

Shadows of Malice[®]

Hunger of a Shadow Vile[™]

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Hunger of a Shadow Vile™

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Credits

All art, design, layout,
and text by Jim Felli.



This is not a standalone
game! The base game
Shadows of Malice® is
required to play!



**Seekers of a Hidden
Light™** is **not required**
to play! However,
the game mechanisms
involving Lux won't be
available without using
that expansion.

Shadows of Malice®

Hunger of a Shadow Vile™

“How many?” the old man demanded.

“Twelve. Maybe thirteen,” the boy replied. “Two floors down.”

“And the avatar?”

“Headed for the East Citadel.”

“With the beacon?”

“Yes.”

The old man nodded, grunted. He turned away from the boy and looked at the others gathered in the small bedchamber. Without a fire, they huddled together for warmth. Though the worst of the night was held at bay by the heavy, wooden shutters, its chill still slipped between the boards and leached away their strength and courage. Not counting the old man and the boy, there were six of them: four men, two women. Three were wounded. One, badly.

The old man walked to the center of the room and took a seat at the table there. He beckoned the others to him. When they had all gathered around, he drew aside his cloak and unfastened a metal flask from his belt. He unstopped the flask and sniffed its contents.

“Pazrana,” he said. “It’ll give us strength and courage, for a short time.”

“Time enough?” a woman asked.

He nodded. “Time enough.”

The old man took a sip from the flask and passed it among his fellows. Each took a drink from it until it reached the boy. The old man smiled and nodded. “A small sip,” he advised. The boy raised the flask to his lips and sipped. He passed the flask back to the old man, who refastened it to his belt and stood, hefting his staff and smiling.

“Time to prepare.”

The others followed the old man’s lead and readied their weapons. A pleasant warmth spread through their limbs as they steeled themselves. It pushed away their weariness and deadened their aches, annulled the pain of their cracked bones and torn skin.

The old man pointed at two with blades. “Take the sides of the door. Stay low. Cut down their legs when they rush in.” To the others, he said, “Move the furniture into a pile in the center of the room, then stand ready by the side walls. Once they get in, they’ll have to go around the pile to get to you. That’ll give you the edge.” Then, to the boy: “Stay hidden by the door. Once it’s clear, run out and fetch the avatar.”

The boy frowned, then nodded.

They did as the old man directed, then waited.

It was not long before they heard the Shahudiri in the hallway.

Then at the door.

As the first kick landed, the brightest of lights exploded into the chamber, not from the hallway beyond, but through the cracks and slats of the shutters. It was a light of untold brightness and unmatched purity. It banished their fear instantly and filled them with boundless hope.

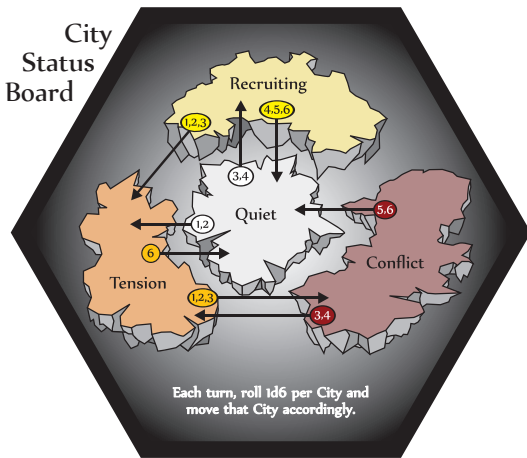
Then the door burst open and the Shahudiri rushed in.

1. Overview

Hunger of a Shadow Vile™ is an add-on for the game **Shadows of Malice®**. It is not required to play the game, but offers additional opportunities, challenges, and flavor for players seeking an added layer of atmosphere and theme. **Hunger of a Shadow Vile™** expands the role of Cities, provides new uses for Lux, and introduces Luxwardens and Cultists to the base game. **Hunger of a Shadow Vile™** is not a standalone game: **Shadows of Malice®** is required to play. The expansion **Seekers of a Hidden Light™** is only required to take advantage of the new uses for Lux offered in this expansion.

2. What's in the box

The box contains 1 City Status Board, 16 “Corruptor” ability cards, 4 Lux Beacon treasure cards, 4 Fate cards, and 154 tokens:



- 36 tokens for 1 Lumosari
- 8 tokens for 5 Lumosari
- 36 token for 1 Shahudiri
- 8 tokens for 5 Shahudiri
- 32 corruption tokens
- 16 Lux Beacon tokens

Tokens for Normal Cities



Tokens for Putrified Cities



Tokens for Purified Cities



3. What's this Expansion About?

Hunger of a Shadow Vile™ brings life to the Cities of Aethos and highlights the struggle between the **Lumosari**, the *Luxwardens of Aethos*, and the **Shahudiri**, the *Cultists of Xulthûl*. The additional content allows players to engage in battles to drive Xulthûl's followers from the Cities of the Realm, and, in so doing, starve the Lord of Shadow and remove the threat it poses.

But be warned! While you can defeat Xulthûl by purging its Cultists from the Cities of Aethos, your efforts will not deter the Shadows from their singleminded pursuit of a skin for their master.

Time is not on your side.

4. Important Terms

These are important terms used throughout this rule book.

- State** The condition of a City, either **normal**, **purified**, or **putrified**. Normal Cities contain both Luxwardens and Cultists. Purified Cities contain only Luxwardens. Putrified Cities contain only Cultists.
- Status** The position of a City on the City Status Board. A City's status will be either **Quiet**, **Recruiting**, **Tension**, or **Conflict**.
- Lumosari** The Lumosari are the *Luxwardens of Aethos*, an organized pseudo-religious sect of self-proclaimed "Soldiers of Light."
- Shahudiri** The Shahudiri are *Xulthûl's Cultists*, agents of Shadow bent on the return of the Shadow Lord and an Age of Shadow.
- SR** Status Roll. Make this 1d6 roll for each City during the **Cities' Turn** to determine the City's new position on the City Status Board.
- CR** Combat Roll. Combat rolls are 1d6 rolls made by combatants to determine the outcome of a conflict.
- LR** Luck Roll. Luck rolls are 1d6 rolls made against a target number to accomplish a feat. The roll is successful if it is greater than the target number.

5. New Victory Condition

Xulthûl feeds on fear, anxiety, and despair. When all the Cities in the game are **purified** and these dark emotions are excised, Xulthûl begins to starve and grows too weak to generate Shadows. At that point, any Shadow currently in the Shadow Realm stops accumulating life tokens and new Shadows no longer spawn. If all the Cities are still purified when the last Shadow in play is destroyed, the avatars win the game. If any City reverts to a normal or putrified state before the last Shadow is destroyed, Xulthûl begins to feed and its Shadows will begin to spawn and grow once more.

6. The Lumosari and Shahudiri

The **Lumosari** are the *Luxwardens of Aethos*, the "Soldiers of Light." Their sole purpose is to defend the Realm against Xulthûl and its agents, mortal and other. The Lumosari welcome the return of the avatars and seek their aid in purifying the Cities of Aethos. The Lumosari are the sworn enemy of the Shahudiri.

The **Shahudiri** are *Cultists of Xulthûl*. They worship the Lord of Shadow and seek to bring about its return and usher in an Age of Shadow. The Shahudiri work to foment strife amongst the mortals of the Realm so that Xulthûl might feast upon their hatred and fear and dark desires.

7. Setting Up the Expansion

To add the **Hunger of a Shadow Vile™** expansion to your **Shadows of Malice®** game, place the **City Status Board** on the table near the terrain maps you'll be using. The expansion will integrate naturally with the game during play.

8. Playing with the Expansion

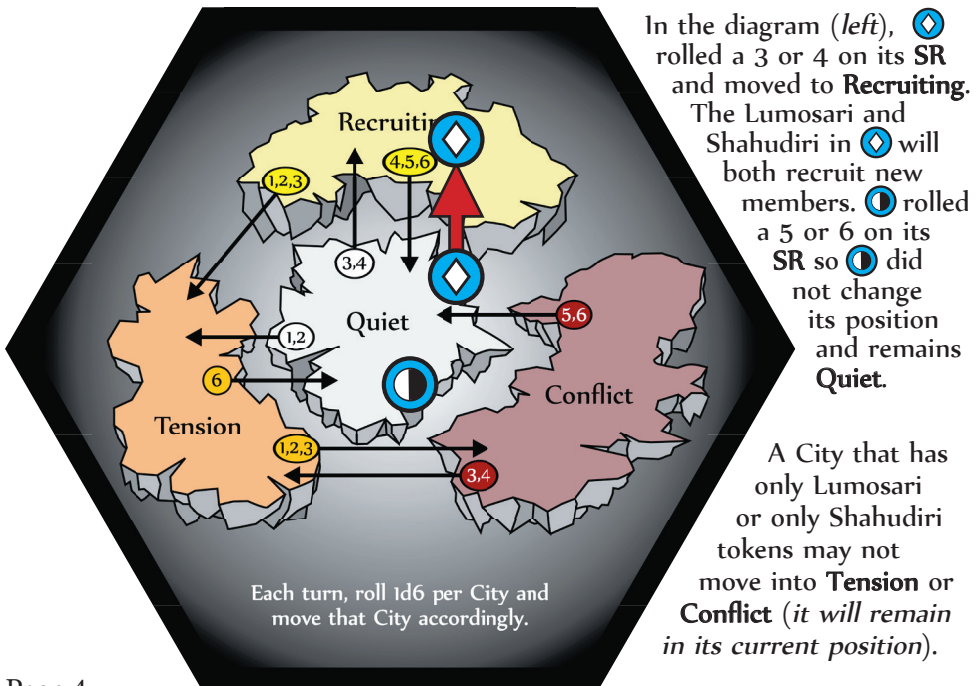
When the avatars reveal a City during play, take that City's matching token from this expansion and place it on the **Quiet** area of the City Status Board. Once the first City token is placed on the City Status Board, the game turn structure changes to: **Players' Turn** followed by **Cities' Turn** followed by **Shadows' Turn**.

Placing a City on the City Status Board

When a City token is first placed on the City Status Board, place 3+1d3 Lumosari tokens and 3+1d3 Shahudiri tokens beneath the City token. These represent the Luxwardens and Cultists currently active in the City.

Cities' Turn



During the Cities' Turn, roll a 1d6 **State Roll (SR)** for each City with a token on the City Status Board to determine its new position: **Quiet**, **Recruiting**, **Tension**, or **Conflict**. Based on the die roll, the City will move to a new position or remain where it is on the City Status Board (*if the number rolled does not lead out of the City's current position*). After making the SR, execute any actions determined by the City's end position.





City Status

A City's **status** dictates whether action is required of the players and whether the City's ability is available to the avatars.

City State	Description of Status and Action Taken								
Quiet	The City is quiet and peaceful. The avatars may use the City's ability.								
Recruiting	<p>The City is peaceful, but its Lumosari and Shahudiri factions, are recruiting new members. Roll 1 white d6 for the Lumosari and 1 black d6 for the Shahudiri:</p> <table border="1"> <thead> <tr> <th>Die Roll</th> <th>Outcome of Faction Recruiting</th> </tr> </thead> <tbody> <tr> <td>1 or lower</td> <td>No new recruits added</td> </tr> <tr> <td>2 - 5</td> <td>Add 1 faction token to the City</td> </tr> <tr> <td>6 or more</td> <td>Add 2 faction tokens to the City</td> </tr> </tbody> </table> <p>The avatars may use the City's ability.</p>	Die Roll	Outcome of Faction Recruiting	1 or lower	No new recruits added	2 - 5	Add 1 faction token to the City	6 or more	Add 2 faction tokens to the City
Die Roll	Outcome of Faction Recruiting								
1 or lower	No new recruits added								
2 - 5	Add 1 faction token to the City								
6 or more	Add 2 faction tokens to the City								
Tension	There is great unease in the City. The Lumosari and Shahudiri factions are in a state of heightened tension and preparing for conflict. Avatars must make a LR against a 3 to use the City's ability.								
Conflict	<p>The City is under martial law. The Lumosari and Shahudiri factions clash in battles and skirmishes. Roll 1 white d6 for the Lumosari and 1 black d6 for the Shahudiri. Add to the white die roll the number of Lumosari tokens in the City; add to the black die roll the number of Shahudiri tokens in the City. These modified die rolls are the Combat Rolls (CR) for the Lumosari and Shahudiri factions. After CRs are made:</p> <ul style="list-style-type: none"> • <u>Both</u> factions lose 1 token in the City. • If one faction has a <u>lower</u> CR than the other, that faction loses 1 additional token in the City. <p>Avatars may not use the City's ability.</p>								

Suppose  has 3 Lumosari and 3 Shahudiri tokens and moves into **Recruiting**. You roll a white and a black d6 and get a 2 on the white one and a 6 on the black one. The Lumosari add 1 to their ranks and the Shahudiri add 2 to their ranks. Add one Lumosari token and 2 Shahudiri tokens to .

Later,  moves from **Tension** into **Conflict** with 4 Lumosari and 5 Shahudiri tokens. You roll a white and a black d6 and get a 6 on the white one and a 2 on the black one. The Lumosari have a **CR** of $6 + 4 = 10$ and Shahudiri have a **CR** of $2 + 5 = 7$. The Lumosari outroll the Shahudiri and win the battle, so  loses 1 Lumosari token and $1 + 1 = 2$ Shahudiri tokens.

9. Modifications to City and Faction Rolls

Revealed Light Wells

If there are X-many revealed Light Wells on a City's terrain map, that City adds +X to all its SRs. Lumosari in that City gain +X to recruitment rolls.

Revealed Dark Wells




If there are X-many revealed Dark Wells on a City's terrain map, that City adds -X to all its SRs. Shahudiri in that City gain +X to recruitment rolls.

Avatars in Cities

Avatars in a City may use their action to take advantage of the City's ability, or they may use their action to perform one of 5 deeds (see below). Each deed may only be performed once per City per turn. In the description of each deed, X denotes the number of avatars in the band performing the deed (a lone avatar is a band of X = 1). Avatars may allocate any wounds sustained as they desire among their band members.


Deed	Description of the Deed
Recruit	If the City is Recruiting , the avatars may use their action to add +X to the Lumosari recruitment roll.
Command	If the City is in Conflict , the avatars may use their action to direct Lumosari combat strategy and tactics. Add +X to the Lumosari CR .
Combat	If the City is in Conflict , the avatars may use their action to fight alongside the Lumosari. If the Lumosari win the combat, remove an additional Xd★ Shahudiri tokens from the City. If the Lumosari lose the combat, the avatars may reduce the number of Lumosari tokens removed from the City. The avatars may save up to X-many Lumosari tokens and must accept 1d3 wounds for each Lumosari token they choose to save.
Hunt	If the City is not in Conflict , the avatars may use their action to hunt down Shahudiri. If the avatars make a successful LR against a 4, remove 1 Shahudiri token from the City. The LR is made at +(X - 1) to the die roll.
Influence	The avatars may use their action to rally a City and adjust that City's SR up or down as they choose by X.


10. Purified and Putrified Cities


A City is **purified** when its token on the City Status Board has only Lumosari tokens under it. A City is **putrified** when its token on the City Status Board has only Shahudiri tokens under it. When a City becomes purified or putrified, replace its token with the appropriate new token (e.g., replace  with  or ) and move that token to **Quiet** on the City Status Board.

Purified City A purified City has purged all Shahudiri and embraced a path of tolerance and peace. Because Xulthûl feeds on the hatred, fear, and dark emotions of mortals, it can find no sustenance from a purified City.

Putrified City A putrified City has been completely overrun by the Shahudiri. Rage and hatred and fear run amok. Xulthûl draws strength and sustenance from putrified Cities.


In a purified City 

- Avatars may use the City ability twice per action, or **cleanse** 1 corruption counter per action.
- Avatars get +2  in the City
- All creatures generated on the City's map tile get -1 to their die roll for abilities
- +2 to **SRs**
- -2 to Shahudiri recruitment rolls


In a putrified City 



- Avatars may not use the City ability
- Avatars may not recover in the City
- All creatures generated on the City's map tile get +1 to their die roll for abilities
- +2 to **SRs**
- -2 to Lumosari recruitment rolls

Corruptor



Creature is a twisted hybrid of a human cultist and a non-human beast, imbued with the ability to channel Xulthûl's corruptive influence.





II. Corruption

Corruptors

The Shahudiri use cruel and sinister rituals to mutate and fuse together the bodies of fanatic Cultists and beasts to create horrible, marginally intelligent monsters called **corruptors**. Aside from other abilities they might possess, corruptors have the ability to channel Xulthûl's subversive influence and levy **corruptions** on their victims.

Corruptors are added to game by using "Corruptor" ability cards. Any creature with the "Corruptor" ability is a corruptor. Corruptors have two creature types: mammal (*from the Cultist*) and

the type rolled during the creature's generation (*from the beast fused with the Cultist*). All bonuses and penalties for items, potions, etc. keyed to either of the corruptor's creature types are applicable against the corruptor.

The Ability Trove should contain 2X "Corruptor" cards, where X is the number of avatars in your game (e.g., you'd use 6 "Corruptor" cards in a 3 avatar game). To maintain a 40 card Ability Trove, shuffle your entire trove (*including any promo cards you may be using*), then remove cards randomly until you have enough room to add the 2X "Corruptor" cards without exceeding the 40 card trove limit.

A creature may not have multiple “Corruptor” abilities. If a creature with the “Corruptor” ability draws a second “Corruptor” ability, return that ability to the Ability Trove and draw a new one in its place. Note also the special aspects of the “Corruptor” ability card:



The “Corruptor” ability may not be used by Guardians. If a Guardian draws the “Corruptor” ability, return that ability to the Ability Trove and draw a new ability.




When the “Corruptor” ability is returned to the Ability Trove, shuffle the Ability Trove.

Harvesting Soulshards from Corruptors

The corruption ability is “colorless” with respect to soulshards invoked by avatars. When harvesting soulshards from a corruptor, the avatars will gain a colorless soulshard for the “Corruptor” ability.

Corruptions



The symbol on a “Corruptor” card means “Impart Corruption.” When an avatar is struck by a corruptor, the avatar must make a **LR** against the creature’s power. If the avatar fails this **LR**, the avatar gains a **corruption token** . Each corruption token represents one corruption on the avatar. Corruptions may not be healed, they may only be **cleansed**. Corruptions inhibit an avatar’s ability to channel Light: they interfere with an avatar’s **luck**, reduce their ability to **harvest soulshards** from creatures, and hinder their ability to use their **ability** and **invoke soulshards**.

The specific effects of corruption on avatars are:

Luck Rolls

Avatars suffer $-X$ to all **LRs**, where X is the number of corruption tokens on the avatar.

Harvesting Soulshards

Avatars suffer $-X$ to the number of $d\star$ of colorless soulshards they may attempt to harvest from a creature, where X is the number of corruption tokens on the avatar (*e.g., if an avatar could normally harvest $6d\star$ colorless soulshards from a creature, an avatar with 2 corruption tokens could only harvest $4d\star$ shards from the creature*).


Using Soulshards and Abilities

Avatars must make a **LR** against a 1 in order to use their ability or invoke a soulshard. This **LR** is subject to the **LR** penalty noted above.

Cleansing Corruptions

A Mystic with the **cleanse** ability can remove corruption tokens as though they were curses. An avatar may also seek cleansing in a normal or purified City. If an avatar spends its action seeking cleansing in a normal City, the avatar may remove 1d★ corruption tokens. If the avatar spends its action seeking cleansing in a purified City, the avatar may remove 1 corruption token. Returning to Light removes all corruption tokens from an avatar.

Lux Beacons

Lux Beacons are powerful artifacts found as treasure items. To use a Lux Beacon, an avatar takes it to a City and ignites it inside the City. Place a Lux Beacon token  under the City's token on its terrain tile. Once a Lux Beacon is ignited, it may not be removed from the City. An avatar may only carry 1 Lux Beacon at a time. If you are not using **Seekers of a Hidden Light™**, we recommend including 2 Lux Beacons in your Treasure Trove for a 1 map tile game, 3 Lux Beacons for a 2 map tile game, and all 4 Lux Beacons for a larger game.

An ignited Lux Beacon will shine a powerful stream of pure Light into the sky and bolster the Lumosari in the City. Each Lux Beacon ignited in a City gives the Lumosari in that City +1 to their recruitment rolls and +1 to their **CRs**.

Lux Beacons and Xulthûl

If Xulthûl enters the world, it may pass over a City with one or more ignited Lux Beacons. Each time Xulthûl passes over such a City, it will suffer 1d2 wounds per ignited Lux Beacon in the City and make a power roll. If that power roll is successful, it destroys 1 Lux Beacon.

12. Using Seekers of a Hidden Light™

This section applies only to players also using the **Seekers of a Hidden Light™** expansion. Players using that expansion must take into account Sun Wells, Dead Wells, and Lux gathered from questing.


Sun Wells and Dead Wells

Treat a Sun Well as 2 Light Wells for purposes of modifying **SRs** and Lumosari recruitment rolls. Dead Wells have no effect on City or Shahudiri die rolls.

Lux Cleansing

An avatar may use 1 Lux token to cleanse *all* corruptions from themselves or from any 1 avatar in their band. This counts as an action and destroys the Lux token.

Creating Lux Beacons

In addition to finding Lux Beacons as treasure items, any Mystic may transform 1 Lux token into 1 Lux Beacon . (*That's why there are so many Lux Beacon tokens included in this expansion.*) Once a Lux Beacon is created from a Lux token, it becomes a permanent item and cannot be converted back into Lux.

“In Shadow, becoming.”

These were the words of Shahu, First of Shadow, who argued that the highest and most noble aspiration of life was adaptation. Change. Growth. The world, she claimed, sought to limit change and lock the spark of life in place by forcing it upon it structure optimally suited to its environment and thereby making it subservient to that environment. Such convergence could breed only weakness and a pitiable dependence upon stability. Without change, life was slavery. With change came freedom. Freedom to grow. Freedom to become.

But where does one find the impetus to change, the flux to force adaptation? Surely not in the Dark: in the black lies a perfect and orderly decline into soulless singularity. Surely not in the Light: in the Light lies a perfectly structured oneness of self-less being. It is where these perfectly structured antitheses come together, in the intersection of the bright and the black, that flux thrives. Between the Dark and the Light.

In Shadow.

It was Shadow that would bring adaptation and growth to the mortals of the Aeth, and with that growth would come strength and acuity. In Shadow, there was no limit to mortal adaptation and therefore no limit to mortal aspiration. Shape was limiting. Form was slave to function. The Aeth itself was a prison by its very fixedness of structure.

What nobler goal, then, than to destroy the obstacles to a peoples' growth and lay bare the path to their becoming? What greater challenge than to usher in an Age of Shadow – an Age of flux and chaos that would free the Peoples of the Aeth from their oppressive constraints of form and structure and allow them to... become!

This was the mandate of the Priory of Xulthûl.

“In Shadow, becoming.”