage to kill the shadow, the damage is sustained until the end of the Scout phase. If required, place red cubes (Health markers) next to the blip token or miniature in order to track this. At the end of the Scout phase, all damaged shadows are healed.

Unlike shadows, Heralds and Outer Lords do not heal at the end of the Scout phase. As they sustain damage, the accumulated Health markers are permanent, so it is not necessary to kill them in one turn. Unfortunately, they are also extremely resilient and capable of striking back. When you successfully damage a Herald or an Outer Lord, they will immediately perform a reaction see sections: Heralds, page 26; Outer Lords, page 24).

There is no reward for killing a blip without revealing it. Successfully defeating a revealed shadow will yield 1 Umbra. Successfully defeating a Herald will reward the scouts with 1 Development point. There is no reward for defeating an Outer Lord beyond the continued survival of humanity inside the Citadel.

This action cannot be performed if the weapon is broken, or from inside the Citadel.

**NOTE:** Remember that while base shadows react when they are revealed, Heralds and Outer Lords will react when they take damage instead!

### WEAPON ACTION: OVERLOADED ATTACK

If a number or hit pattern is present in the Overload effect area of a weapon (E), you can perform an Overloaded Attack action.

If the Overload effect is a number, you will deal this amount of damage instead of the normal amount.

If the Overload effect is a hit pattern, this pattern must be used instead of the normal pattern.

Performing an Overloaded Attack action is similar to a normal Attack action, but with the following differences:

- You must pay the cost (F) of performing the Overloaded Attack action instead of the normal cost (the number of action points remains unchanged).
- You must roll a Challenge/Overload die to determine whether the weapon is damaged by the action.

All other rules remain unchanged.

It is also possible for the Overload effect of a weapon to contain the words "Extra Attack". If this is the case, you may perform a second attack immediately after the first without paying any further cost or rolling a Challenge/Overload die. This attack may target any enemy still within the hit pattern.

### WEAPON ACTION: REPAIR

Repairing a weapon follows the same rules as repairing a lantern (see section: Lantern Action: Repair, page 37).



## Lands

### ATTACK

The Pioneer performs an Attack action using his “Flashgun” Weapon card. He pays 1 action and 1 Lux. The hit pattern is composed of 2 spaces, which means that the Moth is within range.



The Pioneer rolls a Scout die to try to hit the Moth: the result is “hit if enemy illumination is 3 or more, +1 damage”. The Illumination level of a revealed shadow is always 4, so the Moth is hit. The damage dealt is 3: the “Flashgun” damage +1.

The health of the Moth is 2, so it is defeated. The Pioneer gains 1 Umbra.



### LANDS AND LANDS ACTIONS

In Sheol, lands are 2x2 tiles that represent outposts, structures, and other general points of interest. Each land has a corresponding Land card and two Exploration cards (see section: Land Action: Explore, page 40).

Lands have several fields that are described here.



On the land tile and the front of the Land card:

- A** The land name.
- B** The land code. Once a land is discovered, retrieve the respective Land card from the deck.
- C** The land type. There are three types of land. In increasing order of danger, these are: the Twilight Lands, the Forgotten Lands, and the Shadow Lands.
- D** The intro text to read when you discover the land.

### DISCOVERING A LAND

When one of the scouts moves onto a land tile which is connected to a scout starting point (usually the Citadel), and there are no enemies or obstacles on the tile, the land tile is flipped. Find the corresponding card in the Land deck by looking for the land code **B** located on the top right corner of the land tile and place it to the side of the main board. The scout who made the discovery then reads the flavor text on the front of the Land card **D**.

Discovering a land does not cost an action.



On the back of the Land card:

- B** The land code.
- F** The Build space. Place the Scout token here when performing a Build action.
- E** The amount of Umbra extracted by an Umbra Extractor facility built on the land.
- G** The number of facilities which can be built on the land.
- H** The Explore space. Place a Scout token here when performing an Explore action.
- I** The Printer space. Place the Scout token here when performing a Deploy Printer action.
- J** The number of items displayed when you deploy the Printer.
- K** The Umbra cost to display an additional item when the Printer is deployed.

The scouts can interact with the lands in multiple ways. To perform Land actions which cost action points, a scout must be on the land tile, while to perform Land actions which are free a scout need only be connected to the land via the Lightstream.

### LAND ACTION: BUILD

The maximum number of facilities scouts can build on each discovered land is specified on the Land card **G**. There are a total of six types of facility in Sheol. Three are obtained by progressing through the main campaign and three are unlocked by building certain districts.

When you unlock a type of facility as a result of progressing within the campaign, the respective tile is placed on the Citadel board. To unlock a facility associated with a district, simply build the relevant district during the Development phase (see section: Development Phase, page 46).





## Challenges



A facility tile or facility District card is divided into:

- (A) The facility name.
- (B) The unique icon of the facility.
- (C) The cost to build the facility.
- (D) The effect a facility provides to the players.

Use the Build action to construct facilities on land tiles. Choose a facility from among those which are available, pay the respective cost (C) and place one of your Scout tokens on the Build space of the Land card. If there is already a Scout token on this space, stack your token on top. Then, take the respective token and place it on any one of the four spaces of the land tile, unless it already contains a facility.

If a shadow enters a space occupied by a facility, it is deactivated and cannot be used until the shadow leaves the space. Shadows cannot destroy facilities, unless the entire land tile is destroyed.

### LAND ACTION (FREE): ACTIVATE FACILITY

The CLEU Cannon and Scout Tower facilities have an active effect that can be used once per turn. If the facility is not deactivated, any scout connected to the land via the Lightstream may activate the effect by simply flipping the facility token to the "reload" side. This does not cost any action points. The tokens are returned to the "ready" side at the start of the Scout phase.

### LAND ACTION: EXPLORE

If you are on a land tile, you have the opportunity to investigate it further. When you perform an Explore action, you have to pay one action point and place one of your Scout tokens on the Explore space of the Land card. It is only possible to use the Explore action on the same land once per mission.



The player to the right locates the required card in the Exploration deck. Each land has two associated Exploration cards. Exploration cards have a flag icon (N) on the top and a title (K). Also, they have a unique code (B) composed of the relevant land code and a number, either 1 or 2. Always take the card with the lowest number available. If there are no more Exploration cards available for a land, it's not possible to perform an Explore action.

That player then reads the Exploration card (L) aloud and presents the active player with the choice (M) on the card, without showing the back of the card.

Many of these choices will present the player with a Challenge (see next section). If so, the active player may be informed of the details of the challenge before making their decision, but the consequences must not be revealed to them still. If playing solo, do not look at the back of the card before making your choice or resolving any Challenges.

The choices could have either positive or negative consequences for both yourself and, in some cases, the entire team, but completing an Explore action always rewards you with a Faction token.

These choices have lasting consequences for the rest of the campaign. Once the outcome of the choice has been resolved, place the Exploration card to one side. It is important to ensure that it can easily be retrieved later so that it can be noted in the Mission Manual during the Development phase (you may also wish to take note now instead).

### CHALLENGES

Several Mission and Exploration cards ask players to overcome a challenge. A challenge involves rolling two Challenge/Overload dice in order to obtain a number of successes ★ equal to or greater than the target number. For each archetype the scout has in common with the challenge, automatically add 1 success to the result.

Challenges always have a success and a failure result, and the effects are applied immediately. As the consequences of your choices are permanent, it is only possible to attempt a Challenge once.



The Mission card in the image contains a Challenge with a target number of 3 (A), with the archetypes of Defence and Care. You must resolve the challenge in order to proceed with the mission, by drawing the appropriate Mission card, depending upon success or failure.



The Exploration card in the other image has a Challenge with a target number of 4 (B), with the archetypes of Camouflage and Brightness. This Challenge is optional, and is only attempted if choosing option 2. The consequences of success and failure are written on the reverse of the card.



## Items

### LAND ACTION: DEPLOY PRINTER

In Sheol, technology has advanced to the point where items are no longer manufactured, but fabricated by way of special Printers. Upon visiting a land, scouts can check the display on the Printer and browse the items which can be produced using elements found in the local area.

When you perform a Deploy Printer action, you have to pay one action point and place one of your Scout tokens on the Display space on the Land card. It is only possible to use the Deploy Printer action on the same land once per mission.

Shuffle the Printer deck associated with the land where the action is being performed and draw the number of items as written on the Land card. Place them in a row next to the Land card. Cards are drawn from the Printer deck which is of the same level as the land being visited.

These cards are now available for print by all the scouts for the rest of the mission. If an item is printed by a scout, do not draw another card to replace it.

While performing a Deploy Printer action, you can pay 2 Umbra to increase the number of items displayed by the Printer, allowing you to draw one additional item. This can only be done once per action.

It's not possible to deploy the Printer if you are not on the land tile.

### LAND ACTION (FREE): ACTIVATE PRINTER

During missions, support items may be required to allow you to perform particular actions. Once the Printer for a land has been deployed, any scout connected to the land via the Lightstream may print any of the available items by paying the corresponding Umbra cost (see next section). This does not cost any action points.

When you print an item, simply place it next to your Scout card.

### PRINTER ITEMS

The items which can be printed from the Printer allow you to perform particular actions during missions that would not be possible otherwise.

Items printed using Umbra (A) can be used with an action that is considered free. The Item card is laid out as follows:

- (A) The Umbra cost of printing the item.
- (B) The phase during which you can use the item: either blue for the Scout phase, red for the Shadow phase or both.
- (C) The item name.
- (D) The item effect. This could be an instant effect or a permanent effect.
- (E) The name of the upgraded version of the item which can be bought during the Development phase, or the respective



base item name.

- (F) The type of item: Base or Upgrade.
- (G) The respective land type.



Twilight Lands



Forgotten Lands



Shadow Lands

If using an item with an instant effect, discard the card and return it to the appropriate deck, therefore making it available to purchase again. An item with a permanent effect must be attached to either a weapon or a lantern (as specified by the text on the card). You can only attach one item to any one piece of equipment.

### ACTION (FREE): USE ITEM

An item can be used at any time during the phase specified on the card simply by following the directions written on it. Using items is therefore considered a free action, but it is important to note that there are some items which specify a cost, and of these some might require that cost to be paid in action points.

### ACCESSORIES

Like items, accessories allow you to perform actions that would not be possible otherwise. However, there are some ways in which accessories differ from items.



Accessories are obtained during the Development phase. A scout can only be equipped with one accessory and only at the start of a mission, when it should be placed near your weapon or lantern. At this time, put a number of blue cubes (Charge markers) on the accessory equal to the number of charges highlighted in blue on the charge indicator.

The Accessory card is laid out as follows:

- (H) The charge indicator and the respective number of charges:
  - (H1) One charge, (H2) Two charges, (H3) Three charges.



- (I) The accessory name.
- (J) The effect that triggers when you use the accessory by removing one charge.
- (K) The accessory level.
- (L) The faction icon.

**NOTE:** Unlike weapons and lanterns, accessories have no archetypes associated with them and cannot be broken.



## Districts

### ACTION [FREE]: USE ACCESSORY

An accessory can be used at any time, including during the Shadow phase. Remove a Charge marker and immediately apply the effect written on it. Using accessories is considered a free action, but if it runs out of charges you cannot perform this action.

### DISTRICTS

Districts are built on the spaces of the Citadel board during the Development phase.

The District card is laid out as follows:



- (A) The district level.
- (B) The district name.
- (C) The phase during which you can use the district: either blue for the Scout phase, red for the Shadow phase or both.
- (D) The effect that triggers when you use the district by removing one charge or the passive one that always applies.
- (E) The charge indicator and the respective number of blue cubes (Charge markers).

Some districts have an active ability that can be used during a mission, and therefore feature a charge indicator. At the start of a mission, put a number of blue cubes (Charge markers) on the district equal to the number of charges highlighted in blue on the charge indicator.

Other districts have passive effects and do not feature a charge indicator. These abilities are applied at all times during the mission, and do not require an action to be performed.

The final type of district unlocks access to new facilities. These districts allow you to build the respective facility (F) by paying the cost (G) when you are on a land tile.

### ACTION [FREE]: USE DISTRICT

An active district can be used by any scout at any time during the phase specified on the card. Remove a Charge marker and immediately apply the effect written on it. Using districts is considered a free action, but if it runs out of charges you cannot perform this action.





## USING LIGHTSHIELDS

Correct use of Lightshields is key to success when completing mission objectives in Sheol. Each scout starts their first mission with 13 Lightshield cards that represent their unique skills. This number will increase as they progress through the campaign.



A Lightshield card has three main uses: The primary effect, an alternate effect or a damage reduction. Playing a Lightshield card does not cost Lux, Umbra, or actions unless specified on the card. In general, new Lightshield cards can be added to the deck as the scouts progress through the campaign (see section: Development Phase, page 46).

Besides the special Lightshield cards, each Lightshield has the following structure:

- (A) The Lightshield name.
- (B) The primary effect.
- (C) The alternate effect.
- (D) The phase during which you can use the Lightshield: either blue for the Scout phase, red for the Shadow phase or both.
- (E) The Lightshield level.
- (F) The scout symbol or the faction symbol.
- (G) On the back, there is a shield that represents the damage reduction.

### PRIMARY EFFECTS (B)

Typically, the primary Lightshield effects can be subdivided into four types:

- Free actions that are playable during the phase indicated on the card in order to apply an instant effect.
- Action modifiers that are played while performing a specific action.
- Special actions have an action cost and allow the scout to perform unique actions.
- Support actions that are played during another scout's action in order to help them to complete it.

When to use each Lightshield card's primary effect and how much it costs is always specified in the center of the card.

### ALTERNATIVE EFFECTS (C)

The alternative effect is located on the top left part of the card. This is usually a discount on the cost of an action, and is related to the scout's archetypes. Discounts on actions must be played while the action is being performed. The possible alternate effects are:

- (C1) -1 Lux cost on a Plan action.
- (C2) -1 Lux cost on a Reveal action.
- (C3) -1 Lux cost on an Attack action.
- (C4) -1 Lux cost on any Overloaded action.
- (C5) -1 Lux cost for increased movement.
- (C6) -1 Lux cost on an action performed by another scout.
- (C7) -1 Umbra cost on any type of action (except Activate Printer action).
- (C8) During the Scout phase, you may discard this Lightshield card and draw another Lightshield card.

**NOTE:** It is possible to use a maximum of 2 Lightshield cards during the same action: one with a primary effect and another with an alternative effect.

For example, it's possible to use a "Dancer in the Dark" and a "Weapons specialist" card together: the first to roll one extra Scout die during the attack, and the second to gain a 1 Lux discount on that action.

### DAMAGE REDUCTION (G)

When you receive damage from enemy attacks or card effects, you can discard one or more Lightshield cards in order to block 1 damage per card discarded.

**NOTE:** Another way to reduce damage is by using lanterns with a parry symbol. If there is a square or a circle in the top section of your Lantern card and you obtain the corresponding symbol when you roll the shadow die, it will reduce the damage dealt to you by 2. This applies to every enemy type.

### SPECIAL LIGHTSHIELD CARDS

Each scout has a special Lightshield card in their deck that represents an extremely strong ability. These cards work like other Lightshield cards, but they don't have an alternate effect, and scale their power according to the Citadel level (E), which in turn affects the Mission level. In fact, there are three levels below the primary effect text (B) of the card.

You can apply any one of the effects on the card up to and including the one with the same level as the current Citadel level. In this way, scouts can only access the lowest ability early on in the campaign, but any of the listed abilities toward the end of the campaign.





## Corruption

Completing the Scout missions (see the Mission Manual), awards you with another special Lightshield card, unique to each scout.



### STATUS CARDS

Status cards are a specific type of Lightshield card that could influence you positively or negatively. These cards may be added to your Lightshield deck by various game effects.

These cards usually trigger the effects written on them **(B)** when they are drawn into your hand. To remove these cards from your deck, you have to cure your scout during the Development phase.



### REFILL LIGHTSHIELD AND DEPLETION

During the Refill Lightshield sub-phase of the Scout phase, you may discard a single Lightshield card before refilling your hand of cards to its limit. **(A)**

If the Lightshield deck is empty at anytime during the game and you cannot draw further cards, including during the Refill Lightshield sub-phase, you can shuffle the discard pile to form a new deck, at a cost of 2 Lux.

### LIGHTSHIELD USE

The Pioneer has the "Lightstream Repositioning" Lightshield card in hand and has to choose how to use it.



His first option is to use the primary effect of the card and reposition the Lightstream tile, moving it from the space in front of the blip to the space near the land, so he can move and reach it.



His second option is to use the alternative effect of the Lightshield instead and perform a Reveal action on the blip with a Lux discount of 1. As the Night Digger Reveal cost is 1, he will not pay any Lux to perform the action.



## CORRUPTION

In the world of Sheol, as the scouts suffer the influence of the shadows, it will begin to have physical and psychological effects on them. If exposed for too long or pushed too far, they will succumb to a state of corruption. This occurs when either the Lux points in your last vial fall to zero, or if you exceed the number of Corruption markers that your scout can endure.



If you become corrupted by running out of Lux, discard all of your Corruption markers and flip both your Scout card and Lux board to the red side. Set the Action and Movement tracks to the same values they were on before. Set the Lux track to the maximum of 5, but continue to count any remaining damage. For example, if you have 1 last vial with 2 Lux points and receive 4 damage, you will become corrupted and your Lux value is now 3.

If your scout still has Lux but they exceed the number of Corruption markers they can endure, they lose all of their Lux and become corrupted with the maximum of 5 Lux. In the same way, flip both your Scout card and Lux board to the red side, and set the Action and Movement tracks to the same values they were on before.

Therefore, a corrupted scout only has 5 more Lux points to spend before dying, but they also gain advantages and modifiers that make them much stronger.

The positive effects of corruption are as follows:

- The scout gains an alternate critical hit effect, as indicated on the corrupted side of their Scout card.



## Ending Missions

- The Overloaded Reveal action can be performed without damaging the lantern or paying the Lux cost (any Umbra cost must still be paid).
- The Overloaded Attack action can be performed without damaging the weapon or paying the Lux cost (any Umbra cost must still be paid).
- Movement into dark spaces only costs 1 movement point, instead of 2.

The negative effects are as follows:

- The scout's Lightshield hand size limit and movement value are both reduced by 1, as indicated on the corrupted side of their Scout card.
- Lux can be regained up to a maximum of 5, but only the use of certain items can bring a scout back from the brink and return them to an uncorrupted state.
- At the end of the Scout phase, the scout loses 1 Lux.
- No type of Plan action may be performed.
- Lighstream tiles cannot be placed for any reason.

### CORRUPTION AS AN EFFECT

If a Lightshield card or an effect tells you to apply corruption bonuses as though you were corrupted, simply flip your Scout card until the effect ends. In this case, you gain the benefit of all positive corruption effects without having to suffer any of the negative effects.

## ENDING THE MISSION

Each game of Sheol will result in victory or defeat for the scouts. Defeat means repeating the failed mission. Victory leads to the Development phase, before advancing to the next mission.

### SCOUT DEFEAT

A scout is defeated when their Lux track falls to zero while they are corrupted. The scout's miniature is removed from the board, and the mission ends for that player. However, in Sheol, the defeat of an individual scout does not necessarily mean defeat for the entire team. If more than half of the scouts have been defeated, it is not possible to complete a mission.

If a mission succeeds but there are some scout casualties, all scouts who were defeated have to shuffle 1 "Wound" Status card and 1 "Corruption" Status card into their Lightshield deck before proceeding to the Development phase.



### MISSION DEFEAT

The mission is lost if any of the following conditions are met:

- More than half of the scouts are defeated.
- The Prosperity points of the Citadel fall to zero.
- The objective has not been achieved, and the Mission card reports "Defeat".

### VICTORY

The mission is successfully complete if no defeat condition has been met and the objective on the Mission card declaring "Victory" has been accomplished. Proceed to the mission conclusion pages in the Mission Manual.

There you will find:

- The mission number.
- The story conclusion.
- The Development points reward.
- The Luminary Monks Faction tokens reward.
- The Engineers' Caste Faction tokens reward.
- The Exiled Faction tokens reward.
- The mission unlocks.
- Optional info boxes.

Before proceeding to the Development phase, discard all markers, tiles and tokens from the player areas (except Scout tokens). Then, place the number of Faction tokens awarded onto the spaces at the top of the Citadel board and record the number of Development points awarded by moving the blue cube on the Development track.



# DEVELOPMENT PHASE

In Sheol, after completing a mission, your scout group returns to the Citadel, and the Development phase begins. In this phase, you must make decisions together to improve your equipment, receive training, tend wounds, and improve the Printer and districts of the Citadel.

**NOTE:** There is no Development phase after the Scout missions.

**IMPORTANT:** Before you begin the Development phase, if you have one or more of the expansions for Sheol, take all available Advanced Weapon, Lantern, Accessory and Lightshield cards and add them to their respective decks, paying close attention to the correct Citadel level indicated on each card.

## SETUP

To begin the Development phase:

- A** If you have the Land of the Night expansion, place the Citadel miniature in the center of the table with the correct number of parts to represent the number of districts on the Citadel board.
- B** Place the Citadel board as it was at the end of the last mission, with the acquired Faction tokens and Development points, as well as the current Prosperity points.
- C** Place the Development board (located on the back of the Shadow board).
- D** If you are playing with less than 4 scouts, place the Servodroids board on the Development side.
- E** Keep your Lightshield deck, Scout tokens and Scout card (to remind you of your archetypes) in front of you.
- F** Place the Status deck.

Determine the Citadel level (see next section) and place the corresponding decks **G** **H** **I** **J** beside the boards, as pictured. You can recognize and divide the decks by looking for the level icon on the cards.



Level 1



Level 2



Level 3

**NOTE:** If this is the first Development phase of the game, all decks are at level 1.





## Development

Place the following as described below:

- ① The District deck of the correct level.
- ② The Advanced Weapon, Lantern, and Accessory decks of the correct level, shuffled into a single Advanced Equipment deck.
- ③ The Advanced Lightshield deck of the correct level.
- ④ The Advanced Printer Items decks. (The Shadow Lands deck is unlocked when the Citadel reaches level 3).
- ⑤ The Faction tokens.
- ⑥ The Citadel Exploration deck, if you have the Luminary Monks expansion.

### CITADEL LEVEL

The Citadel is divided into three tiers, corresponding to the mission levels. In order to build districts on a new tier of the Citadel, you have to complete the tier below it, as well as progress to a certain point within a campaign.

A tier is considered complete when there is no more room for districts to be built on it.

The level of the Citadel affects some of the actions which are available, as well as which level card decks to use. Actions are all depicted on the Development board, except for the Build New Districts action, which is found on the top right of the Citadel board.

When the Citadel level increases, cease the use of the previous level deck, and swap it for the deck of the corresponding level.

First level upgrade requirements:

- Main campaign mission 1 completed OR Luminary Monks mission 1 completed.

Second level upgrade requirements:

- Main campaign mission 5 completed OR Luminary Monks mission 3 completed.
- All districts built on the first tier of the Citadel.

Third level upgrade requirements:

- Main campaign mission 9 completed OR Engineers' Caste mission 3 completed.
- All districts built on the second tier of the Citadel.

### STARTING THE DEVELOPMENT PHASE

Each scout has two actions (represented by their Scout tokens), and will usually have to spend Faction tokens and / or Development points earned during missions to perform them as well. Players decide between them which actions to perform, and who will perform them, in any order they choose.

To perform an action, take a Scout token and place it on the correct board, on the gear-shaped space which is related to the action being performed and pay the appropriate cost, if applicable. When discarding Faction tokens, ensure that they are clearly discarded into their own pile, away from the Citadel board or any other pool, as this will be important later.



The same action can be performed multiple times.

The different actions you can perform are detailed in the following sections.



### ACTION: BUILD NEW DISTRICTS ①

The Citadel districts represent the influence the Citadel has over the game board and allows both active and passive effects to be applied to entire play area.

When performing this action, spend 2 Development points to take the District deck of the appropriate level, look at the cards and choose one.

Each card shows two thematically related districts, one on each face. One face offers an active ability that can be used a limited number of times during every mission by performing a Use District action, while the other will grant a passive ability which is always available. Unfortunately for the scouts, it is only possible to build one of the versions of each district, and once that decision has been made it is irreversible for the remainder of the campaign.

Once you have chosen the district that you wish to build, place the card with the correct face up on the Citadel board, in the next available space. (see section: Citadel Level).

If you have the Land of the Night expansion, add another part to the Citadel miniature each time you build a new district. Once the first tier is complete, immediately add the second tier holder in the center. The miniature is assembled as depicted in the image below.





## ACTION: CURE THE SCOUTS

Throughout the game, scouts are bound to be injured, resulting in Status cards being added to their Lightshield decks.

When performing this action, spend 1 Luminary Monks Faction token to remove up to 2 Status cards from your Lightshield deck.

## ACTION: SCOUT BLESSING

You can perform this action once the Citadel has reached level 3.

Spend 1 Luminary Monks Faction token and 1 Development point to gain a one-time bonus which provides your scout with an extra vial containing a further 4 Lux at the start of the next mission.

## ACTION: REPAIR THE CITADEL

Damage the Citadel receives carries over from one mission to the next.

When performing this action, spend 1 Engineers' Caste Faction token to add 2 points to the Prosperity track, up to the maximum of 10.

It is not possible to exceed the maximum of 10 using this action, even if a Citadel Fortification action has previously been used to do so.

## ACTION: CITADEL FORTIFICATION

You can perform this action once the Citadel has reached level 2.

Spend 1 Engineers' Caste Faction token and 1 Development point to add 3 points to the Prosperity track, but using this action the maximum is increased to 15.

If you go over the normal maximum of 10, signify this by changing the blue cube on the Prosperity track for a purple one, and counting up from 1. Swap back to the blue cube if the number of Prosperity points drops below 11.

## ACTION: IMPROVE ITEMS

Every item has a corresponding improved version that can either be added to the same deck or replace it within that deck.

When performing this action, spend 1 Exiled Faction token to draw two cards at random from one of the Advanced Printer decks which is available at the current Citadel level.

Take one card for no further cost, or spend 1 Development point to take both.

The player now decides whether to add each item to the relevant Printer deck, in addition to the base version of them, or if they would rather replace the base item in the deck instead. Once this decision has been made it is irreversible for the remainder of the campaign.

## ACTION: PURCHASE NEW EQUIPMENT

The scouts can purchase new equipment in order to help them complete their objectives. Weapons, lanterns and accessories are all types of equipment.

Action	Citadel Level required		
	Level 1	Level 2	Level 3
Build New Districts action	X	X	X
Purchase New Equipment action	X	X	X
Train Scouts action	X	X	X
Advanced Training action	-	X	X
Cure the Scouts action	X	X	X
Scout Blessing action	-	-	X
Repair the Citadel action	X	X	X
Citadel Fortification action		X	X
Improve Items action	X	X	X
Convert Points action	X	X	X
Twilight Lands Printer Upgrade deck	X	X	X
Forgotten Lands Printer Upgrade deck	X	X	X
Shadow Lands Printer Upgrade deck	-	-	X
Lantern deck	Lvl 1	Lvl 2	Lvl 3
Weapon deck	Lvl 1	Lvl 2	Lvl 3
Accessory deck	Lvl 1	Lvl 2	Lvl 3
Advanced Lightshield deck	Lvl 1	Lvl 2	Lvl 3
District deck	Lvl 1	Lvl 2	Lvl 3
Citadel Exploration action (Luminary Monks Expansion Only)	X	X	X
Patrolling Mechs (Engineers' Caste Expansion Only)	-	X	X

When performing this action, spend 1 of any type of Faction token. Take the pre-prepared Equipment deck (see section: Setup, page 46) and shuffle it if required. Deal the first two cards which belong to the same faction as the token spent to perform the action, and share at least one archetype with the scout performing the action. Once dealt, reveal the cards.

Spend 1 Development point for each card you wish to add to the pool of equipment available to the party which forms the party reserve. All equipment purchased in this way will remain property of the party and can be equipped at the start of any future mission.

## ACTION: TRAIN SCOUTS

Between missions, scouts undergo intense training in order to hone their abilities. Abilities are represented by Lightshield cards.

When performing this action, spend 1 of any type of Faction token, then take the Lightshield deck of the appropriate level and reveal all the cards which belong to the same faction as the token spent to perform the action.

Take any one of the cards and add it to your scout's Lightshield deck, then put the other cards back into the deck. All skills purchased in this way will remain in the scout's Lightshield deck until the end of the campaign, or until it is removed by performing an Advance Training action.

## ACTION: ADVANCED TRAINING

You can perform this action once the Citadel has reached level 2.

This action costs no further resources, and allows you to discard a Lightshield card of your choice from your deck, but doing so will cause it to be permanently removed for the duration of this campaign.

## ACTION: CONVERT POINTS

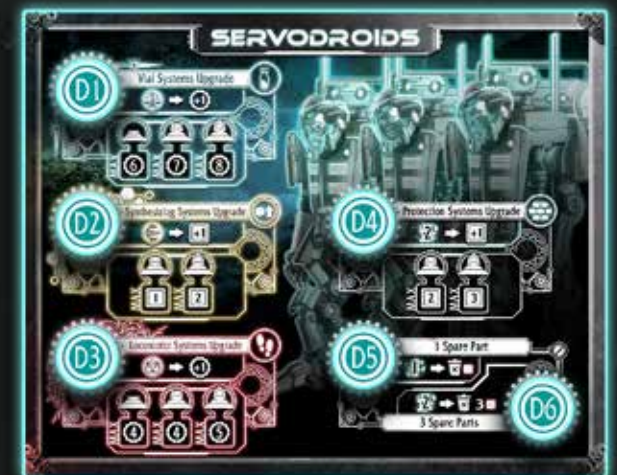
When performing this action, convert exactly 2 Faction tokens of any type (including different types) into 2 Development points, or vice versa.

## ACTION: CITADEL EXPLORATION

If you have the Luminary Monks expansion, you can perform the Citadel Exploration action (see section: Luminary Monks Mechanics: Citadel Expansions, page 53).

## SERVODROID UPGRADES

Servodroids can be upgraded during the Development phase, in addition to all other rules that normally apply (see section: Servodroids, page 50).



Each Servodroid also gives players two additional actions to perform during the Development phase, tracked with tokens depicting the respective Servodroid symbol.

These tokens can be used to perform any of the available actions during the Development phase, and Scout tokens can be used to perform any of the available actions provided by the Servodroid Development board.

## ACTION: VIAL SYSTEMS UPGRADE

Each Servodroid has its own Lux reserve, measured on a track. When performing this action, spend 1 Luminary Monks Faction token to increase the maximum Lux level of all Servodroids by 1.



### ACTION: SYNTHESIZING SYSTEMS UPGRADE

The Servodroids share a Lux regain value which allows them to regenerate Lux during the Production sub-phase. When performing this action, spend 1 Engineers' Caste Faction token to increase the Lux regain value of all Servodroids by 1.

### ACTION: LOCOMOTOR SYSTEMS UPGRADE

Each Servodroid has its own movement points, measured on a track. When performing this action, spend 1 Exiled Faction token to increase the maximum movement level of all Servodroids by 1.

### ACTION: PROTECTION SYSTEMS UPGRADE

The Servodroids share an Armor value which reduces the damage they receive from attacks. When performing this action, spend 2 Development points to increase the Armor value of the Servodroids by 1.

### ACTION: REPAIR THE SERVODROIDS



Throughout the game, Servodroids are bound to be damaged by Status cards, forcing red cubes to be added to their tracks. When performing this action, spend 1 Development point to remove 1 red cube from any one Servodroid track, or 2 Development points to remove up to 3 red cubes from up to three Servodroid tracks.

The number each value can be increased to depends on the Citadel level, as follows:

Action	Max value per Citadel Level		
	Level 1	Level 2	Level 3
Protection Systems action	1	2	3
Vial Systems action	6	7	8
Synthesizing Systems action	0	1	2
Locomotor Systems action	4	4	5

### ENDING THE DEVELOPMENT PHASE

When there are no more actions available for players to perform, or you wish to end the Development phase:


- Count the amount of each type of Faction token spent in this phase and record these numbers in the table  at the back of the Mission Manual. This will be used to determine the ending of the main campaign.
- Retrieve all Exploration cards completed during this mission and record them in the other table  at the back of the Mission Manual, then return those cards to the box. These cards will not be used again for the remainder of the campaign. This will also be used to determine the ending of the main campaign.
- Return each of the Scout tokens to the appropriate scout.


## SAVING AND LOADING THE GAME


### SAVING THE GAME


You can save the game immediately before or immediately after completing a Development phase, but when you load the game it is up to you to remember how the last session ended. Use the "Archives of the Reef" page of the Mission Manual and use a pencil to note the current state of the game, as follows:





 If the last mission you accomplished was a Scout mission, note it in the table.

 Note how many tokens you have for each faction, how many Development points you have, the current Citadel Prosperity, and the number of the last mission completed in the table.

 Note the name of the Citadel districts that you have already built in the table.

 For each scout, note their current weapon, lantern and accessory in the table. Also, note any Status cards the scout has in their Lightshield deck.

 If you are playing with less than 4 scouts: Note which Servodroids you are using in the table, the current position of any red cubes, the max unlocked values of their movement and Lux tracks, their current equipment, and their stats.






 Optionally, note the weapons, lanterns and accessories that currently form the party reserve in the respective tables. Note the initials of which Lightshield is in which scout's Lightshield deck in that table.

Once these things have been noted, return the components to the box, ensuring that:

- The districts that have already been built can be easily distinguished from the District deck.
- All the weapons, lanterns and accessories that form the party reserve can be easily distinguished from the various Equipment decks.
- Each scout's Lightshield deck can be easily distinguished from the various Lightshield decks, and from each other, as these decks will now contain cards which could belong to any player.
- Any Lightshield and Exploration cards that have already been permanently removed from the campaign can be easily distinguished from their respective decks.

### LOADING THE GAME

To load the game, remove the components from the box and set up the game as normal, with the following adjustments:

- Take the Citadel board and place the correct number of each Faction token on it, as noted in the respective table . Set the Development and Prosperity tracks to the correct amount.
- Place the districts that have already been built on the Citadel board (with the correct face up), as noted in the respective table . If you have the Land of the Night expansion, rebuild the Citadel miniature with the correct number of parts.
- Remove the weapons, lanterns and accessories that form the party reserve from the box and place it on the table within reach of all players.
- Find each scout's current weapon, lantern and accessory, as noted in the respective table . Remove the Lightshield decks for the scouts from the box and return all of these components to the appropriate player.
- If you are playing with less than 4 scouts: Take the Servodroids board and place any red cubes on it, as noted in the respective table . When placing blue cubes, be sure to use the correct maximum number, and cover the remaining locked numbers with purple cubes. Set the armor and Lux regain values to the correct number.
- Optionally, you can check the weapon, lantern, accessory and Lightshield tables  to confirm that all of the unlocked Equipment cards are present and correct.



## SERVODROIDS



**IMPORTANT:** Read this section only if you are playing with less than 4 scouts.

### GENERAL MODIFIERS

When you are playing with less than 4 scouts, you have to apply some special modifiers in order to adjust the game to an appropriate difficulty:

Players	1	2	3	4
Servodroids	3	2	1	0
Durability markers	3	2	1	0
Extra Lightshield cards per player	5	3	2	0
Hand limit increase	1	0	0	0
Additional actions	1	1	0	0
Additional Lux	8	4	0	0
Threat cards	even turns	even turns	each turn	each turn
Outer Lords' health	-2	-1	0	0

- **Servodroids:** The number of Servodroids that have to be used.
- **Durability markers:** The number of blue cubes applied to both the weapon and lantern of the Servodroids to increase the durability of each piece of equipment.
- **Extra Lightshield cards per player:** The number of extra Lightshield cards players have to add to their deck at the start of the game. Players can choose them from any of the unselected scouts' default decks, with the exception of any special Lightshield cards.
- **Hand limit increase:** This number is added to the max number of Lightshield cards that players can keep in their hand and can therefore recharge each turn.
- **Additional actions:** The number of additional actions players have each turn. When refreshing actions, increase the track by this amount in addition to the normal number.
- **Additional Lux:** The additional Lux points players have at the beginning of each mission. If this number is increased, it will give players an additional vial at the start of the game.
- **Threat cards:** Normally, one new Threat card will be drawn each turn. If this is modified to "even turns", this will change to one new Threat being drawn only on alternating turns, starting at the beginning of the second round, as normal.
- **Outer Lords' health:** The number of Health markers that have to be placed for each stage of the Outer Lord. For example, if an Outer Lord normally has 8 health points and the modifier is -2, only 6 Health markers are needed to destroy each Outer Lord stage.

### USING SERVODROIDS DURING MISSIONS

Servodroids are robotic scouts that will help the players. They don't have Lightshield decks, but share the ones in the players' hands. They work almost the same as the normal scouts, and each one of them has movement, Lux, and action points to spend. But there are some important differences you have to consider if you are using Servodroids.

### EQUIPMENT

- Servodroids share a single weapon between them. The durability is increased by 1 for each Servodroid in use. Place the corresponding amount of blue cubes (Durability markers) on the weapon to keep track.
- Servodroids share a single lantern between them, but each one has its own pool of Lightstream tiles at the bottom of the board. The durability is increased by 1 for each Servodroid in use. Place the corresponding amount of blue cubes (Durability markers) on the lantern to keep track.
- Servodroids can share up to two accessories between them, but are limited to one accessory if there is only one Servodroid in play.
- Servodroids share Printer items between them.
- Servodroids share Umbra between them. They cannot share with the scouts, but it can be exchanged normally.

### ARCHETYPES

- Servodroids use any archetype for purchased equipment.
- When a Servodroid is resolving a challenge, it will use the archetypes of all of the scouts in the party.

### DAMAGE

- Servodroids share a common armor value. Damage dealt to each Servodroid is reduced by the amount specified by this value.
- When a Servodroid is damaged, any scout can use their Lightshield cards to reduce that damage, but they can't take the damage from their own Lux points instead.

### LUX

- Servodroids share a common Lux regain value. During the Production sub-phase, each Servodroid recharges the amount of Lux specified by this value.
- When a Servodroid is performing an action with a Lux cost, any scout can choose to spend their own Lux points instead of those of the Servodroid.

### MOVEMENT

- Servodroids are considered to have a starting movement value of 3.

### CORRUPTION

- Servodroids cannot be corrupted. Any time a Servodroid would have to take a Corruption marker, it loses 1 Lux instead. Scouts can't take this from their own Lux points instead.

### STATUS CARDS

Servodroids have no Lightshield decks of their own. This means that they cannot receive Status cards. Instead, red cubes are usually placed on the highest available cell of one of their tracks, reducing the maximum points available. Points on these tracks cannot be regained over these markers.

Red cubes placed on the Servodroids board are permanent and can usually only be removed during the Development phase.

- Any time a Servodroid would have to shuffle a "Wound" Status card into its deck, place a red cube on its Lux track instead.
- Any time a Servodroid would have to shuffle an "Incapacitated" Status card into its deck, place a red cube on its Movement track instead.
- Any time a Servodroid would have to shuffle a "Mental Obscurity" Status card into its deck, place a red cube on its Action track instead.
- Any time a Servodroid would have to shuffle a "Mental Radiance" Status card into its deck, remove a single red cube from any one of its tracks instead, if it is possible to do so.
- Any time a Servodroid would have to shuffle a "Corrosion" Status card into its deck, put one Break marker on its lantern or weapon (your choice) instead.
- Any time a Servodroid would have to shuffle a "Disturbed" or "Corruption" Status card into its deck, ignore the effect.
- If playing with the Exiled expansion, it is not possible that a Servodroid would have to shuffle an "Out of Control" Status card into its deck.

### DEFEAT AND RESPAWN

If a Servodroid's Lux points fall to zero, remove it from play and place a red cube on the highest unlocked cell of its Lux track.

At any time, a scout can spend 3 of their Lux points to respawn the Servodroid at one of the scout starting points (usually the Citadel). If a Servodroid is respawned, place another red cube on the highest available cell of its Lux track.

If a Servodroid has red cubes on every space of its Lux track, it can no longer be respawned until at least one cube is removed.

Remember that Servodroids do not count for the purpose of determining the outcome of a mission (see section: Mission Defeat, page 45).



**NOTE:** Servodroids count as scouts for effects that use the keyword "Scout".





## Servodroids

### SERVODROID SETUP

The board is divided into:

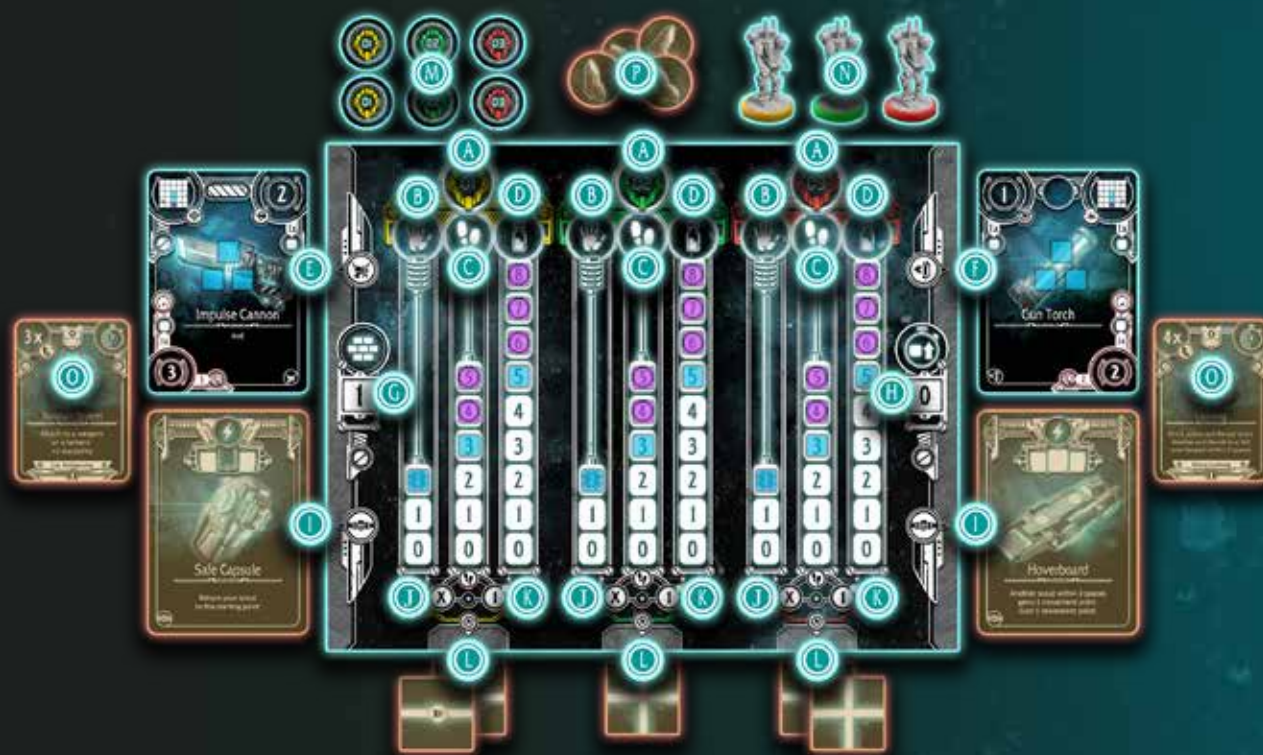
- A** Servodroid unit number: If you are playing with 3 scouts you have to use a single Servodroid; if you are playing with 2 scouts, you have to use 2 Servodroids; if you are playing solo, you have to use 3 Servodroids.
- B** Action track: To count the remaining actions of each Servodroid.
- C** Movement track: To count the movement points of each Servodroid. The initial max value of the track is 3, but this can be increased during the Development phase.
- D** Lux track: Each Servodroid has a Lux track for a single Lux vial (whereas scouts can carry multiple vials). The initial max value of the Lux track is 5, but this can be increased during the Development phase.
- E** Weapon and **F** lantern areas: All Servodroids share the same weapon and lantern. Blue cubes (Durability markers) are placed on the cards.
- G** Armor value: Damage dealt to the Servodroid is reduced by the amount specified by the armor value. This value can be upgraded during the Development phase.
- H** Lux regain value: The amount of Lux regenerated by each Servodroid during the Production sub-phase.
- I** Accessory areas: All Servodroids share up to two accessories.
- J** Base movement: The base movement value of each Servodroid.
- K** Additional movement: The movement points you can add to the Movement track by spending 1 Lux.
- L** Lightstream area: where you can place the acquired Lightstream tiles of each Servodroid. Each one has its own reserve so these tiles are not shared among the Servodroids.
- M** Servodroid tokens: These are used to perform Land actions and during the Development phase.
- N** Servodroid miniatures.

### SETUP THE BOARD

1. Take the Servodroids board and place it in front of you, near your player area.
2. For each Servodroid you are using, take a number of blue cubes and arrange them on their tracks in this way:
  - One on the number 2 of each Action track **B**.
  - One on the number 3 of each Movement track **C**.
  - One on the number 5 of each Lux track **D**.

When Servodroids would receive Status cards, they have to add red cubes to the top of these tracks instead (see sections: Status Cards; Corruption, page 44).

When setting up future missions, set the blue cubes to the maximum unlocked value on the track which is not blocked by a red cube.



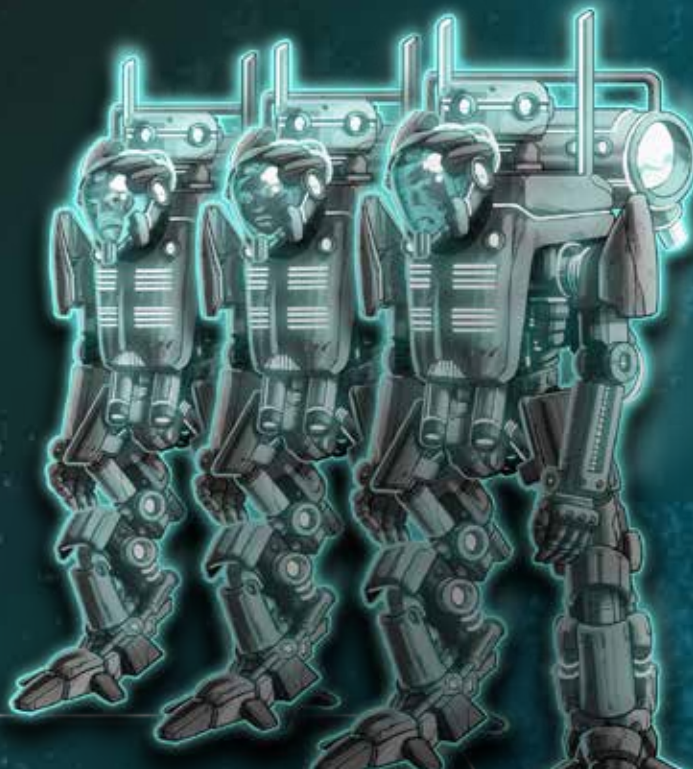
3. For each Servodroid you are using, take a number of purple cubes and arrange them on their tracks in this way:
  - Two on the numbers 4 and 5 of each Movement track **C**.
  - Three on numbers 6, 7 and 8 of each Lux track **D**.
4. Servodroids all share a common weapon and lantern. You can choose any of the starting weapons and lanterns from any of the unselected scouts' default decks. Take the cards and place them in the positions indicated to the sides of the Servodroids board **E** **F**.
5. Take a number 1 token and place it on the armor value of the Servodroids. **G**.
6. Take one blue cube for each Servodroid you are using and place it on your weapon. These are Durability markers that increase the durability value of your weapon.
7. Take one blue cube for each Servodroid you are using and place it on your lantern. These are Durability markers that increase the durability value of your lantern.
8. Take the Servodroid miniatures and insert them into the yellow, green, and red colored disks, then place them on their respective areas at the top of the board **A**.

These components are:

- O** The Printer items: Your Servodroids can carry any number of Printer items.
- P** The Umbra tokens: Used to print items, for Attack actions and to activate Lightshield effects. Servodroids share a single reserve.
- L** The Lightstream tiles: These are the reserves of Lightstream tiles acquired by each Servodroid.
- I** The accessories: Servodroids can share up to two accessories between them.

### OTHER COMPONENT AREAS

Highlighted in orange are some other components that you will gain access to as you progress through the campaign.





# STARTING A CASUAL MISSION

Even though it is not the recommended way to play Sheol, it is possible to ignore the established campaign order and play any mission in a stand-alone format.

Before playing a casual mission you should improve your scouts' equipment and abilities to an appropriate level for the mission you are about to undertake. It also takes the number of players into account, as follows:

- Depending on how many players there are, consult the respective table 1-4.
- Take the correct number of weapons, lanterns, accessories, and Lightshields of the specified level(s). You can choose these freely, even if they do not share any archetypes with the scouts in the party. Alternatively, you can ensure that each scout does not receive any card that they do not share an archetype with, but be aware that this will complicate set-up.
- Put all equipment in the party reserve and divide the Lightshield cards among the scouts as players see fit.
- Consult table 5 and take the correct number of Printer items and districts. You can choose these freely as well.
- Shuffle the Printer items into their respective decks,

adding them in addition to their base version or replacing them as normal. Place districts with their chosen face up on the Citadel board, filling the lowest tier before moving up to the next as normal. If you have the Land of the Night expansion, build the Citadel miniature with the correct number of parts.

- Finally, take the correct facility tiles as indicated in table 5 and place them on the Citadel board. UE = Umbra Extractor, LS = Lux Synthesizer, CC = CLEU Cannon.

Proceed with preparing the mission using the Mission Manual as normal. If you are playing with less than 4 scouts, remember to prepare Servodroids to join you on the mission. (see section: Servodroids, page 50).

It is also possible to create your own custom missions and setups!

TABLE 1: 1 player

Mission	Accessories			Weapons			Lanterns			Lightshields		
	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3
Main 1	0	0	0	0	0	0	0	0	0	0	0	0
Main 2 / Lum 1	1	0	0	0	0	0	0	0	0	1	0	0
Main 3 / Lum 2	2	0	0	1	0	0	0	0	0	1	0	0
Main 4 / Lum 3	2	0	0	2	0	0	1	0	0	2	0	0
Main 5	3	0	0	3	0	0	2	0	0	3	0	0
Main 6 / Eng 1	4	1	0	4	0	0	3	0	0	4	1	0
Main 7 / Eng 2	4	2	0	4	1	0	4	1	0	4	1	0
Main 8 / Eng 3	4	2	0	4	2	0	4	2	0	4	2	0
Main 9	4	3	0	4	3	0	4	3	0	4	3	0
Main 10 / Exl 1	4	4	1	4	4	1	4	4	0	4	4	1
Main 11 / Exl 2	4	4	2	4	4	2	4	4	1	4	4	1
Main 12 / Exl 3	4	4	2	4	4	3	4	4	2	4	4	2
Main 13 / Tzm	4	4	3	4	4	4	4	4	3	4	4	4

TABLE 2: 2 players

Mission	Accessories			Weapons			Lanterns			Lightshields		
	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3
Main 1	0	0	0	0	0	0	0	0	0	0	0	0
Main 2 / Lum 1	1	0	0	0	0	0	0	0	0	1	0	0
Main 3 / Lum 2	2	0	0	1	0	0	0	0	0	1	0	0
Main 4 / Lum 3	2	0	0	2	0	0	1	0	0	2	0	0
Main 5	3	0	0	3	0	0	2	0	0	3	0	0
Main 6 / Eng 1	4	1	0	4	0	0	3	0	0	4	1	0
Main 7 / Eng 2	5	2	0	5	1	0	4	1	0	5	1	0
Main 8 / Eng 3	5	2	0	6	2	0	5	2	0	6	2	0
Main 9	6	3	0	6	3	0	6	3	0	6	3	0
Main 10 / Exl 1	6	4	1	6	4	1	6	4	0	6	4	1
Main 11 / Exl 2	6	5	2	6	5	2	6	5	1	6	5	1
Main 12 / Exl 3	6	5	2	6	6	3	6	6	2	6	6	2
Main 13 / Tzm	6	6	3	6	6	4	6	6	3	6	6	3

TABLE 3: 3 players

Mission	Accessories			Weapons			Lanterns			Lightshields		
	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3
Main 1	0	0	0	0	0	0	0	0	0	0	0	0
Main 2 / Lum 1	2	0	0	1	0	0	0	0	0	2	0	0
Main 3 / Lum 2	3	0	0	2	0	0	1	0	0	2	0	0
Main 4 / Lum 3	3	0	0	3	0	0	2	0	0	3	0	0
Main 5	4	0	0	4	0	0	3	0	0	4	0	0
Main 6 / Eng 1	5	2	0	5	1	0	4	0	0	5	2	0
Main 7 / Eng 2	6	3	0	6	2	0	5	1	0	6	2	0
Main 8 / Eng 3	6	3	0	7	3	0	6	2	0	6	3	0
Main 9	7	4	0	8	4	0	7	3	0	6	4	0
Main 10 / Exl 1	8	5	2	9	5	1	9	4	0	6	5	2
Main 11 / Exl 2	9	6	3	9	6	2	9	5	1	6	6	2
Main 12 / Exl 3	9	6	3	9	7	3	9	6	2	6	6	3
Main 13 / Tzm	9	7	4	9	8	4	9	7	3	6	6	4

TABLE 4: 4 players

Mission	Accessories			Weapons			Lanterns			Lightshields		
	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3	LV1	LV2	LV3
Main 1	0	0	0	0	0	0	0	0	0	0	0	0
Main 2 / Lum 1	2	0	0	1	0	0	0	0	0	2	0	0
Main 3 / Lum 2	3	0	0	2	0	0	1	0	0	3	0	0
Main 4 / Lum 3	3	0	0	3	0	0	2	0	0	5	0	0
Main 5	4	0	0	4	0	0	3	0	0	6	0	0
Main 6 / Eng 1	5	2	0	5	1	0	4	0	0	7	2	0
Main 7 / Eng 2	6	3	0	6	2	0	5	1	0	9	3	0
Main 8 / Eng 3	6	3	0	7	3	0	6	2	0	9	5	0
Main 9	7	4	0	8	4	0	7	3	0	9	6	0
Main 10 / Exl 1	8	5	2	9	5	1	9	4	0	9	7	2
Main 11 / Exl 2	9	6	3	9	6	2	9	5	1	9	9	3
Main 12 / Exl 3	9	6	3	9	7	3	9	6	2	9	9	5
Main 13 / Tzm	9	7	4	9	8	4	9	7	3	9	9	6

TABLE 5

Mission	Upgraded Items			Districts			Facilities
	TL	FL	SL	LV1	LV2	LV3	
Main 1	1	0	0	0	0	0	UE
Main 2 / Lum 1	2	0	0	1	0	0	UE
Main 3 / Lum 2	2	1	0	2	0	0	UE
Main 4 / Lum 3	3	1	0	3	0	0	UE, LS
Main 5	3	2	0	4	0	0	UE, LS
Main 6 / Eng 1	4	2	0	4	1	0	UE, LS, CC
Main 7 / Eng 2	4	3	0	4	1	0	UE, LS, CC
Main 8 / Eng 3	4	3	0	4	2	0	UE, LS, CC
Main 9	5	3	0	4	3	0	UE, LS, CC
Main 10 / Exl 1	5	4	1	4	3	1	UE, LS, CC
Main 11 / Exl 2	5	4	2	4	3	1	UE, LS, CC
Main 12 / Exl 3	5	5	3	4	3	2	UE, LS, CC
Main 13 / Tzm	5	5	4	4	3	2	UE, LS, CC



## EXPANSIONS

Sheol gameplay expansions include brand new campaigns, and most of them also introduce additional scouts, enemies and development cards, as well as unique mechanics, all of which should be incorporated into the main campaign (except the Skin Rider Herald).

To incorporate an expansion:

- Incorporate all miniatures and tokens to the appropriate reserves.
- Incorporate all cards into their respective decks, paying particular attention to the Citadel level of each one.
- Campaigns are already incorporated into the Mission Manual.
- Read the rules for each unique mechanic below.

### PLAYING EXPANSION CAMPAIGNS

Once you have completed the main campaign, if you have one or more of the expansions for Sheol, then you probably still have up to four smaller campaigns left to play. Each of the faction expansions contains a set of three additional missions, and each of the missions within an expansion shares the same Citadel level.

- The Luminary campaign is a level 1 campaign.
- The Engineers' campaign is a level 2 campaign.
- The Exiled campaign is a level 3 campaign.
- The Tz'mitah mini-campaign is a level 3 campaign.

The recommended way to play these campaigns is also the simplest, and that is to play them in the order listed above. It is also recommended that players select new scouts, using their default cards. Alternatively, simply reset your current party by returning their default weapons, lanterns and Lightshield cards.

Reset the rest of the game to its original state, with the exception that any Exploration cards removed from the game during the main campaign be left separate. If you have the Luminary Monks expansion and were using the Citadel Exploration deck during the main campaign, do not reset this deck either.

Now you are ready to start again with the first mission of the Luminary Monks campaign.

If played in the recommended way, the expansions form the equivalent of a second complete campaign, with a storyline which further enhances your understanding of the events of the main campaign.

At the end of each mission, you can proceed to the Development phase as you did during the main campaign.

When you finish a campaign, you can proceed to the Development phase, using the upgrade decks from the next Citadel level.

If you would prefer not to play the campaigns in the recommended order, simply use the same rules as if you were playing a casual mission (see section: Starting a Casual Mission, page 52).

### LUMINARY MONKS MECHANICS: CITADEL EXPLORATIONS

The Luminary Monks expansion introduces Citadel Explorations, which is a new action that can be performed during the Development phase, providing greater insight into the world of Sheol.

At the beginning of the Development phase, place the Citadel Exploration deck near the Citadel board. When performing this action, place a Scout token next to the deck and draw a card. Resolve it just as you would an Exploration card (see section: Land Action: Explore, page 40).



Unlike Explore actions (which reward players with Faction tokens), these events will apply effects to either the scout performing the action or to the next mission instead.

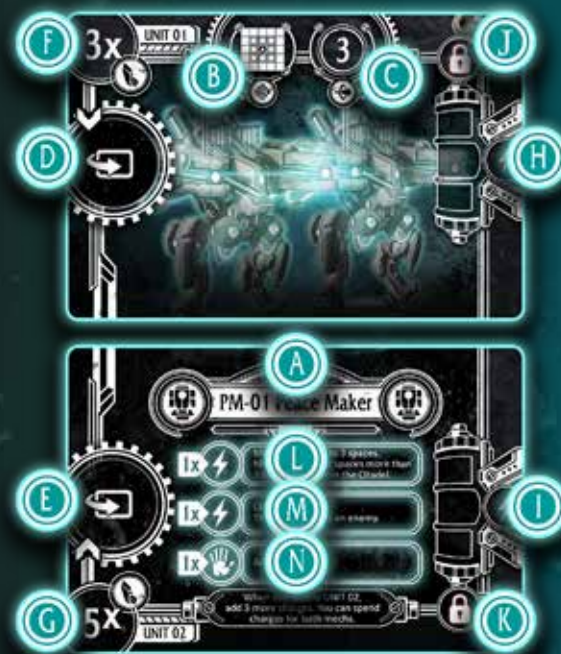
Citadel Explorations are intended to be played in order from number 1-12 during the twelve Development phases which will occur while completing the main campaign of the game, but this does not necessarily mean that you have to perform this action strictly once per Development phase; like all other actions it may be performed multiple times, or not at all.

### ENGINEERS' CASTE MECHANICS: PATROLLING MECHS

The Engineer's Caste expansion introduces Patrolling Mech, which are a new type of unit representing the Mechs that protect the perimeter of the Citadel (and certain other human outposts), providing new actions during the Scout phase. You can only deploy Mechs once the Citadel has reached level 2.



At the beginning of the mission, place the Mech cards near the Citadel board, one above the other as pictured, then place either the tokens or miniatures of the two Mechs in the space on each of those cards.



Mech cards are composed of the following:

- The Mechs' model number.
- The hit pattern.
- The damage value.
- The place to put the first Mech miniature before it's deployed.
- The place to put the second Mech miniature before it's deployed.
- The Umbra cost to deploy the first Mech.
- The Umbra cost to deploy the second Mech.
- The charge indicator for the first Mech. (Empty, until the Mech is deployed).
- The charge indicator for the second Mech. (Empty, until the Mech is deployed).
- The lock icon to indicate that the first Mech is not deployed yet.
- The lock icon to indicate that the second Mech is not deployed yet.

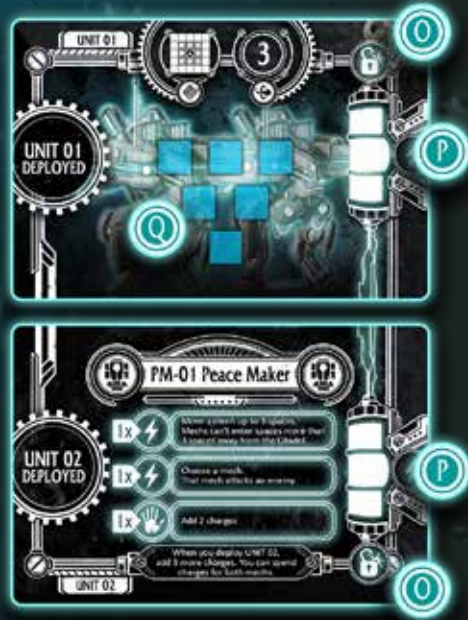
### MECH ACTION (FREE): DEPLOY

During the mission, any scout connected to the Citadel can pay 3 Umbra to deploy one Mech, and 5 Umbra to deploy a second. This does not cost any action points. Flip the respective card and place the Mech in any free space orthogonally adjacent to the Citadel, then place 3 blue cubes (Charge markers) on the top Mech card. Charge markers form a pool that can be used by both Mechs.

On the back of the card, you will find the number of charges to add to the pool when the card is flipped, and the unlock icons of each Mech.



## Credits



If a Mech is deployed, the following scout actions become available:

### MECH ACTION [FREE]: MOVE

Any scout connected to the Citadel via the Lightstream may remove a Charge marker from the Mech card to make a Mech move up to 3 spaces. This does not cost any action points. Mechs cannot move a distance of 3 or more spaces from the Citadel.

Mechs follow all the same rules for obstacle tiles as scouts, but with the exception that if a Mech moves onto any number of corallbone obstacles, it destroys them without hindering its movement.

### MECH ACTION [FREE]: ATTACK

Any scout connected to the Citadel via the Lightstream may remove a Charge marker from the Mech card to make a Mech attack any shadow within its hit pattern. This does not cost any action points. When a Mech makes an attack, roll the Scout die as normal and deal 3 damage if the attack hits.

### MECH ACTION: RECHARGE

Any scout connected to the Citadel via the Lightstream can perform an action to add 2 Charge markers to the Mech card.



**NOTE:** If a shadow would move into a space occupied by a Mech, then both the shadow and the Mech are destroyed. If a Herald or an Outer Lord would move into a space occupied by a Mech, then only the Mech is destroyed, and the Herald or Outer Lord moves into the space and receives 3 damage.

### EXILED MECHANICS: CORRUPTED WEAPONS

The Exiled expansion introduces Corrupted Weapons, which are a new kind of weaponry that are stronger than standard weapons, but will trigger some negative effects when broken.



They can be purchased during the Development phase.

At the start of the game, shuffle the Corrupted Weapon cards into their respective level Weapon decks. Add the "Out of Control" Status cards to the Status deck.

If a scout performs an attack with a Corrupted Weapon and misses, they have to roll a Challenge/Overload die and apply Break markers accordingly. When the weapon is broken, flip the card as normal, then shuffle an "Out of Control" Status card into the scout's Lightshield deck: the Shadow inside the weapon has now latched on to the scout. Servodroids cannot equip Corrupted Weapons.

It is still possible to attack if a Corrupted Weapon is broken, but you now use the hit pattern (A) and damage value (B) on the back of the card. You cannot Overload this action. While the weapon is broken you also cannot gain any Lux for any reason, and you gain 1 Corruption marker at the end of each Scout phase.



To repair the weapon, you must draw the "Out of Control" Status card from your Lightshield deck and use the effect on yourself.

If your weapon is still broken during the Development phase, you can remove the "Out of Control" Status card from the Lightshield deck as normal by performing a Cure the Scouts action, and thus return the weapon to the unbroken side.

If you don't repair it, you can't equip other weapons, and you will start the next mission with the "Out of Control" Status card still in your Lightshield deck as normal and the weapon broken.

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# ICONS



Lux



Umbra



Scout Phase



Shadow Phase

## Development Phase

1 2 3 4 5 6 7 8 9 10

Development Points



Citadel First Level



Citadel Second Level



Citadel Third Level



Luminary Faction Point



Engineers Faction Point



Exiles Faction Point



Take a Card



Remove



Search



Weapon Card



Lantern Card



Accessory Card



Twilight Land



Forgotten Land



Shadow Land



Lightshield Card



Status Card



Servodroid Unlocked Cell



Servodroid Red Cube

## Scouts



Starting Lux Vials



Corruption Limit



(Scout, Enemy) Critical Hit



Brightness Archetype



Camouflage Archetype



Care Archetype



Defense Archetype



Dexterity Archetype



Endarkenment Archetype



Luxarms Archetype



Mechanics Archetype



Melee Archetype



Servodroid



(Servodroid, Lighstream, Enemy) Armor



Lux Regain



Track Starting Point



Mech



Flip the Card

## Actions / Alternative Effects



Action Point



Movement (Point, Discount)



Flying Movement



Attack (Action, Damage, Discount)



Attack Range



Plan (Action, Discount)



Reveal (Action, Track, Discount)



Overload (Action, Discount)



Durability / Break Marker



Discount on another Scout Action



Discount on any type of Action



Charge



Draw a Lightshield Card



Discard this Card



Square Parry (-2 dmg)



Circle Parry (-2 dmg)



Success



Event



Exploration



Citadel Exploration



Build Action



Deploy Printer Action



Umbra Extracted



Lightstream Arrow

## Enemies



Hypershadow



Lurker



Devourer



Moth



Sentinel



Swarm



Enemy Health



Discard an Outerlord Action Card



Retaliation Track



Herald Reaction Attack



Singularity Rotation and Flip