



**Shadows of Malice<sup>®</sup>**  
Seekers of a Hidden Light<sup>™</sup>

# The Shapers of Lux

The Mystic finished chanting, throat sore from the Old Tongue, and sat away from the Gate. He sat on his shins, feet tucked beneath his body, and rocked slowly to the faint strains of the planar wind. He could hear it through the portal, now that it was active, faint seductive whispers that slid and slithered between the Fragments of Aeth.

For a time, there were only whispers. Then there was light.

The span of the Gate shimmered first, then rippled. Motes of light began to dance across its ancient frame, tarried and brightened in its gravings and runes, then skittered over the gaps between its weathered stones to coalesce across the undulating, diaphanous barrier that separated Aethos and the Void.

An image appeared: a figure, robed and hooded, holding a staff half again its height. Pale, lambent light clung to the figure like a viscid film as it stepped through the Gate and onto the Mystic's Fragment.

The Mystic stood, bowed. The figure stopped and bowed in return.

"It has been long since I was summoned," the figure said. The voice was a woman's, old, at once warm and commanding.

"Too long, Lumere" the Mystic replied.

"So, you have found heroes," the Lumere said flatly, "and they have brought you Objects of Lux. Surely, Keeper, you have told them that the Lux is not for them. That it will not hold in mortal hands."

The Mystic shook his head. "No, Lumere. Not heroes. Not this time." His voice, though hoarse from the summoning, brightened with a spark of excitement. "The Avatars of Light have returned."

"Then it is true?"

"Yes."

The Lumere looked back at the Gate. It was dark now. Silent. "I have heard the rumors whispered through the Gates," she said softly. "I admit that I had discounted them."

"An avatar may hold the Lux," the Mystic said. "It will not fade in the hands of its own."

The Lumere nodded. She turned back to face the Gate's Keeper. "And there is sufficient Lux in the Solux to carve a rune. Is that why you have summoned me?"

The Mystic smiled and motioned toward a welcoming light a short distance away, his home on this Fragment. "It is," he said eagerly. "Come, they are waiting."



# Part 1: Overview

## What is “Seekers of a Hidden Light”?

**Seekers of a Hidden Light™** 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. **Seekers of a Hidden Light™** is not a standalone game: **Shadows of Malice®** is required to play. This add-on introduces several new elements to the base game:

**Quests** Long journeys and dangerous searches for rare items.

**Bait** Foodstuff used to attract creatures in specific terrains.

**Lux** Fragments of pure Light extracted from rare items.

**Lux Potions** Colorless potions brewed with Lux.

**Lux Runes** Powerful, Lux-inlaid inscriptions engraved into items.

# Part 2: New components

## What’s in the box?

This add-on contains 1 rule booklet, 32 quest cards, 12 Lux Potion cards, 12 Lux Rune cards, and 84 tokens (show below, front overlapping back).

### Quest Trove

- 8 Gatherer quests
- 8 Harvester quests
- 8 Hunter quests
- 8 Seeker quests

### Bait Tokens (40)



### Lux Potion Trove

- 12 Lux Potions

### Other Tokens (44)

### Lux Rune Trove

- 12 Lux Runes



# Part 3: Lux and Lumos

## Lux

**Lux** is the essence of Light that animates all living things in Aethos. It is the spark of reason, the fire of existence, the substance of the soul. It is Lux that vivifies the stuff of Aethos and gives it life; it is Lux that powers the Gates of Aethos; it is from Lux that the avatars are born and to Lux that they return.

## Lumos

The Mystics of Aethos are members of a vast, clandestine network of magical elders called the **Lumos**. The Lumos use the Gates of Aethos to communicate and travel across the Void between the Fragments of Aeth, and have assigned powerful members of their fellowship to preserve and protect them. The Gate wardens have come to be known as the Mystics of Aethos. Two important groups within the Lumos are the **Alcheme** and the **Lumere**. The Alcheme are the Alchemists of Lux. The Lumere are the Gravers of Lux.

## Part 4: Quests

### Getting a quest

A quest is given to an avatar by a **Mystic** acting as an agent of the Lumos. An avatar may use its action while on a Mystic's terrain hex to petition the Mystic for a quest. The avatar chooses the **type** of quest it desires and draws a random quest of that quest type from the Quest Trove. The quest card will describe the **quest objective**, the object that the avatar must secure in order to fulfill the quest. If an avatar accepts the quest, the Mystic will bind the avatar to the quest. This binding empowers the avatar to collect the object required to fulfill the quest objective without nullifying the Lux bound within it. There is no time limit on a quest; the avatar may choose to ignore a quest completely until such time as its fulfillment presents itself. Any Mystic may grant a quest petition.

### Types of quest

There are four types of quest: **Gatherer**, **Harvester**, **Hunter**, and **Seeker**. Each quest requires the avatar to obtain a specific item (e.g., a thistlewind seed, a pincer from a sectoid) and deliver it to a Mystic.

- Gatherer** Obtain an item from a specific **terrain**.
- Harvester** Obtain a body part from a specific creature **type**.
- Hunter** Obtain a body part from a specific creature **type** in a specific **terrain**.
- Seeker** Obtain a body part from a specific creature **type** with a specific **color** ability in a specific **terrain**.

### Quest cards

Each quest type has a different card back so they can be shuffled in one deck.



Gatherer



Harvester

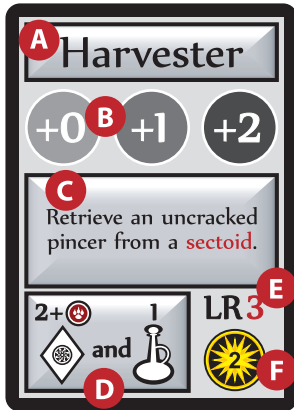


Hunter



Seeker

A quest card has six parts, as illustrated on this sample Harvester quest card.



- A Quest type.** The quest type will be Gatherer, Harvester, Hunter, or Seeker.
- B Luck Roll modifier.** Cumulative bonuses to an avatar's **Luck Roll (LR)** to acquire or harvest the object required to fulfill the quest. The modifier begins at +0 and increases by +1 on each successive attempt to a maximum of +2.
- C Quest objective.** The object the avatar must acquire to fulfill the quest. If a creature type is listed, the avatar must slay a creature of that type to harvest the object. The avatar may still harvest soulshards from the creature.
- D Quest reward.** The number of soulshards (☼ means the avatar's choice of colors) and/or colored potions (randomly drawn) the avatar receives for bringing the quest object to a Mystic. X+☼ means "X+creature's **power**."
- E Luck Roll target.** The number the avatar must make a **LR** against to find or harvest a quest object of **sufficient quality** to fulfill the quest. Quest objects must be flawless and unblemished to satisfy a Mystic. The avatar must roll above the luck roll target to find or harvest a suitable specimen.
- F** The amount of **Lux** the Mystic is able to extract from the quest object. This goes into a common Lux pool called the **Solux**.

### Gatherer quests

The avatar must travel to a hex of a specified **terrain type** and use its action to search for the desired object. If the avatar makes a successful **LR** against the quest's luck roll target, it finds the object and the quest goal is satisfied; if not, it may make another search attempt on its next action. The same terrain hex may be searched until the item is found.

### Harvester quests

The avatar must kill a beast of a specified **creature type** and harvest the desired object from the body. If the avatar makes a successful **LR** against the quest's luck roll target, it acquires the desired object and the quest goal is satisfied. If not, the avatar must kill another creature in order to try again.

### Hunter quests






The avatar must kill a beast of a specified **creature type** in a specified **terrain** and harvest the desired object from the body. If the avatar makes a successful **LR** against the quest's luck roll target, it acquires the desired object and the quest goal is satisfied. If not, the avatar must kill another creature in order to try again.




## Seeker quest






The avatar must kill a beast of a specified **creature type** with a specified **color ability** in a specified **terrain** and harvest the desired object from the body. The term **spectral** denotes the requirement of a colored ability. The specific color is randomly determined when the quest is accepted. If the avatar succeeds in a **LR** against the quest's luck roll target, it acquires the desired object and the quest goal is satisfied. If not, the avatar must kill another creature in order to try again.


### Tracking quest progress

An avatar gets a **quest token** when it accepts a quest. If the quest does not have a spectral component (i.e., not a Seeker quest), the avatar gets a colorless quest token . If the quest has a spectral component, the avatar randomly determines a color and receives a quest token matching that color:    . A quest is **incomplete** as long as there is a quest token on the quest card.

The quest token is initially placed on the **+0 LR** modifier on the quest card. This is the avatar's **LR** modifier on its first searching or harvesting attempt. After each failed attempt, move the quest token to the next **LR** modifier position on the card (maximum **+2**). The quest token's position on the card shows the avatar's **LR** modifier for its next gathering or harvesting attempt. Note that these **LR** modifiers are due to familiarity with the quest. An avatar may further increase its **LR** by invoking soulshards.

When an avatar fulfills a quest, remove the quest token and place a number of **power tokens**  on the reward area of the quest card equal to the **power** of the defeated creature (use one token for a Gatherer quest). This signifies that the quest has been **completed** and tracks the creature's power for the avatar's reward.

Consider the case of an avatar with a Harvester quest for a reptilid. The quest doesn't have a spectral requirement, so the avatar places a colorless  quest token on  and begins its quest. Suppose the avatar encounters a reptilid and kills it. To harvest the quest object, the avatar must make a **LR** against the quest's **LR** target with its current  modifier. Suppose the avatar fails its **LR** and thereby fails its harvesting attempt. The avatar moves the quest token to the next **LR** bonus position  on the quest card. The next time the avatar kills a reptilid, it may make another harvesting attempt with a  **LR** modifier.

Suppose that the avatar successfully harvests its quest object from a power 2 creature. The avatar would remove the quest token from the quest card and put 2 **power tokens**  on the reward area of the card. This shows both that the quest is fulfilled and that the object was harvested from a power 2 creature.

**Initial placement**  
(for a red Seeker quest)



**After 1st failure**



**After 2nd failure**  
(and all future failures)



## Turning in a quest

Because all Mystics in Aethos are active members of the Lumos, a quest may be turned in to **any** Mystic. When an avatar delivers the quest object to a Mystic:

1. The Mystic extracts the Lux from the quest object and adds it to the **Solux**.
2. The Mystic frees the avatar from its binding to the quest and gives the avatar its reward.



For example, suppose an avatar delivers the quest item from a Harvester quest. The Mystic will extract ☀️ (2 Lux) from the item and add it to the Solux. The Mystic will then reward the avatar with 2 + 🌀 soulshards of the avatar's choice of colors and 1 potion randomly drawn from the Potion Trove.

An avatar's band may share in a quest's rewards, but only the avatar bound to the quest may turn in the quest item and claim the reward.

## Dropping a quest

An avatar is bound to its quest. This binding enables it to harvest the quest item without nullifying the Lux within. When an avatar **abandons** a quest, it breaks this binding: the quest card is returned to the Quest Trove and the avatar suffers 4d★ life token **drains**. An avatar may use its action to have a Mystic **release** it from its quest: the card is returned to the Quest Trove and the avatar suffers no drains.

## Quest limitations

An avatar may only be bound to **one** quest at any time and may not be bound to a new quest until it has been released from or abandoned its prior quest.

# Part 5: Shaping Lux

## The Solux

As quest objects are collected, the Mystics extract the Lux bound within them to build a common Lux pool called the **Solux**. For example, a Hunter quest awards a Mystic 🌞. This means that the quest item for a Hunter quest has 4 Lux bound within it that the Mystic can extract and contribute to the Solux. The Solux is the running total of all unused Lux extracted from quest objects during the game. Each game begins with an empty Solux.

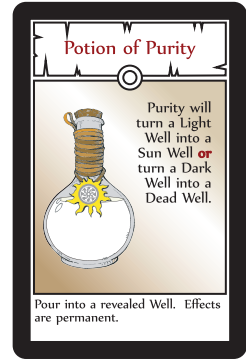
## Using Lux

When there is sufficient Lux in the Solux, an avatar may call upon a Mystic to summon an **Alcheme** to brew a **Lux Potion** or a **Lumere** to inscribe a **Lux Rune**. The Solux must contain at least 3 Lux to summon an Alcheme and at least 5 Lux to summon a Lumere. The Mystic's Gate serves as the summoning vehicle. Summoning an Alcheme or Luminere and engaging its service requires the avatar to be on a Mystic's terrain hex and uses the avatar's action for the round.

# Lux potions

The Alchemists of Lux brew **Lux Potions**. A summoned Alchemer will remove **3 Lux** from the Solux and use it to create a Lux Potion for an avatar. The Lux Potion received by the avatar is drawn randomly from the Lux Potion Trove. The random draw simulates the unique skills, abilities, and knowledge of the particular Alchemer summoned.

A Lux Potion is not bound to the avatar for whom it was brewed. Avatars are free to trade Lux Potions amongst themselves, but may not trade Lux Potions elsewhere (e.g., City of Alchemy). Only an avatar, Mystic, or member of the Lumos may handle a Lux Potion without nullifying it.



# Lux runes

The Gravers of Lux inscribe **Lux Runes**. A summoned Lumere will remove **5 Lux** from the Solux and use it to inscribe a Lux Rune on an avatar's choice of one of its **non-consumable items** (e.g., a weapon, a piece of jewelry). The Lux Rune received is drawn randomly from Trove of Lux Runes. The random draw of a rune represents the unique training, expertise, and knowledge of the particular Lumere summoned.



A Lux Rune attached to an item.

Once inscribed, a Lux Rune is permanently engraved on the avatar's chosen item. The item maintains all of its original abilities plus those conferred by the Lux Rune. The inscribing process also permanently **binds** the item to the avatar. This means that the item may not be given away, traded away, or discarded by the avatar without nullifying the inscribed Lux Rune.

Destroying an item inscribed with a Lux Rune also destroys the Lux Rune. A Lux Rune will remain intact if the item on which it is inscribed follows an avatar through a Return to Light.

# Lux item limitations

An avatar may only carry **one** Lux Potion at a time. However, Lux Potions are colorless and do not count against an avatar's colored potion limit: a Lux Potion may be carried with up to 2 additional colored potions. An avatar may only possess **one** item inscribed with a Lux Rune at any time.

At the start of the game, the players must decide whether expended Lux Potions and lost or destroyed Lux Runes are removed from the game or returned to their Trove. Removal can give these items more of a one-of-a-kind, epic flavor.



# Part 6: Bait

## What is bait?

**Bait** is enticing, tasty food that lures creatures out into the open. Bait is specific to an ecosystem and keyed to a **terrain type** (e.g., desert food appeals to desert creatures). Bait may only be used in its keyed terrain type. A **bait token** shows its keyed terrain type as well as whether it is **Type 1** (Bait 1) or **Type 2** (Bait 2).



## Using bait

Bait is used when **provoking** an encounter and may be placed by any band member. Bait must be placed **prior** to making the provocation **LR** and is wholly **consumed** when used. Bait affects **both** the **LR** to successfully provoke an encounter **and** the roll to determine **creature type** given an encounter.

**LR** A +X bonus here adds X to the avatar's **LR** when attempting to provoke an encounter.

**Creature Type Roll** A +X bonus here gives the avatar an X modification, up or down as the avatar desires, to its **creature type roll** on a successful provocation. For example, the creature type die roll for a desert hex results in a sectoid (□, □, □), an avian (□, □), or a terrovan (□). If an avatar is specifically seeking an avian and has an X = 2 bonus to its creature type roll, the avatar could shift its die roll for creature type up or down by up to 2 points to get the 4 or 5 it needs to generate an avian. This modification is made **after** the creature type roll is made.

An avatar with bait keyed to the terrain type in which it is attempting to provoke an encounter must declare its intent to use bait prior to making its provocation **LR**. The bait is consumed when the **LR** is made and its effects are:

1. The avatar gains **+1** to its provocation **LR** simply for using bait, regardless of whether the bait is Type 1 or Type 2. This bonus is independent of modifiers for using Type 1 or Type 2 bait.
2. For Type X bait, an avatar gains X-many points it may distribute as desired among bonuses to its provocation **LR** and/or modifications to its creature type roll (see above). For example, an avatar using Type 2 bait could get +2 to its provocation **LR** and no modification to its creature type roll, **or** +1 to its provocation **LR** and a 1 point modification to its creature type roll, **or** +0 to its provocation **LR** and a 2 point modification to its creature type roll. This is independent of and cumulative with the +1 provocation **LR** benefit noted in 1. above.

## Acquiring bait

Selling bait is a **service** offered by **all** Mystics. A Mystic will provide one **Type 2** bait token of the avatar's terrain choice in exchange for one colorless soulshard. This requires the avatar's action. Avatars may also attempt to **harvest bait** from creatures they kill. Instead of harvesting  $Xd\star$  colorless shards from a creature with  $X$ -many life tokens, an avatar seeking bait would harvest  $(X-1)d\star$  colorless soulshards and make a **LR** against a **3**. On a successful **LR** the avatar gains one **Type 1** bait token for the terrain in which the encounter took place. For example, an avatar defeating a creature with 4 life tokens in a swamp could harvest  $3d\star$  colorless soulshards and make a **LR** against a 3 to get one Type 1 swamp bait.

## Bait limitations

An avatar may carry only **one** bait token at a time, regardless of type. Only **one** bait token may be used per provocation attempt, regardless of type.

# Part 7: Additional stuff

Three new consequences of using Lux Potions are introduced in this addition: Sun Wells, Dead Wells, and stacked Gate Seals.

**Sun Well** A Sun Well is a Well that counts as **two Light Wells** for all purposes **except** generating Radiance Tokens. Avatars do not get an extra radiance Token if a Light Well becomes a Sun Well. A Sun Well counts as two Light Wells toward an avatar victory. Xulthûl extinguishes a Sun Well the same way it extinguishes a Light Well, however, rather than go out, the Sun Well degrades to a Light Well that Xulthûl must then extinguish.

**Dead Well** A Dead Well is inert. It is **neither** a Light Well **nor** a Dark Well.

**Stacked Gate Seals** Gate Seals on Shadow Gates in the Shadow Realm are removed one at a time, so if there are two Gate Seals on a Shadow Gate it will take at least two turns to remove them both. Any Shadow moving onto a sealed Shadow Gate will lose  $1d2$  life tokens for **each** Gate Seal on the Shadow Gate.

# Part 8: Credits

## Game design

All storyline, game design, component design, and original artwork by Jim Felli.

## Play testers

Special thanks to our valiant and patient play testers: C. Bogert, B. A. Campbell, D. DiLuzio, N. Durgin, T. Jarrett, W. LaBanca, C. Leko, W. Miller, A. Moore, J. Moore, C. O'Boyle, J. Peck, K. Wiggins... and everyone else who has provided input! Thanks!

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