

HEXES OF SYGON

Move • Build • Cast



2-4 PLAYER RULEBOOK

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Welcome to Hexes of Sygon!

Hexes of Sygon is a dynamic and interactive, resource management strategy board game structured around movable pieces known as Wizards. Players move Wizards to conjure buildings and cast spells in their quest to rule the magical world of Sygon.

Winning the Game

To win, a Player needs at least '27 minus X' **Sorcery Points (SP)** and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions (page 11). Sorcery Points are gained through building.

Tiebreaker

If multiple players reach the minimum score to win and are tied for first place at the end of a round, then all players will play one final round. If a tie for first isn't broken in this final round, first place is awarded to the player with the most SP and remaining resources. Award one point for each remaining Gold and four points for each remaining resource card. Players collect resources in the final round.

Optional Rules

Experienced players are encouraged to use Spell Cards (page 13) and the optional Action Spells (page 14). Also, players may use the one minute timer to limit turns to two minutes per player.

Competitive Scoring

If a player reaches 18 SP before the Volcano step (page 11) at the end of a round, disregard the D12 and erupt whichever Volcano without a Smoke Cloud inserted and is not surrounded by Ash hexes has the highest odds of being rolled (blue has the highest odds; green has the lowest odds).

Game Components

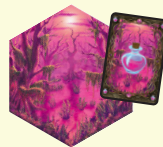
30	Hex Tiles
10	Board Frame Pieces
144	Resource Cards
34	Spell Cards
4	Spellbooks
35	Gold Value Tokens
22	Gold Coins (Value 1)
44	Gold Coins (Value 3)
27	Forage Tokens
8	Player Score Pips
6	Game Reference Cards
4	Player Reference Cards
1	Rulebook
1	Twelve-sided Die
12	Wizards
96	Walls
24	Towns
24	Workshops
24	Markets
3	Volcanoes
2	Smoke Clouds
1	Sand Timer

Resources

In Hexes of Sygon, players collect resource cards and Gold to construct buildings and cast spells. Resource cards are acquired from one of the six unique Landscape hexes throughout the board. Players collect Gold equivalent to the Gold Value of the Landscape hexes in which they have built Towns.



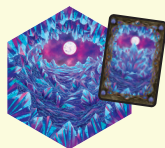
Flower Meadows
Flower



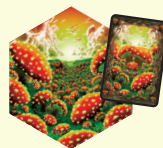
Elixir Swamps
Elixir



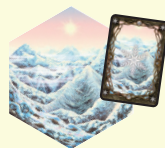
Spice Dunes
Spice



Crystal Caves
Crystal



Mushroom Forests
Mushroom



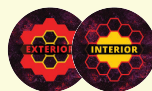
Snow Mountains
Snow

Players can increase their production of resource cards and Gold by building more Towns or bolstering their Towns with Markets and Workshops.

Gold Value Tokens



Reverse Side



Gold



Resource Limits

Players may hold up to 15 resource cards and 30 Gold. Extra resources must be discarded immediately.

Hexes of Sygon is an open hand game. Players cannot hide resources and must display their resources in front of them.

Trading resources is NOT allowed.

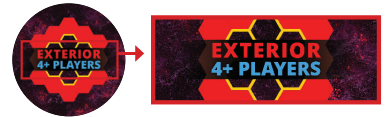
3 | Board Setup

1 Assemble the Board

Using the frame pieces, spacers, and hexes appropriate to your player count, construct the game board frame. With the frame completed, shuffle the Landscape hexes and the three Volcano hexes together. With the Ash side facing up, randomly place the hexes until the board frame is full.

2 Flip the Ash Hexes and Place Gold Value Tokens

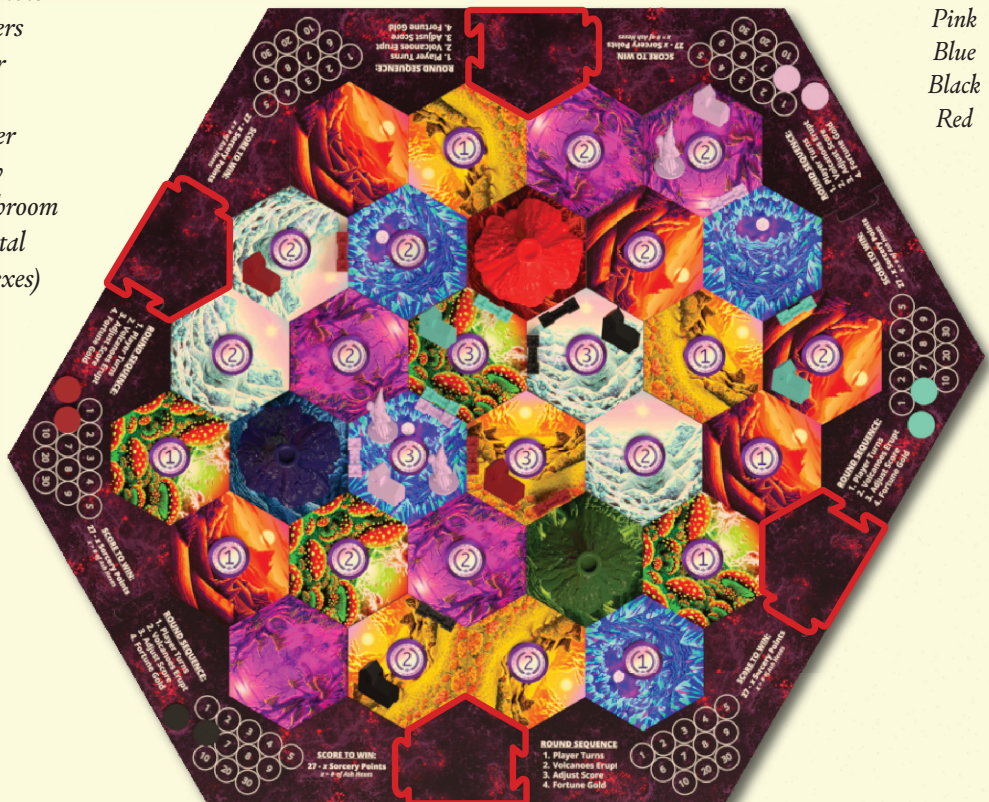
Flip the Ash hexes to reveal the game board. Set each Volcano on their corresponding Volcano hex. Only use Gold Value tokens labeled for your player count (i.e., remove all '4+ PLAYERS' Gold Value tokens for a three-player game). Place an exterior Gold Value token on each Landscape hex that touches the board frame with the number value facing down. Place an interior Gold Value token on each remaining Landscape hex. Do not place Gold Value tokens on Volcano hexes.



Four Player Setup

- 3 Volcanoes
- 4 Spacers
- 5 Elixir
- 5 Spice
- 5 Flower
- 4 Snow
- 4 Mushroom
- 4 Crystal
- (All Hexes)

Recommended Four-Player, First Time Board



*Player Order for
Recommended Board*

- Pink
- Blue
- Black
- Red

3 Flip the Gold Value Tokens

Flip the Gold Value tokens to reveal the Gold Value of each Landscape hex. Remove tokens with a value of zero.

4 Place Towns and Walls

Roll the D12 to determine who goes first. The highest rolling player places a Town on an empty Landscape hex of their choice. If this hex is touching the board frame, place one Wall; otherwise, place two. The remaining players follow clockwise. The last player to place their first Town will place a second Town and Wall(s). The remaining players follow counter-clockwise.

5 Collect Starting Resources

All players collect three resource cards: one from each of their two Towns and one resource card of their choice. Player 1 starts with three Gold and all other players start with four Gold.

Three Player Setup

3 Volcanoes
2 Spacers
4 Elixir
4 Spice
4 Flower
3 Snow
3 Mushroom
3 Crystal
(Remove 1 hex of each resource)

Recommended Three-Player, First Time Board



Player Order for Recommended Board

Pink
Blue
Red

Refer to page 15 for the two-player setup.

Round Sequence

1. Player Turns

To begin the first round, player 1 begins their turn by placing all three of their Wizards in any combination of their Towns. Then, player 1 completes the following phases in order.

- | | |
|-------------------------|--|
| Upright Phase | Beginning on round 2 and onward, the player uprights all Towns and Wizards which were knock-over in the previous round. Do not upright Towns or Wizards at any point during round 1! |
| Movement Phase | Wizards may Walk into adjacent Landscape hexes or pay one Gold to Teleport over opponent Walls and up to two hexes away. <i>Refer to page 6 for the full movement rules and limitations.</i> |
| Building Phase | Players may exchange and pay resources to construct buildings on their Wizard-occupied hexes. |
| Casting Phase | Each Wizard may cast one Action Spell per turn. Each type of Action Spell can only be cast once per turn. <i>Refer to page 9 or your Player Reference Sheet for complete details on Actions Spells.</i> |
| Collection Phase | When all other phases have been completed, players collect resource cards and Gold from their buildings and pass the turn clockwise to the next player. <i>Refer to page 8 for a collection example.</i> |

Then, subsequent players place their Wizards and complete their turns in clockwise order. Complete all player turns before proceeding to step 2 of the round sequence.

2. Volcano Eruptions

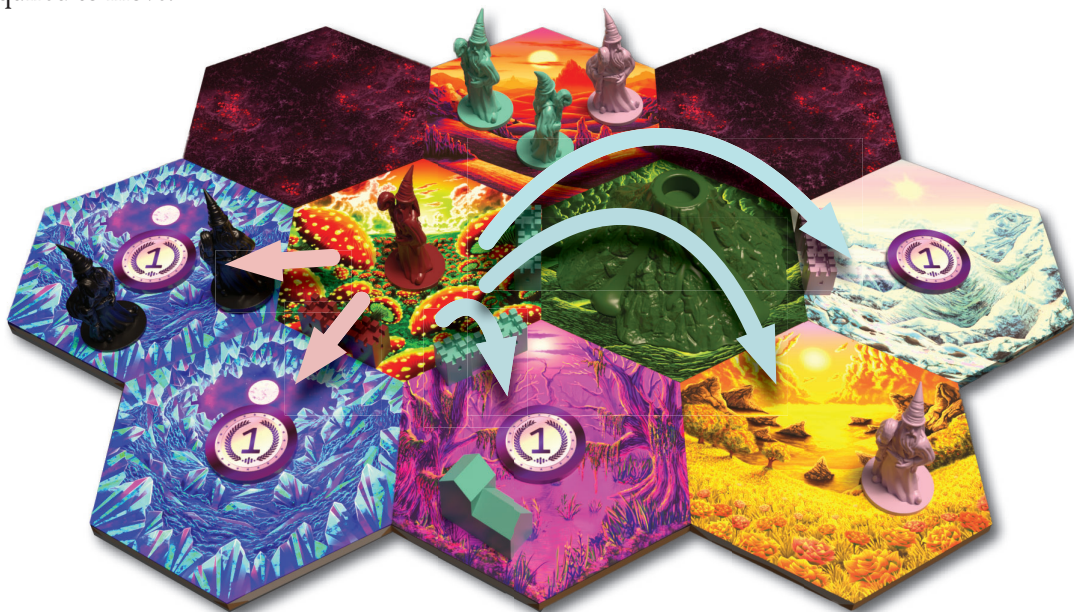
When all players have completed their turns, roll the D12 Volcano die and apply the Aftermath effects (page 11).

3. Victory Conditions and Fortune Gold

Adjust players' scores following the Aftermath and determine if any players have reached the victory condition (page 12). If not, each player receives Fortune Gold (page 12) from the bank equal to the number of Sorcery Points they trail behind the leading player(s).

Movement Phase

Each player has three Wizards. Each Wizard may either Walk or Teleport once per turn. Wizards are not required to move.



Walking

Wizards can freely move one hex per turn, but a Player's Wizard cannot Walk across an opponent's Wall.

In the example above, the red Wizard can:

- Walk left into the Crystal hex, but must pay one Gold to each black Wizard.
- Walk freely through its own red Wall into the bottom Crystal hex.

Teleporting

Wizards may move up to two hexes away by paying one Gold to the bank. Wizards may Teleport past opponent Wall(s), Volcanoes and Ash hexes.

In the example above, the red Wizard can:

- Teleport over the blue Wall into the Elixir hex.
- Teleport over the blue Wall and green Volcano into the Snow hex.
- Teleport diagonally into the Flower hex but must pay one Gold to the pink Wizard.

Movement Restrictions

1. Wizards cannot enter a hex that already contains three Wizards.
2. To Walk or Teleport into a hex containing an opponent Wizard(s), the player must pay one Gold to each Wizard's owner. *For example, if a red Wizard walks into a hex containing a pink Wizard, the red player must pay one Gold to the pink player.*
3. Wizards may not move into Volcano or Ash hexes.

Building Phase

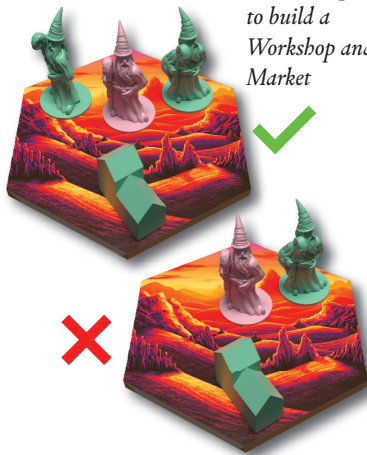
Players may exchange and pay their Gold and resources cards to construct buildings.

Building Rules

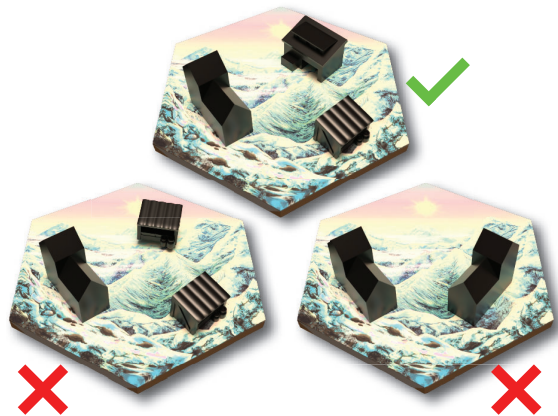
1. To build in a hex, at least one of your Wizards must occupy that hex.
2. Only Towns and Walls can be built in unsettled hexes. An unsettled hex is any Landscape hex which does not already contain a Town.
3. You cannot build in a hex containing an opponent Town.
4. You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This does not apply to the construction of Walls.
5. Only one Town, one Workshop, and one Market can exist in each hex.
6. Within a hex, only one Wall per border is allowed.

Rule 4, Visualized

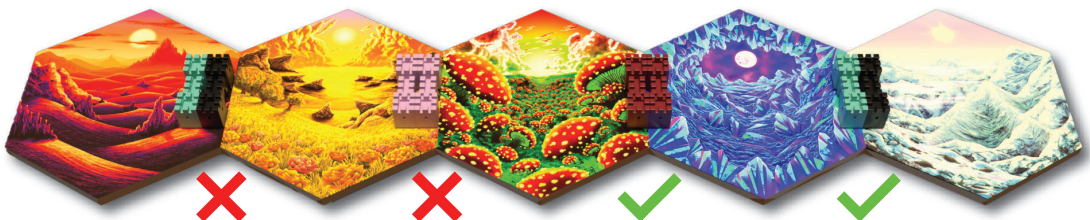
Blue attempts to build a Workshop and Market



Rule 5, Visualized



Rule 6, Visualized





Towns

2 Flower + 1 Snow + 1 Mushroom + 1 Spice + 1 Elixir + 3 Gold



A Town may be built in an unsettled Landscape hex. During the collection phase, Towns produce one resource card of the resource type on which the Town is built and Gold equal to the Gold Value of the hex. *If a player builds two or more Towns on the same resource type, the cost to Transform this resource is reduced to two Gold (instead of three). Towns award three Sorcery Points.



Workshops

2 Crystal + 1 Snow + 1 Mushroom + 2 Gold



A Workshop may only be built in a hex containing your Town. When built, Workshops increase the resource card production of the Town by one. *A Workshop also reduces the cost to Transform the resource type it is built on to two Gold (instead of three). Workshops award two Sorcery Points.



Markets

1 Spice + 1 Elixir + 1 Gold



A Market may only be built in a hex containing your Town. When built, Markets increase the Gold production of the Town by two. Markets award one Sorcery Point.



Walls

2 Gold



A Wall may be built on any border within a hex unless it is settled by an opponent Town. Walls block opponent Wizards from walking and stealing and protect hexes from volcanic Aftermath (page 11). Walls contribute to Encirclements (page 12), which award one Sorcery Point.

Exchange Spells

*Transform

1 Resource Card + 3 Gold = 1 Resource Card



Sell

1 Resource Card = 3 Gold



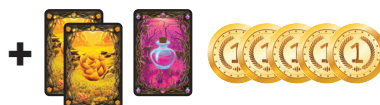
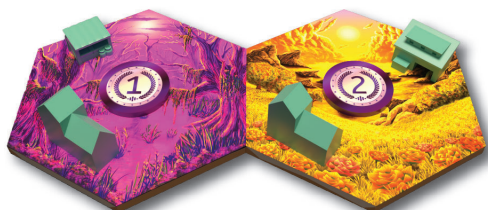
Buy

7 Gold = 1 Resource Card



Collection Example

The blue player would collect from these two hexes: 2 Flower Resource Cards (Town and Workshop), 1 Elixir Resource Card (Town), and 5 Gold Coins (Market +2, Towns +1 and +2).



9 | Casting Phase

Forage

One Wizard collects one resource card of the hex it occupies. Add this card to your resources.

When a Wizard uses the Forage Action Spell, place a black Forage token on the foraged hex. If that hex is foraged a second time, flip the Forage token to the red side. Hexes with red Forage tokens can no longer be foraged.

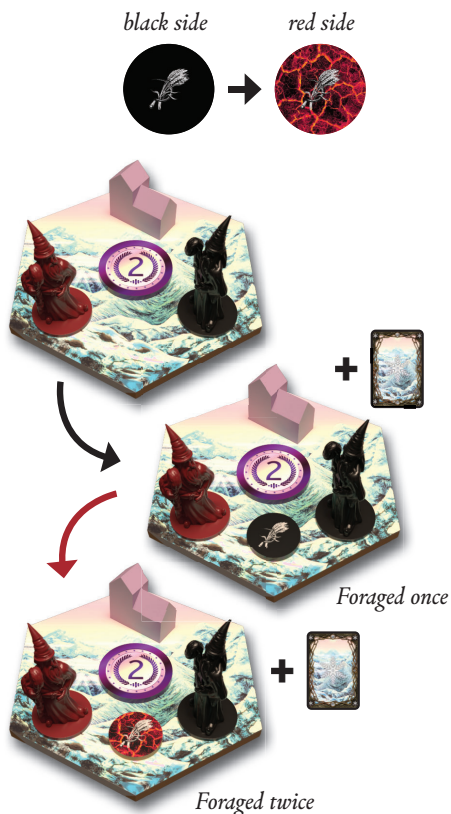
Special Considerations

Wizards may cast Forage in their own Towns and opponent Towns.

Towns and Workshops on hexes which have been foraged twice still produce resource cards during the collection phase.

Wizards can Forage in hexes with opponent Wizards.

Foraged resource cards cannot be used in the same turn they are foraged.



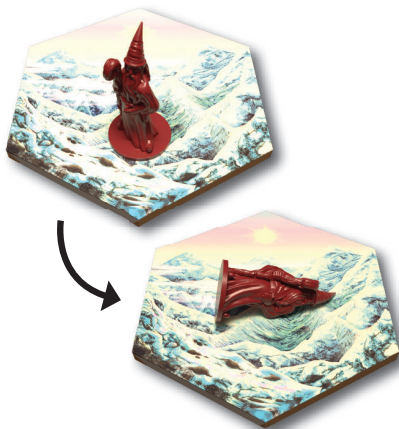
Protect

One Wizard defends itself from opponents' Steal Action Spells.

When a Wizard casts Protect, knock over this Wizard. This Wizard can no longer be the target of a Steal Action Spell until it is uprighted at the beginning of this player's next turn.

Special Considerations

Wizards casting Protect are not protected from Aftermath effects (page 11).

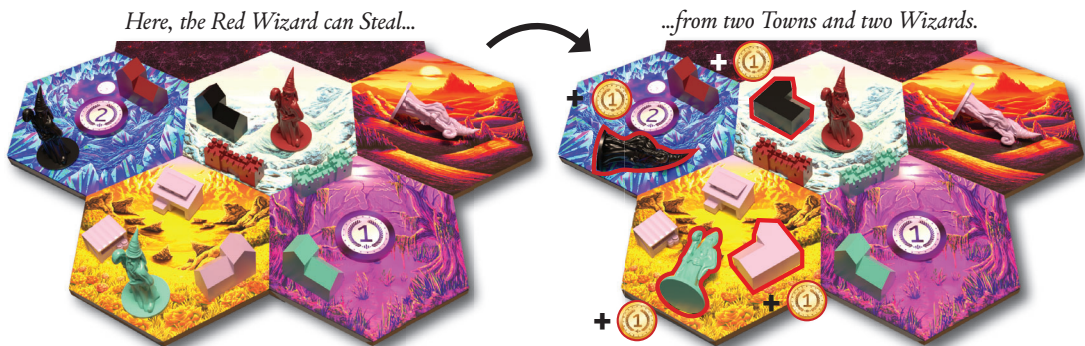


Steal

One Wizard steals from the hex it occupies and all adjacent hexes. Knock over and take one Gold from each opponent Town and opponent Wizard in these hexes. The Gold is taken from the respective owner(s) of these Towns and Wizards.

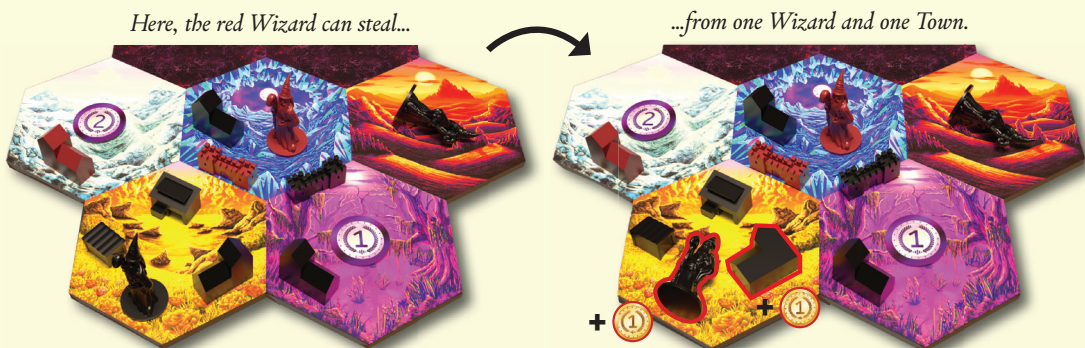
Steal Restrictions

1. A Wizard must steal from at least two different hexes at the same time.
2. A Wizard cannot steal through opponent Walls (but may steal through their own Walls).
3. Knocked over Towns and Wizards cannot be stolen from.
4. Gold cannot be used in the same turn it was stolen.



Two-Player and Team Play Steal

In two-player and team-play games, your Wizard takes one Gold from each opponent Town and Wizard in all adjacent hexes, but **not** the hex it occupies. Additionally, Wizards can steal from as few as one adjacent hex. See page 15 for more details on two-player games.



Feeling exposed? Sell a resource card to build a Wall and prevent a larger steal.

11 | Volcanoes and Aftermath

At the end of every round, volcanic eruptions obliterate the land of Sygon. When every player has completed their turn, roll the Volcano Die.

The Volcano Die

After rolling the Volcano Die, immediately place the Smoke Cloud pieces into the Volcano(es) matching the color(s) on the result of the rolled die. Then, proceed to apply the Aftermath effects for these erupting Volcanoes.

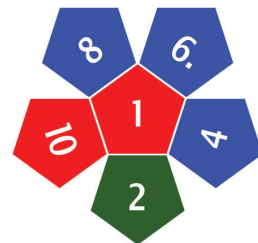
If a Volcano already contains a Smoke Cloud because it erupted last round, remove the Smoke Cloud and do **not** apply the Aftermath effects for that Volcano. No Volcano can erupt two rounds in a row.

Aftermath

Each erupting Volcano causes these Aftermath effects to all adjacent Landscape hexes in the following order:

1. Flip all Landscape hexes with **zero Gold Value, no Town, and no Wall** bordering the erupting Volcano. All other game pieces are removed from the board.
2. Remove one non-Wall building from all hexes with **zero Gold Value and no Wall** bordering the erupting Volcano.
3. Reduce the Gold Value by one of all hexes **without a Wall bordering** the erupting Volcano.
4. Remove all Walls bordering erupting Volcano(es).

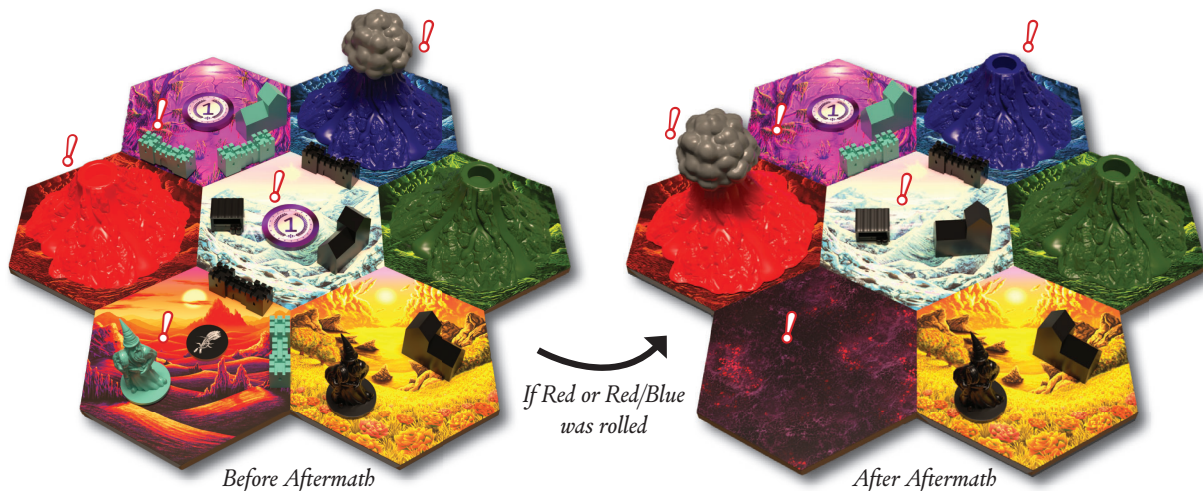
Volcano Die Outcomes Side 1



Volcano Die Outcomes Side 2



If two Volcanoes erupt adjacent to the same Landscape hex, apply the Aftermath effects from both Volcanoes one at a time.



Sorcery Points

After rolling the Volcano Die and applying the resulting Aftermath effects to the board, each player counts their Sorcery Points to determine if they have met the minimum amount to win. Players can receive Sorcery Points by building Towns, Workshops, Markets, and Encirclements. At the end of the round, summate the point value of all of your buildings and encirclements; this is your score.

Encirclements

When a Town is surrounded on all six sides by your Walls, Ash hexes, Volcano hexes, or the board frame, it is encircled. **Players receive one Sorcery Point for each encircled Town.** Walls contributing to an Encirclement may be on either side of a hex border. Thus, if a player has two Towns in adjacent hexes, they need only one Wall between them when encircling both Towns.



Score to Win

To win, a player needs at least '27 minus X' **Sorcery Points (SP)** and the highest score among all players at the end of a round. 'X' equals the number of Ash hexes created by volcanic eruptions.

Fortune Gold

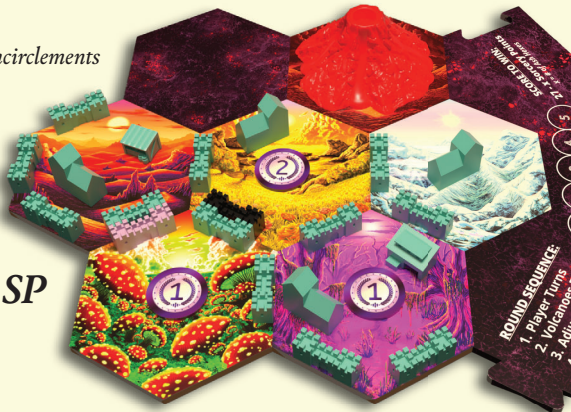
After applying the Aftermath effects, each player receives Gold from the bank equal to the number of Sorcery Points they trail behind the leading player(s).

Offensive Walls? Building Walls in unsettled hexes could prevent an opponent from encircling a Town there later.

Valid Encirclements



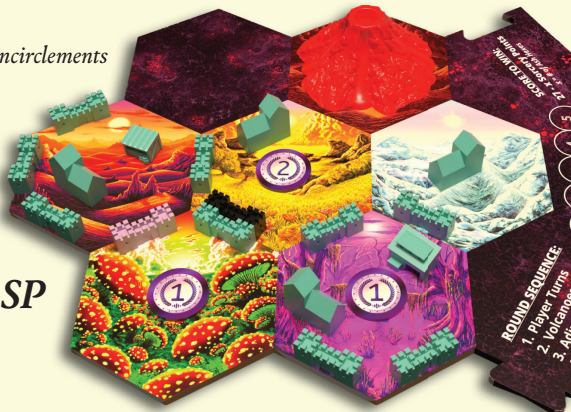
19 SP



Invalid Encirclements



15 SP



Spell Cards



Golden Powers



Spell Cards

Spell Cards are an optional mechanic in Hexes of Sygon designed to make gameplay more strategic and interactive. Experienced players are encouraged to include Spell Cards when playing.

Purchasing Spell Cards

At any point during their turn, a player may purchase and play one Spell Card. Players are not required to play a Spell Card on the same turn it was purchased. Spell Cards cost resource cards or Gold, but are free to play. Players may not buy a Spell Card with a resource card obtained by the Forage Action Spell or Gold obtained by the Steal Action Spell in the same turn. Spell Card costs and effects are listed on their respective card.

Only two copies of each Spell Card exist. Once both copies are bought, that Spell Card can no longer be purchased. *The Replicate Spell Card allows players to gain access to exhausted Spell Cards.*

Playing Spell Cards

A player may play a Spell Card immediately after purchase. However, a Player may only play one Spell Card per turn even if they have purchased and saved multiple Spell Cards throughout the game. All Spell Cards, except for Eternal Evocations, provide one-time effects and cannot be used again.

Eternal Evocations



Eternal Evocations

Eternal Evocations are Spell Cards that grant game-long perks and are automatically played upon purchase. Eternal Evocations are purchased with resource cards.

Short on Gold or board control?
Try activating a Spell Card with an excess resource card to gain a positional advantage.

Two-Player Alternative Gameplay

Use zero spacers when assembling the board frame for a two-player game. Follow the usual game setup (pages 3-4) to begin the game. See below for a recommended first time, two-player board setup.

Gameplay Changes

In a two-player game, some game mechanics are modified to accommodate the reduced player count.

Steal Action Spell

In two-player games, the Steal Action Spell is modified as follows:

1. You may not Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard. *See page 10 for a visual example.*
2. Wizards can Steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Scoring

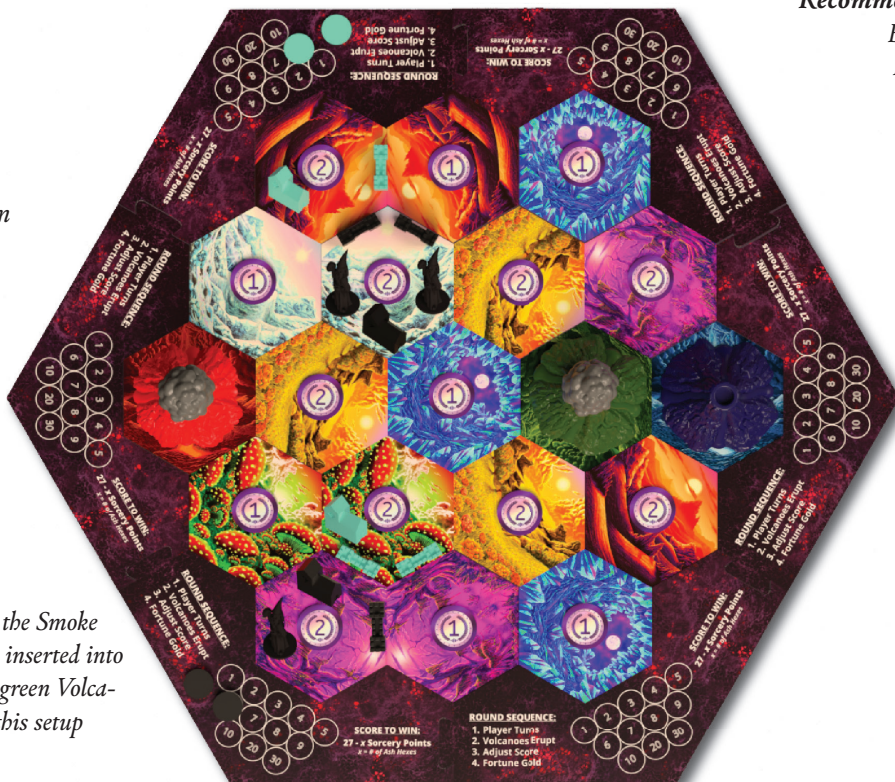
Score two-player games in the same fashion as three- and four-player games.

Two Player Setup

- 3 Volcanoes
- 0 Spacers
- 3 Elixir
- 3 Spice
- 3 Flower
- 2 Snow
- 2 Mushroom
- 3 Crystal

Recommended Two-Player, First Time Board

*Player Order for
Recommended Board*
Black
Blue



*Note that the Smoke
Clouds start inserted into
the red and green Volca-
noes in this setup*

2v2 Team Play Alternative Gameplay

Use a standard four-player board setup for team play games. Use the D12 to determine teams; the highest two rolling players are players 1 and 2 and are teammates. The lowest rolling players are players 3 and 4 and are teammates. In the first round, place Wizards and Towns according to the team-play rotation:



Gameplay Changes

In team play games, some game mechanics are modified to facilitate team strategies and gameplay. Players 1 and 2 (Team 1) each start with 3 Gold while Players 3 and 4 (Team 2) each start with 4 Gold.

Steal Action Spell

In team play games the Steal Action Spell is modified as follows:

1. Teammates may not Steal from each other, but may Steal through each other's Walls.
2. You may not Steal from opponent Towns and Wizards occupying the same hex as your stealing Wizard. *See page 10 for a visual example.*
3. A Wizard can steal from as few as one adjacent hex (as opposed to the normally required two hexes).

Friendly Wizard Interactions

Your Teammate's Wizard and Buildings are considered friendly. Wizards may move through friendly Walls and do not pay one Gold to enter a hex containing a friendly Wizard. Hexes may still only contain up to three Wizards.

When considering building rule #4 (You must have two Wizards in a hex that contains an opponent Wizard to build a Town, Workshop, or Market. This does not apply to the construction of Walls.), your Wizard and a friendly Wizard do outnumber a single opponent Wizard for building purposes.

Effects of Spell Cards (including Eternal Evocations) cast by a friendly Wizard do not affect its teammate's Wizards. (*i.e., if your teammate casts Blizzard, the movement and forage restrictions do not apply to you.*)

Simultaneous Gameplay

Teammates take their turns simultaneously (*i.e., players 1 and 2 will complete all phases of their turn before passing play to the other team*). Teammates may not share, pool, or trade resources or purchase buildings or spells for their teammates.

Scoring

In team play, the game ends when any single player has reached the score to win (page 12) at the end of a round. Then, teammates combine their Sorcery Points to determine the winning team. It is possible that the player who reaches the victory threshold first does not win.

17 | Frequently Asked Questions

Resource Management

Do I collect resources from Towns, Workshops, and Markets in the same turn I built them? Yes, at the end of your turn during the collection phase.

Can I spend resources I foraged, stole, or collected in the same turn I acquired them? No, unless you are playing the optional Spell Card Power Trip.

Can I trade resource cards or Gold with other players? No.

Wizard Placement and Movement

What if I can't place one or more of my Wizards in my Towns under the three Wizard limit? The remaining Wizard(s) must be placed in hex(es) without opponent Towns or Wizards.

Does it cost gold to place my Wizard in my Town if there is an opponent Wizard present? No. It only costs Gold to Walk or Teleport your Wizard into a hex with an opponent Wizard, not place them.

Must I pay gold to move a Wizard into a hex occupied by a knocked over Wizard? Yes. You must still pay one Gold per opponent Wizard present.

Can a Wizard Walk and Teleport on the same Turn? No. Each Wizard may either Walk, Teleport, or stay put.

Can a Wizard Teleport over a Volcano or Ash hex? Yes, but a Wizard cannot Walk or Teleport into a Volcano or Ash hex.

Building and Exchanging

Can I build Walls in hexes where I do not own a Town? Yes, but you cannot build in hexes with an opponent Town.

Can I build a Town in a hex that has another player's Wall? Yes, but you may find it more difficult to Encircle this hex.

Do I remove the Gold Value token from the hex after collecting resources? No. Only volcanic eruptions and the Scorch Action Spell reduce/remove Gold Value tokens.

Can I Transform, Buy, and/or Sell and then build? Yes, you can cast exchange spells and build in any order during the building phase of your turn.

Does the 'Transform discount' stack if I have more than one Workshop and/or more than two Towns on the same hex type? No. The cheapest Transform costs one resource card and two Gold.

Does my Wall between my Towns count towards both Towns' Encirclements? Yes.

Do Towns and Workshops still produce resource cards from hexes that have foraged twice? Yes.

Do buildings and encirclements add sorcery points to your score each round? No. Your score is the sum of the point value of each building and encirclement you have on the board.

Stealing

Can I target knocked over pieces on one of the two or more hexes required to Steal from? No. (Note: In Two-player and team play, only one hex is required to Steal, but you cannot Steal from the hex your Stealing Wizard is in, and knocked over pieces are still not targetable.)

What happens if a player you are targeting with Steal has no Gold? If a player runs out of Gold to Steal from, any Gold a Stealing player would have taken is taken from the bank instead. The Town(s) and/or Wizard(s) that would have been stolen from are still knocked over.

What if there are no spots to Steal from this turn? Then you cannot Steal this Turn.

Protecting

Does the Action Spell Protect work against volcanic eruptions in addition to Stealing? No. Protect only Protects this knocked over Wizard from being Stolen from.

Casting Spells

Can the same Wizard build, exchange, and cast Action Spells? Yes. However, each Wizard can only cast one Action Spell per turn, and a player cannot cast the same Action Spell more than once per turn. The number of building and exchange spells that a player can cast on their turn is only limited by their resources.

Can a player build, exchange, or cast Action Spells before moving a Wizard? No (unless you play the Power Trip Spell Card).. Refer to the player reference card steps and follow those steps in order.

Volcanoes, Aftermath, and Ash Hexes

Do Volcano or Ash hexes flip if an adjacent Volcano erupts? No. Volcanoes and Ash hexes never flip.

Do I readjust my score after a volcanic eruption? Yes. (Note: Remember that Volcano and Ash hexes count towards Encirclements, see page 12)

Tiebreakers

Do I collect resources during the tiebreaker round? Yes. Collect resources from your buildings after your turn as usual.

Spell Cards

Do I collect resource cards when casting Fissure? No. Fissure only allows you to flip Forage tokens and build a free Wall.

When I play Foresight, when do I reveal which Volcano Die number and associated color(s) I am choosing? At the end of the round, but you must declare that you are playing Foresight during your turn.

When my Wizard(s) reappear from a Vanish, can it be in hex(es) with other Wizards? Yes, as long as you abide by the three Wizard per hex limit. Do NOT pay Gold to any opponents when reappearing from a Vanish.

Does the Ward Spell Card increase the cost to purchase and automatically play an Eternal Evocation by one or two Gold? 2 Gold.

Quick Reference

Player Setup

To begin the game, players place two Towns in a snake draft order. If the Town touches the board frame, also place one Wall; if the Town does not touch the board frame, place two Walls. Towns built during the game do not receive free Walls.

Player Turns

During the first round, players place their three Wizards in any combination of their Towns. Do not upright knocked over pieces in the first round of the game. In the second round, players begin their turn by uprighing all of their knocked over pieces. Then, proceed through the turn phases in order: upright phase (page 5), movement phase (page 6), building phase (pages 7-8), casting phase (page 9-10), collection phase (page 5 & 8).

Volcanoes

At the end of the round, roll the Volcano Die. Insert the Smoke Clouds into the corresponding Volcanoes and apply the aftermath affects to adjacent hexes (page 11).

Victory

The score to win is 27 minus the number of Ash hexes on the board. All players play one additional round if two or more players are tied for first. If the tie for first is not broken in this additional round, determine the winner between the leading players by remaining resources: one point for each Gold and four points for each resource card.

Fortune Gold

Players receive Gold from the bank at the end of each round equal to the number of Sorcery Points they trail the leading player.

Credits

Game Design: Alec Cacheris

Art & Graphics: Tony Harrop and John Harrop

Miniature Design: Anastasios Chatzoudis, Alec Cacheris, and Przemyslaw Iwan

Special Thanks: William Cacheris, Bill Cacheris, Brandon Connor, Mayer Mitchell, Maria Bruce, Harrison Reisinger, Ryan Kelly, Cheryl Swartz, Dillon Gouge, Devin Clark, and Alyssa Hayes.

Additional Thanks: Daniel Thompson, Sam Thompson, Marshall Addison, John DeCampi, Alexis Frasciello, Matthew Bush, David Buback, Andrew Cremeen, Gabriel Pollard, Matthew Allen, Jake Maeker, John Santangelo, Matthew Miller, Sean Kosslow, Jackson Perry, and Seth Messer.

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