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# v1

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Game: **SONS OF FAERIELL**

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Created by Peter Gifford 'Universal Head'  
The Esoteric Order of Gamers



# Sons of Faeriell

## SETUP

The board consists of 8 **areas**, each divided into 4 **regions**. Each region has a terrain type: **mountain**, **meadow**, **river** or **forest**. Around regions are **nodes** connected by **paths**. Two regions that share a path are **adjacent**.

Place 1 random **terrain token** in a random region of each area, then place the area's **Great Guardian** (GG) on it. These regions are **heartlands**, and acquire that token's terrain type in addition to their own.

Shuffle the **heirloom herb cards** and place them facedown on their board slot, then reveal 3 cards in the slots beside the deck.

Shuffle the **perk tiles** facedown, divide them into 4 piles as evenly as possible, place them in their slots on the board, then flip each pile faceup.

Place the **spiritual totem** and 2 of each type of **beacons**, on their board slots.

Place each **attunement card** on its corresponding GG board slot.

Place the black **doom token** on the first space of the doom track.

Place the **corruption sower tile** and its **perk tiles** on the slots next to the doom track (if adding the additional corruption sower tiles, randomly choose 5 tiles from all those available to use this game). Place the **corruption mask** on top of the corruption sower tile.

Sort the **essence cards** by color, shuffle each deck, and place them on their slots on the board, Great Guardian side facedown.

Give the **first player token** to the player who most recently touched a tree. They are the first in turn order and other players follow in clockwise order.

Each player chooses a tribe color and takes the matching player board, hero tiles, tokens, and meeples. Place 5 **achievement tokens** on the slots on your player board, and the 6th token on the purity achievement slot on the board. Place your **tribe corruption token** on the white slot of the tribe corruption slot.

In play order, each player chooses a region and places one of their **settlements** on it; they now **own** that region. Then, in reverse order, each player does the same again. Only 1 settlement can exist in each region. Place the other 4 settlements on the slots on your player board.

Place your 3 **phase tiles** faceup to the left of your player board, from top to bottom: tribe phase, event phase, then hero phase.

Stack your 4 **tracking tokens**, in any order, on the starting space of your player board.

In play order, choose 1 hero type (red/adventurer, green/druid, blue/shaman, yellow/chieftain) and place its corresponding **hero tile** to the right of your player board, active side up. Place 2 **action gems** on the tile. Place the remaining hero tiles, inactive side faceup, to the left of your player board. Place each of the tribe masks on their matching tile.

Each player chooses a **weybit miniature** and places their chosen hero tile's matching mask on it. Place the miniature on a node of an owned region.

In play order, each player takes 1 **essence card** for each owned region, matching its terrain type. If the region is a heartland, choose between the 2 terrain types. Put these on the essence slot of your player board to form your **essence pool**.

Place the **harvest token** on a random slot of the **harvest wheel**.

2 player game: In play order, each player takes 1 additional settlement from the lowest slot on their player board and places it in a free region. In reverse order, each player activates an additional hero tile, places the mask on a miniature, and places the miniature on a free node of an owned region.

3 player game: Each player takes 1 additional essence card according to the terrain type of the owned regions.

Put 4 of each color of **menace tokens** (red, blue, yellow, and green) in the event bag. Draw 3 tokens one at a time, checking the GG on them (the first side you see), and placing them under that GG. If a GG already has a token under it, discard the drawn token; after placing 3 tokens, return the discarded tokens to the bag.

For an increased difficulty level, place the number of menace and corruption tokens shown on p12 of the rules.

Put the **havoc token** and the 4 **corruption tokens** in the bag.

The game begins with the player with the first player token.

## GAME TURN

The game is divided into **rounds**, each of which consists of 3 **turns** per player, performed one at a time in clockwise order. During a turn, a player must choose one of their phase tiles, turn it facedown, and resolve that **phase**. An action of a phase must be fully resolved before performing another action. Once completed, that player cannot resolve that phase again during that round.

When all 3 phases have been performed by all players, that round ends. Turn all phase tiles faceup, restore all attunements, heirloom herbs and action gems, and pass the first player token to the next player clockwise. Then begin a new round.

## TRIBE PHASE

You may perform any of the following actions in any order for the cost in essences shown. When you spend essences, discard them GG side faceup on their corresponding discard pile.

### 1. DRESS UP A NEW HERO



Choose one of your **weybit miniatures**, attach a **mask** that is on an inactive hero tile, and place the miniature on a node of one of your owned regions. You can activate a maximum of 3 heroes.

Flip and move the tile from the left to the right side of your player board and place 2 action gems on it.

### 2. LEVEL UP A HERO



PER ACTUAL LEVEL +1

Spend essences of the same color, choose one of the faceup **perk tiles** from the piles on the board, and place it next to the tile of the chosen hero. The cost is equal to the hero's **level** (the sum of their hero and perk tiles) plus 1.

Then discard another hero perk tile from one of the piles, and put it at the bottom of its pile.

When a hero reaches their fourth level, place 1 additional action gem on the hero tile.

### 3. BUILD A SETTLEMENT



PER CURRENTLY OWNED SETTLEMENT

Spend essences of the same color equal to the amount of **settlements** you already own, take the bottom-most settlement from your player board, and place it in a settlement-free region that is either adjacent to one of your owned regions, or next to a node occupied by one of your hero miniatures.

### 4. BUILD A BEACON



Take one of the available **beacons** and place it on one of your owned regions. There can only be 1 beacon per region.

### 5. CONTROL THE SPIRITUAL TOTEM



+ NUMBER OF ESSENCES ON SPIRITUAL TOTEM SLOT

Place the **spiritual totem** in one of your owned regions that has a beacon on it. Any player may take control of the totem, but every time a player does so, they place one of the spent yellow essences on the spiritual totem slot. The next controller must pay the cost increased by the number of yellow essences on the slot.

### 6. GATHER A HEIRLOOM HERB



Take one of the available faceup **heirloom herb cards** and place it next to your player board. Then discard one of the remaining faceup cards and refill the empty slots with new faceup cards.

### 7. ATTUNE WITH A GREAT GUARDIAN



-1 ESSENCE FOR EACH SETTLEMENT IN THE AREA

Take one of the GG **attunement cards** from the board and place it next to your player board. Its cost is reduced by 1 essence of your choice for each of your settlements in that GG's area.

## EVENT PHASE

Perform these actions in order:

### 1. GREAT GUARDIAN MOVEMENT

**OPTIONAL** You can perform a GG movement once per event phase if you wish, as long as that GG's card is in your essence pool. Show the other players the chosen card, return it to your pool, then move that GG to any region in its own area (along with any menace or corruption underneath it).

### 2. MENACE DRAFT

Check the current position of the doom token:

**Space 0-4:** Draw 1 token from the event bag.

**Space 5-9:** Draw up to 2 tokens from the event bag.

**Space 10-14:** Draw up to 3 tokens from the event bag.

Draw 1 token at a time and do the following depending on its type:

**Menace tokens:** Place the token under the corresponding GG. If the GG already has a menace token underneath it, discard the drawn token and move the doom token 1 space forward. Gather discarded tokens next to the bag.

**Corruption tokens:** Solve a **corruption event**. Then, if the doom token is on space 5-14, don't draw any further tokens. If you choose to ignore corruption, place the corruption token underneath the corresponding GG, discarding any menace token underneath it, if present. Gather discarded tokens next to the bag.

**Havoc token:** Move the doom token 1 space forward, then put this and any other discarded tokens back into the event bag. If the doom token is on space 5-14, don't draw any further tokens.

### 3. SOLVE A MENACE BY BEACON OR SPIRITUAL TOTEM

**OPTIONAL** If you own any beacons, each beacon may solve 1 menace of its color anywhere within the area in which it is placed.

Follow these steps:

1. Discard the menace token from the board and place it next to the event bag.

2. Draw 1 essence card corresponding to the color of the solved menace and add it to your essence pool.

3. Move the tracking token of the corresponding color 1 space forward on your player board track.

If you control both a beacon and the spiritual totem in a region, you can solve a menace corresponding to the color of the beacon **anywhere on the entire map** instead.

*Advanced tie break: If your token is already on the 5th space of your track, choose one of the other players and move the corresponding token 1 space backward on their track.*

### 4. HARVEST

Advance the harvest token clockwise a number of steps from 1 up to the number shown in the top empty settlement slot on your player board. Then resolve the icon it stops on:

#### Great Guardian icon

For that GG's area, **each player** takes 1 essence card per owned region, of a type corresponding to one of that region's terrain types.

If the player has a beacon on a heartland, they take 2 essence cards: one corresponding to the terrain type on the region, the other corresponding to the terrain type on the token.

If the GG has a menace token under it, the GG and the region it is in are **threatened**. The player owning the region cannot take any essence card for that region.

If the GG has a corruption token under it, the GG and the region it is in are **corrupted**. The player owning the region cannot take any essence card for that region, and triggers a **corruption event**.

#### Terrain type icon

**Each player** must choose 1 owned region of the corresponding terrain type. If the region is not threatened or corrupted, they take the corresponding essence card. Some heirloom herb effects increase the number of cards taken this way.

If the chosen region is **threatened**, the owning player cannot take any essence card.

If the chosen region is **corrupted**, the owning player cannot take any essence card and triggers a **corruption event**. (If the corruption event is triggered by multiple players, resolve them in play order.)

## HERO PHASE

You may perform any of the following actions in any order.

## 1. HERO ACTIONS

Each hero may perform up to 2 hero actions, or 3 actions if they have reached 4th level. Use the action gems to keep track. You may perform the same action more than once.

### 1. MOVEMENT

Heroes can only move along paths. Move your hero a number of nodes up to that hero's level. A hero may move through another hero, but cannot stop on it.

### 2. SOLVE A MENACE BY A HERO

Adventurers can solve red menaces, chieftains yellow menaces, shamans blue menaces, and druids green menaces (as indicated by the color of their mask).

If a hero is on the node of a threatened region, solve a menace as follows:

1. Discard that menace token from the board and place it next to the event bag.

2. Draw 1 essence card corresponding to the color of the solved menace and add it to your essence pool.

3. Move the tracking token of the corresponding color 1 space forward on your player board track (you may apply the advance tie break rule).

### 3. GO ON A QUEST

Draw a card from the appropriate essence deck: yellow for chieftains, blue for shamans, green for druids, red for adventurers, or black for any hero type.

Secretly look at its GG side, keep it hidden, and place it facedown next to the hero perks of the acting hero to form their **quest pool**.

A quest pool can host a number of quest cards up to that hero's level. They may continue to go on quests, but must discard 1 card from their pool if they exceed the limit.



#### 4. SOLVE A QUEST

Choose a card from your quest pool and check the current position of the GG depicted on it. To solve a quest, the hero must be on a node of the region where that GG is currently located.

If the hero type matches the color of the chosen card (yellow for chieftains, blue for shamans, green for druids, red for adventurers, or black for any hero type), solve a quest as follows:

1. Check the position of the GG on the chosen essence card and reach a node of that region.
2. Show the chosen card to the other players.
3. If it is a corruption essence card, discard it, and resolve a corruption event. Otherwise add it to your essence pool.

## 2. PERK ACTIONS

Some perks give the hero new ways to use their action gems or essence cards.

To **remove a menace**, take the menace token from the board and set it aside, then move the tracking token 1 space forward on their player board; no essence cards are gained.

Some perks give the hero a special action they may perform once per hero phase (place an additional action gem on the tile). You may use the gem only to use the ability of that perk.

Some perks give the hero special abilities that produce effects each time the requirements are met.

## 3. LORE ACTIONS

Some attunements and heirloom herbs give the hero lore actions. Any lore action can be performed once per hero phase.

#### 1. GREAT GUARDIAN ATTUNEMENT MOVEMENT

1. Choose and use one of your GG attunements. Once used, rotate the card 90°.
2. Choose one of your heroes on a node of that GG's area.
3. Move the chosen hero to any unoccupied node of that GG's area.

#### 2. SOLVE A MENACE BY A HERO USING HEIRLOOM HERBS

1. Choose and use one of your heirloom herbs. Once used, rotate the card 90°.
2. Any of your heroes on a node of a threatened region solves a menace on that region, according to the chosen heirloom herb.

## CLAIMING ACHIEVEMENTS

**Achievements must always be claimed as soon as a player meets the requirements.**

To claim an achievement, take one of your achievement tokens from your player board and place it on the corresponding achievement slot on the board.

**Claiming achievements costs 1 essence card.** The color required is shown on the slot on your player board from which you take the achievement token. You may choose not to spend the essence, or may not be able to. If so, place the chosen achievement token anyway and move the doom token 1 space forward.

**Achievements must always be removed as soon as a player loses the requirements.** Move the achievement token to one of the areas to the side of the achievement slots area. All of the achievement tokens in this area can be used to claim future achievements without spending any additional essence, and the doom token is not affected.

The same achievement slot can host more than one player's achievement token. However, as soon as one of them reaches a higher score, they remove all the other player's tokens as if they lost their requirements.

## CORRUPTION

**Corruption essences** are wild cards which can be spent in place of any other essence when paying for advancements. You may spend as many as you wish. However, they cannot be spent when using a hero perk and/or to solve a corruption event (*clean your tribe or cleanse corruption*).

#### SOLVE A CORRUPTION EVENT

Choose one of these options:

**Yield to corruption:** Draw a corruption essence card and add it to your essence pool. Move your tribe corruption token 1 space forward on the track.

**Ignore corruption:** Move the doom token 1 space forward.

**Cleanse your tribe:** Spend 1 essence of the color related to one of your active heroes. Move your tribe corruption token 1 space backward.

**Cleanse corruption:** Spend 1 essence of the color related to one of your active heroes. Move the doom token 1 space backward or discard a corruption token from underneath a corrupted GG.

#### TRIGGER A CORRUPTION EVENT

Corruption events are triggered when:

- A corruption token is drawn during the menace draft step of the event phase. This event must be solved by the active player.
- A hero solves a quest for a corruption essence. This event must be solved by the active player.
- During the harvest step of the event phase, a player is the owner of a corrupted region matching the harvest token position. This event must be solved by the player who owns the corrupted region.

#### ADVANCING THE DOOM TOKEN

Move the doom token 1 space forward on the doom track when:

- A player claims an achievement without paying the required cost (if a cost is required).
- An already threatened GG is assigned another menace during the menace draft step of the event phase.
- A player chooses to ignore corruption during a corruption event.
- The havoc token is drawn from the event bag during the menace draft step of the event phase.

#### TRIBE CORRUPTION LEVEL

Players lose the **purity achievement** as soon as their tribe corruption level rises (though they can claim it again).

At the end of any turn, if any player has reached the 5th tribe corruption level (black slot), one of the following can happen:

- The player gains the **corruption sower**, if no other player has gained it yet (if multiple players gain the level at the same time, give it to the player first in play order).
- If a player has already gained the corruption sower, any other player reaching the 5th level moves the doom token 2 spaces forward.

## THE CORRUPTION SOWER

When a player gains the corruption sower, they can no longer win by achievements. Instead, their goal is to make the doom token reach the 15th space of the doom track.

When you gain the sower, choose one of your heroes, return their hero tile and tribe mask to the box, and replace them with the corruption sower ones. You may then replace any number of their already acquired perk tiles with any corruption sower ones. Return discarded tiles to the box.

If you claimed a hero achievement with that hero, you lose that achievement.

Even though the player can't win by achievements, they can still claim them.

The corruption sower can solve quests only for corruption essences, and cannot solve menaces normally.

## END GAME CONDITIONS

The game ends when any of these conditions are met:

1. **If the doom track reaches the 15th space and no player has the corruption sower**, the game ends immediately and all players lose to corruption.
2. **If the doom track reaches the 15th space and a player has the corruption sower**, the game ends immediately and that player wins the game.
3. **When a player claims 5 or more achievements, the game ends at the end of the round.** The player with the most achievements wins the game (even if this ends up being less than 5).

The victory rank for the rest of the players is based on the number of their achievements: the player with the next highest number of them is second, the next highest is third, etc.

On a tie, the player with the *corruption cleanser* achievement wins.

If none of the players has claimed it, the one with the *purity* achievement wins. If none of the players has claimed that, the first one in play order wins.

4. **When a player claims 5 or more achievements, the game ends at the end of the round.** If all the players without the **corruption sower** have claimed 5 or more achievements, including the *purity* achievement, they can defeat corruption together; to do so, they must share the number of achievements claimed.

If a player claims the 7th achievement, the game ends immediately and that player wins.

#### OPTIONAL RULE TO AVOID CORRUPTION:

*When a player claims 5 or more achievements and no player has the corruption sower, the ending condition determined by the doom track reaching the 15th space cannot be triggered.*

## ADDITIONAL RULES

## THE SHADOWS

The **shadow** is an optional hero type represented by an additional dark mask for each tribe.

During setup, each player takes the shadow hero tile and the matching hero mask. Players cannot choose the shadow as a starting hero.

Shadows can only take black quests.

Players with an active shadow can spend a corruption essence to solve a corruption event (*cleanse your tribe* or *cleanse corruption* options).

Corruption tokens on the board are considered menaces and can be solved: when this occurs, instead of providing an essence as a reward, a corruption event is triggered. Once solved, as a reward, the player can move any tracking token 1 space forward on their player board.

The shadow's innate ability is **move with the shadows**: as a free action, discard a corruption essence and move to any node on the board. Use this ability once per your hero phase.

## THE DRIFTER

During setup, after attaching masks to your heroes, the first player randomly places the **drifter miniature** on a free node. The **drifter token** goes to the player sitting to the right of the first player.

The player with the drifter token controls the drifter during their hero phase. After all heroes have taken their actions, the drifter can perform these 2 actions in any order:

1. **Movement:** The drifter moves like a hero, up to a number of nodes equal to the tribe corruption level of the active player, plus 2.
2. **Menace shift:** Remove a menace or a corruption token from underneath a GG on a region adjacent to the drifter and place it under any other GG that does not already have one. When this occurs, a corruption event is triggered.

At the end of each round, the player with the drifter token passes it to the player to their right.

## FULL COOP AND SOLO PLAY

## SETUP

Before setup, each player randomly chooses an essence deck:

**1-2 players:** Each player draws 4 cards from the chosen deck, then randomly chooses one of their hero tiles and puts it aside.

**3-4 players:** Each player draws 3 cards from the chosen deck, then randomly chooses 2 of their hero tiles and puts them aside.

Then, setup as normal, with these additions:

- Skip the corruption sower step.
- When players have to place their starting settlements, they must reveal and discard one of the essence cards drawn, and place the settlement on a region of the corresponding GG.
- Players cannot choose their starting heroes among those previously set aside.

At the end of the setup, return to the left of your player board all the hero tiles previously set aside, discard any remaining essence cards drawn, and shuffle back all discarded cards into their essence decks.

## GAMEPLAY

Play as normal, with these variations:

**Event phase:** When the player performs the harvest action, if the harvest token is on a terrain type icon, only the active player chooses a region and may take the corresponding essence card. Heirloom herb cards that harvest additional essences work as normal.

**Automatic doom:** At the end of every round, after checking the winning conditions, move the doom token forward a number of spaces equal to the number of menaces depicted on the doom track according to the token position.

**Corruption sower:** When a player reaches the 4th slot on the tribe corruption track, they cannot choose the option *yield to corruption* anymore to solve a corruption event.

## WINNING

#### SOLO PLAY MODE

To achieve victory, the player must claim 6 achievements.

#### FULL COOP MODE

At the end of a turn players can win in 2 different ways:

- By claiming together a specific total number of achievements (see table p28), or
- By placing together a specific total number of achievement tokens on the board (see table p28).

# Sons of Faeriell

## GAME TURN

During a turn, a player turns 1 of their phase tiles facedown and resolves that **phase**. When all players have performed all phases, restore cards and gems, and pass the first player token clockwise.

### TRIBE PHASE



#### 1. DRESS UP A NEW HERO



Attach an inactive hero tile's mask to one of your **weybits** and place it on a node of one of your owned regions. You can activate a maximum of 3 heroes. Flip and move the tile from the left to the right of your player board and place 2 action gems on it.

#### 2. LEVEL UP A HERO



Spend essences of the same color and choose a faceup **perk tile**. The cost is the hero's **level** (hero + perk tiles) plus 1. Then put another perk tile from one of the piles at the bottom of its pile. When a hero reaches 4th level, they get 1 extra action gem.

#### 3. BUILD A SETTLEMENT



Spend essences of the same color equal to the number of owned **settlements**, take the bottom settlement from your board, and place it in a settlement-free region either adjacent to one of your owned regions, or next to a node occupied by one of your heroes.

#### 4. BUILD A BEACON



Take one of the available **beacons** and place it on one of your owned regions. There can only be 1 beacon per region.

#### 5. CONTROL THE SPIRITUAL TOTEM



Place the **spiritual totem** in one of your owned regions that has a beacon on it. Every time a player takes the totem, they place one of the spent yellow essences on the spiritual totem slot.

#### 6. GATHER A HEIRLOOM HERB



Take one of the faceup **heirloom herb cards**, then discard one of the faceup cards and refill the empty slots with new cards.

#### 7. ATTUNE WITH A GREAT GUARDIAN



Take 1 GG **attunement card**. Its cost is reduced by 1 chosen essence for each of your settlements in that GG's area.

## EVENT PHASE



#### 1. GREAT GUARDIAN MOVEMENT

**OPTIONAL** Once per event phase, if the GG's card is in your essence pool, move that GG (and any menace or corruption underneath it) to any region in its own area.

#### 2. MENACE DRAFT

**Doom token space 0-4:** Draw 1 token from the event bag. **5-9:** Draw up to 2 tokens. **10-14:** Draw up to 3 tokens.

**Menace tokens:** Place the token under the corresponding GG. If the GG already has one under it, discard the drawn token and move the doom token 1 space forward.

**Corruption tokens:** Solve a **corruption event**. Then, if the doom token is on space 5-14, don't draw any more tokens. If you *ignore corruption*, place the corruption token under the corresponding GG (discarding any menace token).

**Havoc token:** Move the doom token 1 space forward, then put this and any other discarded tokens back into the event bag. If the doom token is on space 5-14, don't draw any more tokens.

#### 3. SOLVE A MENACE BY BEACON/SPIRITUAL TOTEM

**OPTIONAL** Each of your beacons may solve 1 menace of its color anywhere in the beacon's area. Discard that menace, draw 1 essence of that color, and advance that color's tracking token 1 space. If you control a beacon *and* the totem in a region, you can solve a menace of the beacon's color **anywhere on the map**.

#### 4. HARVEST

Advance the harvest token clockwise from 1 step up to the number shown in the top empty settlement slot on your player board. Then resolve the icon it stops on:

**GG icon:** For that GG's area, **each player** takes 1 essence card per owned region. If the player has a beacon on a heartland, they take 2 essence cards, each matching the 2 terrain types on the region.

**GG with menace token:** GG and its region **threatened**. Cannot take any essence card for that region.

**GG with corruption token:** GG and its region **corrupted**. Cannot take any essence card + triggers a **corruption event**.

**Terrain type icon:** **Each player** must choose 1 owned region of the corresponding terrain type. If the region is not threatened or corrupted, they take the corresponding essence card.

**Region threatened:** Cannot take any essence card.

**Corrupted:** Cannot take any essence + triggers **corruption event**.

## HERO PHASE



Perform any of the following actions in any order.

### 1. HERO ACTIONS

Each hero may perform up to 2 hero actions (3 if they have reached 4th level). You may repeat actions.

#### 1. MOVEMENT

Move your hero a number of nodes up to that hero's level.

#### 2. SOLVE A MENACE BY A HERO

The menace must be of the hero's color and the hero on a node of the threatened region. Discard that menace, draw 1 essence of that color, and advance that color's tracking token 1 space.

#### 3. GO ON A QUEST

Draw an essence of the hero's color (black for any hero). Look at its GG side and place it facedown next to the hero's perks (this **quest pool** can host a number of cards up to that hero's level).

#### 4. SOLVE A QUEST

To solve one of their quests, the hero must be on a node of the GG's region and the hero must match the color of the chosen card. If it is a corruption essence card, discard it, and resolve a corruption event. Otherwise add it to your essence pool.

### 2. PERK ACTIONS

**Remove a menace:** Discard the menace token and move the tracking token 1 space forward on your player board.

### 3. LORE ACTIONS

Any lore action can be performed once per hero phase.

#### 1. GREAT GUARDIAN ATTUNEMENT MOVEMENT

Use one of your GG attunements, then rotate the card 90°. Move one of your heroes on a node of that GG's area to any unoccupied node of that GG's area.

#### 2. SOLVE A MENACE BY USING HEIRLOOM HERBS

Use one of your heirloom herbs, then rotate the card 90°. Any of your heroes on a node of a threatened region solves its menace.

# Sons of Faeriell

## GAME TURN

During a turn, a player turns 1 of their phase tiles facedown and resolves that **phase**. When all players have performed all phases, restore cards and gems, and pass the first player token clockwise.

### TRIBE PHASE



#### 1. DRESS UP A NEW HERO



Attach an inactive hero tile's mask to one of your **weybits** and place it on a node of one of your owned regions. You can activate a maximum of 3 heroes. Flip and move the tile from the left to the right of your player board and place 2 action gems on it.

#### 2. LEVEL UP A HERO



Spend essences of the same color and choose a faceup **perk tile**. The cost is the hero's **level** (hero + perk tiles) plus 1. Then put another perk tile from one of the piles at the bottom of its pile. When a hero reaches 4th level, they get 1 extra action gem.

#### 3. BUILD A SETTLEMENT



Spend essences of the same color equal to the number of owned **settlements**, take the bottom settlement from your board, and place it in a settlement-free region either adjacent to one of your owned regions, or next to a node occupied by one of your heroes.

#### 4. BUILD A BEACON



Take one of the available **beacons** and place it on one of your owned regions. There can only be 1 beacon per region.

#### 5. CONTROL THE SPIRITUAL TOTEM



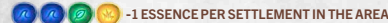
Place the **spiritual totem** in one of your owned regions that has a beacon on it. Every time a player takes the totem, they place one of the spent yellow essences on the spiritual totem slot.

#### 6. GATHER A HEIRLOOM HERB



Take one of the faceup **heirloom herb cards**, then discard one of the faceup cards and refill the empty slots with new cards.

#### 7. ATTUNE WITH A GREAT GUARDIAN



Take 1 GG **attunement card**. Its cost is reduced by 1 chosen essence for each of your settlements in that GG's area.

## EVENT PHASE



#### 1. GREAT GUARDIAN MOVEMENT

**OPTIONAL** Once per event phase, if the GG's card is in your essence pool, move that GG (and any menace or corruption underneath it) to any region in its own area.

#### 2. MENACE DRAFT

**Doom token space 0-4:** Draw 1 token from the event bag. **5-9:** Draw up to 2 tokens. **10-14:** Draw up to 3 tokens.

**Menace tokens:** Place the token under the corresponding GG. If the GG already has one under it, discard the drawn token and move the doom token 1 space forward.

**Corruption tokens:** Solve a **corruption event**. Then, if the doom token is on space 5-14, don't draw any more tokens. If you *ignore corruption*, place the corruption token under the corresponding GG (discarding any menace token).

**Havoc token:** Move the doom token 1 space forward, then put this and any other discarded tokens back into the event bag. If the doom token is on space 5-14, don't draw any more tokens.

#### 3. SOLVE A MENACE BY BEACON/SPIRITUAL TOTEM

**OPTIONAL** Each of your beacons may solve 1 menace of its color anywhere in the beacon's area. Discard that menace, draw 1 essence of that color, and advance that color's tracking token 1 space. If you control a beacon *and* the totem in a region, you can solve a menace of the beacon's color **anywhere on the map**.

#### 4. HARVEST

Advance the harvest token clockwise from 1 step up to the number shown in the top empty settlement slot on your player board. Then resolve the icon it stops on:

**GG icon:** For that GG's area, **each player** takes 1 essence card per owned region. If the player has a beacon on a heartland, they take 2 essence cards, each matching the 2 terrain types on the region.

**GG with menace token:** GG and its region **threatened**. Cannot take any essence card for that region.

**GG with corruption token:** GG and its region **corrupted**. Cannot take any essence card + triggers a **corruption event**.

**Terrain type icon:** **Each player** must choose 1 owned region of the corresponding terrain type. If the region is not threatened or corrupted, they take the corresponding essence card.

**Region threatened:** Cannot take any essence card.

**Corrupted:** Cannot take any essence + triggers **corruption event**.

## HERO PHASE



Perform any of the following actions in any order.

### 1. HERO ACTIONS

Each hero may perform up to 2 hero actions (3 if they have reached 4th level). You may repeat actions.

#### 1. MOVEMENT

Move your hero a number of nodes up to that hero's level.

#### 2. SOLVE A MENACE BY A HERO

The menace must be of the hero's color and the hero on a node of the threatened region. Discard that menace, draw 1 essence of that color, and advance that color's tracking token 1 space.

#### 3. GO ON A QUEST

Draw an essence of the hero's color (black for any hero). Look at its GG side and place it facedown next to the hero's perks (this **quest pool** can host a number of cards up to that hero's level).

#### 4. SOLVE A QUEST

To solve one of their quests, the hero must be on a node of the GG's region and the hero must match the color of the chosen card. If it is a corruption essence card, discard it, and resolve a corruption event. Otherwise add it to your essence pool.

### 2. PERK ACTIONS

**Remove a menace:** Discard the menace token and move the tracking token 1 space forward on your player board.

### 3. LORE ACTIONS

Any lore action can be performed once per hero phase.

#### 1. GREAT GUARDIAN ATTUNEMENT MOVEMENT

Use one of your GG attunements, then rotate the card 90°. Move one of your heroes on a node of that GG's area to any unoccupied node of that GG's area.

#### 2. SOLVE A MENACE BY USING HEIRLOOM HERBS

Use one of your heirloom herbs, then rotate the card 90°. Any of your heroes on a node of a threatened region solves its menace.



# Sons of Faeriell

## THE SPOOKY ROOT

At the start of setup, before placing terrain tokens, place the spooky root miniature on a random region. Players cannot place their starting settlements in that region.

The region is always considered corrupted. GGs cannot be moved there (not even Dornog the Spider). Hereoes on a node of the region cannot solve nor remove menaces or adversaries in any way.

## DORNOG THE SPIDER

During setup, after placing the harvest token on the harvest wheel, check the opposite slot. The first player chooses 1 region of the GG area or terrain type depicted and places Durnog the Spider on that region. Durnog cannot be placed on a region occupied by a GG, and GGS cannot be moved to a region occupied by Durnog.

While Durnog is on a region, that region is always considered threatened. During every event phase, after the harvest token is moved, the active player places Durnog according to the setup rules.

In solo/full coop mode, whenever the active player moves Durnog, they should place it on an owned region, if possible.

## ALTERNATE ACHIEVEMENT TILES

During setup, before assigning the first player token, choose a number of alternative achievement tiles you want to use. Randomly draw that many tiles and randomly place them on top of the old achievements slots on the board, replacing them.

The *purity* achievement and the *corruption cleanser* achievement cannot be replaced this way.

## ALTERNATE SPIRITUAL TOTEM

At the end of setup, the players may choose to play the alternative rule of the spiritual totem. If they do, the standard ability of the spiritual totem is replaced as follows:

If the player owning the spiritual totem has produced no essences during any event phase, the spiritual totem allows the production of 1 essence corresponding to the color of one of their active heroes, except for the corruption one.

## WAY CARDS

During setup, after assigning the first player token, each player randomly draws 2 way cards. After choosing a hero and taking starting essences, each player keeps one of the cards and discards the other to the box. Place the chosen way card facedown next to your player board.

Way cards can be used to:

1. Gain essences: During the tribe phase, you can discard your way card and take the 2 essences depicted in the bottom box.
2. Claim an extra achievement: If you meet all the requirements depicted in the top box, you can reveal your way card anytime during your turn and claim the extra achievement by paying its cost as usual. Extra achievements cannot be lost, or claimed by other players.

## ADVERSITY CARDS

Immediately after setup is complete, divide the adversity cards into 2 decks according to the doom level depicted on the back (5 and 10), and place them facedown next to the board.

Adversity cards are revealed in this order:

**1st adversity:** When the doom token reaches the 5th slot on the doom track for the first time, reveal the first adversity card from the doom level 5 deck.

**2nd adversity:** When the doom token reaches the 10th slot on the doom track for the first time, reveal the first adversity card from the doom level 10 deck.

When an adversity card is revealed, draw 1 token from the event bag. Place the adversity card on the attunement slot of the GG shown on the token. If the slot is occupied by an attunement card, place the adversity card on top of it and that attunement cannot be acquired until the adversity is solved. Then, put the token back into the event bag.

A region hosting an adversity card is considered **threatened**.

### REVEAL ADVERSITIES

Adversities can only be solved during the hero phase.

To solve an adversity, the acting hero must be on a node of the region hosting the adversity card, and must spend 1 action gem. After the action gem is spent, other heroes on the other nodes of the same region join in to solve the adversity.

If the sum of all involved heroes' levels is equal or greater than the solving requirement, solve the adversity and remove its card from the game.

As a reward, the owner of each hero involved takes 1 essence according to the terrain type. The active player only moves their tracking token corresponding to the hero type 1 space forward on their player board.

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## ACHIEVEMENTS

### HERO ACHIEVEMENTS

-  **Adventurer achievement:**  
Highest level adventurer hero, minimum 4th.
-  **Shaman achievement:**  
Highest level shaman hero, minimum 4th.
-  **Druid achievement:**  
Highest level druid hero, minimum 4th.
-  **Chieftain achievement:**  
Highest level chieftain hero, minimum 4th.





### ESSENCE ACHIEVEMENTS

-  **Vigor achievement:**  
Most red menaces solved, minimum 4.
-  **Spirit achievement:**  
Most blue menaces solved, minimum 4.
-  **Ley lines achievement:**  
Most green menaces solved, minimum 4.
-  **Influence achievement:**  
Most yellow menaces solved, minimum 4.





### TERRAIN ACHIEVEMENTS

-  **Mountains achievement:**  
Most owned mountain regions, minimum 4.
-  **River achievement:**  
Most owned river regions, minimum 4.
-  **Forest achievement:**  
Most owned forest regions, minimum 4.
-  **Meadows achievement:**  
Most owned meadow regions, minimum 4.









### TRIBE ACHIEVEMENTS

-  **Fellowship achievement:**  
Most total hero perks with 3 active heroes.
-  **Heirloom herbs achievement:**  
Most heirloom herbs gathered, minimum 3.
-  **Attunements achievement:**  
Most attunements owned, minimum 3.
-  **Beacon achievement:**  
Most beacons owned, minimum 3.

### THE PILLAR OF SOCIETY

-  **Spiritual totem achievement:** Owning the spiritual totem (only the current controller).
-  **Shire achievement:**  
Most contiguous regions owned, minimum 4.
-  **Purity achievement:**  
Zero tribe corruption (white space track).
-  **Corruption cleanser achievement:** Has 0 corruption and chooses to *cleanse corruption* for a corruption event. Lost when chooses to *yield to* or *ignore* corruption.

## ATTUNEMENT CARDS





-  Rotate: Move 1 hero from any node to any other node within the **bear** area. *Counts as +1 shaman level for the hero achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **toad** area. *Counts as a river terrain type for the terrain achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **turtle** area. *Counts as +1 chieftain level for the hero achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **boar** area. *Counts as a meadow terrain type for the terrain achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **stag** area. *Counts as +1 druid level for the hero achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **owl** area. *Counts as a forest terrain type for the terrain achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **snake** area. *Counts as +1 adventurer level for the hero achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **wolf** area. *Counts as a mountain terrain type for the terrain achievement.*

## HEIRLOOM HERB CARDS



-  Rotate: Discounts an essence of the color shown from an advancement cost.
-  Solve 1 menace of the color shown (take rewards and advance track as usual).
-  Rotate: **Chieftain** gains 1 action gem. *Counts as +1 chieftain level for the hero achievement.*
-  Rotate: **Druid** gains 1 action gem. *Counts as +1 druid level for the hero achievement.*
-  Rotate: **Adventurer** gains 1 action gem. *Counts as +1 adventurer level for the hero achievement.*
-  Rotate: **Shaman** gains 1 action gem. *Counts as +1 shaman level for the hero achievement.*
-  Harvest +1 yellow essence when the harvest token is on the **meadow** icon. *Counts as a meadow terrain type for the terrain achievement.*
-  Harvest +1 green essence when the harvest token is on the **forest** icon. *Counts as a forest terrain type for the terrain achievement.*
-  Harvest +1 red essence when the harvest token is on the **mountain** icon. *Counts as a mountain terrain type for the terrain achievement.*
-  Harvest +1 blue essence when the harvest token is on the **river** icon. *Counts as a river terrain type for the terrain achievement.*
-  Adds 3 to the number of slots to move on the harvest wheel, only to reach either of the depicted GGs.

## ACHIEVEMENTS

### HERO ACHIEVEMENTS

-  **Adventurer achievement:**  
Highest level adventurer hero, minimum 4th.
-  **Shaman achievement:**  
Highest level shaman hero, minimum 4th.
-  **Druid achievement:**  
Highest level druid hero, minimum 4th.
-  **Chieftain achievement:**  
Highest level chieftain hero, minimum 4th.





### ESSENCE ACHIEVEMENTS

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Most red menaces solved, minimum 4.
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Most blue menaces solved, minimum 4.
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Most owned river regions, minimum 4.
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Most owned forest regions, minimum 4.
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Most owned meadow regions, minimum 4.

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-  **Heirloom herbs achievement:**  
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Most attunements owned, minimum 3.
-  **Beacon achievement:**  
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## ATTUNEMENT CARDS

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-  Rotate: Move 1 hero from any node to any other node within the **boar** area. *Counts as a meadow terrain type for the terrain achievement.*
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-  Rotate: Move 1 hero from any node to any other node within the **owl** area. *Counts as a forest terrain type for the terrain achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **snake** area. *Counts as +1 adventurer level for the hero achievement.*
-  Rotate: Move 1 hero from any node to any other node within the **wolf** area. *Counts as a mountain terrain type for the terrain achievement.*
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-  Rotate: **Shaman** gains 1 action gem. *Counts as +1 shaman level for the hero achievement.*
-  Harvest +1 yellow essence when the harvest token is on the **meadow** icon. *Counts as a meadow terrain type for the terrain achievement.*
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-  Adds 3 to the number of slots to move on the harvest wheel, only to reach either of the depicted GGs.



## HERO INNATE ABILITIES



When buying an **attunement**, this ability discounts 1 blue essence from its cost.



When buying a **heirloom herb**, this ability discounts 1 green essence from its cost.



When buying a **beacon**, this ability discounts 1 yellow essence from its cost.



When **leveling up** (adventurer only), this ability discounts 1 red essence from its cost.

## HERO PERKS



Perk action: Convert 1 of either color essence depicted into the other color depicted.



Perk action: Move 1 node along the paths of any **river** region.



Perk action: Move 1 node along the paths of any **mountain** region.



Perk action: Move 1 node along the paths of any **forest** region.



Perk action: Move 1 node along the paths of any **meadow** region.



Standard action: Remove any menace on a **river** region.



Standard action: Remove any menace on a **mountain** region.



Standard action: Remove any menace on a **forest** region.



Standard action: Remove any menace on a **meadow** region.



For the essence of the depicted color, gain 1 action gem in this phase.



Can go on a **quest** and solve 1 quest of any color.



Can move 1 additional node.



Can use any essence to solve a corruption event (*cleanse your tribe or cleanse corruption*).



After solving a menace, you may move 1 node.



Perk action: Move the **snake** or the **wolf** to an adjacent region.



Perk action: Move the **bear** or the **toad** to an adjacent region.



Perk action: Move the **boar** or the **turtle** to an adjacent region.



Perk action: Move the **owl** or the **stag** to an adjacent region.



Standard action: Move the **turtle** and the **snake** to any region of their own area.



Standard action: Move the **bear** and the **stag** to any region of their own area.



Standard action: Move the **toad** and the **owl** to any region of their own area.



Standard action: Move the **boar** and the **wolf** to any region of their own area.



When solving a **quest**, gain 1 action gem.



When gaining a new **perk** (this included), move any tracking token 1 space forward on your player board.



Can solve any **menace** on an owned region.



Perk action: Spend a non-corruption essence to move 2 nodes.



Perk action: Spend an essence of the depicted color to trigger a corruption event.

## CORRUPTION SOWER PERKS



1 corruption essence: Move the tribe corruption track of 1 opponent (with at least 1 tribe corruption) 1 space forward.



When gaining this perk, permanently remove 1 of the hero actions.



Corruption essence: gain 2 actions.



Standard action: Remove from the game board any menace and move the doom track 1 space forward.



When the doom track moves 1 space forward, gain 1 corruption essence.



2 non-corruption essences: Move the doom track 1 space forward.



2 corruption essences: Perform a menace draft.



During the harvest phase, gain 1 corruption essence for each corruption token in play.



Perk action: Discard a non-corruption essence, then take 1 corruption essence from each player.



Per action: Convert 2 corruption essences into 3 essences, each of any color.

## HERO INNATE ABILITIES



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Standard action: Remove any menace on a **river** region.



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Perk action: Move the **boar** or the **turtle** to an adjacent region.



Perk action: Move the **owl** or the **stag** to an adjacent region.



Standard action: Move the **turtle** and the **snake** to any region of their own area.



Standard action: Move the **bear** and the **stag** to any region of their own area.



Standard action: Move the **toad** and the **owl** to any region of their own area.



Standard action: Move the **boar** and the **wolf** to any region of their own area.



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