

MYTH

EXPANSION

SHORES OF KANIS

INTRODUCTION

This is one of the core boxes for *Myth: Journeyman*. In this box, you have everything you need to upgrade the *Myth* base game heroes to their “Light” journeyman classes. This book details only the new aspects that were added to the world of *Myth*.

COMPONENTS

This section gives a brief description of the components found in this box.

8 REALM TILES

New realm tiles to further construct the world of *Myth*. Realm tiles are double sided and come in 4 sizes: 10x10, 8x8, 6x6, 4x6.



27 MINIATURES

New highly detailed miniatures. Includes the new Swashbuckler hero miniature.



96 HERO CARDS

10 new journeyman hero cards for each *Myth* base game hero, plus 10 journeyman hero cards for the Swashbuckler hero, and 31 base hero cards for the new Swashbuckler hero.



15 QUEST CARDS

New Kanis themed quest cards to add to the quest deck.



5 MONSTER CARDS

5 monster cards for the new monster-types, Okian and Naga.



10 DARKNESS CARDS

10 new darkness cards for the activation of the Okian monster-type.



5 MERCHANT CARDS

5 new, unique merchants to add to your merchant deck. These new merchants have special abilities to further help the heroes.



37 ITEM CARDS

New brown, green, and blue items to add to your existing item decks. Includes new item types: Gold (Set Items), Orange (Legendary).



7 HERO TOKENS

5 new journeyman hero tokens for the *Myth* base game heroes. Includes 1 novice Swashbuckler hero token and 1 journeyman Pirate hero token.



6 HERO ABILITY TOKENS

New tokens to represent hero abilities on the realm tile.



6 STORY TITLE TOKENS

1 new story title and its corresponding counters.



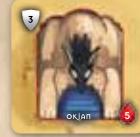
4 TREASURE TOKENS

New treasure tokens to add to the treasure bag. These new tokens represent the new item types added to *Myth*.



2 LAIR TOKENS

New lair tokens for the Okian monster-type.



5 MOVEMENT LOCK TOKENS

New tokens to track a hero's movement on a hero card.



1 REALM OBJECT TOKEN

This new token is double-sided for future modules or custom created content.



17 QUEST TOKENS

New tokens for quest and module content.



4 BOSS TOKENS

New tokens for the Anunkara boss encounter.



14 CHARGE COUNTERS

New counters to track how many charges remain on items.



6 STOLEN ITEM COUNTERS

These counters are used for tracking when enemies steal items from heroes.



12 STATUS EFFECT COUNTERS

12 new status effects and the counters to track them.



WHAT'S NEW?

The *Myth: Journeyman* expansions come with many new additions. Heroes become more powerful as they gain access to stronger hero cards. New items and weapon types grant additional functionality to all heroes, especially those with numerous interrupt cards. A new hero, the Swashbuckler, joins the roster of playable characters, increasing the diversity of group composition.

SWASHBUCKLER HERO

This expansion introduces a new hero to the world of *Myth*. The Swashbuckler hero excels at dual wielding and executing the new **Rush** ability. Remove the 5 (green flame) novice hero cards, the 10 (blue flame) journeyman cards, the journeyman hero token; and then set up this hero as you would any base game *Myth* hero. Don't forget to equip the hero with the brown gear specific to the Swashbuckler. Match the icon at the top of the brown item cards to the icon that represents this hero on his hero cards and novice hero token.

LEVELING UP TO JOURNEYMAN

In order to change your current novice class to journeyman, you must meet certain requirements. A hero must have earned 2 titles and have 3 novice cards (green flame) in their hero deck. Once these requirements are fulfilled, the player removes the novice hero token from their hero board and places the journeyman class token in its location. From this point forward, hero cards for the class they upgraded to may be placed in their hero deck through the hero deck manipulation reward.

Playing through the module in this expansion box grants significant upgrades to a hero's class, if they are already upgraded to their journeyman class.

RESTRICTIONS

Once a hero chooses either the "Light" or "Dark" version of their hero class, they cannot take cards from the version they did not choose.



LIGHT HERO CARDS

Journeyman hero cards in this expansion are identified by the border shown here, as well as the white globe at the bottom of the hero card. This helps differentiate it from the Journeyman hero cards found in the Blackwall expansion box as well as from basic and novice hero cards.



RUSH

This ability grants new functionality to interrupt hero cards. If a hero has an item with the **Dual Wield** keyword equipped in their secondary slot, they may perform a **Rush** attack. To perform a **Rush** attack, a hero must play an interrupt card upside down in an available action space during the hero cycle. This increases the darkness AP by 1 and grants the hero 1 attack for 1 damage using the dice pool from the secondary item.



NEW KEYWORDS

- Ablaze:** If this figure is targeted by an Earth Attack, or item that deals Earth damage, reduce its TN by 2.
- Ally:** This card is typically an ongoing effect where heroes control the summoned ally during the refresh phase. If a player plays a hero card with the ally keyword into their action space, that hero is the one to control the ally.
- Avatar:** This card allows the hero to become a monster. In this form, the hero no longer plays hero cards.
- Capture:** Causes a commander rank enemy to lose all activation the hero cycle the card is played. Makes the commander susceptible to **Interrogate**.
- Charged:** If this figure is targeted by a Fire Attack, or item that deals Fire damage, reduce its TN by 2.
- Command:** Grants bonuses to an ally card in an action space controlled by the hero playing a card with this keyword. If an ally hero card has command tokens on it, those token(s) are discarded only after that ally has attacked.
- Fury:** An effect that lasts for the duration of the current realm tile. The bonuses gained from this effect apply each hero cycle.
- Gaias:** If this figure is targeted by an Ice Attack, or item that deals Ice damage, reduce its TN by 2.
- Glacial:** If this figure is targeted by an Air Attack, or item that deals Air damage, reduce its TN by 2.
- Holy:** If the target of this attack is defeated and has the keyword **Resurrect**, the **Resurrect** keyword is ignored.
- Interrogate:** This card allows the heroes to encounter a random boss while adventuring.
- Malice:** This card generates malice tokens for heroes, and certain enemies, who have a malice pool. If the card does not explicitly say how many malice tokens are generated, it generates 1 malice token when played.
- Mystical:** If this figure is targeted by an Arcane Attack, or item that deals Arcane damage, reduce its TN by 2.
- Penetration X:** This keyword reduces the successes required to hit a target, where X is the number of successes ignored. This cannot be reduced below 1.
- Steal X:** Steals an item based on strength of enemy, where X is the TN needed to succeed at the theft.

NEW STATUS EFFECTS



Weakened Soul: Status effect that reduces either player or enemy d10s by 1 and fate dice by 3.



Mesmerize: TN to hit target is increased by 4.

NEW ITEM TYPES

The journeyman expansions introduce two new treasure types, which come with new treasure tokens that can be earned and added to the treasure bag. When creating the item decks near the play area, be sure to add in all the new green and blue items to their existing decks. Create new decks for gold and orange items. Shuffle each deck and place them face down near the other item decks.

GOLD ITEMS

These items represent extremely rare and unique equipment. Gold items are termed Set Items. These items aren't equivalent to blue items individually. However, once multiple pieces of any particular set are equipped by a hero, additional benefits are granted, making these items vastly superior to most gear. Set items come with a reference card that lists the bonuses received for owning multiple pieces of that set. Do not place these reference cards in the item deck.



ORANGE ITEMS

These items represent the equipment wielded by renowned heroes of old. Orange items are termed Legendary Items. These items are far superior to any individual item that the heroes can earn via the treasure bag. The extreme power of these items is rivaled only by their extreme rarity. Heroes who possess one of these items is already well on their way to becoming a legend themselves.



Twilight's End set gives bonuses for 2 out of 3 and 3 out of 3 items

EARNING GOLD TREASURE TOKENS

Gold treasure tokens can be added to the treasure bag only by finishing certain modules or by defeating bosses with a ranking of at least 3 skulls during an adventure. *No more than 3 gold treasure tokens can be in the treasure bag at any time.*

EARNING ORANGE TREASURE TOKENS

Orange treasure tokens can be added to the treasure bag only by finishing certain modules or by defeating a boss, while encountering the maximum number of lairs and hunting packs in that same realm tile. The heroes cannot abandon the realm tile, and it must be cleared. *No more than 1 orange treasure token can be in the treasure bag at any time.*

PURPLE ITEMS

These items represent the ultimate equipment a hero can wield. Purple items are termed Mythical Items. These items' power and existence have passed into myth and legend.



EARNING PURPLE ITEMS

Purple quality items can be earned only during a module, and usually require the heroes to perform special actions in order to acquire them.

NEW MERCHANTS

The journeyman expansion introduces new merchants into the merchant deck. Add any new merchant cards to the existing merchant deck, shuffle, and then place the deck face down near the play area.

The new merchant cards come with special abilities. These abilities allow heroes to either resurrect, or fully heal a hero, or recharge items that contain charges.



CHARGED ITEMS

This expansion introduces items with stored magical power. When earned, these items come fully charged. The number of charges is found just below the icon indicating which slot the item occupies. This area also indicates how many charges are required to automatically activate the power associated with the item—typically 1. Once all charges on an item are spent, it can no longer perform its special ability and must be recharged at a merchant or with serendipity.

RECHARGING ITEMS

Players may recharge items at most of the new merchants in this expansion that have the special skill Recharge. This has a gold cost of 2 and is described in detail at the bottom of each merchant card.

SPECIAL RECHARGE

4 serendipity can be spent at any time to recharge 1 item to its maximum charges.



MOVEMENT LOCK TOKENS

These tokens are provided to help players remember what type of movement they used when their first hero card is played. Once a hero plays their first hero card in an action space that has a modifier, place the movement lock token on that location. This reminds heroes that they may not alter their movement once a modifier from a movement type is chosen. Remove this token during the second step of the hero deck phase (Clear Action Spaces.)



NEW MONSTER-TYPES

AGENTS

Agents are an old thorn in the hero's side. Some modifications and clarifications have been added to make them a more constant threat. When an agent is defeated for the first time, the hero that defeated the agent adds that agent's hero ability card to their deck.

After an agent is defeated and their hero card is claimed, the defeated agent(s) has a chance to appear again during future realm tiles. After the realm tile is setup completely, roll 1 FD for each agent ability card owned.. Place an agent for each fate die roll result that matches the defining attribute of the hero who possesses an agent ability card. The agent placed must match the agent ability card in the hero's deck who made the fate die roll. An agent reoccurring this way has only one priority: the hero with their agent ability card. If an agent defeats that hero, the hero loses that hero card, and the agent is immediately removed from the tile.

ACTIVATION

Agents are unique enemies that activate first during the Boss activation step of darkness cards.

SPAWN

If a darkness card requires a random mini-boss to appear, shuffle the agent cards with the mini-boss cards, and draw one. Alternatively, the heroes may choose to place 1 agent instead of 1 hunting pack.

COMMANDERS

Commanders are a new, unique rank of enemies in *Myth*. Only 1 commander can be present on a realm tile. These enemies provide a variety of buffs to their respective monster-type when they are on the same realm tile. Fighting commanders when playing in an adventure grants the heroes additional opportunities to fight bosses. For more information, refer to the “Additions to Adventuring” section. If a commander is captured and interrogated to reveal a boss, each hero gains two additional **D10**’s and one additional damage when performing attack actions against that revealed boss for that adventure.

ACTIVATION

Commanders are unique enemies that activate first during the Mini-Boss activation step of darkness cards.

SPAWN

When a darkness card requires a mini-boss to appear, and there is not already a commander on the realm tile, place a commander that matches the monster-type present on the tile. If there is more than one monster-type on the realm tile, the players choose which commander to place on the realm tile.

MALICE

Malice is the resource that some “Dark” journeyman heroes use to power hero cards. The malice pool is determined by the hero or enemy with the largest malice pool on their hero token or a monster card. Place an amount of malice tokens into the malice pool equal to the number listed on the largest Hero token or monster card. Malice is shared between all heroes and enemies who use this resource. The malice pool starts at its maximum value at the start of a play session and changes based on the actions of heroes using **Malice**. Playing a hero card with the keyword **Malice** adds 1 malice token to the malice pool before being resolved, unless the hero or monster card says otherwise. If there is no malice in the malice pool, and a hero card, monster card, or item requires it, that card or ability cannot be played or used.



MALICE & ENEMIES

Some enemies in future expansions can use malice tokens to empower their attacks. This malice is spent from the hero’s malice pool. If there is no malice pool because no heroes or monsters have it, then the default value of the malice pool is 4.

STEALING

A hero with the ability to steal an item from enemies has the keyword **Steal X**, where X is the target number required to steal successfully. If a hero succeeds at the listed target number using only their base dice pool, refer to the following table to determine what item was stolen.

RANK	MINION	CAPTAIN	AGENT	COMMANDER	MINI-BOSS	BOSS
Steal	White Item Card	White Item Card	Green or White Item Card	Green Item Card	Green Item Card	Blue Item Card

NEW LEGEND ICON: AGENT

Some realm tiles grant the players an opportunity to encounter an agent. These tiles have the agent icon with a question mark adjacent to it on the legend. If the players choose, they may encounter one agent on this tile selected randomly from a deck consisting only of agent monster cards. Alternatively you may choose one agent.



NEW LEGEND ICON: COMMANDER

Some realm tiles grant the players an opportunity to encounter a commander. These tiles have the commander icon with a question mark adjacent to it on the legend. If the players choose, they may encounter one commander on this tile. The commander encountered must match one of the monster-types required by the quest or lair already present.



NEW LEGEND ICON: BOSS

Some realm tiles grant the players an opportunity to encounter a boss. These tiles have the boss icon with a question mark adjacent to it on the legend. If the players choose, they may encounter one boss on this tile. To select a boss randomly, create a boss deck with the stage 1 boss monster cards available to you, shuffle and encounter that boss and all its stages. Alternatively you may choose one boss.



NEW LEGEND ICON: WORLD BOSS

Players may encounter a world boss by creating a legendary tile (described in more detail on page 8 of this rulebook). This legendary combined realm tile has the world boss icon on it, and only one world boss may be chosen and encountered per legendary combined realm tile. If the players defeat a world boss each hero draws from the treasure bag four times, and the group is awarded six serendipity.



NEW LEGEND ICON: SAILING



There are realm tiles that require the heroes to set sail to reach the next island to explore. These tiles have the sailing icon with a number on the legend. The number on the legend is the difficulty modifier of sailing from that tile.

SAILING

If the players choose to leave a tile by water through the use of the boat tile, they have committed to sailing. Sailing is only an option for a realm tile with the sailing icon.

When sailing, the players must roll on the Sailing Table. Select a player to roll 1 D10. The result is modified down by the number in the sailing icon in the realm tile legend. The result may be modified up by 1 per serendipity spent. The final result determines what happens on the heroes' journey and where they end up. The results from this table determine if the players arrived where they intended. It also determines if there were any difficulties in travel and if the players become **Lost**.

Using the Boat

If heroes are attacked by enemies when on a tile with only water, they must remain in one of the 12 squares on the boat tile. The boat cannot move once placed. Normal rules for ranged enemies are ignored in this situation. Enemies always move to be adjacent to the boat while simultaneously keeping their priority target within range. Once a water tile is clear the heroes may roll again on the Sailing Table found on page 7.



MODIFYING THE SAILING TABLE

Reducing the Table Result: The initial die result is reduced by the number listed on the sailing icon. In addition, any future re-rolls on this table may be reduced depending on the destination result.

Increasing the Table Result: Players may increase the die result by 1 for each serendipity spent. This must be done before the die roll.

SAILING TABLE

D10 RESULT	EVENT	EFFECT	DESTINATION
1	Unnatural Storm	Each hero suffers 3 damage. Each hero gains the Frozen 1 status effect in the next realm tile. Gain the Lost token	Roll on Sailing Table again with a -2 to the die result.
2-3	Attack at Sea	Roll 1 d10 . The result determines which enemies are encountered in the 10x10 water tile. Darkness: Eumelia: All other results: 10 minions & 2 captains. (If the Naga are in play use Gekti & Latari) Gain the Lost token.	10x10 water tile.
4	Unknown Land	Create a deck of minion monster cards. Shuffle this deck and draw 1 card. 1 hunting pack of 6 of this enemy appears in addition to what is required by the realm tile legend. This may exceed the legend values. Gain the Lost token	6x6 island
5	No Wind	Gain the Lost token.	Roll on Sailing Table again with a -1 to the die result.
6-8	Perfect Weather	No effect	Choose any realm tile.
9	Tailwinds	In the next realm tile, heroes do not generate AP in the first hero cycle.	Choose any realm tile.
10	Blessing of Norva	Each hero restores 2 vitality. In the next realm tile, heroes gain 1 additional d10 for attacks.	Choose any realm tile.

Lost Status

If the heroes gain the Lost token, then it remains with them as long as they are sailing. The moment they clear a tile with the Lost token the Lost token is removed.

There are three rule changes when the party has the Lost token.

1. Actions cost 1 additional AP.
2. Treasure appears after killing 4 minions instead of 3.
3. Treasure does not appear when destroying lairs.

If the party has the Lost token and rolls on the Sailing Table 5 times in a row, the heroes are defeated. The heroes are lost to the sea and are never seen again. The heroes must reset their progress and start again with new heroes.



ADDITIONS TO ADVENTURING

Once heroes start earning journeyman level hero cards, they have the option of taking a card that has **Capture** or **Interrogate**. These cards give heroes the ability to track down bosses during adventure mode, so they can encounter them when they choose. Follow these steps when encountering a commander on a realm tile.

1. Fight the commander until its vitality is reduced to 2 or 1.
2. 1 hero plays a card with **Capture** within range of the commander.
3. The commander is automatically captured.

Optional: At this point, if the **Capture** card also has the **Interrogate** keyword, skip to step 6.

4. The commander cannot activate as long as the **Capture** card is in an action space.
5. 1 hero plays a card with **Interrogate** within range of the commander as long as the **Capture** card is still in effect.
6. The heroes may now choose to encounter the boss of the same monster-type one time in a future realm tile during this game session. The boss must be the same monster-type as the commander they interrogated. Gain 2 **d10**'s and inflict 1 additional damage during attack actions against this boss for this adventure.
7. Once interrogated, the commander is free to activate and is immune to capture effects.

ADDITIONS TO SERENDIPITY

Serendipity has several additions in *Myth: Journeyman*, allowing heroes more opportunities in adventures and modules. The following table lists the additions to the base game serendipity table.

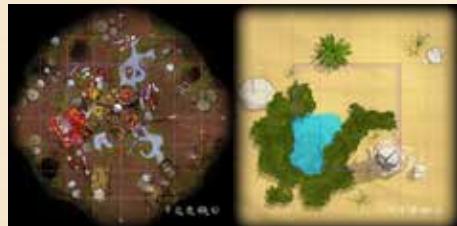
SERENDIPITY	EFFECT	SERENDIPITY	EFFECT
3	Summon 1 random merchant.	6	Manipulate 1 hero card for 1 hero.
3	Add 3 white or green treasure tokens back into the treasure bag.	6	Discard 1 status effect and restore 3 vitality on each hero.
3	Reduce successes needed to hit an enemy by 1.	8	Add 1 gold treasure token to the treasure bag.
4	Recharge 1 item.	8	Summon 3 random merchants.
5	Remove immunities from 1 enemy for 1 hero cycle.	10	Add 1 orange treasure token to the treasure bag.
5	Remove a permanent negative effect on 1 hero.		

NEW COMBINED REALM TILE LEGENDS

Myth: Journeyman introduces three new types of combined realm tiles to expand the encounter possibilities that players can create during an adventure. When choosing a combined realm tile, players ignore the individual legends on each realm tile and instead reference the combined realm tile legend matching the corresponding combined realm tile size. This combined tile is now considered one realm tile.

8x16

Placing two 8x8 realm tiles adjacent to each other as shown creates this combined tile. The heroes have little choice on what is encountered on these tiles as every aspect is mandatory. The commander and mini-boss should be of the same monster-type if possible. Clearing the tile allows the heroes to resolve a treasure hoard reward. Then, a merchant is drawn and available for the heroes to encounter.



10x20

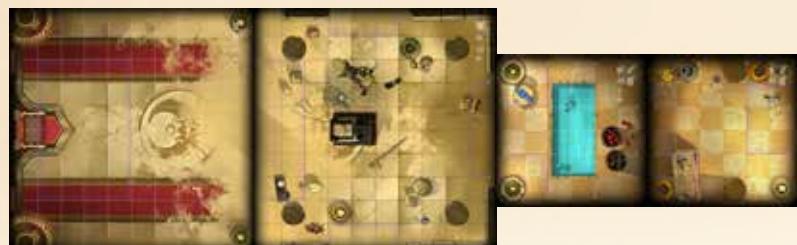
Placing two 10x10 realm tiles adjacent to each other as shown creates this combined tile. The heroes have little choice on what is encountered on these tiles as every aspect is mandatory. The boss and agents must be randomly selected and the heroes must encounter two lairs. Clearing the tile rewards the heroes with a large sum of gold to spend at the two merchants that are drawn for the heroes to encounter.



??x?? (4+ REALM TILES OF ANY SIZE)

Placing any four realm tiles adjacent to each other creates this legendary combined tile. The heroes must encounter a world boss, and there must be one lair in each tile that makes up the legendary tile. The world boss deck replaces whichever darkness deck the heroes are using once they are within twelve squares of the world boss miniature. Defeating the world boss immediately clears the tile and the heroes draw one merchant card to encounter.

Each hero that abandons or is defeated on this legendary combined tile must discard one of their highest quality items and one title.



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