

JOURNALS

WRATH OF DEMONS

DEMO GAME

QUEST PLAYTHROUGH

PURPOSE

This playthrough will show you every twist and turn of a short Quest designed to show as many rules as possible in a short period of time. You will be told how to set up the various decks of cards and be given the results of all the dice rolls so that you can play along. Playing through with us will give you a much better understanding of the game than simply reading this document. Regardless of the detail here, it's a good idea to read the rules once before attempting this playthrough.

There is more here than just showing this game, as we branch into a few asides, describing what would happen in similar, but different, scenarios.

This is not a Quest taken from the rulebook, so you do not need to worry about spoilers. However, this leads us to an important disclaimer. This Quest is designed to show rules quickly, so it is very contrived. You will not see the excitement of hordes of demons building up over several turns, and will not have to manage your resources, such as Fortune and Skill Cards, carefully. So use this as a tool to learn the rules, but don't judge the game by this one Quest.

SETUP

BOARD SETUP

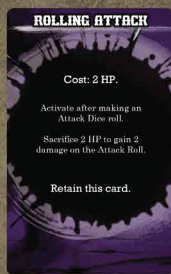


Pilgrim Setup: Setup all Pilgrims normally (full Health Points, 10 Chi, 0 Good and Bad Karma) unless otherwise instructed.



Triptaka: Prayer of Mercy, Asura Seal; Initiative Token 1.

Cho Hakkai: Rolling Attack, Greedy; 9 Good Karma Points; 1 Health Point; Initiative Token 2.

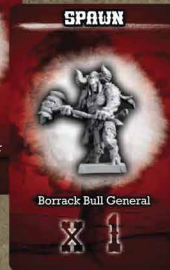
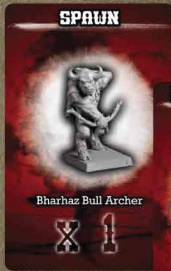


The Monkey King: Flying Nimbus, Flash Attack; 8 Bad Karma Points; Initiative Token 3.

Monk Sha: Shared Spirit, Combined Attack; Initiative Token 4.
Demon



Demon Deck: Place the following cards on top of the Demon Deck: Bharhaz Bull Archer x 1, Double Spawn, Swift Strike Kogaiji, Borrack Bull General x 1. The Archer should be the topmost card.



Fortune Deck: Place the following cards on top of the Fortune Deck: Om Mala of Vigor, Om Mala of Haste, Heavenly Potion, Purple Crystal. Om Mala of Vigor should be the topmost card.



Corruption Deck: Place Feeble on the top.



VICTORY CONDITIONS

The Quest ends immediately when one of the following conditions occurs:

Victory: The Pilgrims must (1) Rescue the Villagers, (2) use the Mystical Box, and (3) Seal a Gate.

Heroic Victory: In addition (4) the Pilgrims must clear all Demons from the Map Tile.

Defeat: If (1) any of the Pilgrims are Defeated or (2) the Pilgrims are not victorious inside a time limit of 2 turns.

LEGEND



Moves



Moves/Turns



Attacks and
Double Attacks



All Other Actions

TURN 1

MAINTENANCE PHASE

There is nothing to do in the Maintenance Phase this turn, so we'll move straight on.

PILGRIM PHASE

For the Pilgrims, the first turn will be mainly movement, but even so, there are many special rules that will come into play.

Tripitaka: Tripitaka is the only Pilgrim that can seal a Gate so he needs to get to the Gate quickly; he will start by moving straight forwards. The MV value on his Profile Sheet is 3, so he moves 3 squares forwards. He still needs to cover some ground, so his second Action is also a Move but remember the board can affect movement. Directly in front of him, the Map Tile shows water which slows the Pilgrim. The light blue border makes it clear where the deep water starts and ends and so Tripitaka must pay 2 Movement Points when he enters this square. His third Movement Point takes him up to the Sutra and his 2 Actions are complete.



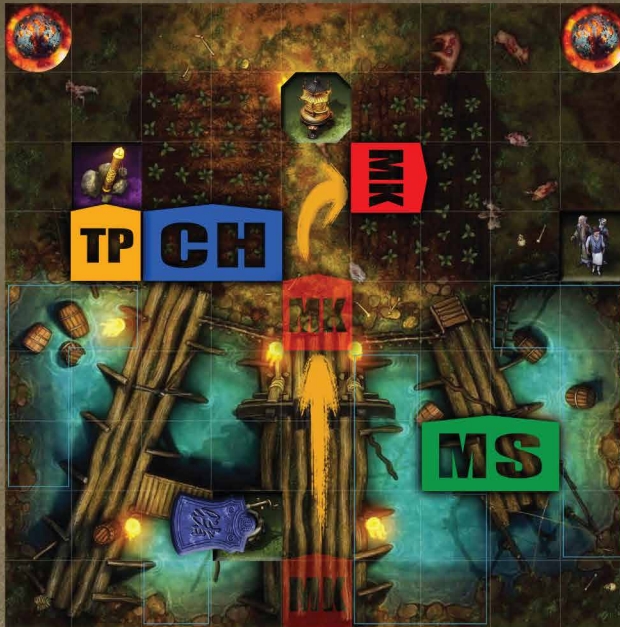
Aside: Tripitaka could play this as a Double Move, with 6 Movement Points. If you count it out, the result is the same. But if the water were one square closer to his starting point, the Double Move would get him across it, and 2 single Moves would not.

Cho Hakkai: Cho is very sick and he needs to Recover at the Water Well. He is already adjacent to it, so he can drink its magical waters as his first Action. He Recovers all his Health Points (remember to update the Health Track on his Profile Sheet) but he can only do this once per Quest: place his Token beside the Well as a reminder. Cho wants to do his best to protect Tripitaka, so Move him 3 squares forwards as his second Action.



Monkey and Monk Sha will try to trap the Demons spawning at one of the Gates. This is easy to do here, but normally there is too much space and too much for the Pilgrims to accomplish for this to be a real tactic.

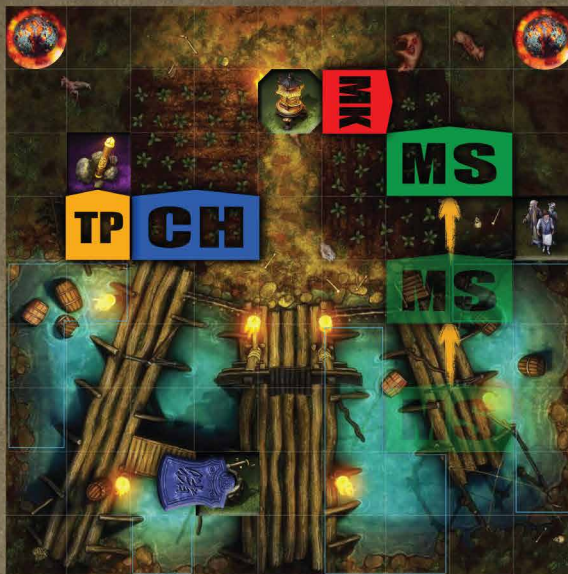
The Monkey King: Double Move. Remember, movement is always straight forwards in the direction the Pilgrim is facing or turns. Monkey will have 8 Movement Points, count one point for every step forwards and every 90° turn. This will take him close to where we want him, but he can use a Skill Card to get to a better position.



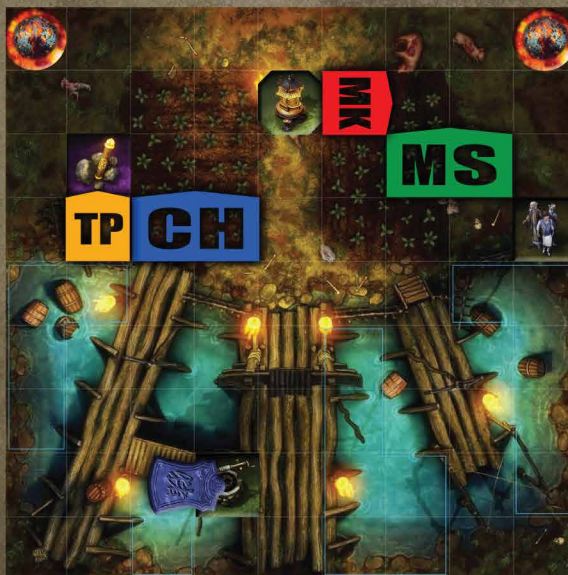
Play Flying Nimbus, which gives him a full Move Action (4 Movement Points) and turn, step and turn again, so that he forms one side of the trap these Pilgrims are setting. He only uses 3 of the 4 Movement Points he has, which is fine. But that last point is lost - he cannot reactivate and Move again.



Monk Sha: Like Tripitaka, Monk Sha will Double Move straight forwards, for a total of 6 Movement Points. He is also slowed by the water, even though it only touches half of his large base. He only needs 5 Movement Points to setup a "crossfire" trap with Monkey.



The Pilgrims have all used their 2 Action Points (3 for Monkey, due to his Skill Card), so the Pilgrim Phase is over. Here is how the game looks now:



THE DEMON PHASE

Spawn Demons: The Demon Phase starts by spawning new Demons at the active Gates, 2 Gates in this case. We start with the Gate closest to Tripitaka and draw a Bharhaz Bull Archer. We need to place the Archer adjacent to the Gate, thinking about its up-coming turn. The highest Priority Plan is to get an attack on Tripitaka, and it can do this if we place it here:



The Archer is quite mobile and can Move and then Attack Tripitaka as his 2 Actions this turn. We'll see this played in detail once we activate the Demons below.

Aside: Tokens, Demons, Pilgrims and some areas marked on the Map Tiles block Line of Sight. If the Sutra was not blocking LOS, the Archer could take these more aggressive Actions:



It could spawn as shown and when activated, use the long range attack (check its Profile Sheet, the Attack Range is three squares forwards) to Attack without Moving first - 2 Attack Actions against Tripitaka could do him a lot of damage.

We spawn Demons at the other Gate before we activate all the Demons, so draw another Demon Card. This is a special card, a little more interesting than spawning a Demon next to the Gate. We discard this card and draw 2 more.

The first is another special card - read the full text. Kogaiji appears, a mighty Demon Lord! At least we will not have to Defeat him in this Quest: he will disappear after his Attack. He does not have enough Movement Points (5, check his Profile Sheet) to land an Attack on Tripitaka, so he will need a different Plan from the Archer. Priority 2 is to get an attack on someone and end closer to Tripitaka. He can do that if we place him as shown in the next graphic (look ahead to see his Actions if you don't believe us!).

We need to draw a second Demon Card for this Gate - the mighty Borrack Bull General, the strongest of the minion Demons. He'll line up behind Kogaiji and also follow the Priority 2 Plan.



Aside: An alternative arrangement for spawning in this corner could be like this.



If you play the Bull General's move from either position, the result will be the same, so don't sweat the small stuff!

Demon Actions: Now we activate each Demon in turn, again starting closest to Tripitaka - the Bharhaz Bull Archer.

The Archer has 3 Movement Points (check his Profile Sheet), so his first Action is a Move, 2 squares forwards and a turn towards Tripitaka. He announces his Attack, but before he can roll the dice, Tripitaka interrupts game play to activate his Asura Seal Skill Card. Read the card now. All Skill Cards have the time they can be played as the first paragraph and you can see that Tripitaka can activate this card now, even though it is not his turn.

The Archer Rolls 2 Red Dice when it attacks (look up ATT on the Archer's Profile Card) and rolls a total of 2 Damage:



This is all reflected back to the Archer so Tripitaka takes no damage this turn. Remember when we adjusted Cho's Health Track? The Archer has no Health Track on his Profile Sheet, which means the damage is all or nothing. We say he is a One-Hit-Kill and 2 damage is not enough compared to his Health Point value of 3, so he survives unscathed too. The card is placed in Tripitaka's discarded pile, as noted at the very bottom of the card text.



Kogaiji: He will Move one square forwards, right up to Monkey and Monk Sha. Look at his Attack Range and you'll see it is all the squares around him and that he attacks "All Targets". Both Pilgrims are in range, so he gets to Attack both of them for 1 Action Point.



Aside: Let's look at some other options for Kogaiji. He could stay still and Attack Monk Sha twice - Sha is already in Attack Range. However, this does not get him closer to Tripitaka, so it is an example of the Priority 3 Plan. Like all Demons, Kogaiji wants to Defeat Tripitaka, so he would prefer to get closer to him. Also, Kogaiji would not make 2 Attacks this turn, because he disappears after his first Attack!

Here's another scenario. Imagine a setup without the Mystical Box, where Kogaiji could use his full 5 Movement Points to get closer to Tripitaka. Start by Spawning the Demons in a different position, so that Kogaiji can run a bit further. He stops with Monkey in Attack Range:



This is another example of a Priority 2 Plan - Attack someone, but end closer to Tripitaka. When there are multiple Plans at the same Priority, use the Demon's Preference to select the best option. The highest Preference is to attack the most Targets. The short move suggested above allows Kogaiji to Attack 2 Pilgrims, so it would still be used in this scenario.

Kogaiji can roll his Attacks now and we'll start with the Attack against Monk Sha. Looking at Kogaiji's Profile Sheet, we see he rolls 2 Red Dice and 1 Black Demon Die for his attack. He rolls:



The Red Attack Dice are added up for an Attack of 5, and the X on the Black Demon Die is nothing. Monk Sha can Defend against damage, so this is an opposed dice roll. The DF statistic on his Profile Sheet is 2 Blue Dice, but he rolls weakly, for a Defence of 1:



Monk Sha takes 4 points of damage from the difference between these 2 rolls. Adjust his Health Point Track down by 4 points to 12. Because Kogaiji Attacks "All Targets", he gets one more Attack for this 1 Action, against the Monkey King. The Attacks are rolled separately, and this time he gets:



The Attack Dice add up to 1, but we have to think about the Demon Die result this time. Look at the bottom of Kogaiji's Profile Sheet, where you can see the black stripe and the gold skulls. This is where you see what the Demon Die does: in this case +3 Damage and the Target is Burned. Before we look at the Burned Condition Card, let Monkey roll his Defence. Like Monk Sha, he rolls 2 Defence Dice and gets a huge roll:



Since Monkey's Defence of 5 exceeds the damage from Kogaiji's Attack ($0 + 1 + 3 = 4$), Monkey takes no damage.

Now the Burned Condition Card - poor Monkey is on fire. He places a Burned Condition Card in his playing area. The card says he takes 2 points of damage immediately, so adjust his slider to 13.

Aside: You may be thinking that Monkey had Defense points that he "did not use". It would be better for Monkey if Kogaiji's Attack value was (Attack Dice + Demon Die Bonus + Condition Damage), which would be ($0 + 1 + 3 + 2$), i.e. 6. With a Defence of 5, Monkey should only take 1 Damage, not 2.

Good thinking, but this wrong. Think of the Attack and Defense as being weapon attacks and parries. Monkey cannot parry flame damage (or poison damage, another Condition Card); the Defense roll never applies to the Condition Cards. Our Flaming Monkey loses 2 Health Points.

Kogaiji has had his Attack Action and disappears in a puff of acrid smoke. He is back in the Bull Demon lair, telling his father Koorogg of his brave attack on the Monkey King. This opens the way for the Bull Demon General to attack.

Bull Demon General: He acts very similarly to Kogaiji. Unable to make an Attack on Tripitaka, he'll also settle for the Priority 2 Plan: make an attack so long as the Demon ends closer to Tripitaka. He only has a MV of 3, but that's plenty to Move to the same spot. His Attack Range is different, but he still has both Pilgrims in range and he also Attacks "All Targets". And as a powerful Demon, he also attacks with the Demon Die.

The Attacks against the 2 Targets are rolled separately. Against Monk Sha, the General rolls:



Looking up the Demon Die result on his Profile Sheet, we see that a roll of 1 does not do additional damage, but knocks Monk Sha back 1 square. The Attack total was just 1 and Monk Sha defends easily:

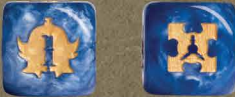


No damage is done to Monk Sha, but the Knock Back 1 still takes effect. Move Monk Sha back 1 square, pushing him back along the line of the Attack.

The General proves his worth with his attack on Monkey:



Surprised by the speed of the General's attack, Monkey cannot defend effectively:



He takes 4 Damage from the Attack Dice. The Demon Die result is another Knock Back, but Monkey is pinned against the immovable Mystical Box. He takes 1 more point of Crushing Damage, which he also cannot Defend against. Monkey is down to 8 Health Points.



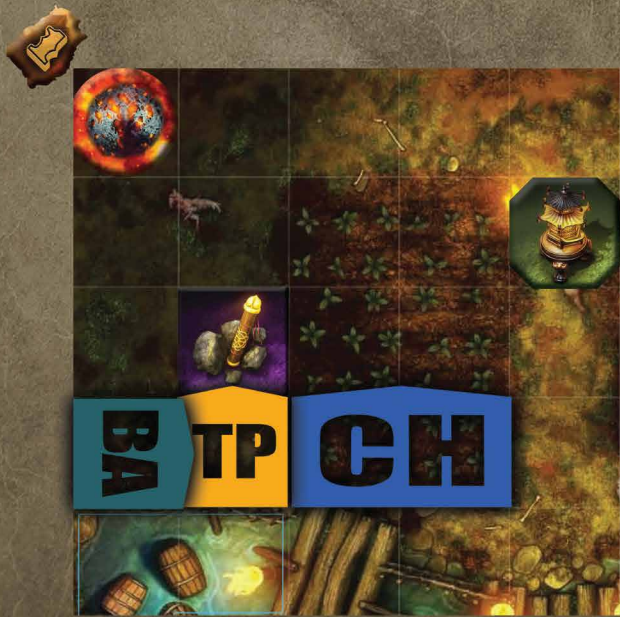
All the Demons have been Activated, so we can move on to the next Phase.

END OF TURN PHASE

In the End of Turn Phase, we mark the passing of time. Place a Turn Counter on the Burned Card, to show it has now been in effect for 1 Turn.



Similarly, place a Turn Counter near the Gate that Tripitaka will close to show that we have had 1 Turn of our 2 Turn game. Obviously, we could easily count these Turns in our heads; but using the Turn Tokens is a good habit to get into for tracking longer time periods, or for when games are more hectic.



TURN 2

MAINTENANCE PHASE

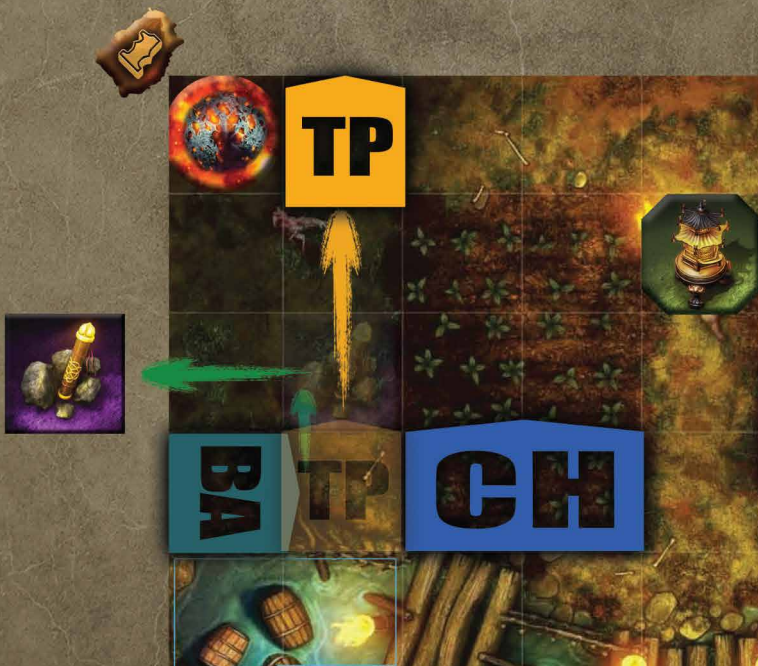
We do have some activity in this Maintenance Phase. The Monkey King has an active Condition Card - Burned has a duration of 2 Turns, and there is only 1 Turn Token on it at the moment. Poor Monkey takes another 2 points of Damage, so set his Health Track to 6.

There are no Skill Cards in effect, so we can start to Activate the Pilgrims.

PILGRIM PHASE

The Pilgrims seem to be a little behind. They have not completed any of the Victory Conditions and there are still 2 Demons on the board. They will have their work cut out for them if they are going to win this turn.

Tripitaka: To Seal the Gate, Tripitaka must use a Sutra. As his first Action, he picks up the Sutra; move the Token to his play area. He also needs to be adjacent to the Gate, so Move him 3 squares forwards. This gets him well out of Cho Hakkai's way too. But we have a problem: Tripitaka is ready to Seal the Gate, but he is out of Action Points and must end his turn. Have the Pilgrims lost?!!



Cho Hakkai: Cho can help defend Tripitaka and move towards the Heroic Victory by Attacking the Archer, but first he must move into position (check his Attack Range on his Profile Sheet). Pilgrims (and Demons) on large bases must keep 1 square of their base stationary as they rotate. He turns anticlockwise, keeping the left side of his base still, and steps 1 square forwards. So that's 2 Movement Points spent from his Move Action.



He wants to be sure of a win against the Archer, so he plays, and discards, the Greedy Skill Card. This lets him draw a Fortune Card, which might aid in the Attack. In this case, Om Mala of Vigor may well be useful if Cho cannot defeat the Demon in his first attack.



Playing the Skill Card is not an Action, so Cho still has 1 Action Point left. His Profile Sheet shows that he rolls 2 Red and 1 White dice:



The White Pilgrim Die is like the Black Demon Die, meaning the effect is looked up somewhere. For the Pilgrim's Attacks, the effect is found on the Weapon Card, where we see a roll of 3 means +2 Damage, so Cho's Attack is $2+0+2 = 4$. Looking at the Bharhaz Bull Archer's Profile Sheet, we can see he has no Defense, so he takes all 4 points of Damage, more than enough to Defeat him, as he only has 3 Health Points.

Now that Cho has Defeated the Demon, he has the choice to Kill it and take the Bad Karma Reward or try the Cleanse Ritual and take the Good Karma Reward. Under his boastful exterior, Cho is a really a good guy, and he tries to save the Demon's Soul. The CR listing on Cho's Profile Sheet shows he rolls the Pilgrim Die for the Cleanse Ritual, and this needs to match or exceed the Demon's Soul Power, 1 in this case. Cho rolls:



Disaster! Cho failed and the Demon lurches back to his feet, unharmed. But Cho still has one trick to play, using his Om Mala of Vigor Fortune Card to gain another Action Point this turn. He plays and discards the Fortune Card and makes another Attack - the Demon recovered completely from the failed Cleanse Ritual and must be defeated again!



Shocked by the Demon's recovery, Cho slips and fails his attack. But all is not lost. He can play his second Skill Card, Rolling Attack. This card has a cost of 2 Health Points, which Cho can easily afford (set his Health Track to 16), and the sacrifice adds 2 to the above result, for a final total of 4, and the Demon stumbles in Defeat again. Return the Skill Card to Cho's hand; it can be played many times, as long as Cho can pay the cost. Cho intones the sacred words of the Cleanse Ritual once more:



He succeeds! Cho's Cleanse Ritual roll is equal to the Soul Power of this weak willed Demon, so the Demon's Soul is saved, never to return to the Underworld where it might possess another corrupt Demon form and burst forth to threaten Terra. The Archer mini is removed from play and Cho gets the Good Karma Reward of 2 points (GKR on the Archer's Profile Sheet). Increase Cho's Good Karma from 9 to 11.



TP

ENCHANTED RARE
LEVEL 1
+1 DAMAGE
+2 DAMAGE
+2 DAMAGE

GM MALA OF VIGOR
Play during your turn to gain +1 Action Point.

ROLLING ATTACK
Cost: 2 HP.
Activate after making an Attack Dice roll.
Sacrifice 2 HP to gain 2 damage on the Attack Roll.
Retain this card.

BA

Now that he has 10 or more points, he must trade 10 Good Karma Points for a new Permanent Skill Card; this is not an Action and must be done immediately. Reduce his Good Karma by 10 to 1 and draw Skill Cards from his deck. If you draw one that says "Discard", it is not the Permanent Skill that you need for this reward; place it in the Discard Pile and continue drawing until you find a Skill Card that says it is Retained. You can read it, but Cho has had his Actions this turn, so it does not really matter which card you draw. Now we know the real reason Cho Hakkai tried to save the Demon's soul - not because he's a kind-hearted hero, but because he wanted to gain this upgrade!

Aside: If the Quest continues, Cho might gain more Good Karma and draw another Permanent Skill Card. Although harder than Killing Demons, performing the Cleanse Ritual is a useful method to upgrade your Pilgrims.

The Monkey King: There is a Mystical Box on the same Map Tile as Monkey so he can be the Pilgrim that uses it as part of the Victory Conditions. Note that you do not need to be adjacent to the Box, just on the same Map Tile. He will take a risk and try the harder Meditate Action. Use the Fortune Spinner to see if Monkey can maintain his focus - the pointer comes to rest in the white section and Monkey calmly rouses from his trance, unfazed by the mighty Bull General in front of him.

Aside: Take a moment to look through the Misfortune Deck. Some cards are slightly negative, lose a small amount of Health, for example. Others could cause some real hardship, such as losing Skill Cards. Be sure you are ready to risk the Meditate Action.

Monkey draws the top 3 Fortune Cards and can select 1 to keep. Make your own decision: Purple Crystal is a powerful card for general use; Heavenly Potion is useful when you have taken damage; Om Mala of Haste will help Monkey Move further. If you want to play a card such as Heavenly Potion, do so, but these cards are not critical to the outcome of this Quest.



Monkey has 1 Action Point left and will Attack the tough Bull General. Compare the General and Archer's Profile Sheets. You can see the General is tougher to defeat (HP 6 vs. HP 3) and harder to Cleanse (SP 2 vs. SP 1). Monkey will take no risks; he plays Flash Attack to allow him 2 Attacks on this Demon. Like Cho, Monkey uses 2 Red and 1 White dice:



Monkey rolls the same dice result as Cho earlier, but his Attack result is 5 because his Jingu Staff has a better effect than Cho's Enchanted Rake on a Pilgrim Die result of 3 (remember to look up the Pilgrim Die result on the Pilgrim's Weapon Card during his attacks). But the better result is not enough to Defeat the General, who has 6 Health Points. Monkey needs that second attack:



A roll of 6, Monkey Defeats the General by the skin of his teeth. Monkey takes no risks this time and Kills the Demon. This is automatic; remove the mini and give Monkey his Bad Karma (BKR is 3 for the General, a higher value because he is tougher than the Archer). Adjust Monkey's Bad Karma from 8 up to 11.



Like Cho, Monkey has crossed the 10 point boundary and must make some adjustments immediately. Remove 10 points of Bad Karma (set the wheel to 1). As Monkey's experience Killing Demons increases, he takes the next level weapon, the Level 2 Jingu Staff. Compare it to the Level 1 weapon, and you can see it does more damage. But the Bad Karma begins to warp poor Monkey's Soul and he must draw a Corruption Card: Feeble. Monkey's maximum Health Points are now 10 and if his Health Points are currently above this level, adjust the Health Track to 10. No matter how Monkey is healed, he can never go above 10 Health Points.



Aside: If the Quest continued, Monkey may get more Bad Karma. If he gets to 10 Points again, he will upgrade to the Level 3 Weapon but will get a second Corruption Card. He must play the rest of the game with 2 Corruption Cards in effect. Be careful how much Bad Karma your Pilgrims accumulate!

Monkey has played his part and his 2 Actions are done.

Monk Sha: Sha is adjacent to the Villager token and can Rescue the Villagers as his first Action. Move the Villager Token to his playing area and take 3 points of Good Karma for this heroic Action. Monk Sha has 1 Action Point left, the last Action for the Pilgrims in this Turn; perhaps he can turn the tide in their favor.

Look at his Skill Card, Shared Spirit. It has a high cost, 1 Action Point and 3 Chi, but Sha can pay it - he has 1 Action Point left this turn and plenty of Chi (rotate his Chi Wheel from 10 to 7). He can use this Skill to Activate any Pilgrim and allow them to take 1 more Action. The choice is clear, he Activates Tripitaka.

Tripitaka: Tripitaka unrolls the scroll and reads the holy text. As he completes the verse, the Sutra first sings and then bursts into flame. The Gate also pulses with life ... then dims and grows cold. Flip the Gate Token to show it is closed and discard the Sutra Token from Tripitaka's play area.



This would be a good time to review the Victory Conditions:

- Monkey used the Mystical Box.
- Monk Sha Rescued the Villagers.
- Tripitaka Sealed a Gate.
- There are no Demons on the board.
- We are inside the time limit of 2 Turns.

The Pilgrims achieve a Heroic Victory!

REVIEW

STRATEGY

In this short Quest we saw many rules, skills and other cards in play. It was fast and furious, and the Pilgrims got their win at the eleventh hour. Obviously, things were contrived but you should be able to see many elements of strategy.

Many cards were played in just 2 turns. Clearly these are a powerful resource and should not be burned through at such a high rate. But when you need them, they can turn a loss into a victory.

Monkey and Monk Sha did a great job of shielding Tripitaka from Demons spawning from one of the Gates. But Monkey took a lot of damage; you can't simply charge into battle.

Monkey and Cho demonstrated two different ways to improve your Pilgrims. Because they started with Karma Points already marked on their Profile Sheets, this happened quickly, but you can see that this is normally a slower process that must be managed carefully. Cho took the harder route and received a Skill Card that could have been used many times in a longer Quest.

Monkey took a risk at the Mystical Box, but had another option: the Pray Action gives a Pilgrim an immediate reward, 1 Fortune Card. Clearly less risk than Meditate, but not such a good reward either. Monkey opted for the easy Kill in his battle against a Bull General. He was rewarded with a better weapon, but had to suffer his corrupted spirit. You'll need to balance the 2 methods in most Quests - if too many Pilgrims take Corruption Cards, you have difficulty using them, but if you try to save every Demon, you will fail too many Cleanse Rituals and be overrun.

Tripitaka had to rush forwards to close the Gate inside the time limit, but this was very risky. Imagine if the Demons had spawned the other way around and Tripitaka had been up close to Kogaiji and the Bull General. Circumstances may force him into the thick of battle, for example because he must, or just wants to, close Gates, but this needs to be done with care.

There are many ways to play Journey: Wrath of Demons, but all require thought and trading factors against each other.

RULES

We skipped many rules, but having played through this Quest you are well equipped to understand them all. This might be a good time to flip through the rule book, looking for the Actions that were not covered here.

REPLAY

Clearly we stacked the decks to help the Pilgrims win this Quest. But it is short and simple; you may wish to see how hard the game really is by:

- Replaying the game with real dice rolls.
- Replaying the game with random/normal starting conditions: shuffle the decks and start with no initial Karma.

FINAL WORD

In the end, this was an exciting result: no game could have been closer and all 4 Pilgrims played a part in the Heroic Victory. Remember, the goal is to have fun! If you are stuck on a rule, make a quick decision and continue to play. You can read the rules and FAQs later.