

6 DELUXE TERRAIN TRAYS 3 TRIAD MALEFACTOR LIBRARY BOXES 4 DELUXE CHAMPION BOARDS 9 CHAPTER BOXES 7 CAPYBARA MANEUVERS 20 FINDINGS 1 CAPYBARA HEIRLOOM CARDS 12 WOUND CARDS 1 RESOURCE TRAY 4 SAVE GAME TRAYS 72 SACRED TREASURE CARDS 61 GAME TOKENS 95 ADVANCED MALEFACTOR
ACTION CARDS 18 SIN CARDS 20 ARCANA CARDS 1 CONFRONTATION TRAY 72 COLISEUM SACRED
TREASURE CARDS 20 CHALLENGE 20 COLISEUM MALEFACTOR STATUS CARDS 20 COLISEUM Objective cards 10 SETUP CARDS CARDS 36 ULTIMATE MANEUVER CARDS 1 BOOK OF COMMANDMENTS 1 NEOPRENE DOUBLE SIDED BOARD 1 BOOK OF CHRONICLES 1 ARTBOOK **Pante** ARTBOOK



SCAN AND START TO PLAY RIGHT AWAY

# DIGITAL HUB



CHECK OUT ANY NEW FILES OR UPDATES FOR THE GAME

## ATTENTION!

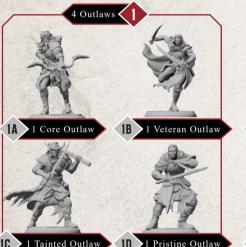
The following Miniatures are represented close to their positions in the tray as indicated in the captions.



Miniature / Miniature Group

Miniatures in a Group

Only if you have the Triad of the Abyss.





















# STORING THE GAME

# **MINIATURES**

# PLAYER BOARDS

# **BOOK OF CHRONICLES**

# CONFRONTATION TRAY

## **RESOURCE TRAYS**

- Tokens
- Arcana Deck
- Sin Deck
- Wound Deck
- Findings Deck

## TERRAIN TRAYS

Store your dice pools in the combat trays.

# CARAVAN'S BOX

Sacred Treasures and other mini cards obtained during the Exploration Phase are stored in the Caravan's inventory.

#### CAPYBARA CARDS

# **CHAMPION TRAYS**

Store the current card set for each Champion participating in the Campaign in one of these trays.

# **BOOK OF COMMANDMENTS**

# BOARD

# LIBRARY BOXES

All Champion components that are not currently being used are stored in these boxes. Additionally, Triad of the Abyss Malefactors can also be found here. They can be summoned during the Campaign.

# CHAPTER BOXES

All components that came from Chapter boxes and were not obtained by the Caravan return to their respective boxes after the

# COLISEUM AREA

In this area you will find the components needed to play the "Coliseum" game mode.

# RESETTING YOUR CAMPAIGN

To reset your Campaign and restore the game to its initial state, simply return all obtained cards back to their respective Circles, restore the Sacred Treasures deck, and make sure that all Champion cards are back in their Library boxes.

# CARAVAN'S AREA

#### MINI CARDS:

- Sacred Treasures
- Caravan's Stash (Starts the Campaign empty)
- Mini Card Dividers

#### **CAPYBARA CARDS:**

- Capybara Status Card
- Capybara Maneuver Cards
- Capybara Heirloom

## CHAMPION TRAY



## FIRST PREPARATION:

Add 1 Champion of each archetype to each

- 7 Level 1 Maneuvers.
- 1 Champion Status Card
- 1 Player Aid Card
- 1 Champion Heirloom Card

#### **DURING THE CAMPAIGN:**

- Keep only 7 Maneuvers from the current
- Current Champion Status Card
- 1 Player Aid Card
- All Equipment cards that the Champion currently has equipped, store the rest in the Caravan's box.



## MINI DIVS:



Sacred Treasures (I to III)



Caravan's

## MINI DIVS:











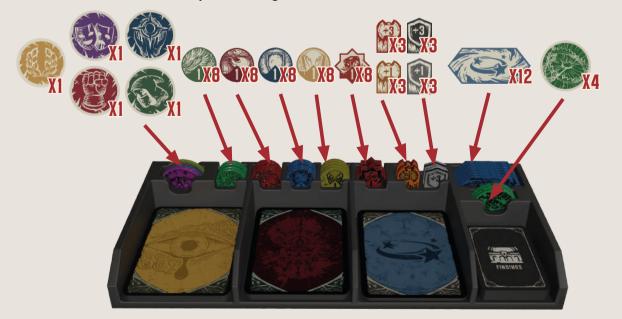
Countdown



Advanced Malefactor Actions

## TOKENS

Tokens are stored in the resource tray in their designated slots.





Sacred Treasures

**COLISEUM AREA** 

- Coliseum Box
- Coliseum ObjectivesMini Card Dividers

# TAROT CARDS:

Malefactor Status

#### STANDARD CARDS:

- Advanced Malefactor
- Spawn • Setup
- Ultimate Maneuver
- Challenge Deck
- Countdown
- Standard Card Dividers

# **STANDARD DIVS:**



Ultimate Maneuvers



Challenge Deck



Random Furniture

