

## **1—Game Setup**

1.1	Prepare the Tactic Cards	Page2
1.2	Prepare the Realms	Page2
1.3	Set the Ability Cards	Page2
1.4	Angel Player Boards	Page 2-3
1.5	Select Angels	Page 3

## **2—Basics of Gameplay**

2.1	Using Manna	Page 3
2.2	Conflict Card Results	Page 4
2.3	Turn Order	Page 4
2.4	Investigating a Realm	Page 4
2.5	Castle Defense	Page 4
2.6	Accomplishing a Challenge	Page 5
2.61	Challenging Minion 3 & Morza	Page 5
2.62	Infernals Stacking	Page 6
2.63	Using Special Abilities during Challenge	Page 6
2.65	Coordinated Attacks	Page 6
2.64a	Charity (awards for aid)	Page 6
2.7	Infernal on the Offense	Page 6
2.71	Infernal Assault Angels	Page 7
2.8	Movement between Realms	Page 7
2.9	Skill challenges	Page 7
	Ending Round Actions	Page 7

## **3—Starting a New Round**

3.1	Improving Angels	Page 7
3.2	Healing	Page 7

## **4—Following the Story**

4.1	Gaining Plot Points	Page 8
4.2	The Plot is Introduced (Morza 1)	Page 8
4.3	The Plot Thickens (Morza 2)	Page 8
4.4	Angels changing sides (the Loyalty Draw)	Page 8
4.5	Making an Accusation	Page 8
4.6	Playing as an Insurrectionist	Page 9
4.7	Insurrectionist Actions	Page 9
4.8	Player vs. Player (PVP) challenge	Page 9
4.9	Healing an Insurrectionist	Page 9

## **5—The Climactic End**

5.1	The Final Plot (Morza 3 & Sealing the Breach)	Page 9
5.2	PrimEvil Arrives	Page 10

**Story notes**

**Page 11-13**

**War in Paradise - Insurrection** is a cooperatively competitive tabletop board game for 1-6 players where each player takes the role of an angel as they search the Heavenly Realms for answers to questions they're not even certain exist. In the best circumstances, they locate blessings of Providence who foreknew their need, and placed the tools to survive within the Realms. And in the worst circumstances, they find the reason they need those blessings when the first rumblings of rebellion erupt with the initial volleys of a coming war. Can the angelic host survive their expedition? Can they warn their dedicated brethren of the treachery within their ranks? Or will they succumb to the same temptations that have stolen so many of their own?

**OBJECTIVE:** Each Angelic Scout works as a part of an expedition into various Realms of Creation, searching for their missing Brethren, and hoping to find answers when those missing are located. Once the Angels enter the Realms though, they'll quickly learn that some of their brethren are not the same, exhibiting evil intentions and attempting to influence the Angels to join their cause. They must avoid this temptation, discover the wicked plot and return to the Outpost Realm to warn the others before the attack from a formerly trusted Angel, now PrimEvil of the Insurrection, is unleashed upon Heaven's gates.

**VICTORY:** Close the Breach before the Outpost is destroyed.

## 1.0: GAME SETUP

### 1.1: Preparing the Tactic Cards



Image is property of owner & copyright of their respective owner. Used for placeholder purposes only.

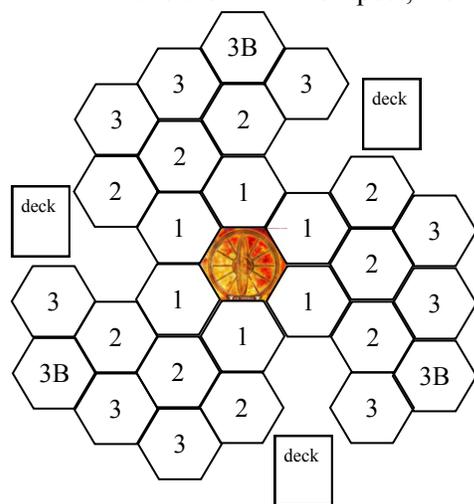
1. Set aside the "PrimEvil" & "Starting" Tactic card.
2. Retrieve the # of Loyalty Test cards as indicated below.
3. Shuffle the remaining Tactic cards.
4. Draw the number of tactic cards indicated below.
5. Shuffle the Tactic cards and Loyalty Test cards together.
6. Place the PrimEvil card on the bottom of this Tactic deck & the "Starting" Tactic card on top.

# players	1 or 2	3	4	5	6
# Tactic cards	11	6+	4+	2+	1+
# turn cards	0	1	1	2	2

### 1.2: Prepare the Realms

Place the Outpost Realm tile in the middle of the play area. Shuffle each level, keeping them face down. Place Level 1 around the Outpost. Place Level 2 around Level 1 in 3 quadrants of 3 Realms, leaving a space between quadrants (see illustration). Place Level 3 around Level 2 with 4 in each quadrant. Place the Breach Token on one Level 3 Realm. Place walls around the Outpost, 1 on each side.

3B = Breach Placement



### 1.3: Set the Ability Cards

Shuffle the ability cards (noted by the symbol in upper left). Reveal 3. Use the remainder as a draw pile.

### 1.4: THE ANGEL'S PLAYER BOARD

Each Angel has a miniature and a board that gives you information about that angel.

Source

**Waymaker**

Spent

**Persuade: 1+1**

Cost	2	2	3	3	4
modifier	1	2	2	3	3
Ability					

**Combat: 3+2**

Cost	2	2	3	3	4
modifier	3	3	4	4	5
Ability					

**Mystery: 1+1**

Cost	2	2	3	3	4
modifier	1	2	2	3	3
Ability					

**Draw: 8**

Cost	2	3	4
Rating	9	10	11
Ability			

Damage cut by 1/2. Minimum of 1.

**Move: 2**

Cost	2	3	4
Rating	3	4	5
Ability			

Laurels

Laurels

**Combat:** When encountering a combat challenge, the player plays the stated number of cards (and add the modifier) to defeat the physical challenge.

**Persuade:** When encountering a persuade challenge, the player plays the stated number of cards (and add the modifier) to defeat the intellectual or emotional challenge.

**Mystery:** At times, the Angels will be faced with challenges ingrained into the deeper understandings of Creation, requiring that they tap into the great mysteries and use that knowledge. When encountering a challenge to their manipulation of the greater Mysteries, the player plays the stated number of cards (and add the modifier) to defeat the challenge.

**Move:** When trying to cross distances, the player can move this number of hexes. Players will flip over the number of cards indicated for any Move Challenges.

**Draw:** When playing this Angel, the player will draw this number of Manna from their bag at the start of each round.

**Source:** Manna Tokens drawn are placed here while they're still available.

**Spent:** Once Manna is spent, it is placed here.

**Laurel:** Manna earned in Providence Realms & used for defense is placed here until the Angel places it on their chosen Realm.

**Passive ability -** Each Angel has 1 ability printed on their board that stays in effect throughout the game.

**Special Ability cards -** each Angel has special abilities that break some rules of the game. The abilities are divided into tiers (1-3) with abilities that cost a certain amount of Manna to activate.

## 1.5: Select Angels

Each player chooses an Angel. Place that Angel's board in front of the player. Put the Angel's marker on their board. (The Angel will always be placed on their board anytime they're in the Outpost.) From the community pool, each player collects the number of Manna 1 (☼) indicated in their Draw. Choose one Tier1 Special Ability for their angel. The player will have opportunities to earn more later. (See section 3.1 for Angel Improvement)

## 2.0: BASICS OF GAMEPLAY

### 2.1: Using Manna (Action Point Resources)

Manna 1 ☼	
Acting Player (Lead Angel) takes another action	
Purchase 2 Conflict cards at beginning of round.	
Discard 1 Ability card. Replace from deck.	
Manna 2 ☼	
<b>Aid with cards:</b>	
Angel moves to Realm. Must donate total number of cards allowed for Angel (from hand or off deck). If multiple challenges, must continue to aid with cards.	
<b>Aid with Modifier:</b>	
Angel moves to Realm. <b>Cost 2 Per Modifier point</b> donated to challenge. If multiple challenges, must spend for the modifier token for both challenges or other challenge must use random Conflict cards.	
Place a Manna token from a ☼ Realm on another Realm.	
Discard 2 or 3 ☼ ability cards. Replace from deck.	
Manna 3 ☼	
Make an accusation	
Manna 4 ☼	

\* Players cannot use Manna for more than 1 action at a time.  
 \*\* To Join challenge, player must spend Manna prior to any actions.





## 2.2: Conflict Card Results

☠ and ☠ results cancel one another. Any remaining are considered “Active” and may have additional effects.

### 2.21: Active ☠

**During Conflict with Infernal** - Spawn Minion from level Angel is currently investigating. Draw 1 Minion, keeping the card face down. Flip over conflict card. Look on breach tokens and find the conflict card symbol. Place card face down on the breach token (card remains so until it enters a Safe Realm). This creates a “Marching Minion.”



**During Realm check** - Move Breach Token Clockwise 3 Realms.

**All other checks** - Move all Minions (not otherwise engaged) one step closer to Outpost (or move into next segment of the Outpost).

### 2.22: Active ☠

Player places additional reward in Spent. Only given when victorious in Conflict challenges.



## 2.3 Turn Order

1. All players draw Manna according to their ☠ stat.
2. Player who last flew gets the first player marker. Turn order will continue clockwise.
3. First player flips over the Tactic card for the round (initial round will be the “Starting” Tactic card).
4. Purchase Conflict cards up to the amount of ☠ player has (each ☠ = 2 Conflict cards)

### After Initial Round

1. Improve Angel stats
2. Select Special Ability when stat reaches Tier marker

### Player actions on turn

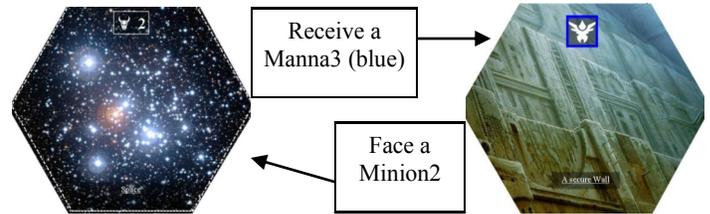
1. Heal (see section 3.2)
2. Move (initial move is free)
3. Explore (and complete encounter)
4. Player may continue exploring for a cost (see section

2.1 & 2.4).

5. Other players may participate in this step for a cost (see section 2.1). Must be within “Move” rating.
6. Make Accusation (see section 4.5)
7. Pick up or place a Manna token on a Realm.

## 2.4: Investigating a Realm

The Angel leaves the Safe Realm of the Outpost and flips over a hidden Realm from level 1, placing it next to the Outpost. The chosen Realm must share a side with the Outpost (anytime a player moves from one Realm into another, the two Realms must share a side). The Realm will have a ☠ or ☠ symbol on it. If ☠ the player receives the colored Manna resource shown on the Realm (see section 2.5). If not, the player will face a Minion or Morza, as noted on the hex. Draw the listed card from its deck (see 2.6).



*Image is property of owner & copyright of their respective owner. Used for placeholding purposes only.*

## 2.5: Castle Defense

Manna tokens from ☠ Realms allow the Player to:

- Place the Manna token in their Spent section to be recycled into their bag.
- Place the Manna token in their Laurel section to be transported to another Realm. It costs 3 Manna to place this Manna.
- Break the Manna into smaller Manna (take some and leave some)
- Leave the Manna token on the current Realm as a defense against Marching Infernals

Note - Any Manna left on the board may be picked up by any Angel player, but only in the full amount. Once placed on the Realm, it may not be moved to another Realm.

*Example: Player flips over a Blue ☠ Realm. Player can place the blue manna3 in their spent section, leave 3 Manna1 in the Realm as a blocker, Place a Manna2 (red) in their Spent and leave a Manna1 on the Realm as a blocker, or place all or some of the amount in their Laurel section to transport to another Realm and place there (after paying the 3 Manna to place).*

*During the game, an Angel can go to the Realm containing this blocking Manna and collect all of it if they wish.*

## 2.6: Accomplishing a Challenge

Each card has a challenge type and rating. Challenge type expresses which stat from the Angel's board will be used in confronting the challenge (♣, ♠, ♡). Challenge rating is the number the results must meet or exceed. Cards also list any rewards or impacts of failure. Additionally, Morza cards have special rules for those challenges.

Apply the cards effects (if any) to the Challenge. Find the Lead Angel's stat rating and place the number of cards face down to form an Attack pile. If they don't have enough cards in hand to play what is required, or if they choose to stop playing from their hand of Conflict cards, the player must fill the required number of cards randomly from the Conflict deck into their Attack pile. Once the player has played cards, Draw one (additional) card from the Conflict deck (referred to as the Chaos card). Place the Chaos card face down on the Attack pile. Once the player has played cards, Draw one (additional) card from the Conflict deck (referred to as the Chaos card). Place the Chaos card face down on the Attack pile. Shuffle cards in the pile then flip all cards over, getting the result. Apply any modifiers from the Lead Angel's stat. Check for any of the special abilities that may impact the result. Add/subtract all of the results. Compare it to the Challenge rating. If the player's result meets or exceeds the rating number, then the goal is accomplished, the enemy defeated & the realm is now labeled "Safe". The Angel receives the Manna reward dictated on the Minion card. If the player failed to meet the number, the Angel failed. The tile flips over. The Angel returns to the Realm they previously occupied. The player places  in their Spent section. Other impacts are listed according to Tribe.

 Draw another Infernal of the same Level. The Minion marches to next Realm. Sloth stays in current Realm. Flip Realm over and place Infernal face down on top of Realm. Infernal becomes Marching Infernal as usual.

 Greed Infernal marches twice after Angel fails.

 Place token on Lust Infernal. Challenge number increases (+1 per token).

*Example: Waymaker enters a  Realm. The symbol has a 1 behind it. Waymaker will challenge a level 1 Minion. Draw the card and gets one with a  score of 6. Player has 3 cards in hand, but one is a -1 and another is a . The final is a +1. Player decides to only play the +1 but needs to play 3 cards because of his  stat of 3 (cards) +2 (modifier). Player puts the +1 down, then draws 2 more random cards from the Conflict deck to meet the requirement of 3 cards. Then, Player draws the Chaos card. Shuffle the cards then flip them up to tally the card results. Player gets a +1,  and another . The Attack pile result is +4. The one  cancelled one another out. The other  gave a +3. (3+1)=+4. Add the modifier of +2 and score a 6! Angel defeated the Infernal.*

Image is property of owner & copyright of their respective owner. Used for placeholding purposes only.



## 2.61: Challenging Minion3 & Morza

These cards have 2 challenges, as depicted by the icons on the card. These challenges must be met in the order they are listed from top to bottom. Failure in either results in failing the entire challenge, though when losing to a Morza, Player does not flip back over the Morza Realm. In addition to the  Manna for defeating Morza, the Lead Angel's player also chooses 1  ability card.

*Example: Waymaker challenges a Morza. Special information is "For each  in Source, increase  challenge by 1." First challenge on the card is  7. Waymaker spends his cards into an Attack pile and scores an 8. Victory in the first challenge, but now Waymaker has to challenge in . Waymaker has 1  in Source so what was a 3 will now be a 4. Waymaker is out of cards and so flips over all random from the Conflict deck and ends up with a 3. Waymaker was only 1 point away from winning, but now must take 4  listed on the Morza card. Additionally, since this is a  Infernal, it will be harder next time. The Morza marches on toward the Outpost.*

## 2.62: Infernals Stacking

If a player enters a hidden Realm where a marching Infernal is located, the player will flip over to reveal the hidden Realm. If the Realm has an Infernal, player draws the noted Infernal from the Level's deck. If the drawn Infernal and the marching Infernal are of the same tribe, they will be working together. Any shared challenges will increase cumulatively. If they do not share a challenge, the challenges work like a Minion3 where both challenges must be met and failure to meet all challenges results in failure to complete the entire challenge. Victory gives 2 Manna rewards as normal. If the two Infernals tribe does not match, then challenges are conducted separately.

### 2.63: Angel's Special Abilities during a challenge

Special Abilities can be played according to the text on the card. Most must be played prior to playing cards for the challenge. Read the text and it will guide you to any limitations. To enable an angelic ability card, the player places the card on the Angel's Board with the amount of Manna required for activation placed on top of the card (any excess Manna is lost).

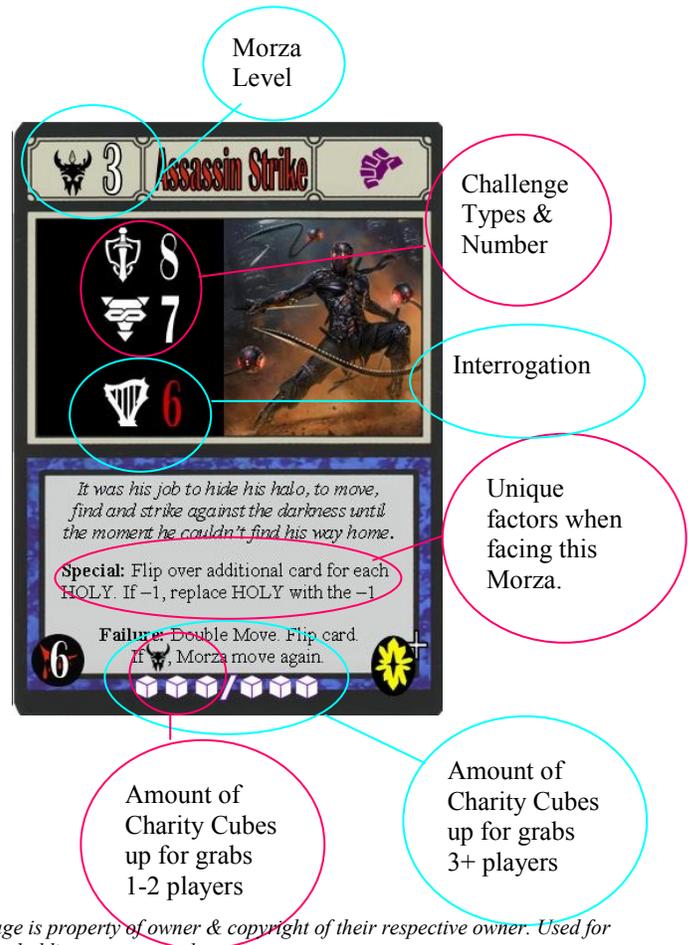
For the Ability cards, these are purchased with Manna on the player's turn or at the beginning of the round. They must be played as an action on a player's turn. These cards may be given to another player to activate if both players agree with the action. They are a one use, discarding after played. If the ability card deck empties, shuffle and reset.

### 2.64: Coordinated Attacks

Any number of Angels can attack the same enemy. When the Infernal is revealed, any Allies wishing to participate in the battle need to be within their rating to where the Infernal is located. Then, the Ally player spends their Manna cost to join the challenge and moves their miniature into the same Realm. If it's required for an Angel to move through an Infernally occupied Realm to help, they will be unable to participate. Allied Angels put their cards (face down) into the Attack pile or give their modifier marker (see section 2.1). The rest of the challenge works as above for the Lead Angel.

Allies only use the number of cards listed on their stat for that specific challenge or up to the amount they have in modifiers. Success, the Lead Angel (whose turn it is) will earn the Manna noted on the Infernal's card. Allies receive Charity to place on their board. Failed, all Angels participating inside that Realm receive the noted on the card & return to the last Safe Realm they passed through.

Angel's with the special ability to aid from a distance can only help for the challenges their distance attack can impact & must spend for modifiers (see note 2.1).



*Image is property of owner & copyright of their respective owner. Used for placeholding purposes only.*

### 2.64a: Charity (reward for aid)

When Angels help one another, they receive one-use resources that are spent like Manna on activating ability cards. Unlike Manna, this resource is expended after one use. If a 1 or 2 player game, use only the amount of cubes to the left of the divider found on the Infernal cards.

This is a cumulative reward with the total amount noted on the Infernal card. If multiple Angels aid, the Charity will be divided among the Angels. Any leftover Charity after dividing is given out by the Lead Angel.

## 2.7: Infernal on the Offense

Any Infernals remaining on the board continue to move toward (or within) the Outpost. If it is possible for the Minion to move forward and into a Realm occupied by an Angel, that is the direction the Minion moves. Minion1's move 1 step closer at the end of the round. Minion2, Minion3 & Morza move at the end of each Angel player's turn (they do not move after Insurrectionist player's turn). If the Infernal lands on a space with a token, they will spend an extra turn at that space, destroying the Manna before being able to move further once that realm is free of Manna. Once reaching the

Outpost, they will move clockwise and destroy 1 wall at a time until defeated. **The game will end once every wall is destroyed and the Infernal reaches the heart of the Outpost.**

### 2.71: Infernal Assaults Angel

If an Infernal enters a Realm occupied by an Angel, the demon surprises and assaults the Angel. Draw a random token from Angel's resource bag. Player must spend Manna in their Source equal to the drawn random token. Both tokens go into the Angel's discard pile. If the Angel doesn't have enough Manna in their Source, Angel takes  equal to remainder, placing it in Spent. If Angel draws a , player receives additional , placing both in bag.

NOTE: This does not occur in 2 situations -

- If the Angel is in the Outpost. There, it's assumed the Angel is in a defensive position and knows the ground. Angel does not have to immediately challenge an Infernal in the Outpost (but it's a really good idea!).
- If the Angel moved from a lower level into a higher level for their now failed challenge. This failure would push the Angel back into their previously occupied Realm at a lower level. Instead of following the Angel, the Infernal will move to the other Realm touching in the same Level. If due to layout, no other optional Realm exists, the Infernal will repeat the challenge against the Angel just defeated, potentially continuing to push the Angel back.

### 2.8: Movement between Realms

When a Realm is Safe, the player moves up to their Angel's  rating (Some Realms require additional actions to move through). When the Angel defeats a Realm's challenge, and it is safe, they may launch into any other Realm that shares a side. If the Angel has moves remaining when entering a safe Realm, Angel can continue to move as normal. However, when the player enters a hidden Realm, Angel's movements will stop & the Angel will investigate the Realm, revealing it.

### 2.9: Skill Challenges

Skill challenges are called for when entering some Realms, when certain Tactic cards are revealed, Morza unique factors and Angel's special abilities. To conduct one, the player will flip over Conflict cards from the deck. Usually, the challenge lists the specific situation for success (for example, no Active ). Follow the specific instructions.

## After Each Player has completed their turn (Ending Round)

When play reaches the player with the 1st Player marker, the round ends.

### End of Round Actions

1. Move Minion1 cards on board closer to Outpost. Resolve any conflicts.
2. Players wipe Manna from Source into Spent.
3. Players turn in Conflict cards. The Conflict deck is shuffled and reset.
4. 1st Player Marker goes COUNTER-Clockwise so the Player who went last the previous round will go first this round.

## 3.0: STARTING A NEW ROUND

### 3.1: Improving Angels

At the beginning of each round, Players draw the appropriate amount of Manna from their bag and place it on the Source section of their Angel's board. If Players do not have enough Manna in their bag, they will take all the Manna from their Spent section and place it into the bag, continuing to draw until they have matched the number of tokens listed in their Draw. Players then spend Manna from their round's Source at the beginning of the round to improve their stats. Improving an Angel requires the type of Manna noted for that improvement. Players may improve a single stat multiple times or multiple stats in a single round. Those improvements are noted on Angel's board. When the player achieves a certain improvement, they also receive additional special abilities, marked on the Angel's board as either Tier 2 or 3. Players may choose to select any ability card's Tier equal to or less than the earned Tier. The remainder of Manna will be available to use through the subsequent round. Players improving their  add 1 Manna1 to their bag.

### 3.2: Healing

 tokens take up space in your Manna draw. Players heal in 1 of 3 ways:

1. At the beginning of the round - Spend Manna (1 token for 1  to destroy a .
2. On the player's turn - Go to the Outpost as an action and do a  skill challenge, automatically destroying 1  from their Source or Spent, then additional for each  result (ignoring all other results).
3. At the end of the round - the player took NO action for the round. Destroy any  in their Source.

## 4.0: Following the Story

### 4.1: Gaining Plot Points.

To earn Plot points, an Angel “interrogates” a defeated Morza card OR returns the Morza to the Outpost Realm. To succeed at interrogating, the Angel must successfully Challenge the Morza using all 3 Skill areas. The first & second, of course, have already been achieved by the initial Challenge. The 3rd area at the bottom of the Morza card is the interrogation challenge. Any Angel involved in the earlier challenges may take the lead in interrogating the defeated Morza, but only one Angel. This attempt at interrogating may only be attempted once for each Morza. If the interrogation challenge is successful, the Plot is immediately awarded and the Morza will not have to return to the Outpost Realm. If it is failed, the Angels will have to transport the Morza back to the Outpost Realm to earn the Plot. When returning the Morza to the Outpost Realm, move rating is halved, rounding down (minimum of 1). Once the Angel returns to the Outpost Realm with the Morza, the Plot is earned. If the Morza is defeated in the Outpost, the Plot is immediately earned.

Plot can also be earned by defeating the PrimEvil in all 3 challenges.

### 4.2: The Plot is Introduced (Level 1 Morza)

After earning the first Plot Point, look in the guide and read the story for that Morza. Find the Level 2 Tokens (noted by having the    symbols). At the end, take the six Level 2 Tokens (keys), mix them up and place them face down and follow this procedure:

1. Flip a Conflict card. Look on breach tokens and find the conflict card symbol. Place one Level 2 Token on the middle Realm for that sector.
2. Continue to do this for all 6 Level 2 Tokens.
3. When the 2nd (& 3rd) Level 2 Token is selected in one sector, place it to either side of the middle. There cannot be more than one key in any Realm.

When the team discovers a matching set of markers, they return to the Outpost, placing the token, and it opens up the next Plot Point. Locate the Hidden Realms, placing them in the slots open for Level 2. The Angels may now go to them.

### 4.3: The Plot Thickens (Level 2 Morza)

Upon defeating the Morza2 & earning the 2nd Plot Point, look in the guide and read the story for that Morza. Find the Level 3 Tokens (Boons). Place the 12 Boons face down, one on each Realm in Level 3. Locate the 3 Identifier cards. Shuffle them and randomly select 1 card, removing it from the other 2.

## 4.4: Angel’s Changing Sides (the Loyalty Draw)

When the Tactic card “Loyalty Draw” is flipped, look at all player boards. If any  tokens are present (does not count what is in the bag), you will do a loyalty draw. Locate the Loyalty test cards (if the first Loyalty draw, choose the cards with the “1”). Select as many  Loyalty cards as players. Then, select one . Each player will draw one card, keeping their card secret. If their Angel has fallen, the player may choose to reveal this or continue to play the game deceptively. If the player is playing deceptively, continue to act and play normally with all standard rules for playing an Angel applying. No one should see the 1 remaining card.



 If the player wishes to reveal, they will pay 3 of their modifier tokens (worth 2 resources each, but can keep an additional for each round the player remains hidden during the game. You will track this using the Tactic deck initially and when the PrimEvil is active, count the number of  cards pulled from the Conflict deck.

Additionally, whether any player is now playing an Infernal or not, the PrimEvil has used despair to actively infiltrate the group’s psyche. Each PrimEvil impacts the game in various ways. The players must now randomly choose the PrimEvil and apply the impact.

Dependent on the number of players, this Loyalty Draw may be conducted twice in a game (see section 1.1). When conducting a 2nd Loyalty test, use the Loyalty cards marked “2”.

### 4.5: Making an Accusation

Accusing a player can force a player to reveal their Loyalty token, but it costs the group. The accuser spends 3 Manna. The accuser and the accused will make their case leading to a vote. If the group votes to force the player to reveal their Identify card(s), the player must show one or both..

IF NOT AN INFERNAL - All players place  in their bag.

IF THEY ARE INFERNAL - All players place  in Spent. Infernal loses modifier tokens (see below) to their accuser

## 4.6: Playing as an Insurrectionist

The Insurrectionist side of the board looks similar to the Angelic side, only with an adjusted image. The player destroys all Charity and  tokens. The player keeps the , , ,  tokens (minus the number of Realms located). Place the tokens in the Insurrectionist's Source. Finally, each modifier token is worth 2 . Collectively, these will fuel any actions conducted by the Insurrectionist. Insurrectionists may not improve stats.

## 4.7: INSURRECTIONIST ACTIONS

At the beginning of the round, the Insurrectionist player purchases Conflict cards (1 resource = 2 cards) up to their  stat.

### Insurrectionist Actions --

1. Attack an angel (see section 4.8)
2. Move (up to Move score)
  - An Insurrectionist cannot enter the Outpost, but they may move through any hidden Realms.
  - To move once per round is free. All other movement, the player must spend 1 Resource to do. May move multiple times w/ another action.
3. When the player has moved their Insurrectionist onto a Realm occupied by an Angel, the player can engage the Angel(s). If the Insurrectionist does not wish to engage the Angel, the Angel player can choose to engage the Insurrectionist.
4. Turn over a hidden Realm (Costs 1 resource for each level). This Realm must be connected to a Safe Realm.
  - If Providence, player loses additional resources equal to level Realm located.
  - If Infernal, the listed Infernal launches from that Realm.
  - If Morza, player chooses which Morza launches from that Realm.
  - Once results shown, flip Realm back over.
5. Heal (See section 4.9)

### Player Infernal Non-turn Actions --

1. Reinforce Infernal attack (must be within Move range and move to Realm). Costs 1 Resource. Player will choose Chaos card from Conflict cards in hand. If Infernal loses, Insurrectionist loses resources equal to Infernal's .
  - Insurrectionist can increase the number of chaos cards up to the Insurrectionist's stat for that challenge by spending 3 additional resources for each additional card.
  - If the Infernal has 2 attacks, Insurrectionist must pay to help with each attack.

## 4.8: PLAYER VS PLAYER (PVP) CHALLENGE

Offense chooses the attack to be made, utilizing any skill area, and plays that number of cards, adding in the modifier. Defender meets the challenge with the same skill, using their number of cards and modifier. Tally both results and the one with the higher score does that number of damage to loser. Angel's take . Insurrectionist loses Infernal resources. Stacking is possible with the same rules as any other challenge. If the Angel wins, no reward is given. If the Insurrectionist wins, they can steal one random modifier token from the Angel. The Angel can no longer aid offering the lost modifier point.

## 4.9: Healing Player Infernals

Insurrectionist must find an area focused on Infernals (Morza Realm, Breach or any hidden Realm). Player

will flip 6 cards on the Conflict deck. Infernal automatically heals 1 .

Return Infernal resources according to the chart.

# 	1	2	3
Resources Regained	+3	+6	ALL

## 5—The Climactic End

### 5.1: The Final Plot

#### (Level 3 Morza & Sealing the Breach)

When the Angel makes a Realm safe in Level 3, (and has defeated Morza 2), they will collect Boons (tokens they placed on the Realm). These need to be kept for the climactic battle.

Upon defeating the Morza3 & earning the 3rd Plot Point, look in the guide and read the story for that Morza. Remove one more Identifier card. The remaining card identifies the Breach that must be sealed.

Add up the Boons collected, and subtract that from 40. The resulting number will be the amount of manna required to be spent (collectively) to be able to challenge the Breach. The challenge target number is 13, and the skill is the one learned through the level 2 key. Victory, the players win. Loss, and the breach explodes, destroying everything.

And if the player's attempt to seal the wrong Breach, the same destruction occurs.

## 5.2: PRIMEVIL ARRIVES

Once the “PrimEvil Active” Tactic card is revealed, the PrimEvil will be directly impacting the game. Flip over a Conflict card. As with any Infernal entering through a breach, find the card symbol on one of the 3 Breach tokens. This is where the PrimEvil’s miniature will be placed.

When  conflict cards are played during the round, the Threat level on the PrimEvil will go up. At the end of the round (or anytime the Conflict deck is being reshuffled), the PrimEvil may move. Flip over a Conflict card and check the PrimEvil moves chart once for each Threat Level.

NOTE: Players who want to influence the Conflict deck may do so only at the beginning of the round after players have purchased their Conflict cards. It will not be allowed after the round is active.

<b>PrimEvil moves</b>				
EVIL	HOLY	-1	+1	+2
Next Level closer.	No Movement	Clockwise	Counter-Clockwise	No Move. Conduct Infernal Launch
<b><u>+2 Infernal Launch</u></b>				
EVIL	HOLY	-1	+1	+2
Minion 1, 2, & 3 from each Breach.	Morza from the PrimEvil’s position	Minion3 from the PrimEvil’s position	Minion2 from the PrimEvil’s position	Minion1 from the PrimEvil’s position

Once the PrimEvil miniature moves out of Realm, the Realm is removed from the game. Any Realms without a touching Realm that eventually reaches the Outpost are also removed. If the PrimEvil reaches a gap, it moves until it finds a new Realm. If an entire Level is destroyed, the PrimEvil will move to the closest Realm in the next Level.

If the PrimEvil lands on a Realm occupied by a player, the player will draw 1 token out of their bag. The player will place the token in their Spent then place that number of  tokens in their bag. If the drawn token is a , player will receive 6 more into their bag. If Angel is located on a destroyed Realm, Angel receives 1  and moves the Angel’s miniature to the nearest Realm.

Players may attempt to directly encounter the PrimEvil. Players will move into the Realm occupied by the PrimEvil. Flip over a Conflict card and consult PrimEvil Encounter.

<b>PrimEvil Encounter</b>				
EVIL	HOLY	-1	+1	+2
Challenge PrimEvil	Challenge Morza3	Challenge Minion3	Challenge Minion2	Challenge Minion1

### End of Round

At the end of the round, replace discarding a Tactic card with searching the Conflict deck for one , placing it under the PrimEvil board, removing it from the game. This will help track the round for any Insurrectionist players.

### Losing the Game to the PrimEvil

If the PrimEvil reaches the Outpost before the Breach is destroyed, the players lose.

## War in Paradise: Insurrection

### The Story

Before man.  
Before Earth.  
Even before time.  
There was a decision.

“You are needed,” Witness said, his eyes studying the book upon his platform.

“Which of us?” the Messenger asked.

Witness turned to the gathered group. “All of you.”

They looked at one another, questions forming in their minds, an alien experience for them. Taken from all Choirs, these angels had only met during jubilation times, and then only in passing. But as with all heaven’s creatures, their connection was deeper than conversation. And at this moment, so was their growing confusion.

“You will go to the uttermost Outpost of creation, to the wall that separates creation from chaos. There is an anomaly forming beyond the wall, an anomaly that has indeed already infringed upon Creation.”

“Infringed?” Messenger asked, turning from Witness to Stealth who nodded.

“Many Realms have vanished,” Witness said.

“That’s impossible,” Waymaker said.

The silent Stealth shook her head. She knew it was possible, she only couldn’t believe that it had been done.

“Nothing can cross the barrier while the light holds back the darkness,” Artillery said, lifting his cannon. “The light-bearers--”

“Are missing,” Witness interrupted.

“What?” Waymaker asked.

“I do not understand,” Scientist said, the gears in his wings cranking nervously.

“They left their post?!” Waymaker roared, lifting his ax.

“They would’ve never,” Diplomat said. “Something must...,” her voice trailed off.

“Be learned by this,” Messenger said. “We do not know what happened.”

“But we felt it,” Diplomat said, looking at each of the Heavenly Host in turn until her gaze met Stealth’s whose eyes remained as hidden as ever.

“That’s why I was sent to the wall,” Messenger said, realization creeping across her countenance. “Confirmation.”

“Not exactly,” Witness said then gestured to Stealth. “You were sent to bring her back.”

“So you’ve seen something?” Diplomat asked. She met his gaze, a reflection and nothing more until she shook her head.

“How could you have not?” Artillery asked.

“I must remind you,” Scientist said. “Some things are beyond the understandings of even the angels. I, for one, relish in the opportunity to study it.”

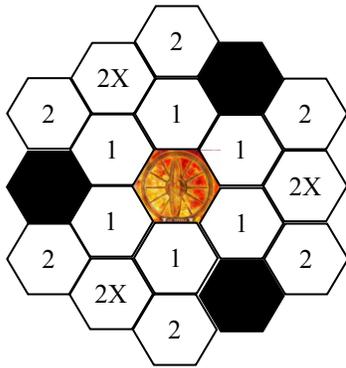
“You are not to cross over the wall,” Witness continued, closing his scroll and sealing it closed once again.

“Then how are we supposed to learn?” Scientist asked.

“If my vision holds true,” Witness closed his eyes. “It is coming to you.”

## Morza1 Interrogation Result

1. Locate "Key" tokens.
2. Flip a Conflict card. Look on breach tokens and find the conflict card symbol that identifies the sector. Place one Key token on the middle Realm for that sector.
3. Continue to do this for all 6 Level 2 Tokens.
4. When the 2nd (& 3rd) Key token is selected in one sector, place it to either side of the middle. There cannot be more than one key in any Realm.
5. When players have investigated and found a matching key, place the hidden Realms (noted by the black hex). They will operate as any other Realm.



## Morza1

"I've scanned the area," I said. "What happened to the Realms?"

Sereal didn't even turn to me.

"Beings lived there!" I said. I reached into the Source, feeling holiness radiate toward me, into me, and then through me. Though it pulsed, it slowed my thoughts. "What's happened to them? What's happened to ... whatever attacked us back there?"

Sereal smirked.

"You led some of them, and..." the words wouldn't come.

"I still lead them," Sereal said.

"To what? Destroying their own? Taking away Realms given for their good? You're leading them to their own destruction."

"They're still mine," Sereal said.

"Not anymore," I said. "You're finished."

"You can't keep me from what's mine!"

I didn't respond, couldn't; I didn't understand. She seethed, the feathers on her wings bending and grasping like fingers. She'd changed, and when I looked into her eyes, I knew the change was deeper than I thought possible.

"What happened to you?" I asked.

"I have what we all want," She said, her wings flinching.

"I don't understand."

"Find whatever flimsy source exists out there," She said with a thin, vacuous smile then added, "And you will."



## Morza1

"Don't you ever just get tired?" She said.

"I'm sorry?" I asked. I was here to get answers, not answer questions.

"All the running," she continued. "It's just all so." It shrugged. "Taxing. You know there's a better way." It sounded like a question, but it was one that the subject felt was the right answer. "An answer I've found."

"What are you talking about?" I asked.

"The chance to rest," it said, "and simply enjoy existence."

"If you say so," I said, my voice fading since I still wasn't sure what to call this entity.

"You still don't know?" She said with a stretch. "You're slower than I remember." With a sigh, she reached out her hand and said, "Nothrotitael."

I didn't take the hand of the angel I'd once sang beside. So Nothrotitael slapped me.

I grabbed the arm and spun it, locking it behind her back. "I don't know what happened to you, but I know there was a lot of angels I knew in those missing Realms."

"You didn't know them," Nothrotitael spat, jerking on her arm to free it. "They were all to be my children."

"What happened to them?" I said, cinching the arm.

"The same thing that's going to happen to you," Nothrotitael said, jerking her elbow back.

I caught both arms and locked them together. She yelped. I asked, "Where. Is. The missing Realms?"

"Find the key," Nothrotitael said. "It'll unlock the Realms."



## Morza1

"Hello," he said, his voice tonal, as melodic as Heaven's choir.

I turned to him and studied, hoping my nonchalant behavior would draw him out.

"It's been a long time," he continued. "But I would recognize you anywhere."

I squinted, studying the mission. His breathing was short, vapid. Dark, primal energy surged across his face. Who was he?

"Don't be silent with me." He said then bit his bottom lip into a smile that never reached his eyes.

I gasped. Khorviel, and nearly said it.

What's happened to you?

"Don't you want to know what's been happening in your absence?"

I looked away.

"Or do you care?" He asked.

I turned back to him. The feathers on my eyebrow arched. He took that as intended. "Of course you do. So all you need to do is locate the Source key, and the door will open up to you. But I should warn you," Khorviel said with a hungry glare. "Opening that door will change more than just your perspective."

## Morza2 Interrogation Result

1. Locate "Boon" tokens.
2. Place them face down on each hidden Level 3 Realm.
3. Remove 1 Identifier Cards.



### Morza2

We couldn't comprehend her changes. She'd been one of the good ones. A warrior spirit - driven, focused, powerful. I walked into her cell and sat down cross-legged.

"What do you want?" She seethed.

"I want to know where the Dark is coming from," I said.

"Whatever took away those Realms. It needs stopped."

"It won't stop."

"It will if we find the breach," I said.

She laughed but without joy. "You think so? Fine, go here."

She said with a gesture. "Close that breach and it all ends."

"She's lying," my partner said.

I started to ask how he knew but caught her look. He was right. She was lying. I bit back my distaste and reminded us -

"It'll be fine."

"Is that what they told you?" the former Waymaker asked.

"Well, let me tell you the truth, if you don't find that breach, seal it again, before a Dark enters." She smiled coyly. "All they told you about having everything under control will be proven much more of a lie than anything I ever said to you."

I did not respond. Moments later, my partner did: "Were you in control back there?"

"Did I hurt you, big man?" she asked.

"More than you know," I answered for him. "In ways you've seemingly forgotten existed."

"Oh, I remember," she said. "I just don't care. And when this is over, you won't care either."

"That. Won't. Happen." My partner said, barely containing his righteous indignation.

"My dear," she said. "It already has. You're just late to the party."



### Morza2

"You really should've taken my deal," he said as he paced in his fiery cell. I watched, my mind awash in what had transpired. The contract had seemed fair, fairer still as it drew me closer. I turned to my partner who returned my gaze, nodding to affirm we both felt the same way. If not for those with me, I wouldn't have seen it for what it was.

"Then again," he said. "Who's to say you didn't?"

"I say," I snapped.

"I wasn't talking to you," he said, turning to my partner.

"The offer was on the table for all of you, a proverbial cross-road. Choose this moment which side you will be on.

Yours... or mine."

My partner looked down, turning away to stare into the wall of flames surrounding us. She was containing herself, for now.

"We've heard all of this," I said.

"Great," he said with a smile. "Then come back when you're ready to listen."

I held in my indignation, closing my eyes and breathing in the purging flames around us. It helped, at least until I opened my eyes and saw this Dealmaker again. He was trying to pull us to the same destruction he would experience. He was trying to destroy all of creation. He was--

"How about you listen," I shouted, standing to my full height, towering over the Dealmaker. "You wanna make a deal? Fine, I'm only going to put this deal on the table this once. You will tell us what you know of how the Dark is getting into Creation, how we can stop it. And I..." I gestured to my partner, knowing that Dealmaker could feel her frustration building. "Well, I won't leave you alone with her."



### Morza2

We needed to know from whence this evil originated. We assumed it was beyond the wall, but how had it brought so much destruction? The Dark had permeated many more Realms than we'd previously thought. I looked into his cell. He reached out as he had during our battle, trying to summon the Dark to do his bidding, but surrounded by holy fire, nothing responded. I parted the flames and entered the room. He turned to me. Rage built on his face, tenseness in his muscles until he roared with a lunge at my throat. I stepped aside and struck his jaw. He lay on the ground and rubbed the side of his face. He looked tired. The fight had taken a lot out of him. Truthfully, it had taken a lot out of us too.

"Where's the breach?" I asked.

He mumbled: "I don't know. Not really. I just know where it's not." He told me then added, "It doesn't really matter. This won't change anything."

"You lost," I said. "You have no essence left to draw upon. You've given it up for nothing."

He didn't look up as he said, "I gave this up for us." He turned to me. "For you. How could I not? Look at Creation expanding. Who do you think will be tasked with ministering to it?"

"It's our purpose," I said.

"For now," he said. "For now."

## Morza3 Interrogation Result

1. Remove 1 Identifier Cards.
2. Reveal the final identifier card . This identifies the main breach to be destroyed.



### Morza3

We'd won, but it wasn't over. We had to repair the breaches. They would have to find another way in. Not for the first time, I pondered the word 'they'. Not long ago, they had been a part of us.

Witness entered.

"Did you get the rest of what we needed?" I asked.

"We know from where that which I dare not say comes," Witness said.

Why would he not say it? "The Dark?"

"That's what they'd called it, but that is not its name," Witness said. "But in this moment, what it's called matters little. We have much to do to stop it."

"Agreed. I'm going to end this," I said, passing Witness as I headed for the exit. An eerie feeling came between us and I paused. "There's more, isn't there?"

"There is what we must do now - get the Breach closed and move on."

"Move on to what?"

"Not what," Witness said. "Where." He paused, letting that sink in. "There's more of them, all across Creation."

And there it was again - them. No longer us.



### Morza3

What I've given you will only stop this incursion. They'll find another way in.

Even now, standing here with Witness, those words lingered. With a heavy sigh, I pushed them from my mind. Her breathing slowed, sped up, then stopped entirely before her next gulp transformed into a wheeze. Beneath her skin, tendrils whipped across her face, into her lips, bending them into a sneer.

"What's happening to her?" I asked.

Witness' glowing eyes scanned. With a deflated nod, he said, "She's dying."

"Ceasing to exist?" I nearly shouted the question.

She will always exist in some form," he said. "And on some plane. Just not an existence she would've ever wanted." Silence followed, her phrase lingering in my mind as her body languished before my eyes.

"Is it true?" I finally asked.

Witness didn't answer.



### Morza3

"You were my friend," I said.

Inside his fiery cell, Velt didn't smile. He was done trying to persuade me, or anyone. He didn't raise a fist; the fight had all left him. He'd given us the final piece of information, willingly when I reached into the Source. Instead of challenging us, he stared at me with lifeless eyes unwilling to acknowledge our loss.

"We sang together," I said, tears starting to form. "I loved you."

Velt steepled his fingers and whispered, "I wanted you to."

"For what purpose?" I asked, but Velt went stone-faced again. I hit that which now separated us, wishing that it was what'd already separated us. The Source flowed out of me, radiating across the flames, combining with them. Combining me with All.

"You'll be able to close the portals," Velt said, and though I wasn't certain, I thought I'd seen the slightest hint of a smile when he finished his statement with-- "Here."

## War in Paradise: Insurrection PrimEvil Ending

The exhausted angels fell to their knees, disbelief breaking across their faces. None ever dreamt such a thing possible.

"One of the inner circle," I mumbled. "Mikyael's, Gabriel's, Lucifer's closest." I bit back the words and restrained the thoughts of despair creeping forward in my soul. "How did it--?"

"They went beyond the wall, into the chaotic darkness," Witness said, appearing between moments. "They believed they found what they were looking for."

*What were they looking for? I started to ask, but despair clung to those questions like feathers to wings. I need to go home, I thought.*

"Then let's close that breach and be done with this," my partner said, giving words to my thought, but when I turned to Witness, it became evident that would not be possible. The fight hadn't ended; it'd only moved. And somehow I knew that regardless of if we sealed this breach or not - nothing here, or at home, would ever be the same again.