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# v2

Apr 2022

Game: **TAINTED GRAIL: THE FALL OF AVALON**

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Page 6: **Combat / Diplomacy reference back x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.




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# TAINTED GRAIL

## THE FALL OF AVALON

### SETUP

Choose **story**, **standard**, or **challenge** game mode. You may change the mode between chapters. Take the corresponding help card if you chose story or challenge mode.

Each player chooses a **character** and takes their **tile** and a **character tray** of the same color (or any color for *Niamh*). Mark your starting **energy**  and **terror**  levels by placing cubes in their starting slots. Place the T-shaped **health**  marker in its starting slot (starting slots are highlighted with 2 red chevrons).

Record your **starting attributes**, as noted on the back of your character tile. Record your **starting resources**, also noted on the back of your character tile, by placing the corresponding numbers of cubes in the resource slots on your character tray.

Set aside the 80 **combat** and **diplomacy** cards that match the color of your character tray (there are 50 basic combat and diplomacy cards that match your character tray, and 30 advanced combat and diplomacy cards with your character's name above their title).

Pick the 15 basic **combat** and the 15 basic **diplomacy** cards with a **banner** that matches your tray's color. Shuffle them and place them to the left (combat) and right (diplomacy) of your character tray.

Characters from other campaigns must refer to the starter deck lists found on the back of their character tile. In the *Fall of Avalon* campaign, the starter cards used are numbered 1-15/25. Starter cards do not have character names on them.

Take the 15 **advanced combat** cards (they have your character's name on them), then the 10 remaining basic combat cards of the color matching your character tray (the ones without the banner, that weren't used to create your starter deck). Shuffle these 15 advanced cards with the 10 basic cards to form your 25 card **combat advancement pool**. Repeat these steps with the diplomacy cards to build your **diplomacy advancement pool**. Place both advancement pools in one of the save compartments in the box or cover them with the *Advancement Pool* cards.

Place your character tile on the character tray (character actions faceup). Read your character's **introductory letter** (this also gives you your **character number**, used to break ties and unresolved votes). Take your **adventure map**.

Place the **starting location** card in the middle of the play area and place your character models on it. The starting location for *The Fall of Avalon* campaign is #101; others use #201, #301, and #401.

Place 1 **menhir** model on the starting location and put a **dial** in the slot under it. Turn the dial so that it shows 8 (for 1 player), 7 (for 2 players), 6 (for 3 players) or 5 (for 4 players).

Find the 4 **location cards** with the location numbers corresponding to the 4 direction keys on the 4 edges of your starting card and place each of them next to its matching key.

Take all the **encounter cards** and sort them by color into 4 piles. Each pile should contain 31 cards, including a special encounter marked 'your first encounter'.

Shuffle the **item cards** and sort the **secret cards** by number. Place both decks next to the encounters.

Take a fresh **save sheet**. This is used to save your game and to mark statuses that permanently change the way some locations and people respond to your group.

Each player should takes 1 **icon guide card** and 1 **turn order card** with the action list on the back. Leave the **combat / diplomacy help card** on the table.

Optionally, choose one player to be the **chronicler** to maintain the flow of the game (recommended in coop games with 2-4 players).

The chronicler is responsible for reading (or re-telling) paragraphs of the exploration journal aloud to other players; performing upkeep tasks, such as revealing new event cards and reducing all dials at the start of the day; maintaining the save sheet, marking any statuses gained by players, and checking the statuses when asked; adding new location cards and removing location cards no longer in a range of an active menhir; dealing item and secret cards from their decks; and breaking ties and making the final decision in any conflict.

Follow the instructions on the **chapter I setup card**, starting from the front side, to build the event deck and encounter decks.

Shuffle the **random event cards** and place them to the side of your play area or in the box. The event cards may ask you to put a certain number of these random events on top of the event deck (always draw from the deck, never from the random event pile).

When you discard a location, random event, encounter, secret, or item card, place it on the bottom of its deck. The event deck has its own discard pile. Shuffle discarded or destroyed combat and diplomacy cards back into your combat or diplomacy deck when the encounter ends.




If you must remove a card from the game, it is no longer a part of the campaign and should not return to any deck, unless you're specifically instructed otherwise.

**Global:** If a secret card has this keyword, its rules apply to each character.

### THE ORDER OF THE DAY

#### 1. START OF THE DAY

*Skip this sequence on the first day of the campaign.*

- Resolve start of day effects:** Characters with any effects that should be resolved now are resolved in any chosen order.
- Remove expired menhirs:** If a menhir has no dial in the slot of its base, it becomes **inactive**: remove it from the table. Any menhirs still on the table are **active menhirs**.
- Remove locations out of menhir range:** Each location card should be adjacent (in a straight line or diagonally) to a location with an active menhir. Discard any location cards that are not. All characters on a location card removed in this way immediately lose 2  , gain 2 , and are moved to the nearest remaining location card (if there are several the same distance away, choose the lowest-numbered one). This is not a travel action. All other components, including guardians, are discarded.
- Reduce menhir dials:** Reduce the dial of each active menhir by 1. If it was already at 1, remove the dial from under the menhir. The menhir itself won't disappear or become inactive until the next START OF THE DAY.
- Reduce time dials and remove time tokens:** If there are any dials with **time tokens** on them, including on the secret cards or next to characters, reduce them by 1. If a dial can no longer be reduced, remove it from the game.

**Remove 1 time token from every location card that has any on it.** Do not remove any quest tokens from any location.


**6. Move guardians:** If there are any **guardians** on the table, roll the direction die for each and move them.

**7. Reveal and read a new event card:** If it has quest text and a **red padlock symbol**, move it to the **quest** pile, next to the event deck. Unlike regular events that stay active for 1 day, quest events remain on the table until specified.


**8. Discuss your plans:** If you are playing co-op, all players should take time to discuss their plans.

**9. Equip for your journey:** Make sure your character doesn't have more than 1 item with the same **keyword** faceup. Flip any excess items facedown.

#### 2. DURING THE DAY

Each player performs 1 action, in any order players agree on. If they cannot agree, the character with the lowest character number goes first. Each action in the game is marked with an action icon that also indicates its cost in **energy** .


A group of 2 or more players sharing the same location may agree to take the same action together, at the same time, as a **party**.

Once every player has performed 1 action or taken part in 1 party action or passed, players once again perform 1 action each. This continues until all characters have passed or run out of , when players proceed to the END OF THE DAY.

#### EXPLORE (COST 1 )

Flip your current location card and read the text. Some cards are self-contained, and some refer to the **exploration journal**. Continue exploration in the journal until you reach *exploration ends*. Then flip the location card back and continue the game.



If you don't want to flip the card, every location in the exploration journal starts with the same text that is on the back of the card.


**In a party:** The cost of exploration is 1  per party member. Most effects apply to every character in the party, but rewards will usually have to be shared.

#### TRAVEL (COST 1 )

Move your character to any location card connected to your current one. The adjacent edges *must* share the same **direction keys**. Move only in straight lines; no diagonal travel is allowed.

**When you arrive in a new location:**

- Find the cards that match the direction keys on the edges of your new location. Attach them to the corresponding keys if the card you are trying to attach is no further than 1 card away (including diagonally) from an active menhir.
- If a **guardian** is present in the location, resolve the encounter.
- Check whether the new location has an **instant action** . Any rule marked with  must be resolved now.

**In a party:** The cost of travel is 1  per party member. Any automatic action or guardian encounter triggered by your new location must be resolved as a party.

#### LOCATION (COST ? )


See the cost on the location card. You may activate the action on a location card whenever you are present in the location and not involved in some other action.

When you perform an action marked **once per day**, cover its icon with a time token to indicate it has been used. Some locations track other rules with time tokens.


**In a party:** You may activate a location action as a party. Pay the cost only once and receive the output of the action once. Players in the party may help each other pay costs, splitting them any way they want; if they trigger an encounter, they resolve it as a party.

#### CHARACTER (COST ? )

Every character has a **personal action** on their character tile which can only be activated outside of encounters and exploration.


**In a party:** Only your character can use your character action, but party members may help pay the cost. The character performing the action must always pay at least 1 .

#### INSPECT A MENHIR (COST 0 )


 If the location you are in has a **menhir seal** next to its name, it contains a menhir. You may inspect the menhir for free by flipping the location card and reading the menhir section at the bottom. If you have the required resources and meet all criteria, you may **activate** the menhir.







Activating menhirs is only possible in locations that have the menhir seal next to their name. All costs of activating a menhir scale up with the **total number of players** in the game. If you don't want to flip the card, all menhir information is in the corresponding location in the exploration journal.

#### PASS (COST 0 )


You may **pass** even if you have unspent , but once you've passed, you cannot take any more actions until the next day.

#### 3. END OF THE DAY

When all characters have passed or run out , every character performs these steps:

- Resolve end of day effects:** Characters with any effects that should be resolved now are resolved in any chosen order.
- Rest:** You may pay 1 food. If you do, gain 1  and lose 1 .
- Restore your energy:** Return the  marker on your track to the starting slot. If you're **exhausted** (your marker is in one of the last 2 red slots), restore only 4 points of . Your  marker can never be moved past your  marker.
- Advance your character:** You may spend any of your EXP points to raise your attributes, gain new skills or add new combat and diplomacy cards to your deck.
- Build your character decks:** You may customize your combat and diplomacy decks with any cards you have gained from the advancement pool. You can also remove any, but your deck must consist of 15 cards.



**6. Experience dreams:** If the location you're in has a **dream icon**, open the appropriate section of the exploration journal and read the **dream**. If your  marker is on one of the red slots (ie, the *You Are Going Insane* card is attached to your character tray), read the **nightmare** instead.

All characters in a location resolve dreams as a party. All characters going insane in a location resolve nightmares as a party.

### CHARACTER ATTRIBUTES

Your character is defined by 6 basic **attributes**, divided into 3 opposing pairs. After you raise any attribute to 2, every subsequent point of that attribute provides a special skill card that attaches to the side of your character tray next to the attribute.



Aggression



Empathy



Courage



Caution



Practicality



Spirituality

### RESOURCES

**FOOD** At each END OF THE DAY, your character should eat 1 unit of food. Without food, you cannot regenerate.

**WEALTH** Gold, gems and other riches can help you buy life-saving items and equipment.

**Food and wealth** may be traded with party members or any other characters in the same location who are not involved in an action.

**REPUTATION (REP)** Fame and glory; if you have many **REP** points, people will go out of their way to help you.

**MAGIC** Supernatural power may help you during encounters, and is often required to enable menhirs.

**EXPERIENCE (EXP)** Spent on raising your attributes and buying new combat and diplomacy cards.

You cannot carry more than 20 of each resource (except EXP).

### LOCATIONS

Location cards make up the map of Avalon. The **location number** refers to the corresponding location in the exploration journal. Each location card may have up to 3 **location seals**:



**Menhir:** The location contains a menhir you can activate.



**Dreams:** If you end your day in this location, dreams or nightmares come to you in your sleep.



**Friendly/unfriendly settlement:** This location triggers an encounter as soon as you enter it.



## SPECIAL MOVEMENT

Some cards and effects ask you to move your character to the 'lowest-numbered revealed location', 'any connected location', etc. This special move does not count as travel, costs nothing, and is performed instantly. It does however reveal further location cards and trigger any instant actions and guardian encounters.



## LEGACY LOCATION NUMBERS

When location cards change, their number also changes, since they receive a new section in the exploration journal. The original location number (the **legacy location number**) can still be found on the card; use it when connecting the direction keys.

When you visit any location, if the location card with a number indicated by the direction key is no longer available in the game, check the legacy location number instead.

## MENHIRS

You may extend the remaining duration of an active menhir by activating it again. Any remaining power left on the dial is lost at the moment of new activation, and you do not add a new menhir model in the location.

If the last menhir on the map goes out, do not remove the last remaining location cards. The characters may continue to play in these locations, but they lose 2  and gain 2  at each START OF THE DAY until they die or activate one of the menhirs.

## QUESTS AND TASKS



**Quests** are the main missions that lead to the end of the chapter and let you progress through the campaign. They are on either event or secret cards and are marked by a **red padlock symbol**. Whenever you draw a card with a quest, read it and place it in the active quests pile, next to the event deck. Never remove any cards with a quest unless you're instructed to do so.

**Tasks** are small side missions or clues you may choose to pursue. They have no separate cards and no defined end conditions. They are not tied to the chapter and may be completed at any point (until your actions permanently change the location card they are on). Consider taking notes whenever you get a new task.

## PARTIES AND PARTY ACTIONS

Players may form a group or split up as they see fit. Whenever any character takes any action, other characters in the same location may decide to join them. If the character performing the action agrees, all characters form a **party** and take the action together.

All characters in a party are referred to as **party members**. Party members can trade food, wealth, items and secrets at any time, as long as the party is not involved in an encounter.

If you're in a party with another character, you may spend your  or **MAGIC** instead of another party member, and may even cover the entire cost of the action for all the other party members. However, when performing their **character action** on their character tray, the active character must always spend at least 1 .

Joining an action is possible only *before* it begins. Once the action begins, characters can no longer form or disband a party, unless specified otherwise.

## LEAVING OR DISBANDING A PARTY

Each party action needs to be taken and approved by all party members. Any character not wanting to take a specific action with the rest of the party must leave the party before the action begins.

You may not leave a party in the middle of an action. You may leave a party anytime it is not resolving an action.

When a character in a party cannot pay the action cost required for each party member, they are dropped out of the party and the remaining characters proceed with the action.

Party members may only leave during combat and diplomacy if they **escape** from the encounter or are removed due to the effect of the *You Are Dying* card.

## STATUSES AND SAVE SHEET

As you travel, complete quests and solve tasks, you will be asked to mark a certain **status** (or a numbered part of the status) on the save sheet. Statuses are story triggers, and are not personal: if there's a status marked on a save sheet, all characters have it.

## ENCOUNTERS

The **green** deck is mostly used in the wild and contains natural threats such as wild animals or legendary beasts. Many of these encounters grant food when defeated.

The **gray** deck contains dangers related to the world of men, such as brigands, rogue knights, or people driven to insanity. Many of these encounters grant items when defeated.

The **purple** deck contains mysterious and supernatural threats.

The **blue** deck is a special non-combat deck. It is used mostly when you visit an unfriendly settlement and it contains dangerous situations, as well as personal and diplomatic challenges.

Cards in each of these decks are divided into 4 difficulty levels. Drawing an encounter immediately launches you and your party into combat or diplomacy, depending on the encounter card.


## GUARDIANS

If you fail to defeat a guardian encounter, place its card on the location where you triggered it. **At the start of each day, roll a guardian die:**

- Cardinal direction:** Move the guardian accordingly.
- Nothing:** The guardian does not move.
- Discard:** Remove the guardian from play (return its card to the bottom of its encounter deck).

If the guardian moves to an unrevealed or unconnected location, move it to the highest-numbered connected location instead. If the guardian stays in the same location and there are any characters there, immediately start the encounter (all characters present in the location must fight together).

If the guardian enters a location with any character, or vice versa, immediately start the encounter. If there's more than 1 guardian there, players may choose which encounter to trigger first. Once the guardian is defeated, put its card on the bottom of its deck.

If a character or a party enters a location with a guardian and an **instant action** , trigger the guardian encounter first and then resolve the instant action.

If there are more encounters of a certain type on the board than available models, use cards to represent any excess encounters.

## ITEMS, EQUIPMENT AND SECRETS

Some item cards bear one of these **keywords**: WEAPON, ARMOR, SHIELD, COMPANION, and RELIC. You can have any number of items, but **you may never use more than 1 item or secret with a single keyword at the same time.**

At the START OF THE DAY, if you have several items or secrets with the same keyword, decide which you will use and turn the others facedown. Do the same each time you get a new item or secret with the same keyword as another of your faceup items or secrets.

Items with a **C** are **craftable items**. If a crafting action or an encounter reward asks you to '*draw a craftable item*', keep drawing cards from the item deck until you find the first item with a C. Take it and shuffle the rest of the item deck. A similar process applies for drawing a '*companion item*', '*weapon item*' etc.

Characters may freely trade items when they are in the same location and they're not involved in an action or encounter.

If an item instructs you to flip the card in combat or diplomacy (to indicate it has been used), turn it facedown. At the end of your combat or diplomacy, flip the card back faceup.

**Secrets** are story related, numbered objects and powers that are never part of the standard item deck. They may never be lost or sold, unless specified otherwise, and are not affected by any rules that limit your number of items.

If an effect asks you to discard item cards, omit any secrets, even if they have an item-specific keyword.

Players may trade secret cards between their characters whenever they are in the same location and not involved in an action. The exception are cards with the **PERSONAL** keyword, which may never be transferred to another character.

## CHARACTER ADVANCEMENT

**EXP** can be spent at each END OF THE DAY to raise your attributes, gain additional combat or diplomacy cards, or gain skills.

### ADVANCING COMBAT/DIPLOMACY DECKS

Pay 2 **EXP**. Take 3 cards from the top of your advancement pool, pick 1 of them, and add it to your deck. Shuffle the 2 remaining cards back into your advancement pool.

**Your combat and diplomacy decks must always contain at least 15 cards each.**

You can swap cards you own in and out of your deck at each END OF THE DAY. The cards that are not in your deck at the moment *do not* return to the advancement pool; place them next to your character tray or in the save compartment of your character.

### ADVANCING ATTRIBUTES


The cost of raising attributes depends on the total value of the attribute pair:

- 2 **EXP**: 1st point in a pair of opposing attributes.
- 4 **EXP**: 2nd point in a pair of opposing attributes.
- 6 **EXP**: 3rd point in a pair of opposing attributes.
- 8 **EXP**: 4th point in a pair of opposing attributes.
- 10 **EXP**: 5th and any further points in a pair of opposing attributes.

## BUYING SKILLS

Whenever you earn a 3rd (or any subsequent) point in any single attribute, attach a **skill card** bearing that attribute to the appropriate edge of your character tray. Whenever you gain a skill, you must choose one side and forfeit the other. Every skill card has a point of its attribute printed on its face.

## DEATH AND INSANITY

If your  falls to 0 on your health track, attach the *You Are Dying* card to your character tray, immediately **escape** any current encounter, and resolve all additional rules on the card.


### DEATH

In single player mode, the game ends when your character dies. In cooperative mode, your death does not end the game. Instead, follow these steps:

- If there's an unclaimed character left in the box, you may claim this character, perform standard character setup, then place your model in the lowest-numbered revealed location.
- Place all the dead character's items on the location where the character died. They may be picked up by any other players until the location disappears.
- Split all the secrets belonging to the dead character between the other characters in any way the owner of the dead character wishes. Secrets with the **PERSONAL** keyword disappear forever when their owner is killed.

If all other characters are either in use or dead when a character dies, the game ends in failure, even for characters still alive.

### INSANITY

If your  reaches the 2 top red slots of your track, attach the *You Are Going Insane* card to your character tray and follow its rules.

## ALLMOTHER'S MERCY

If you and your party perish and do not wish to start again, you may decide that the intervention of the Allmother saved you. Mark the status *Saved by the goddess* on your save sheet and go to verse 500 in the *Book of Secrets*. This will restart you at the beginning of the chapter with some pre-defined resources.

## SAVING THE GAME

Save your game and store it only after completing a chapter, when the journal or event card gives you such an option. However, in emergency situations, you may save the game at any time.

## EACH PLAYER SAVES THE STATE OF THEIR CHARACTER:

- Pick 1 character tray diagram on the save sheet. Sign it with your character's name. Then use a pencil to mark your attributes, the numbers of your resources, and the state of your survival tracks on the diagram.
- If you have any skills, write their unique numbers next to the attribute they attach to.
- Write down any additional important information, such as the state of the quest dials or secret card dials (if you have any).
- Store all markers from your character tray in the box.
- Put all your items and secrets in one of the 4 save compartments in the box.
- Stack all your diplomacy cards with all your combat cards. Put the **advancement pool** separator cards on top of your combat and diplomacy advancement pools and stack them together. Put both stacks in your save compartment.

## ALL PLAYERS SAVE THE STATE OF THE WORLD:

- Use your save sheet to note the current location of all character models, guardian models, menhir models, and special dials, as well as the current value of each dial.
- Place all models, dials and tokens in the box.
- Stack all revealed locations into a pile and place the **revealed locations** separator card on top of them. Then, add the unrevealed locations to the pile, facing the other way. Place all location cards in the oversized cards compartment of the box. Ensure that any locations you've removed from the game are stored separately, in the other, smaller compartment.
- Store all 4 of your current encounter decks in the box, behind the **saved encounters** separator card.
- Store your event deck and any active quests in the box, behind the **saved events** separator card.
- Place any remaining cards (unused secrets, items, encounters or events) in the box.

To restore a saved game, reverse this process.

## ADDING OR REMOVING PLAYERS

Every time you set up a new game session, you may add or remove players and characters (within the 1-4 characters limit).

Distribute any secret cards in possession of any removed characters to characters who remain in the game. Secrets should never be removed from the campaign in progress unless you are specifically asked to do so.

Place any fresh characters in the same location as one of the veteran characters. They are the reinforcements you receive from Cuanacht and begin the game with their standard starting resources and decks.



# TAINTED GRAIL

THE FALL OF AVALON



## THE ORDER OF THE DAY

### 1. START OF THE DAY

#### 1. Resolve start of day effects

**2. Remove expired menhirs:** If a menhir has no dial in the slot of its base, it becomes **inactive**: remove it from the table. Any menhirs still on the table are **active menhirs**.

**3. Remove locations out of menhir range:** Each location card should be adjacent (in a straight line or diagonally) to a location with an active menhir. Discard any location cards that are not.

All characters on a location card removed in this way immediately lose 2 , gain 2 , and are moved to the nearest remaining location card. This is not a travel action. All other components, including guardians, are discarded.

**4. Reduce menhir dials:** Reduce the dial of each active menhir by 1. If it was already at 1, remove the dial.

**5. Reduce time dials and remove time tokens:** If there are any dials with **time tokens** on them, including on the secret cards or next to characters, reduce them by 1. If a dial can no longer be reduced, remove it from the game. Remove 1 time token from every location card that has any on it.

**6. Move guardians:** If there are any **guardians** on the table, roll the direction die for each and move them.

**7. Reveal and read a new event card:** If it has quest text and a **red padlock symbol**, move it to the quest pile.


**8. Discuss your plans (if you are playing coop)**

**9. Equip for your journey:** Make sure your character doesn't have more than 1 item with the same **keyword** faceup. Flip any excess items facedown.

### 2. DURING THE DAY


Each player performs 1 action, in any order players agree on. If they cannot agree, the lowest character number goes first.

A group of 2 or more players sharing the same location may agree to take the same action together, at the same time, as a **party**.

Once every player has performed 1 action or taken part in 1 party action or passed, players once again perform 1 action each. When all characters have passed or run out of , when players proceed to the END OF THE DAY.

#### EXPLORE (COST 1 )

Flip your current location card and read the text. Some cards are self-contained, and some refer to the **exploration journal**. Continue exploration in the journal until you reach *exploration ends*. Then flip the location card back and continue the game.

**In a party:** The cost of exploration is 1  per party member. Most effects apply to every character in the party, but rewards will usually have to be shared.



#### TRAVEL (COST 1 )


Move your character to any location card connected to your current one. The adjacent edges *must* share the same **direction keys**. Move only in straight lines.

**When you arrive in a new location:**

1. Find the cards that match the direction keys on the edges of your new location. Attach them to the corresponding keys if the card you are trying to attach is no further than 1 card away (including diagonally) from an active menhir.

2. If a **guardian** is present in the location, resolve the encounter.

3. Check whether the new location has an **instant action** . Any rule marked with  must be resolved now.

**In a party:** The cost of travel is 1  per party member. Any automatic action or guardian encounter triggered by your new location must be resolved as a party.

#### LOCATION (COST ? )


See the cost on the location card. You may activate the action on a location card whenever you are present in the location and not involved in some other action.

When you perform an action marked **once per day**, cover its icon with a time token to indicate it has been used. Some locations track other rules with time tokens.


**In a party:** You may activate a location action as a party. Pay the cost only once and receive the output of the action once. Players in the party may help each other pay costs, splitting them any way they want, and if they trigger an encounter, they also resolve it as a party.

#### CHARACTER (COST ? )

Every character has a **personal action** on their character tile which can only be activated outside of encounters and exploration.

**In a party:** Only your character can use your character action, but party members may help pay the cost. The character performing the action must always pay at least 1 .


#### INSPECT A MENHIR (COST 0 )

 If the location you are in has a **menhir seal** next to its name, it contains a menhir. You may inspect the menhir for free by flipping the location card and reading the menhir section at the bottom. If you have the required resources and meet all criteria, you may **activate** the menhir.

Activating menhirs is only possible in locations that have the menhir seal next to their name. All costs of activating a menhir scale up with the **total number of players** in the game.

All menhir information is also in the exploration journal.



#### PASS (COST 0 )





You may **pass** even if you have unspent , but once you've passed, you cannot take any more actions until the next day.

### 3. END OF THE DAY

Every character performs these steps:



#### 1. Resolve end of day effects

**2. Rest:** You may pay 1 food. If you do, gain 1  and lose 1 .

**3. Restore your energy:** Return the  marker on your track to the starting slot. If you're **exhausted** (your marker is in one of the last 2 red slots), restore only 4 points of . Your  marker can never be moved past your  marker.

**4. Advance your character:** You may spend any of your **XP** points to raise your attributes, gain new skills or add new combat and diplomacy cards to your deck.

**5. Build your character decks:** You may customize your combat and diplomacy decks with any cards you have gained from the advancement pool. You can also remove any, but your deck must consist of 15 cards.

 **6. Experience dreams:** If the location you're in has a **dream icon**, open the appropriate section of the exploration journal and read the **dream**. If your  marker is on one of the red slots (ie, the *You Are Going Insane* card is attached to your character tray), read the **nightmare** instead.

All characters in a location resolve dreams as a party. All characters going insane in a location resolve nightmares as a party.

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


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## STORY MODE





### STARTING ITEMS

When setting up the items deck during setup, each character draws and gains **1 random craftable item**.



### ENCOUNTERS SETUP

Perform setup of the encounter decks at the start of all chapters as if you had **1 less person in your party**. You may stop this at any point.

### HEALTH LIMITER

Remove the  limiter plastic piece from the game, and mark  with a regular marker instead. Your  no longer limits your  and you won't panic in combat or diplomacy.



### MENHIRS COST

Treat all menhir activation costs as if they had **1 chosen type of resource requirement less**. (eg. instead of paying  and 2 wealth per player, pay either  per player *or* 2 wealth per player). This may result in activating menhir for free. Menhir special requirements still apply.

## CHALLENGE MODE


To increase the difficulty, use these rule modifications. For an intermediate experience, apply only some of these changes.

### SETUP

Each player flips their  limiter plastic piece upside down so the top of the heart icon points to the bottom of the track. This makes all players more susceptible to panic and  loss caused by damage, making wounds even more realistic, and limits self-recovery, requiring better teamwork and risk management.

Take **secret card 42** at the start of the game.

### ESCAPING COMBAT

You may try to escape only once per your character's activation. To initiate an escape, lose 1 , then receive an opportunity attack and toss a dial:

**Skull:** You remain in combat.

**Grail:** You successfully escape from combat. If you were the last character in combat, place the encounter card on the bottom of its deck, and reshuffle your combat deck, including any discarded cards.

### MENHIRS & EVENTS

When activated, all menhirs have their duration reduced by **1 day**.

When the game requires you to place any random event cards, place 1 less than instructed.

### CHARACTER ADVANCEMENT

Instead of standard experience costs, use this list:

**5 EXP:** Combat or diplomacy deck advancement (draw 2 cards and pick 1).

**5 EXP:** 1st point in a pair of opposing attributes.

**10 EXP:** 2nd point in a pair of opposing attributes.

**15 EXP:** 3rd point in a pair of opposing attributes.

**20 EXP:** 4th point in a pair of opposing attributes.

**25 EXP:** 5th point in a pair of opposing attributes.

**30 EXP:** 6th point in a pair of opposing attributes.

Any further point in a pair of opposing attributes costs **5 EXP** more than the last one.

### RESOURCES & ITEMS

You can carry up to **5 items** (secrets do not count).

### ALLMOTHER'S MERCY

There's no mercy in the challenge mode: if you die, the campaign ends in failure.

## FREE PLAY

At the start of the game, each player may place any character tile in any character tray, including characters that would be unavailable in the current campaign. Then each player picks any color of combat and diplomacy decks.

Players who pick a character from a different time period/campaign will not be able to progress through that character's personal story.

Additionally, special abilities of characters designed for a specific campaign might make some parts of other campaigns they were not designed for easier than intended.

## STORY MODE





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## DIPLOMACY AND COMBAT

**Diplomacy starts whenever you must draw or pick a card from the blue encounter deck, and the card has at least 1 open key on its right edge. Set the card in the play area.**

**Combat starts whenever you must draw or pick a card from the gray, green, or purple encounter decks, and the card has at least 1 open key on its right edge. Set the card in the play area. Check to see if the enemy has a **trait** that takes effect now.**

All party members now ensure they're not using more than 1 item with each keyword (WEAPON, ARMOR, SHIELD, COMPANION, RELIC). Set aside any items you do not wish to use; no items may be added once you enter the encounter.

Each party member then draws a number of cards from their diplomacy or combat deck: 3 (1-3 characters in the encounter), or 2 (4 characters). If you don't like your starting hand, you may discard it and draw a new hand with 1 fewer card. You may repeat this until you only have 1 card left in hand.


Whenever you have to discard a card from your hand but you don't have any, discard a card from the top of your combat or diplomacy deck (as appropriate).


**DIPLOMACY** Place a marker in the gray slot of the affinity track on the left of the card, and go to phase 1 of the diplomacy turn.


**COMBAT** Go to phase 1 of the combat turn.



### ABILITY TRIGGERS


**Abilities** on encounter cards usually have a trigger icon indicating when to resolve them:

 **On placement:** Resolve the ability after placing the card in the sequence.


 **Delayed:** Put a time token on the card as you play it. The ability is triggered after removing the last time token from the card; it does not trigger on subsequent turns, and the time token does not return. If you put another card on a card with a time token, and you cover the ability, the time token is lost and the ability will not trigger.


 **On enemy attack/opponent's response:** The ability remains active throughout your activation's entire step 3.

 **Damage:** You must lower your  by the indicated amount.


 **Connected attribute key:** This icon means the number of connected attribute keys of this type in the entire sequence.


### BONUSES


 Draw a card.

 This bonus key allows you to play additional cards during *phase 2 (play cards)*. Ignore this key when playing your first card in the activation.

This bonus does not multiply (if it's next to the multiplier, ignore the multiplier).

 Discard the last card of your sequence.

 Multiplies the next icon.

 Voids the next icon.

### PANIC

You **panic** when your  is higher than your .

Instead of playing the first card of this turn from your hand in *step 2 (play cards)* of your activation, play a card from the top of your combat deck. Then you may play any additional cards from your hand, as normal. **Do not draw a new card at the end of the turn.** Any bonus or extra cards gained from bonus keys, skills or abilities are still drawn as normal.

## DIPLOMACY

In each diplomacy turn, complete these phases in order:

### 1. PICK ACTIVE CHARACTER

The party members decide who will be the next **active character** out of the characters who have not been activated this combat turn (and therefore have no time token on their character tray). If they can't agree, the character with the lowest character number becomes active.

Place a **time token** on the active character's tray. Any effects that happen during the character activation apply only to the active character.

### 2. CHARACTER ACTIVATION

#### 1. Delayed abilities

Remove 1 time token from each diplomacy card in the sequence that has any. If you've removed the last time token from a card, immediately resolve its ability with the time token trigger. These abilities trigger only once.

#### 2. Play cards

Play cards from your hand and add them to the sequence:


a. **Play 1 diplomacy card.** When playing the first card during your activation, you don't need to fulfill any special requirements and it does not need to connect any keys; it just needs to line properly with the previous card in the sequence.

- **Red border:** Check if any **attribute keys** connect to bonus keys and apply these bonuses. For them to connect, your character needs to have this specific attribute level.

- **Blue border:** You may connect this key and gain its bonus by paying 1 **MAGIC**. Place this marker on the key to indicate it is active. If you have to discard a card with a connected magic key, discard the magic marker.

- **Orange border:** Connect the free key and gain its bonus.

- Check the **ability:** if it triggers now, resolve it.

b. **Play additional diplomacy cards.** Every diplomacy card you play after your first one *must* connect with a  **key**. The icon must appear on the card you want to play (not the one before), and become connected. If you have no cards with this bonus key, or you can find no way to connect it, you may not play any additional cards. Resolve any cards you play as above.

c. **Perform the affinity check.** Check the position of the marker on the affinity track:

- If it's on the lowest slot, you lose the encounter: apply the failure rules to each party member, and put the encounter on the bottom of its deck. Then reshuffle your diplomacy deck.

- If it's on the highest slot, you win the current stage of the encounter. If this was the last stage, you win the entire encounter: receive rewards, place the encounter card on the bottom of its deck, then reshuffle your diplomacy deck. If this wasn't the last stage, begin the next stage: move the marker to the gray slot on the affinity track, place a marker on the completed stage, and go to *step 4 (check readiness)*.

### 3. Opponent's response

Find the **response** for the current stage of this encounter on the encounter card, and apply it to the active character order from left to right. Then, **perform the affinity check**.

### 4. Check readiness

Check if all of the party members have been activated this turn (and have time tokens on their character trays).

If there are none left to activate, proceed to *phase 3 (end turn)*. If there are still characters yet to be activated, return to *phase 1 (pick active character)*.

### 3. END TURN

**Discard:** Each party member discards down to 3 cards in their hand.


**Draw:** All party members draw 1 card from their decks. Do not draw if your character **panics**.


**Clear activations:** Remove all time tokens from the character trays.

**Return to the start of phase 1 (pick active character).**

## DIPLOMACY RULES

### ADDITIONAL DIPLOMACY BONUSES


 Move the marker up or down the affinity track.

 Check the description of the current stage on the encounter card to see if it has a rule corresponding to the attribute connected to this bonus.

### NO CARDS IN DECK

Whenever you have to draw any diplomacy cards and your diplomacy deck does not have the required number of cards, you lose the encounter. Apply the failure rules on the encounter card.

### DYING

When your  drops to 0, take a *You Are Dying* card. Among other rules, the card ends the current encounter.

### ESCAPING/AVOIDING DIPLOMACY

You may always **escape** a diplomatic encounter by applying the penalty in the card's **failure** section.

If the card has an **avoid** section, you may bypass the encounter by resolving all costs and requirements in that section. Then put the card at the bottom of the blue encounter deck. You can only avoid an encounter *before* you begin diplomacy with it.

**In a party:** When avoiding, always check the highest **REP** or attribute levels (do not total them). The cost of avoidance or failure applies to each party member separately. If party members can't reach a unanimous decision, they must resolve the encounter.

## COMBAT

In each combat turn, complete these phases in order:

### 1. PICK ACTIVE CHARACTER

The party members decide who will be the next **active character** out of the characters who have not been activated this combat turn (and therefore have no time token on their character tray). If they can't agree, the character with the lowest character number becomes active.

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  - Check the **ability**: if it triggers now, resolve it.
- b. **Play additional combat cards.** Every combat card you play after your first one *must* connect with a **key**. The icon must appear on the card you want to play (not the one before), and become connected. If you have no cards that have this bonus key, or you can find no way to connect it, you may not play any additional cards. Resolve any cards you play as above.
- c. **Check for opportunity attack.** If you haven't played a single card this activation, the enemy immediately makes an **opportunity attack**. Afterwards, draw 1 card.
- d. **Perform the victory check.** Count the number of markers in the combat pool. If it's higher than or equal to the target value on the encounter card, you win. Receive any rewards, share any loot, and place the encounter card on the bottom of its deck; then reshuffle your combat deck, including any played and discarded cards.

Otherwise, proceed to the next step.

### 3. Enemy attack

Find the **attack** on the encounter card that matches the number of markers in the combat pool. Apply the result of this attack to the active character in order from left to right.

After modifying the combat pool, **perform the victory check**.

### 4. Check readiness

Check if all of the party members have been activated this turn (and have time tokens on their character trays). If there are none left to activate, proceed to *phase 3 (end turn)*. If there are still characters yet to be activated, return to *phase 1 (pick active character)*.

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**Discard:** Discard down to 3 cards in your hand.

**Draw:** All party members draw 1 card from their decks. Do not draw if your character **panics**.

**Clear activations:** Remove all time tokens from the character trays.

**Return to the start of phase 1 (pick the active character).**

## COMBAT RULES

### ADDITIONAL COMBAT BONUSES

Place that many markers in the combat pool.

### CHARGES

Some cards instruct you to gain **charges**; place universal markers on the card. You can use *Pay X Charges* abilities any time you want (unless their text restricts them to a phase).

**In a party:** Only the active character can use charges from cards, but the owner of the card must agree.

### NEGATIVE COMBAT POOL

The combat pool can never become negative. Whenever an enemy attack or another effect asks you to remove a marker from the combat pool, but there are not enough markers, the player controlling the active character discards a card from their hand for every excess point instead.

### NO CARDS IN DECK

Whenever you have to draw any combat cards and your combat deck does not have the required number of cards, you are forced to **escape**.

### OPPORTUNITY

If you play no cards in *step 2* of your activation, your enemy immediately performs the **opportunity attack** listed on their card, and you draw 1 extra card. Then, proceed to *step 3 (enemy attack)*.

### PASSIVE COMBAT CARDS

These have their ability always visible when in sequence: their keys are on the opposite edges of the card.

### RUN AWAY

Some creatures have a special *Run Away* attack. When it triggers, immediately end the encounter and put the encounter card at the bottom of its deck. Characters receive no loot or reward. Forcing the enemy to run away doesn't count as winning the encounter.

### DYING

When your **♥** drops to 0, take a *You Are Dying* card. Among other rules, the card immediately removes you from the current encounter.

## COMBAT ENCOUNTER TRAITS

### AMBUSH

The first character activated in this combat discards down to 1 card in hand immediately after being activated.

### DEFENSIVE

Each first combat card played during *step 2 (play cards)* of your activation adds 1 less marker to the combat pool.

### FAST

Each character can play a maximum of 2 combat cards per activation.

### FEINT

Any **♠** inflicted during *step 3 (enemy attack)* can't be prevented in any way.

### GUARDIAN

If not defeated, this encounter will roam the map (see the guardians section of the basic rules).

### HORDE

During each enemy attack step, the active character discards 2 combat cards from the top of their combat deck.

### OPPORTUNIST

If a character doesn't play at least 2 combat cards in *step 2 (play cards)*, trigger the opportunity attack.

### RAGE

During this encounter, resolve *step 3 (enemy attack)* twice.

### ROBBER

When all party members drop to 1 **♥** or less during this encounter, they lose all their **WEALTH** and discard all their items. Then, end the encounter and place it on the bottom of its deck.

### RUSH

The first character activated in this combat receives 2 **♠** immediately after being activated.

### SHATTER

At the end of the encounter, all party members discard any items (not secrets) with the **WEAPON** keyword that they were using during the encounter.

### SLOW

At the start of combat, each party member draws an additional combat card. During *phase 3 (end turn)*, each party member draws an additional combat card.

## ESCAPING COMBAT

You may **escape** at any time during your activation by losing 1 **♣** and triggering the **opportunity attack** on the encounter card. Then place the encounter card on the bottom of its deck and reshuffle your combat deck.

**In a party:** The rest of the party remains in the encounter and proceeds to *step 4 (check readiness)*. When all players escape, place the encounter card on the bottom of its deck.