VISUAL GUIDE / RULEBOOK

Game Overview

The Premise

You are wretched…but that is not the end of your story. After a life spent chasing wealth and excess, your cruelty and corruption have finally caught up with you. That's why you were thrown overboard by your shipmates—left to die in the icy black sea. But in this world of surprises, that was not your destiny.

Moments before vanishing into endless darkness, you wash ashore amid the ruins of a remote island where you are revived by a traveler. As you open your eyes to your bizarre new home, you find that something better—something stronger—has awakened inside you.

Now, there is work to be done. You have nothing but the beating of your heart, the breath in your lungs, and a tarnished past pleading to be rewritten.

The Main Objective : Honor

You've led a wretched life until now. The goal is to regain as much honor as possible before the end of the epoch. The player who has the most honor at the end of the game wins.

In a Nutshell

In Vindication, you'll explore the various regions on the island looking for opportunities to expand your influence and gain honor.

You and your companions will create a unique storyline — which may include acquiring relics, attaining traits, defeating monsters, controlling regions, and performing secret quests, among other things in your journey to attain the most honor.

Each game will evolve very differently as you and other players pursue your own distinct adventure—until one or more of the unique end-game conditions are met.

Use Influence and Gain Attributes *(p.12-13)*

You'll exert your influence (colored blocks) to attain the common attributes of inspiration, knowledge and strength, using them to take actions that will increase your honor.

You can also convert these common attributes to gain the heroic attributes of courage, vision, and wisdom, to unlock more powerful actions.

Discover, Visit, and Control Map Regions *(p.9-11)*

Each region on the island has something unique to offer. You can discover and visit regions to gain the benefits offered there.

Players who control these regions gain honor when other players visit them.

Perform Quests *(p.20)*

Should you choose, you may perform secret quests to gain honor that your opponents know nothing about. *They'll never know how ready you really are when they trigger the end of the game.*

Vindicate Yourself *(p.20)*

During the course of the game you'll have the opportunity to regain your reputation as well as your honor.

Doing so will grant you an honor boost and double your personal attribute-generating power.

Add Companions *(p.14-15)*

If you choose to visit an inn, you can add companions to your party to gain new abilities.

Each companion is unique, and you can activate one of them each turn to gain their attributes as well as their ability.

Acquire Relics *(p.17)*

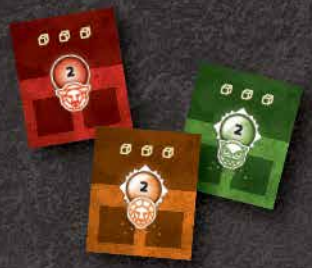
Using vision at the Arcane Tower will allow you to acquire and use influence to charge limited-use relics with powerful abilities.

Once the influence is gone, you can visit the tower again to recharge them.

Gain Proficiencies *(p.20)*

If you choose, you may use your various attributes to gain proficiencies in those attributes.

Proficiencies will increase your mastery totals in the hopes of gaining the substantial end-game bonuses for each attribute.



Trigger the End of the Game *(p.21)*

The game begins with 2 active end-game triggers. Each end-game trigger has unique criteria that could potentially end the game.

When any player meets the requirements of one of them, the next round becomes the final round, so you must be wary as new triggers are added when a player passes a trigger token on the scoring track.

Defeat Monsters *(p.18)*

Feeling courageous? Delve into the Gaping Maw and face whatever monstrosity awaits you there. Each of your victories there will grant you end-game bonuses.

Attain Traits *(p.16)*

Using wisdom at the Ancient Tomb has the potential to gain your character traits which have passive or triggered abilities that make everything you do much more rewarding.

Attain Mastery *(p.21)*

At the end of the game, mastery tiles will be awarded to the player who has demonstrated the most prowess in each attribute category.

Gaining cards and proficiencies of each corresponding color will allow you to compete for these mastery tiles.

Game Setup

Initial Setup

A ***gametrayz™***

Fill the *gametrayz™* with components as shown on the next page.

1 ***Main Board***

Place the main game board in the center of the table (the beginner side has visual cues for initial setup). Sort all cards into stacks by color.

2 ***Power Boards & Trayz***

Each player takes a game tray with components and the corresponding power board. There is no strategic difference between colors.

3 ***Player Tiles***

Each player takes the character tile from his/her tray and places it next to their power board (guilt-ridden scumbag side up).

4 ***Speed Tiles***

Each player takes the speed tile with speed "2" and places it next to their character tile, as shown.

5 ***Journey Cards (brown)***

Randomly deal one journey card to each player, who follows its instructions:

6 → *Place your metal player medallion on the designated map triangle.*

7 → *Place your wooden scoring disc on the scoring track at space 15.*

8 → *On your power board, place 8 of your wooden blocks into your potential, and 8 into your influence, and 2 into conviction.*

9 → *Place 1 of your wooden blocks onto the main board in each of the attribute circles for inspiration, knowledge and strength.*

10 → *Draw the top face-down companion card of the color shown on your journey card and place it next to your power board.*

IMPORTANT

Companions with this icon cannot be used as starting companions.

Players who draw a companion with this icon should draw until they get a replacement without this icon, shuffling the rest back into the stack.

Place all journey cards back into the box.

11 ***Companion, Relic, Trait, and Monster Cards***

Shuffle and stack these cards face-down on the main board to the left of the attribute sphere of the matching color. Then, flip the top cards face up to the right of each sphere.

12 ***Secret Quests***

Shuffle the secret quest cards and deal 2 to each player, who keeps 1 of them face-down, returning the other to the stack. Each player may look at their own secret quest at any time.

13 ***Region Tiles & Pouch***

Place the 19 hexagonal core region tiles into the cloth pouch and set it beside the main board *(see p.10 for the list of core region tiles).*

14 ***Mastery Tiles***

Arrange the 6 large mastery tiles into the lid of the community game tray.

15 ***Proficiency Tiles***

For each color, place 1 less proficiency tile than the number of players in a stack on the main board beneath the related attribute circle. (Example: in a 3-player game, use 2 tiles of each color, 12 total).

16 ***Trigger Tokens***

From the community tray, place the 4 round, metal trigger tokens on the scoring track at the 30, 45, 60, and 75 spaces. It does not matter which side goes up.

17 ***End-Game Trigger Cards***

Randomly flip 2 end-game trigger cards face-up next to the game board. Place the rest of the stack face-down next to it.

18 ***Community Tray***

Leave the dice and the extra components in the community tray; these can be accessed when needed.

Expansion Cards

If playing with any expansion cards (such as loot cards, pet cards, and infused crystal cards), stack these cards to the side of the main board.

18
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VINDICATION
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Game Play

Initial Placement

After the game is set up and players have placed their tokens on the starting locations indicated on their journey card, reveal the regions adjacent to the players by drawing from the pouch.

The player on the lowest-numbered space gets the starting player miniature (Sestra, Lorekeeper) and goes first.

Starting the Game

Play begins with the player at the lowest numbered space. Play continues clockwise (players, not tokens) until the end of the game is triggered.

Turn Summary

Players may take each of these actions once, and may do so in any order:

- *Activate (p. 15)*
- *Move (p. 8-9)*
- *Visit a region or rest (p. 8-9)*

Additionally, players may take bonus actions any time during their turn:

- *Convert heroic attributes (p.13)*
- *Acquire a proficiency (p.20)*
- *Gain control of a region (p.11)*
- *Recover influence (p.8)*
- *Vindicate (p.20)*

Turn Actions

Perform 3 Actions in Any Order: Activate, Move, Visit/Rest

On your turn, you may perform these 3 actions in the order you feel is most advantageous to you.

Activate

- *Activate your character for free (no influence blocks required) or place 1 block from your influence sphere onto a companion's sphere (p.15).*
- *Gain the attributes that character or companion generates for your party. (Here, Beast-Mistress Veroa grants 2 strength.)*
- *Optional: use the companion's special ability during your current turn. (Here, Beast-Mistress Veroa allows you to upgrade your mount—if adjacent to a command post—for 1 strength instead of 3.)*

Move

- *You must move at least 1 space each turn*
- *Move on the triangles between the hex tiles (p.9).*
- *Move a number of spaces on the map up to your speed. Your normal speed is 2 until you've upgraded your mount at the command post (p.19).*

Visit a Region or Rest

- *Choose 1 adjacent hex tile to perform its associated action (p. 10-11).*

— or —

- *Do not visit a region and instead augment 1 power (p.12).*

Bonus Actions

Convert Heroic Attributes

- *Converting common attributes to heroic attributes can be performed at any time, an unlimited number of times (p.13).*

Gain a Proficiency

- *Using attributes to gain a proficiency can be performed once on your turn (p.20).*

Control a Region

- *When visiting a region, you may pay the associated conviction cost to also gain control of the region (p.11).*

Recover Influence

- *At any time on your turn, you may recover a block to your influence sphere from anywhere in the game — except from your potential. You may also dilute power from conviction to influence.*
- *If you recover influence from a companion, immediately return **all** influence from that companion, the card is removed from the game, and you lose that companion's honor.*
- *There is no limit for recovering influence, aside from the inherent loss of value.*

Vindicate Yourself

- *Once you've met the criteria, you may flip your character tile over from wretched to vindicated, unlocking increased attribute gains plus a 1-time honor bonus (p.20).*

Movement

Movement Limit

You may move a number of spaces on the map up to your speed.

Your normal speed is 2 until you've upgraded your mount at the command post.

Movement Rules

- *Movement occurs on the triangular spaces between the hexagonal map tiles.*
- *Your normal movement speed is equal to your speed tile. You start the game with a speed of 2 and can upgrade your speed tile for 3 strength at the command post.*
- *Companions and other cards may increase your movement beyond your normal speed.*
- *You may move through other players but you may not stop on spaces occupied by other players.*

Entrapment

- *In the very rare case you become trapped with opponents blocking all legal movements, you may add up to 2 to your movement.*

  This act of desperation causes you to dilute 1 power (p.12).

Visiting Regions

Discovering Regions

For each open space discovered as you move, you must draw 1 region from the bag and place it on the open hex. Place these tiles in the order you discovered them, after you complete your movement.

Example: if you move 2 spaces revealing 2 open hexes, you must first complete your movement, then draw and place the first tile you passed, and then the second.

Visiting Regions

Visiting a region allows you to take the action on the region tile. Region actions can be performed once per turn unless otherwise stated. Regions with exceptions to this rule are the monastery, command post, and shrine (p.10).

Cards

Acquiring Cards

Some regions offer cards (traits, relics, monsters, companions, etc).

Normally, when you acquire a card type, you may choose from the face-up card or draw blind from the face-down stack. If there are no face-up cards in a stack, simply flip the top face-down card to reveal it.

If an effect would cause more than one face-up card in a stack, only the top card would be available—if that card were to be acquired by a player, the card below it would become available—no new cards would be flipped.

Empowered Draw

If you wish to have more control over your destiny you may choose to take an empowered draw instead of a normal draw.

If you use 1 conviction just before acquiring a card, you may draw the top 3 cards from the face-down stack and the face-up card.

You may choose from any of these 4 cards. Take your chosen card and shuffle the remaining cards into the stack, then flip a new face-up card. (Using conviction simply requires moving a block from your conviction sphere to your influence sphere).

Card Honor

When you acquire any card, you gain (or lose) it's honor immediately.

If you lose or abandon a card, the card is removed from the game, and you immediately lose any positive honor on the card.

However, the reverse is not true—if you lose or abandon a card with negative honor, you do not gain the honor back.

IMPORTANT

Honor on cards is gained or lost immediately.

However, if you lose or abandon a card with negative honor, you do not gain the honor back.

Visiting Regions

For your first game, we recommend playing with this 19-tile core region set.

Once you're familiar with the core set of regions, see Expansion Regions (p.34-37) to explore new possibilities.

Academy (x1)

Roll the attribute die and gain that attribute. Then, if you did not already have that attribute, you may roll the die once more and gain one additional attribute.

Ancient Tomb (x1)

Use 2 wisdom to attain either the face-up trait or draw the top face-down trait from the stack *(p.16)*.

Arcane Tower (x1)

Use 2 vision to acquire either the face-up magical relic or draw the top face-down magical relic from the stack. You may also recharge any number of your relics for free *(p.17)*.

Command Post (x2)

Use 3 strength to upgrade your mount and increase your speed *(p.19)*. You may perform this upgrade only once per turn.

Fort (x2)

Train to gain +2 strength.

The Gaping Maw (x1)

Use 2 courage to confront either the face-up monster or delve deeper into the cave and draw the top face-down monster *(p.18)*.

Holy Spire (x2)

Meditate to gain +2 inspiration.

Inn (x3)

Use 2 inspiration, 2 knowledge, or 2 strength to add a companion of that color to your party. (e.g. add a red companion with strength, *p.14-15)*.

Library (x2)

Study to gain +2 knowledge.

Monastery (x2)

Use 1 knowledge, then augment 1 power. You may repeat this process as many times as you can afford it. You may augment the same blocks used to pay for the effect from the knowledge sphere.

Shrine (x2)

Use 1 inspiration to return 2 influence from companions you control to your influence sphere. You may repeat this process as many times as you can afford it.

IMPORTANT

Regions can only be fortified in the Guilds & Monuments expansion (p.38-39). Regions are placed with the non-fortified side face-up by default. This side has one small sphere:

The fortified side has 3 spheres:

Controlling Regions

Area Control Overview

- *You immediately gain 2 honor when taking control of a region.*
- *You gain 2 honor at the end of the game for each region you still control.*
- *As long as you control the region, you gain 2 honor when another player visits that region.*
- *If you visit a region controlled by another player, that player gains 2 honor.*
- *If you visit a region you control, you gain no honor — you cannot honor yourself.*
- *You may not gain control of one region and visit another region on the same turn (unless otherwise specified by an effect or ability).*

Gaining Control of a Region

To gain control of a region:

- *You must be adjacent to the region.*
- *If the region is uncontrolled, you may use 1 conviction and place it on the region to denote your control.*
- *To gain control of a region controlled by another player, you must use 2 conviction — 1 to knock them out (return this conviction to your influence) and the other to denote your control (place this on the region).*
- *Gaining control of a region is a bonus action. You may gain control of a region, and then immediately visit that region, or vice versa.*

Losing Control of a Region

If you lose control of a region, nothing happens except returning your block back to your influence sphere (not your conviction sphere).

Takeover Example

- *Orange uses 2 conviction to knock green out and take control of this library.*
- *Orange gains 2 honor and places one of the conviction she spent onto the region to denote control, returning the other to her influence sphere.*
- *Green, dejected, relinquishes control, returning his block to the influence sphere on his power board.*
- *Orange may now also visit this region to study and gain 2 knowledge.*

The Power Board

Potential

This sphere has the capacity to increase the number of blocks you can use in the game. Until potential is unlocked by augmenting your power, it's worthless.

Rest or visit a Monastery to augment blocks from potential to influence.

Influence

Influence is the primary resource in the game. Each player controls all influence (colored blocks) of one color.

Blocks can be moved from your influence sphere to the spheres on the board to track your attributes, to the spheres on your companions to activate them, to the spheres on relics to track their charges, or be augmented to conviction on your power board.

Conviction

Conviction is your ability to overcome difficult outcomes through willpower, confidence and resolve.

Use conviction to gain control of regions *(p.11)*, prevent a champion from being killed by a monster *(p.18)*, or to gain an empowered draw on any stack on the main board *(p.9)*.

Augmenting Power

- *Augmenting your power means moving it one level up, from potential to influence, or from influence to conviction.*
- *You may choose to augment 1 power by resting instead of visiting a region on your turn.*

Diluting Power

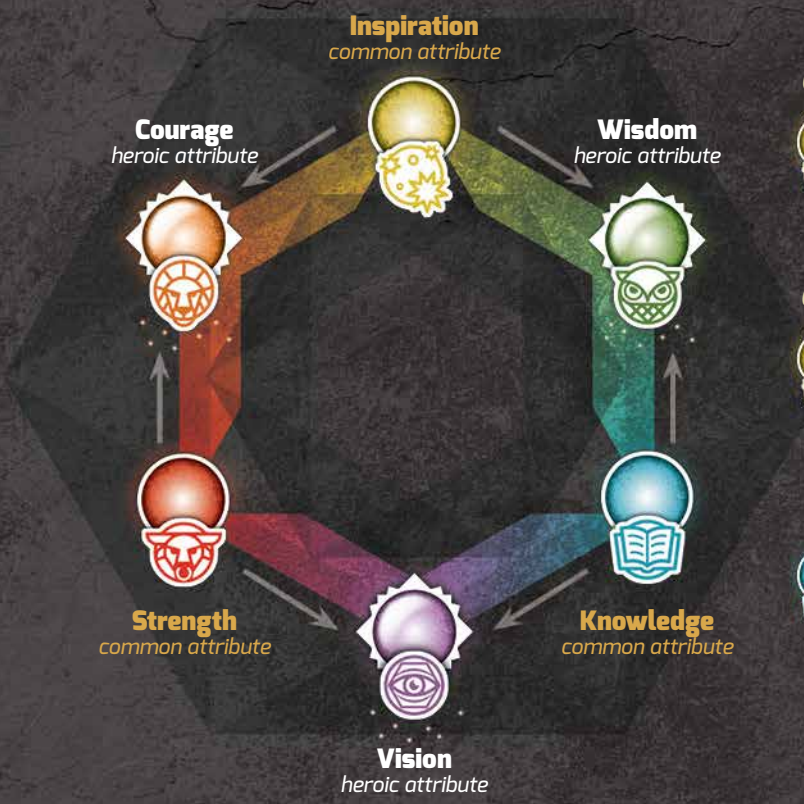
- *Diluting your power means moving it one level down, from conviction down to influence, or from influence down to potential.*

IMPORTANT

Any time blocks are returned to your power board, they always go into the center sphere (influence).

Attributes: Specialized Influence

Each attribute works like specialized influence. For example: when you study at a library, some of your influence temporarily moves from your influence sphere to the knowledge sphere on the board, where it remains until used. If you choose to use that knowledge to perform an action, those blocks ***return to your influence sphere*** to be exerted later as other attributes, or augmented into conviction.



Converting to Courage

Converting to Wisdom

Converting to Vision

Inspiration

Inspiration is the measure of your imagination, creative impulse, ingenuity, and leadership.

Knowledge

Knowledge is the measure of your intellectual capacity, cognitive ability, and expertise.

Strength

Strength is the measure of your power, toughness, intensity, resilience, and fortitude.

Courage

Courage is the measure of your valor, and stout-heartedness, and bravery in the face of danger.

Vision

Vision is the measure of your perception, intuition, and the ability to predict future outcomes.

Wisdom

Wisdom is the measure of your discernment, ability to apply knowledge, and make decisions.

Conversion

Conversion is a key part of the game—it allows you to upgrade your common attributes to heroic attributes.

This is used to perform new actions and acquire different cards.

- *Each of the 2 colors must be present for a conversion.*
- *Heroic attributes never convert down to common attributes. (e.g. vision + wisdom do not create knowledge)*
- *Conversion cannot be reversed.*

In the example to the left, yellow and red make orange. Therefore, 1 strength combined with 1 inspiration yields 1 courage.

In this conversion, 1 block goes from inspiration or strength circle into the courage circle and the other block returns to the influence sphere.

IMPORTANT

Conversion is a bonus action and can be used at any time, any number of times.

Companions

Party Time—Adding Companions

Companions boost the honor, attributes, and special abilities you get to use in the game. They're good—add them to your party.

Companions can only be found at the inns. Clever folks like you will consider diversifying their companion colors and creating combos with the various companion abilities.

When adding a companion, players can either take the face-up companion, or draw the face-down companion and add him/her to their party. The cost is the same in either case.

IMPORTANT

When visiting an inn, players may choose to add a companion of any color

Add companions to your party at the Inn of the Black Dove

Yellow companions

You may use 2 inspiration to add a yellow companion to your party.

Blue companions

You may use 2 knowledge to add a blue companion to your party.

Red companions

You may use 2 strength to add a red companion to your party.

Card Anatomy

Companions with this symbol may not be starting companions
(At the start of the game, draw until you get a companion without this symbol)

Initiative
(See defeating monsters, p.18)

Honor gained immediately when this companion is added to your party

Companion name & title
(Titles are flavor text only—they have no game function)

Attributes gained when this companion is activated
(here: strength)

Companion color (frame)

Optional companion ability

Influence sphere where 1 influence block is placed each time this companion is activated

IMPORTANT

Companion abilities can only be used on the same turn they are activated.

Starting Companions

At the start of the game, you'll draw a journey card which will instruct you to draw a companion card of a specific color and add it to your party.

This is the companion who revived you when you washed ashore the island.

IMPORTANT

Companions with this symbol cannot be starting companions (draw until you get a companion without this symbol, shuffling the rest back into the stack).

Activating Companions

Here's how it works:

- *Place a block from the influence sphere on your power board to the sphere on the companion card.*
- *Gain the attributes shown on the upper left of the card (moving blocks from the influence sphere on your powerboard to the attribute spheres on the main board).*
- *Optional: use the special ability at the bottom of the card during that turn only.*

Notes About Companions

- *There is no limit to the number of companions you can have in your party.*
- *Companions count towards mastery of their attribute at the end of the game. (e.g. yellow companions count towards inspiration mastery, etc.)*
- *Companions who are activated repeatedly over the course of several turns will accumulate more and more of your influence to keep them loyal; you can use your inspiration at the shrine (p.10) to motivate your companions and return influence back to your power board.*

Traits

Attain traits at the Ancient Tomb

About Traits

Using wisdom has the potential to gain your character traits which have passive or triggered abilities that make everything you do much more rewarding.

Attaining a Trait

There is only 1 unique map region in the game where traits can be attained: the Ancient Tomb.

Learn from the exalted ones who came before you in this hallowed place to evolve your in-game powers.

- *You must be adjacent to the Tomb of the Ancients and use 2 wisdom to attain a trait.*
- *When attaining a trait, you can either draw the face-up trait, or draw the face-down trait. The cost is the same in either case.*
- *Honor is gained (or lost) immediately when a trait is attained — it is not gained when the trait is used.*
- *Trait abilities can be used immediately.*
- *Traits with triggered abilities can be used more than once per turn.*
- *Passive traits can be used once per turn.*
- *There is no limit to the number of traits you can attain.*
- *Traits count toward wisdom mastery at the end of the game (green).*

Trait name

Honor gained immediately when this trait is attained

Unique trait ability
(traits with triggered abilities happen when triggered; traits with passive abilities may be used once per turn)

Relics

Acquire relics at the Arcane Tower

Fancy, Shiny Trinkets

Mysterious things are fun, are they not? If you choose to put your heroic vision to good use, you may have the opportunity to get your mitts on a few of these powerful trinkets which will help you on your quest to erase your wretchedness and regain some semblance of honor.

Relics come with a finite number of influence. They can be activated once per turn by using that influence and then standing back to behold the glorious effect!

Recharging Relics

When visiting the Arcane Tower, you may recharge any number of relics by adding influence to them.

IMPORTANT

When you visit the Arcane Tower, you can acquire a new relic and then recharge any or all of your relics as part of the same action on the same turn.

Relic name

Honor gained immediately when this relic is acquired

Power sphere where influence is placed to empower this relic

Relic

Limited-use power

(Once influence is consumed you must return to the tower to recharge a relic)

Notes About Relics

- *You must be adjacent to the Arcane Tower and use 2 vision to acquire a relic.*
- *When acquiring a relic, you can either draw the face-up relic, or draw the face-down relic. The cost is the same in either case.*
- *Relics require influence in order to use them. When acquiring these relics, that influence must immediately be placed on the relic from the influence sphere.*
- *Honor is gained immediately when a relic is acquired — it is not gained each time the relic is used.*
- *Relic abilities can be used immediately, but only once per turn.*
- *There is no limit to the number of relics you can acquire or use on each turn.*
- *Relics count toward vision mastery at the end of the game (purple).*

Monsters

Defeat monsters at the Gaping Maw

Thrashing Brutes

If you fancy yourself the courageous one willing to delve into the Gaping Maw, let's hope you can at least keep your wits about you. Trouncing the evil there and sending it shrieking back into the darkness will net you a hulking load of honor and additional attributes to boot.

Notes About Defeating Monsters

- *Identify your champion — this is the companion in your party with the lowest initiative (see card anatomy p.15). Denote your champion by placing a black block on the your champion's card. If you do not have any companions, you cannot fight monsters.*
- *You always win. So long as you have a champion, you will always defeat a monster, though you may take losses during the fight.*
- *Honor is gained immediately.*
- *You must be adjacent to the Gaping Maw and use 2 courage to defeat a monster.*
- *When defeating a monster, you can either draw the face-up monster, or confront the face-down monster.*
- *There is no limit to the number of monsters a player can defeat.*
- *Defeated monsters count toward courage mastery at the end of the game (orange).*

Losses and Ultimate Victory
(roll the black and white dice)

The monster attacks you: roll the black die to determine your losses:

Fatigue. A long, grueling fight causes fatigue. You must add 2 influence to your champion (you may recover influence if necessary, p.8).

Death. Eternal rest. However you want to say it. Your champion and his/her honor is lost, those blocks are returned to your influence sphere (return the card to the box).

Miss! You somehow manage to evade the creature's attack.

But then...you respond with vigor! Defeat the monster, roll the white attribute die, and gain that attribute immediately.

Monster name

Roll the monster's black attack die to determine what bad things just happened to you

Honor gained immediately for facing this hideous beast

Roll the white attribute die to see what attribute you just gained

Unique, conditional bonus gained at the end of the game

Speed Upgrades

Upgrading Your Speed

Once per turn, you may visit a command post and use 3 strength to tame a new mount and increase your speed.

Each time you upgrade, take or flip to the next highest speed tile and immediately gain the honor on the bottom of the tile.

You may upgrade your mount only once per turn.

Pedestrian

Not in a hurry? Not sure where you're going? Walking is for you.

By default, you walk everywhere you go, moving 2 spaces each turn with no additional honor.

Charger Mount

Four legs are faster than two, and it makes a difference.

Your charger upgrade allows you to move 3 spaces per turn and gets you 3 honor immediately.

Beast Strider

Longer legs are faster than shorter legs, it would seem. Imagine that.

Your strider upgrade allows you to move 4 spaces per turn and hauls in 4 honor for you.

Giant Moth

Turns out, clumsy, flappy wings are faster than any number of legs. Who knew?

Your moth upgrade allows you to move 5 spaces per turn and rakes in 5 honor.

Secret Quests

Secret Quests

In the base game, you'll have 1 secret quest card to pursue during the course of the game if you choose.

The primary benefit of secret quests is that your opponents won't know whether or not you've completed your quests, and thus won't know exactly what your honor total is.

There are 2 quests on the card, each of which is optional. You may complete 1 or both of them and gain the honor for each completed quest at the end of the game.

You do not lose honor for any incomplete quests.

Vindication

Vindication

There are 2 criteria which much be met in order to vindicate your character:

- *You must augment all of your potential so that none remain in your potential sphere*
- *You must have at least 25 honor*

Once you've met these criteria, you may flip your character tile over from wretched to vindicated, unlocking increased attribute gains and a one-time honor bonus.

IMPORTANT

Once you're vindicated you're always vindicated, even if you dilute influence back into your potential sphere or fall below 25 honor.

Proficiency Tiles

Proficiency Tiles

Bonus Action

Once per turn (as a bonus action, and only on your turn) you may choose to use your attributes to gain (1) proficiency tile. Simply turn in 3 of any attribute to acquire its associated proficiency tile, if one is available.

A proficiency tile counts as 2 cards for its corresponding color, increasing your end game mastery total for that attribute by 2.

- *You can acquire a proficiency tile at any time on your turn if you have the requisite number of attributes.*
- *As long as tiles are available, you can accumulate as many as possible without limitation.*
- *You may discard a proficiency tile at any time to gain 2 of that attribute. If you discard a proficiency tile, it is removed from the game.*

Example

On your turn, you choose to return 3 wisdom from the green sphere on the main board to your influence sphere and acquire a wisdom proficiency tile. This will increase your wisdom mastery at the end of the game by 2.

You may at any time choose to discard it and immediately gain 2 wisdom back, but sacrificing its end-game mastery value.

Mastery Tiles

If you've been the most visionary player, you'll get 7 honor at the end of the game.

Mastery Tiles

At the end of the game, mastery tiles will be awarded for each of the 6 attributes.

The single player who has accumulated the most cards and proficiency tiles associated with a particular attribute will win the mastery tile. In a tie, nobody gets it. Life is hard. Work harder.

Mastery tiles are awarded to the player who has the combined highest total of:

- *Cards of that color*
- *Proficiency tile values of that color*
- *Any mastery bonuses from other cards*

Calculating Mastery Totals

Simply count the number of cards you control of that color, plus proficiency tiles of that attribute and bonuses from other cards.

This vision mastery total is 4:

1 Proficiency Tile (counts as 2 cards)

Relics (1 each)

Ending the Game

End-Game Triggers

At the beginning of the game, 2 trigger cards are flipped face-up; they are considered active. When a player meets the requirements of one of them, the next round becomes the final round.

When a player advances to a trigger token on the scoring track (located on the 30, 45, 60, and 75 spots) that player takes the token and a new trigger is added to the active triggers.

Ending the Game

When the conditions on one or more of the active end-game trigger cards are met, finish the current round, and then the next round becomes the final round. In this way, all players get an equal number of turns. The player with the most honor at the end wins.

End-Game Honor Bonuses

- *Award honor for mastery tiles (p.21)*
- *Award honor for end-game bonuses (i.e. monsters, p.18)*
- *Award honor for secret quests (p.20)*
- *Award 2 honor for each region controlled*

Tiebreakers

In the event of a tie, the following criteria should be applied (in order) until a winner is determined:

- *The player with the most conviction*
- *The player with the least amount of potential remaining*
- *The player with the least amount of end-game trigger tokens*

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Companions: Blue

Note: Companion abilities can only be used on the same turn they are activated.

¤ This cannot be a starting companion.

Adena, the Living Journal ¤
Historian. Initiative = 15.

Adena counts toward both vision and knowledge mastery.

At game end, this card counts as if it were purple as well as blue.

Illustration by Matt Olson.

Adren, the Methodical
Architect. Initiative = 68.

If you gain control of one or more regions this turn, gain 1 honor.

Only 1 honor can be gained each turn in this way.

Illustration by Bartek.

Anazi'birin, Seeker of the Name ¤
Scholar. Initiative = 60.

Use 5 knowledge and return 5 influence from Anazi'birin to your influence sphere: take an extra turn.

Return 5 blocks from Anazi'birin plus 5 blocks from the knowledge sphere on the main board to your influence sphere to take the extra turn.

Illustration by Martin Sickree. Card name and story by Christopher Park-Thomas.

Belac, the Potent Mind
Sage. Initiative = 27.

Augment 1 additional power at a monastery.

When visiting a monastery, gain one bonus augmentation for free. Paid augmentations are not required.

Illustration by Reza Afshar.

Dealmaker Gha-Kein ¤
Dealer. Initiative = 43.

Remove 1 card you control from the game. Gain half of it's honor, rounded down.

Does not apply to treachery cards with a negative honor total.

Illustration by Simon Tjong.

Durgle the Determined
Apprentice. Initiative = 26.

Augment 1 potential to influence for each proficiency you have attained.

Illustration by Matt Olson.

Elina, Scribe of Moderate Worth
Scribe. Initiative = 44.

When you activate Elina, activate your character. You may convert 2 influence on Elina to 1 knowledge.

During conversion, 1 influence on Elina goes into the knowledge sphere on the board and the other to your influence sphere.

Illustration by Matt Olson.

Empress Rhun, the Violet Sun
Empress. Initiative = 59.

Once per turn, convert 1 vision to 1 honor.

This block moves from the vision sphere on the board to the influence sphere on your power board.

Illustration by Matt Olson.

Fynnok, the Forked Branch ¤
Guru of Harmony. Initiative = 58.

When Fynnok joins your party, gain 1 vision.

This companion has increased immediate value. He grants no optional activation ability; the vision is a 1-time gain.

Illustration by Emiliano H. Córdoba.

Igor and Senna
Child Wonders. Initiative = 16.

Augment 1 potential to conviction for free when visiting a monastery.

When visiting a monastery, you may move 1 block from potential to conviction. This ability does not require knowledge.

Illustration by Matt Olson.

Leiyha, the Lost Dream ¤
Prodigy of Mind. Initiative = 36.

Add an extra influence on Leiyha: return 2 influence from companions you control to your influence sphere.

Illustration by Martin Sickree.

Nyra, the Gilded Eye
Relic Hunter. Initiative = 4.

Move 1 influence from your influence sphere to a relic you control.

Illustration by Inkary.

Sestra, Lorekeeper
Savant. Initiative = 29.

If adjacent to a library, gain 1 knowledge.

Visiting the library is not required.

Illustration by Simon Tjong.

Storytellers Hira and Gan
Elders. Initiative = 67.

Return 3 influence from Hira and Gan to your influence sphere: roll the white attribute die.

Gain the attribute rolled, of course.

Illustration by Matt Olson.

Trader Elyas
Elixir Merchant. Initiative = 45.

For each influence on Trader Elyas, you may return 1 influence from another companion to your influence sphere.

Does not affect the companions of other players. Can affect one or multiple companions. Elyas cannot affect himself.

Illustration by Matt Olson.

Ursula, the Mind Star
Prophetess. Initiative = 47.

Look at the top card on any of the 6 face-down card stacks on the board. Put it back, or flip it face-up.

This card does not need to be revealed to other players unless flipped.

Illustration by Phu Thieu.

Yenara, the Inquisitive Mind ¤
Alchemist. Initiative = 48.

Convert 1 knowledge to either 1 inspiration or 1 strength.

Illustration by Phu Thieu.

Yohna, the Eccentric
Illusionist. Initiative = 46.

Convert 1 conviction to 1 vision or vice versa.

Illustration by Matt Olson.

Zaya, the Untamed
Adept. Initiative = 28.

Acquiring relics costs you 1 vision.

Relics cost you only 1 vision when visiting the Arcane Tower this turn.

Illustration by Emiliano H. Córdoba.

Zinh, Wind in the Trees
Spy. Initiative = 5.

Other players gain no honor when you visit regions they control.

Illustration by Emiliano H. Córdoba.

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Companions: Red

Note: Companion abilities can only be used on the same turn they are activated.

¤ This cannot be a starting companion.

Arn, First Son of Steel
Commander. Initiative = 11.

If adjacent to a fort, gain 1 strength.

Visiting the fort is not required.

Illustration by Brett Carville.

Beast Mistress Veroa
Beast Mistress. Initiative = 53.

Upgrading your mount costs 1 strength.

Upgrading your mount costs you only 1 strength when visiting the command post this turn.

Illustration by Phu Thieu.

Dregun, Long Forgotten
Bounty Hunter. Initiative = 2.

Defeating monsters costs you 1 courage.

Defeating monsters costs you only 1 courage when visiting the Gaping Maw this turn.

Illustration by Reza Afshar.

Drokk, Stone Whisperer ¤

Use 5 strength and return 5 influence from Drokk to your influence sphere: take an extra turn.

Return 5 blocks from Drokk plus 5 blocks from the strength sphere on the main board to your influence sphere to take the extra turn.

Giant. Initiative = 63.
Illustration by Matt Olson.

Ga'nok, Son of Ve'nok
Tribesman. Initiative = 32.

If you roll a die, you may instead roll twice and choose from the results.

This affect works any time you would roll either the black or white die, this turn, for any reason.

Illustration by Inkary.

Groll, Heart of Flame
Adventurer. Initiative = 18.

At the end of the game, each completed quest reward you've attained gains you 2 honor.

Gain 2 honor for each completed quest, up to 4 honor per card.

Illustration by Matt Olson.

Herk ¤
Winterfresh Golem. Initiative = 33.

Herk counts toward both courage and strength mastery.

At game end, this card counts as if it were orange as well as red.

Illustration by Addison Rankin.

Izah, the Tireless
Wanderer. Initiative = 52.

If there are 3 or more influence on Izah, augment 1 influence to conviction.

Illustration by Emiliano H. Córdoba.

Jerno, the Breathless
Tracker. Initiative = 39.

Add 1 to your movement.

Extends normal movement this turn by one.

Illustration by Olie Boldador.

Krajik, the Unruly ¤
Savage. Initiative = 21.

Lose all attributes. Gain 1 honor for each.

Return all of your attributes from the main board to your influence sphere: gain 1 honor for each attribute returned in this way. Partial returns are not allowed.

Illustration by Matt Olson.

Nalin, Dangerously Debonair
Statesman. Initiative = 62.

Taking control of an occupied region requires only 1 conviction and grants 1 additional honor.

Only affects occupied regions.

Illustration by Matt Olson.

Nilo, Twice Forged in Flame
Man-at-arms. Initiative = 19.

Convert 1 conviction to courage or vice versa.

Illustration by Matt Olson.

One-Shot Dara
Deadeye. Initiative = 7.

If there are 2 more more influence on Dara, move 1 to your influence sphere and another to your conviction sphere.

Illustration by Inkary.

Qu'ara, the Unshakable
Shield Maiden. Initiative = 9.

Convert 1 conviction into 2 inspiration or 2 knowledge.

Move 1 conviction to your influence sphere, then move 2 influence into either to the inspiration or knowledge sphere on the main board. Cannot be split 1 each.

Illustration by Matt Olson.

Ruak, Defender of the Sacred Spirit
Master Hunter. Initiative = 1.

When attacking a monster with Ruak as your champion, roll the white attribute die twice instead of rolling both dice.

Illustration by Bartek.

Wim, Sprightly Squire
Squire. Initiative = 38.

When you activate Wim, activate your character. You may convert 2 influence on Wim to 1 strength.

During conversion, 1 influence on Wim goes into the strength sphere on the board and the other to your influence sphere.

Illustration by Matt Olson.

Xan, the Undaunted ¤
Champion. Initiative = 10.

Add 2 extra influence on Xan: activate 1 additional companion (you must pay the activation cost).

Requires the addition of 3 influence; 1 to activate Xan and the other 2 to trigger the ability. If the ability is triggered, you may then activate another of your companions this turn (at the normal influence cost, including gaining their attributes and their optional ability).

Illustration by Bartek.

Yanos, the Lost Aspiration ¤
Prodigy of Body. Initiative = 34.

If you have 2 or more proficiencies, activating Yanos does not require influence.

Illustration by Phu Thieu.

Yok-No, the Sharpened Mind ¤
Guru of War. Initiative = 8.

When Yok-No joins your party, gain 1 courage.

This companion has increased immediate value. He grants no optional activation ability; the courage is a 1-time gain.

Illustration by Matt Olson.

Zharah, Daughter of Flame
Tactician. Initiative = 31.

You may split your movement before and/or after your other actions however you wish.

For example, if your movement is 3: you may move 1, visit a region, move 1, activate a companion, and then move 1.

Illustration by Martin Sickree.

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Companions: Yellow

Note: Companion abilities can only be used on the same turn they are activated.

¤ This cannot be a starting companion.

Ambassador Kaladre ¤
Ambassador. Initiative = 66.

Kaladre counts toward both wisdom and inspiration mastery.

At game end, this card counts as if it were green as well as yellow.

Illustration by Emiliano H. Córdoba.

The Black Dove
Vagabond. Initiative = 12.

When you visit a region controlled by another player, augment 1 influence to conviction.

That player still gains the honor bonus when you visit that region.

Illustration by Phu Thieu.

Dahlia, Queen of Bloom Haven
Herbalist. Initiative = 64.

Return 2 influence from Dahlia to your influence sphere: augment 1 potential to influence.

Illustration by Brett Carville.

Dawn, the Lost Hope ¤
Prodigy of Spirit. Initiative = 35.

Add an extra influence on Dawn: proficiencies cost you 2 attributes instead of 3.

Requires the addition of 2 influence on the same turn to gain the ability.

Illustration by Duy Phan Nguyen Trinh. Card name by Thorsten Schleer.

Dryn, the Night's Beacon ¤
Guru of Peace. Initiative = 69.

When Dryn joins your party, gain 1 wisdom.

This companion has increased immediate value. He grants no optional activation ability; the wisdom is a 1-time gain.

Illustration by Martin Sickree.

Eila, Flicker of Days to Come
Initiate. Initiative = 54.

When you activate Eila, activate your character. You may convert 2 influence on Eila to 1 inspiration.

During conversion, 1 influence on Eila goes into the inspiration sphere on the board and the other to your influence sphere.

Illustration by Matt Olson.

Elya, the Faithful ¤
Believer. Initiative = 65.

Use 5 inspiration and return 5 influence from Elya to your influence sphere: take an extra turn.

Return 5 blocks from Elya plus 5 blocks from the inspiration sphere on the main board to your influence sphere to take the extra turn.

Illustration by Matt Olson.

Grenn, Prodigy of Rhymes
Bard. Initiative = 56.

When you add a companion from an inn, gain 2 honor.

This effect is not limited to 1 per turn if you can create a combo to add more than 1 companion.

Illustration by Hilary Aurelia.

Jika, the Brazen ¤
Nomad. Initiative = 22.

When Jika joins your party, augment 3 influence to conviction.

This companion has increased immediate value. She grants no optional activation ability; the conviction is a 1-time gain.

Illustration by Bartek.

Johann, the Tinkerer
Inventor. Initiative = 42.

Add 1 extra influence to Johann: roll the white attribute die.

Requires the addition of 2 influence on the same turn to gain the ability.

Illustration by Bartek.

Kealith, Oathkeeper
Zealot. Initiative = 13.

Return 2 influence from Kealith: your next empowered draw this turn does not require conviction.

Illustration by Matt Olson.

Kheya, the Ascended
Mentor. Initiative = 40.

Add an extra influence on Kheya: use another player's heroic trait ability this turn (you must pay any costs).

Allows you to use another player's trait ability for yourself. Works on any trait, including treacherous traits.

Illustration by Simon Tjong.

Miara, Song of the Woods
Minstrel. Initiative = 41.

If adjacent to a shrine, return 2 influence from companions.

Visiting a shrine is not required. Can affect one or more of your companions.

Illustration by Emiliano H. Córdoba.

Nyei, of the Folded Leaf
Diplomat. Initiative = 57.

Gain 1 strength or 1 knowledge if you have none.

Example: if you have 1 strength and 0 knowledge at the time of activation, this ability could grant you knowledge, but not strength.

Illustration by Phu Thieu.

Oneth, of the Folded Leaf
Lookout. Initiative = 3.

Passive Ability: Players cannot gain control of any of your regions if you are adjacent to one of them.

Passive abilities such as this one persist as long as the companion is in your party—activating a passive ability is not required.

Illustration by Phu Thieu.

Oog'Teh, the Water's Touch
Healer. Initiative = 55.

Convert up to 2 inspiration to knowledge.

Illustration by Bartek.

Tirynn, Spirit Unbroken
Ascetic. Initiative = 24.

Attaining traits costs you 1 wisdom.

Traits cost you only 1 wisdom when visiting the Ancient Tomb this turn.

Illustration by Phu Thieu.

Xina, Pity Mage ¤
Enchantress. Initiative = 14.

Dilute 1 power: visit an additional region this turn.

You must be adjacent to the region. The additional visit action is independent of your normal visit action; you may not gain control of this region during this visit.

Illustration by Phu Thieu.

The Zharyan Sisters
Triplets. Initiative = 23.

Passive ability: Other players cannot affect your yellow companions, or their influence, in any way.

Passive abilities such as this one persist as long as the companion is in your party—activating a passive ability is not required.

Illustration by Matt Olson.

Zho, Barrier to Darkness
Disciple. Initiative = 25.

If adjacent to a holy spire, gain 1 inspiration.

Visiting a holy spire is not required.

Illustration by Brett Carville.

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Traits

Note: Traits with triggered abilities can be used more than once per turn. Passive traits can be used once per turn.

Creativity

Gain 2 honor each turn you convert to wisdom.

This trait gains you a maximum of 2 honor per turn.

Illustration by Emiliano H. Córdoba.

Devotion

Each time you use conviction, gain 1 honor.

Can be used for separate abilities or separate instances of the same ability on a single turn.

Illustration by Nguyen Dang Hoang Tri .

Diligence

When you attain a trait, acquire a relic or defeat a monster, you may augment 1 influence to conviction.

Illustration by Ruo Yu Chen.

Expertise

Gain 2 honor each turn you convert to vision.

This trait gains you a maximum of 2 honor per turn.

Illustration by Emiliano H. Córdoba.

Gallantry

When you defeat a monster or gain control of an opponent's region, gain 2 honor.

Illustration by Matt Olson.

Humility

When a player with more honor than you gains honor, augment 1 potential to influence.

This passive ability occurs on other players' turns. Does not apply to an honor gain that would cause a player to pass you from equal or lesser honor.

Illustration by Brett Carville.

Impunity

Other players must pay double, rounded up, for abilities that affect any of your cards or blocks.

This includes the control of regions.

Illustration by Matt Olson.

Leadership

Gain 2 honor each turn you convert to courage.

This trait gains you a maximum of 2 honor per turn.

Illustration by Emiliano H. Córdoba.

Loyalty

When you activate your character, you may return 1 influence from a companion to your influence sphere.

Illustration by Tomas Panavas.

Patience

Skip a turn. Gain 1 courage, 1 vision, and 1 wisdom.

Gain these attributes—you may not take any other actions this turn.

Illustration by Emiliano H. Córdoba.

Persistence

When you gain honor from 2 or more sources on a single turn, gain 2 honor.

This persistence ability does not count as one of the sources.

Illustration by Martin Sickree. Inspired by the persistent Matthew Weekly.

Preparation

Each time you gain a card, increase its honor yield (in the upper-right corner) by 1.

Illustration by Inkary.

Purpose

When you activate yourself, gain 1 extra of the chosen attribute.

Adds 1 to the attribute yield. These attributes must be the same type.

Illustration by Reza Afshar.

Resilience

It is not necessary to add more than 4 influence to any of your companions.

As long as one of your companions has 4 or more influence blocks on it, you may activate that companion without adding more influence.

Illustration by Emiliano H. Córdoba.

Wanderlust

When you move 4 or more on one turn, gain 1 honor.

Illustration by Tomas Pavanas.

Wonder

When activated, each of your companions may produce the attributes of 1 of your other companions.

Illustration by Emiliano H. Córdoba.

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Infused Crystals

Note: Infused crystals allow you to use attributes without using influence blocks. They can be used once per turn.

Courage-Infused Crystal

Once per turn, you may use Courage-Infused Crystal in place of 1 courage.

Illustration by Emiliano H. Córdoba.

Inspiration-Infused Crystal

Once per turn, you may use Inspiration-Infused Crystal in place of 1 inspiration.

Illustration by Emiliano H. Córdoba.

Knowledge-Infused Crystal

Once per turn, you may use Knowledge-Infused Crystal in place of 1 knowledge.

Illustration by Emiliano H. Córdoba.

Strength-Infused Crystal

Once per turn, you may use Strength-Infused Crystal in place of 1 strength.

Illustration by Emiliano H. Córdoba.

Vision-Infused Crystal

Once per turn, you may use Vision-Infused Crystal in place of 1 vision.

Illustration by Emiliano H. Córdoba.

Wisdom-Infused Crystal

Once per turn, you may use Wisdom-Infused Crystal in place of 1 wisdom.

Illustration by Emiliano H. Córdoba.

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Monsters

Note: The honor in the upper-right is gained immediately when a monster is defeated, but monster bonuses only apply at the end of the game during final scoring.

Crazed Butterfly Smasher

At game end, gain 1 honor for each of your companions.

Includes treacherous companions.

Illustration by Duy Phan Nguyen Trinh.

Custodian of the Inner Tomb

At game end, gain 2 honor for each wisdom you possess.

This refers to unused wisdom on the main board.

Illustration by Matt Olson.

Dro'zol, Overlord of the Vortex

At game end, gain 2 honor for every 2 conviction you possess.

This refers to unused conviction on your power board. Must be scored in pairs (1 conviction = 0 honor).

Illustration by Matt Sadler.

Drogas, the Living Darkness

At game end, gain 1 honor for each card color in your possession.

Does not include journey cards. Includes secret quest cards so long as a portion of the card has been completed; if none of the quests on your secret quest cards have been completed, this does not count as a card color.

Illustration by Phu Thieu.

Drurg, Wanton Smasher

At game end, gain 1 honor for each region you control.

Illustration by Duy Phan Nguyen Trinh.

Hideous Purple Slime

At game end, gain 2 honor for each vision you possess.

This refers to unused vision on the main board.

Illustration by Matt Olson.

The Invigorated Dead

At game end, gain 2 honor for each monster you have defeated.

Illustration by Phu Thieu.

Mornak, Lost in Shadow

At game end, gain 1 honor for every 2 influence you possess.

This refers to unused influence in the influence sphere on your power board.

Illustration by Duy Phan Nguyen Trinh.

Ogun, the Living Bark

At game end, gain 2 honor for each of your traits.

Includes treacherous traits.

Illustration by Duy Phan Nguyen Trinh.

Oya, Carnivorous Blossom

At game end, gain 7 honor if there are no blocks in your power board's potential sphere.

Illustration by Matt Olson.

Sentinel of the Gaping Maw

At game end, gain 2 honor for each courage you possess.

This refers to unused courage on the main board.

Illustration by Matt Olson.

Smoldering Fright Crawler

At game end, gain 2 honor for each of your proficiencies (any color).

Illustration by Noémi Konkoly.

Sula, Mutated Pond Thrasher

At game end, gain honor equal to your speed +2.

Base speed without upgrades would yield 4 honor, etc.

Illustration by Duy Phan Nguyen Trinh.

Twin Voices of Fear and Despair

At game end, gain 3 honor for each of your end-game trigger tokens.

Illustration by Simon Tjong.

The Unspeakable

At game end, gain 2 honor for each of your relics.

Illustration by Matt Olson.

Vish'ne, Warden of the Crags

At game end, gain 6 honor if you have at least 1 relic, 1 trait, and 1 monster card.

Illustration by Martin Sickree.

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Relics

Note: Relic abilities can only be used once per turn. You can use more than one relic per turn.

Armguards of the Beast Mistress

Move 1 influence from this relic to your speed tile. Gain +1 speed.

These bonuses stack and persist after upgrading your mount. You lose the speed increase if you recover influence from speed tiles.

Illustration by Matt Olson.

Ceremonial Alter Knife *(Ethereal)*

Return 1 influence from this relic to your potential and gain 3 honor.

Illustration by Emiliano H. Córdoba. Inspired by the amazing community of backers on Kickstarter.

Charged Portal Stone

Return 1 influence: teleport to any unoccupied space.

Illustration by Brett Carville.

Dawn-Seeker Signet

Return 1 influence: convert 1 inspiration to 1 wisdom.

Illustration by Inkary.

Glimmering Orb of Conundrums

Return 1 influence to the conviction sphere on your power board.

Influence moves from this relic to your conviction sphere instead of your influence sphere.

Illustration by Brett Carville.

Mirror of Alternate Realities

Return 1 influence: gain the attributes of another player's companion this turn.

Does not grant the ability of that companion—just the attributes.

Illustration by Martin Sickree. Card name and concept by Chris Weinert.

Pendant of Potency

Return 1 influence: convert 1 strength to 1 courage.

Illustration by Matt Sadler.

Pouch of Glowberries

Return 1 influence: roll the attribute die.

Gain the attributes of the roll.

Illustration by Emiliano H. Córdoba.

Scepter of Blue Blazes

Return 1 influence: convert 1 knowledge to 1 vision.

Illustration by Tomas Panavas.

Scroll of the High-Born

Return 1 influence: augment 1 potential to influence.

Illustration by Addison Rankin.

Shield of Dread and Wonder

Move 1 influence from this relic to a companion you control: gain its attributes.

Illustration by Emiliano H. Córdoba.

Taker of Stars

Return 1 influence: if there are 3 or more end-game triggers active, remove one.

You may choose which to remove.

Illustration by Brett Carville.

That Which Was Broken

Influence here counts toward Vision mastery.

With 3 influence on this card, it would count 4 towards vision mastery (one for the card itself).

Illustration by Emiliano H. Córdoba.

Timeworn Mask of the Invader

Use 1 influence from this relic to gain control of an adjacent, uncontrolled region.

Influence moves from this relic to the region instead of your influence sphere.

Illustration by Emiliano H. Córdoba.

Tome of Elemental Mastery

Return 1 influence: redistribute your inspiration, knowledge, and strength.

You may pick up and move your blocks freely within these attribute spheres on the main board.

Illustration by Reza Afshar.

Yenara's Glittery Pink Elixir

Return 1 influence: return up to 2 influence from one companion.

Influence moves from one companion to your influence sphere.

Illustration by Emiliano H. Córdoba.

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End-Game Triggers

Note: When the criteria has been met on one or more end-game trigger cards, the next round becomes the final round.

All In

When 1 player has zero blocks on his/her power board, the next round becomes the final round.

This means that all of these blocks are currently in the attribute spheres, on companions, on relics, or on region tiles.

Balance

When 1 player has acquired a card of each of the 6 colors on the board, the next round becomes the final round.

This can include the companion you started with at the beginning of the game.

Companions

When 1 player has acquired 6 or more companions, the next round becomes the final round.

Companions who were lost or abandoned do not count towards this total.

Monsters

When 1 monster more than the number of players has been defeated, the next round becomes the final round.

Example: this means that in a 4 player game, 5 monsters have been defeated collectively.

Proficiencies

When 2 proficiencies more than the number of players have been acquired, the next round becomes the final round.

Example: this means that in a 4 player game,6 proficiencies have been acquired collectively.

Regions

When 1 player controls 4 regions more than each other player, the next round becomes the final round.

The player who triggers this must have 4 more regions than all other players, compared individually.

Relics

When 1 relic more than the number of players has been acquired, the next round becomes the final round.

Example: this means that in a 3 player game, 4 relics have been acquireed collectively.

Supremacy

When 1 player has 6 or more: courage or vision or wisdom, the next round becomes the final round.

The player who triggers this must have 6 more of a single heroic attribute at the same time (courage, wisdom, or vision).

Swiftness

When all players have upgraded their mount to at least speed 4 (or speed 5 in a 2-player game), the next round becomes the final round.

Traits

When 1 trait more than the number of players has been acquired, the next round becomes the final round.

Example: this means that in a 3 player game, 4 traits have been attained collectively.

Trigger Tokens

When the last end-game trigger token is acquireed by a player, the next round becomes the final round.

Vindication

When all players have been vindicated, (vindicate by augmenting all potential and having at least 25 honor) the next round becomes the final round.

Pets

Note: Pet cards are only used when playing with the exotic pet menagerie tile expansion. Using pet abilities is always optional.

Brokk, Defender of the Order

Attach this pet to a companion you control. While you control Brokk, that companion cannot be killed.

Illustration by Bartek.

Claude

Attach this pet to a companion you control. While that companion is active, empowered draws cost 1 attribute.

You may choose any attribute to pay the cost of an empowered draw instead of using conviction.

Illustration by Simon Tjong.

Dryad Gremlin Gang

Attach this pet to a companion you control. While that companion is active, you may add 1 influence to a relic.

Illustration by Matt Sadler.

Ghak, Minion of the Brotherhood

Attach this pet to a companion you control. While that companion is active, move an end-game trigger token 2 spaces.

You may move the token 2 spaces in either direction — forward or backward.

Illustration by Matt Olson.

Jaike and Zoba

Attach these pets to a companion you control. Gain 1 honor if another player passes through your space.

This is a passive ability that is active as long as Jaike and Zoba are attached to a master.

Illustration by Matt Sadler.

Kajek, Ageless and Esteemed

Attach this pet to a companion you control. While that companion is active, other players cannot gain honor.

Illustration by Duy Phan Nguyen Trinh.

Ketena, the Ancient

Attach this pet to a companion you control. While that companion is active, you may visit a region 1 extra space away.

You may visit any region that you would be adjacent to if you were 1 space away from your current space; this gives you 5-6 region options instead of 3.

Illustration by Duy Phan Nguyen Trinh.

Ostrah, First of the Order

Attach this pet to a companion you control. That companion requires no influence to activate.

Illustration by Matt Olson.

Shonah, the Gilded Claw

Attach this pet to a companion you control. While that companion is active, augment 1 potential to influence.

Illustration by Duy Phan Nguyen Trinh.

Slyrk, Grand-Daddy of the Marsh

Attach this pet to a companion you control. While that companion is active, proficiencies cost you 1 less.

Illustration by Duy Phan Nguyen Trinh.

Twerbs, the Jittery

Attach this pet to a companion you control. While that companion is active, use 1 conviction to draw a secret quest.

This ability is optional.

Illustration by Matt Olson.

Vak'Ikk, Warden of the Coast

Attach this pet to a companion you control. While that companion is active, you may move along the numbered coast spaces.

This pet allows you to move along the coastline. Your normal movement may now include moving from numbered spaces on the edge of the map to adjacent ones.

For example, if your speed is 3, you may move directly from numbered space 3, to numbered space 4, to 5, and then to 6.

Illustration by Duy Phan Nguyen Trinh.

Vosh, Matriarch of the Tusk

Attach this pet to a companion you control. While that companion is active, gain 1 additional of it's attributes.

Example: if this pet's master generates 2 inspiration, it now generates 3 inspiration.

Illustration by Phu Thieu.

Yi'Qua, of Mighty Wind and Cloud

Attach this pet to a companion you control. While that companion is active, flip a face-down card on the main board.

Choose one of the 6 face-down card stacks on the main board and flip the top card face-up, on top of the previous face-up card.

Illustration by Matt Olson.

Zea, Guardian of the Noble Mind

Attach this pet to a companion you control. While that companion is active, you may augment 1 influence to conviction.

Illustration by Phu Thieu.

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Loot

Note: Loot cards are only used when playing with the Myths & Wonders expansion. They can be used once per turn.

Ceremonial Spear of the Owl

Dilute 1 power: replace a relic you control with the face-up or top face-down relic on the board.

The previous relic goes back into the game box and the influence moves to the new relic. There is no loss or gain of honor in this exchange.

Illustration by Martin Sickree.

Dust of Vanished Eons

Dilute 1 power: replace one of your companions with any face-up companion on the board.

There is no loss or gain of honor in this exchange. The previous companion goes back into the box and all influence on it moves to the new companion.

Illustration by Tomas Pavanas.

Enchanted Sky Rug

Dilute 1 power: teleport to any space adjacent to a tile you control instead of your normal movement.

The destination must be unoccupied.

Illustration by Nguyen Dang Hoang Tri.

Medallion of the Everlit

Dilute 1 power: visit 1 additional region this turn.

You can visit a second region, but not the same region twice.

Illustration by Matt Olson.

Peculiar Island Standard

Dilute 1 power: remove this card from the game, then acquire the face-down trait on the board.

Gain the honor on the new trait as normal.

Illustration by Matt Olson.

Prismatic Amulet of the Ages

Dilute 1 power: convert 1 influence to any attribute of your choice.

Illustration by Simon Tjong.

Ring of Blind Ambition

Dilute 1 power: the next card you acquire this turn costs 1 less attribute of your choice.

Illustration by Inkary.

Sacred Plume

Dilute 1 power: replace an active end-game trigger with the top end-game trigger from the deck.

The previous end-game trigger is no longer active and goes back into the box.

Illustration by Emiliano H. Córdoba.

Scepter of the Night Watcher

Dilute 1 power: exchange one of your proficiencies for any other available proficiency on the board.

Return your proficiency to the appropriate location on the board, then take any other available one from the board.

Illustration by Matt Olson.

Scroll of Boundless Learning

Dilute 1 power: gain the attributes of any face-up companion in the game.

Can be used on a companion either on the board or controlled by another player.

Illustration by Simon Tjong.

Unidentified Magic

Dilute 1 power: remove this card from the game, then acquire the face-down relic on the board.

Gain the honor on the new relic as normal. The new relic comes with no influence.

Illustration by Matt Olson.

Wand of Hypnotic Grip

Dilute 1 power: teleport to any space adjacent to another player instead of your normal movement.

Illustration by Emiliano H. Córdoba.

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Journey Cards

Note: Journey cards are only used at the start of the game. Once used, they can be placed back in the box.

Thrown Overboard for Treachery

A New Journey Begins

Your body washes ashore.

Place your medallion on this map triangle and your scoring disc on track space 15.

A traveler revives you.

Randomly draw a *(color)* companion card. (draw until you get a card that does not have this icon:))

Something inside you awakens.

Place 8 of your blocks into potential, 8 into influence, 2 into conviction, and 1 each into inspiration, knowledge, and strength on the main board.

Players must choose a companion of the matching color on their journey card.

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Treachery Cards

Note: Treachery cards are only used when playing with the Treachery expansion (p.33).

¤ This cannot be a starting companion.

Boots of Mad Dashing

Cursed Relic

***When acquired, place 1-3 influence here.* Lose 1 honor and return 1 influence: move all players up to 4 spaces on the map.**

Includes yourself. May be zero.

Illustration by Inkary.

Conviction Siphon

Cursed Relic

***When acquired, place 1-3 influence here.* Lose 1 honor and return 1 influence: use another player's conviction (1) for yourself.**

The other player must dilute 1 conviction to influence on their power board. You may use influence to denote control of a region.

Illustration by Matt Olson. Card concept by Sebastian Zarzycki.

Deception

Trait

Lose 1 honor: use only 1 conviction to gain control of another player's map region if you're adjacent to it.

This loss of honor and conviction represents the entire cost. No honor is gained for the new region.

Illustration by Matt Sadler.

The False Tongue ¤

Blue Companion

Traitor. Initiative = 49.

Dilute 1 power: add a black treachery block to an adjacent map player's companion. It cannot be activated until the block is removed for 1 conviction.

The other player must be adjacent to you on the map. Any player may pay the conviction cost to remove the treachery block.

Illustration by Matt Olson.

Feth, the Vengeful ¤

Red Companion

Bully. Initiative = 30.

You may displace another player on the map by moving them 1 space. If you do, gain 2 strength.

When you move into or through a space with another player, move their medallion 1 space in any direction (unoccupied). If there are no legal movements available for you or the other player, you may not use this ability.

Illustration by Nguyen Dang Hoang Tri.

Greed

Trait

Lose 1 honor: an adjacent map player loses an attribute of their choice. You gain 3 of that attribute.

The other player must be adjacent to you on the map. If the other player has no attributes, there is no effect.

Illustration by Emiliano H. Córdoba.

Hubris

Trait

Lose 1 honor: augment 2 potential to influence. An adjacent map player must dilute 1 power.

The other player must be adjacent to you on the map.

Illustration by Inkary.

Kuvot, the Mind Thief ¤

Blue Companion

Dark Wizard. Initiative = 37.

Lose 1 honor: gain a proficiency tile from an adjacent map player of their choice. That player gains 2 honor.

The other player must be adjacent to you on the map.

Illustration by Phu Thieu. Card concept by Joey Hicklin.

Seven Quills, Highland Vandal ¤

Red Companion

Soldier of Fortune. Initiative = 6.

Dilute 1 power: add a black treachery block to an adjacent map player's relic or trait. It cannot be used until the block is removed for 1 conviction.

The other player must be adjacent to you on the map. Any player may pay the conviction cost to remove the treachery block.

Illustration by Nguyen Dang Hoang Tri.

Sidney, the Undisciplined ¤

Yellow Companion

Tiny Terror. Initiative = 61.

Dilute 1 power: add a black treachery block to an adjacent region. It cannot be visited or scored until the block is removed for 1 conviction.

Any player may pay the conviction cost to remove the treachery block.

Illustration by Matt Olson.

Strann, the Oppressor ¤

Red Companion

Tough Guy. Initiative = 17.

If you move through another player, augment 1 influence to conviction. That player suffers -1 inspiration.

Illustration by Phu Thieu.

Toule, the Underhanded ¤

Yellow Companion

Thief. Initiative = 51.

Augment 1 potential to influence. An adjacent map player loses 1 attribute of their choice.

You may use this ability if there are no players adjacent to you on the map.

Illustration by Inkary.

Vrix, Monarch of Frost ¤

Blue Companion

Dark Mage. Initiative = 50.

Switch places with another player within 2 spaces on the map.

Illustration by Duy Phan Nguyen Trinh.

Yenara's Murky Green Toxin

Cursed Relic

***When acquired, place 1-3 influence here.* Lose 1 honor and return 1 influence: all other players add 2 influence to a companion.**

Each other player places 2 influence on a companion they control. If they have no influence in the influence sphere on their power board, they must recover influence (p.8).

Illustration by Can Başdoğan.

Zula, the Wretched ¤

Yellow Companion

Rogue. Initiative = 20.

Return 2 influence from Zula to your influence sphere. An adjacent map player suffers -1 inspiration.

You may use this ability if there are no players adjacent to you on the map.

Illustration by Inkary.

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Secret Quests

Note: Secret Quest cards remain face-down during the game. See page 13.

Awakening the Dawn

- (2) **Control a holy spire at the end of the game.**
- (5) **Possess the most wisdom on the main board at the end of the game.**

Carpe Diem

- (2) **Control a command post at the end of the game.**
- (5) **Upgrade your mount to speed 5 by the end of the game.**

Control Issues

- (2) **Control a library at the end of the game.**
- (5) **Possess the most vision on the main board at the end of the game.**

Don't Bring Your Evil Here

- (2) **Control the Gaping Maw at the end of the game.**
- (5) **Defeat any 3 monsters by the end of the game.**

Exoneration of the Wretched

- (3) **Have at least 1 blue, 1 red, and 1 yellow companion at the end of the game.**
- (4) **Vindicate yourself by the end of the game.**

The Genius of Innovation

- (1) **Possess an inspiration proficiency at the end of the game.**
- (7) **Win inspiration mastery at the end of the game.**

Intellectual Superiority

- (1) **Possess a knowledge proficiency at the end of the game.**
- (7) **Win knowledge mastery at the end of the game.**

It's Party Time

- (2) **Control an inn at the end of the game.**
- (5) **Have 4 or more companions in your party at the end of the game.**

Motivational Leadership

- (2) **Control a shrine at the end of the game.**
- (5) **Have more conviction than any other player at the end of the game.**

The Power Within

- (2) **Control the Ancient Tomb at the end of the game.**
- (5) **Attain any 3 traits by the end of the game.**

The Prized Crackerjack

- (3) **Have at least 5 potential in your potential sphere at the end of the game.**
- (4) **Attain 3 or more proficiencies by the end of the game.**

The Profit of Discipline

- (2) **Control a fort at the end of the game.**
- (5) **Possess the most courage on the main board at the end of the game.**

The Promise You Made to Yourself

- (2) **Control a monastery at the end of the game.**
- (5) **Have zero potential in your potential sphere at the end of the game.**

Rise of the Polymath

- (3) **Control any 2 regions at the end of the game.**
- (4) **Attain 1 trait, acquire 1 relic, and defeat 1 monster by the end of the game.**

Trinkets of the Tower

- (2) **Control the Arcane Tower at the end of the game.**
- (5) **Acquire any 3 relics by the end of the game.**

Vigorous Brawny Bulk

- (1) **Possess a strength proficiency at the end of the game.**
- (7) **Win strength mastery at the end of the game.**

Expanded Content

Explore Deeper

Each of our journeys are unique, even the most basic experiences bringing great challenges, variety, and satisfaction. In some souls though, churns a hunger for something more. A desire pulsing in their spirit for new experiences, for fresh opportunities. Different paths to new horizons. To go deeper.

They needn't worry. The island affords options enough for even the most adventurous traveler. This is your experience, make it the one you want it to be.

Treachery Expansion

Treacherous companions cause a 1-time loss of honor when they join your party

Some treachery cards require the loss of honor each time they are used

Optional 15-Card Treachery Expansion

Ahhh, the joys of making others miserable. The Treachery expansion allows you to disrupt others while often making more significant personal gains… at the expense of honor.

Distribution of Treachery Cards

After all players have completed their journey cards at the start of the game, treachery cards can be shuffled into the card stacks with matching backs. It's that simple.

For example, treacherous traits have normal green trait backs, and are simply shuffled into the trait stack at the beginning of the game.

Messin' With Your Mojo

The primary benefit of treachery is the ability to affect other players directly. Doing so is of course dishonorable, so the loss of honor is part of the cost.

- *Acquiring a treachery card is no different than any other card in the game.*
- *Only the cards in the stack are the limit to the number of treachery cards you can acquire.*
- *Treachery cards DO NOT count toward mastery at the end of the game (any color).*
- *You DO NOT lose or gain honor when you lose a treacherous companion.*

IMPORTANT: ADJACENCY

Your companions who are treacherous primarily disrupt other players who are adjacent to them on the map, so getting close to other players is important.

Conversely, if other players are using treachery, it's best to steer clear and don't let them anywhere near you on the map.

Expansion Regions

IMPORTANT

To maintain the balance of the game, it is important to follow these 4 rules when choosing which region tiles to remove from a game:

Rule 1:

Always Use the Arcane Tower, the Ancient Tomb, and the Gaping Maw

Acquiring magical relics, defeating monsters, and attaining traits are critical to the game, so these 3 tiles should always be used.

Rule 2:

Always Use an Equal Number of Holy Spires, Forts, and Libraries

To maintain an equal balance of attributes, use these tiles in equal numbers.

Rule 3:

Always Use an Equal Number of Command Posts, Shrines, and Monasteries

These regions are also tied to the balance of attributes, so be sure to use them in equal numbers.

Rule 4:

Always Use at Least 2 Inns

There should always be at least 2 inns on the board to allow players access to new companions.

Note:

Having a third inn is helpful for the first game or when players are still learning. After that, it can be swapped out in favor of a region replacement.

Like the region expansions, the Academy has an independent ability and therefore is a first choice for swapping out in favor of a region expansion.

Using 1 or 2 Expansion Regions

If you want to add the exotic pet menagerie, the temple ruins, the wishing well, a combination of 2 of those, or the sacred stones 2-tile set, do the following:

To Swap 1 Tile:

Swap your expansion tile for the Academy or an inn.

To Swap 2 Tiles:

Swap your expansion tiles for both the Academy and an inn.

Using 3 Regions

If you want to use the 3-tile jewelcrafter expansion (or the 2-tile sacred stones plus a 1-tile expansion), choose one of the following:

Basic Option:

Swap your tiles in for 1 holy spire, 1 fort, and 1 library. This option requires players to rely more on companions to gain attributes.

Advanced Option:

Swap your tiles in for 1 command post, 1 monastery, and 1 shrine. This option makes it more difficult to augment power, upgrade mounts, and return influence from companions.

Using 4 or 5 Expansion Regions

Follow the same recommendations to end up with your 19 tiles.

For example, if you wish to play with the jewelcrafter 3-tile set and the temple ruins 1-tile expansion, you'd need to swap out 4 tiles:

4-Tile Basic Option:

Remove the Academy or one of the inns. Then, remove 1 holy spire, 1 fort ,and 1 library.

4-Tile Advanced Option:

Remove the Academy or one of the inns. Then, remove 1 command post, 1 monastery, and 1 shrine.

5-Tile Basic Option:

Remove the Academy and one of the inns. Then, remove 1 holy spire, 1 fort, and 1 library.

5-Tile Advanced Option:

Remove the Academy and one of the inns. Then, remove 1 command post, 1 monastery, and 1 shrine.

Using 6 Expansion Regions

5 tiles just weren't enough, were they? You want it all, and you want it right now. You want it, you got it!

6-Tile Advanced-Only Option:

Remove 1 holy spire, 1 fort, 1 library, 1 command post, 1 monastery, and 1 shrine.

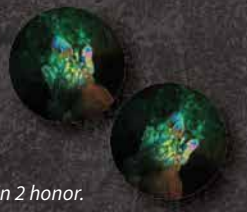
Jewelcrafter Expansion

3-Tile Set

The jewelcrafter 3-tile set includes 1 jewelcrafter tile and 2 crystal mines. It is important to play with these tiles as a complete set.

When visiting the crystal mine, gain 1 crystal, plus 1 crystal for each mine you control. When used, return all crystals to the supply on the board.

Crystals



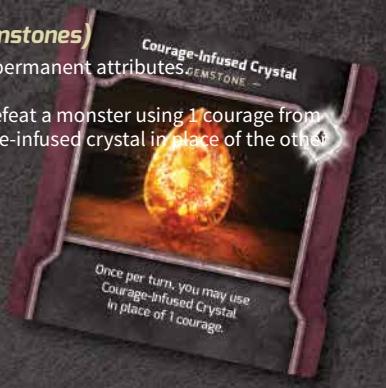
Up to 20 crystals can be used as follows:

- *Use 1 crystal to pay off a companion and return 2 influence from that companion back to your influence sphere.*
- *Turn in 3 crystals to the jewelcrafter to gain 2 honor.*
- *Turn in 3 attributes of the same type and 1 crystal to create an infused crystal (gemstone).*

Infused Crystals (Gemstones)

Infused crystals count as permanent attributes.

For example, you could defeat a monster using 1 courage from the board, and the courage-infused crystal in place of the other courage.



Exotic Pet Menagerie Expansion

1-Tile Expansion

Setting up the Market

When setting up a game with the exotic pet menagerie, flip 3 pets face up next to the face-down stack. This is known as the pet market.

When visiting the exotic pet menagerie:

- *Use 1 inspiration* *, 1 knowledge* *, and 1 strength* *.*
- *Choose 1 pet from the market, or draw the top face-down pet.*

Pets

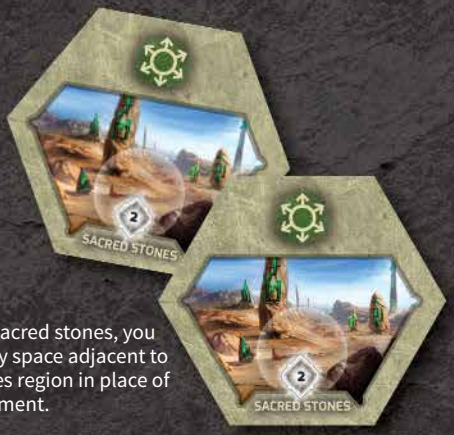
Pets attach permanently to your companions. When you gain a new pet, attach that pet to a companion you control, who becomes its master.

Some pet abilities activate when you activate their master, and some are passive, staying active as long as both the pet and its master are in your party. Things to note:

- *You may move a pet to a new master by adding 1 influence to the new master. In this way, you may trade pets between companions by adding 1 influence to each master.*
- *If you lose control of a pet's master due to the treachery or other effect from another player, or it is killed by a monster, you may move the pet to another companion you control for free.*

  If it was the only companion in your party, you may assign it temporarily to your character, but its abilities cannot be used until the pet finds a new master (another companion).
- *If you abandon a pet's master, you abandon the pet also—it cannot be moved to your character or another companion. Doing so causes you to lose the honor of both the companion and the pet.*

Sacred Stones Expansion



2-Tile Set

When visiting the sacred stones, you may teleport to any space adjacent to either sacred stones region in place of your normal movement.

- *If you are adjacent to one of the sacred stones regions and control one of them, you may teleport to any space adjacent to either sacred stones region—and then take your normal movement in addition.*
- *If you are adjacent to one of the sacred stones regions and control both of them, you may teleport anywhere on the map—and then take your normal movement.*

Temple Ruins Expansion

1-Tile Expansion

When visiting the temple ruins, you may draw 2 secret quests and keep 1, shuffling the other back into the stack.

There is no limit to the amount of secret quests you can accept, and there is no penalty for incomplete quest cards.

Well of Wishes Expansion

1-Tile Expansion

Setting Up

When setting up a game with the well of wishes, turn all 15 wish tokens so that the wishing well side is up beside the main board. Then randomly flip 3 wish tokens over and place them on the well of wishes region tile.

Wish Tokens

When visiting the well of wishes, you may select 1 of the 3 available wish tokens and immediately gain the attributes or honor.

Then, randomize the selected token back into the pool of tokens and place a new wish token on the well, so that there are always 3 tokens there.

Building Site Expansion

Adjustable Tile Set

Building sites allow players to affect when certain region expansion tiles come out during game play instead of drawing blind.

Setting Up

At the beginning of the game, select the expansion tiles you wish to make available and place them face-up next to the game board.

Then, use the guide (p.34) to remove an equal number of core tiles from the bag and replace them with an equal number of building site tiles.

Example:

Available to Build Face-Up on the Table: (4)

Building Site Tiles Put Into the Cloth Bag: (4)

Using Building Sites

When a player draws a building site tile from the bag, it is placed normally. That player may then use 1 conviction to choose one of the available expansion region tiles and build it there. Doing so automatically grants that player control of that region.

If that player does not build on the site, another player may use their map action (on their turn) to build there.

Guilds & Monuments Expansion

Setting Up

After the basic setup of the game, each player takes the Guilds & Monuments expansion board matching their color and the triangular medallion with the same guild symbol. *There are no strategic differences between the guilds.*

Fellowship of the Light

The monks of the Light are diplomatic with strong leadership skill. They are zealous protectors of light and generally seek peaceful outcomes.

Circle of the Unbound Mind

Wise and mysterious, the mages of the Circle are masters of illusion and magic. Their towering intellect allows them to control complex outcomes.

Order of the Folded Leaf

The Order has a deep connectedness to nature. They live in harmony with things organic and wild, although they prefer to keep to themselves.

Clan of the Echoing Blade

The soldiers of the Echoing Blade find strength in numbers, can be aggressive and fearless, but have little understanding of all things magical.

The Twilight Brotherhood

The Brotherhood is a network of rogues and mercenaries. Operating mostly at night, their covert activities create disruptions everywhere they go.

Thinking the world cursed, they secretly work to destroy all civilization and bring an end to human existence so that everyone may enjoy the paradise that awaits.

Using Guild Favor

You have somehow earned the favor of one of the island's guilds, wretched as you may be. Perhaps it was due to the whisperings of the companion who revived you. Perhaps it's due to manipulative discussions from a sealed room somewhere—all to seize your talents for…another agenda. In any event, you may now utilize the favor of your guild.

You now have a 4th action each turn—placing your guild favor token.

- *You may not place your guild favor token in the same place 2 turns in a row —you must move it.*
- *The token remains active where it is placed until it is moved—even during other players' turns.*
- *You may not place your guild favor token where another one exists.*

Fortifying Regions

Place your guild favor token on a region you control, then flip the region tile to the side with 3 spheres to indicate that it is fortified.

Fortified regions cannot be controlled by another player for the duration of the game, even after your guild favor token is removed.

Non-fortified side (1 sphere):

Fortified side (3 spheres):

Diplomacy

Use guild favor on an opponent's tile: until your next turn, when you or any other player visit this tile, you and the player who controls the region split the honor—1 each.

Barricade

Use guild favor on an open space: as long as your guild favor token is here, gain 2 honor whenever an opponent lands on, or passes through, this space.

Leadership

Use guild favor on your power board: augment 1 block from potential to influence, or from influence to conviction (depending on where you place the guild favor token).

Guild favor also acts in your favor against treachery.

Effects controlled by other players cannot cause you to dilute power in the area where your guild favor token is.

In the example below: if an effect controlled by another player would cause you to dilute influence to potential, your guild favor token (placed in the lower left of the power board) would prevent it.

Monument Reconstruction

Use guild favor on your monument: this turn, you may contribute any number of proficiencies and attributes towards the reconstruction of this monument to honor your guild.

Attributes are taken directly from the spheres on the main board, and conviction is placed from your conviction sphere on your power board.

- → *The 2 proficiencies used here cannot be the same.*
- → *You may not use or recover influence, attributes, proficiencies or conviction from an incomplete monument.*

Once completed, score 15 honor and return all of these assets back to their original locations, including attributes to the main board.

Allegiance

Use guild favor on a companion you control: this turn, that companion returns 1 influence to your pool when activated instead of requiring you to add 1 from your influence sphere.

Empowerment

Use guild favor on a relic you control: this turn, you may add 1 charge to the relic when using its power instead of returning 1 influence back to your influence sphere.

Commendation

Use guild favor on one of your traits: gain 1 honor whenever it is used or triggered while the guild favor token is on it.

Destiny's Fate

Use guild favor on a monster you have defeated: instead of rolling a die (for any reason), roll it twice and choose from the results. This effect does not stack with other reroll effects.

Myths & Wonders Expansion

Setting Up

After the basic setup of the game:

- *Set the Myths & Wonders board next to the main board.*

  Use the side appropriate to the number of players — the red flag in the upper right for 2-3 players and the blue flag for 4-5 players.

- *Remove either the Academy region tile or one of the inn region tiles from the game so that there are only 18 region tiles in the bag.*

- *Place the Myths & Wonders region tile — Ronak, the Earth Trembler side up — on the center of the map on the game board.*

  (Ronak is the giant dragon-looking-thing. Tuuk-Tuuk, Boulder Hulk is the rock-monster-looking-thing. That side goes face-down).

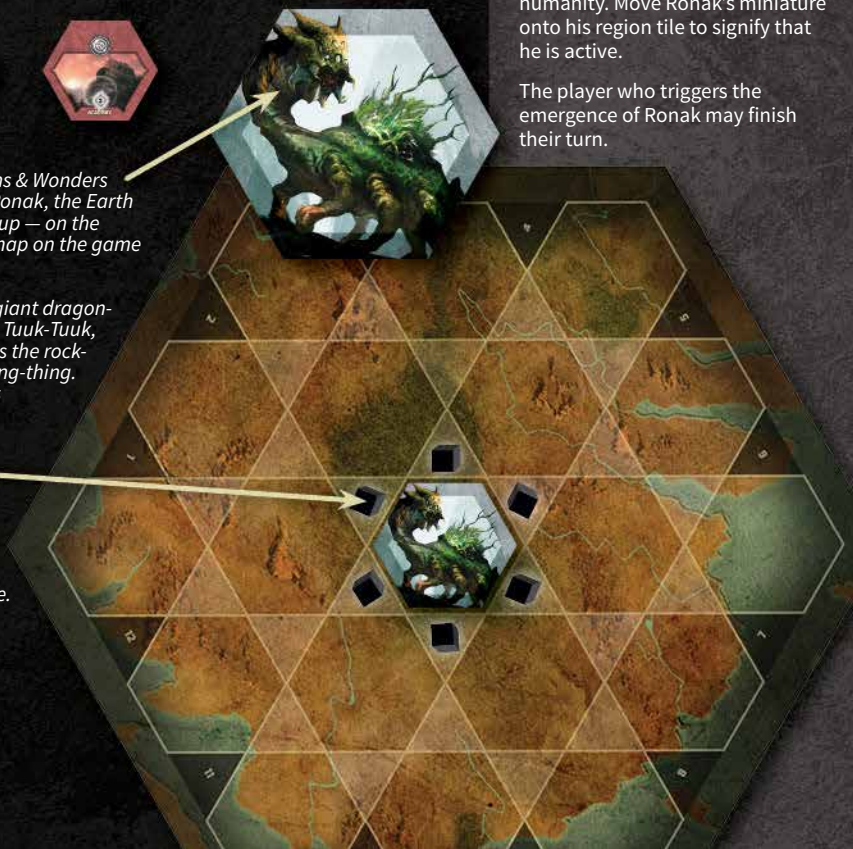
- *Place 6 black treachery blocks on the intersections surrounding Ronak.*

- *Start the game.*

The Objective

The objective of the event is to provoke Ronak, the Earth Trembler, attack him, and survive until you are rescued by Tuuk-Tuuk, Boulder Hulk — Guardian of the Ancients.

Once all of the areas on the Myths & Wonders board are filled by player attributes and conviction, Tuuk-Tuuk arrives to deal the final blows, sending Ronak on a permanent vacation.



Provoking Ronak

The game is played as normal with the following exception: when a player ends his/her movement on an intersection with a treachery block, move it onto the Ronak region tile (passing over a block does not move the block).

When all 6 blocks have been moved onto the Ronak region tile, he emerges, ready to unleash his wrath upon you and the rest of humanity. Move Ronak's miniature onto his region tile to signify that he is active.

The player who triggers the emergence of Ronak may finish their turn.

Preparations

Once Ronak is active, a sub-game begins. All players remain stationary on the map and participate in the event until it is complete. Once Ronak has been defeated, play resumes as normal, starting with the player who has the Sestra, Lorekeeper miniature.

The event begins as follows:

- *The player who would be next takes the Sestra, Lorekeeper miniature to denote their starting player status once the event is over.*

- *All players may augment 3 influence to conviction at the start of the event.*

Determining Initiative

To determine initiative, place a black treachery block on the companion in your party with the lowest initiative — this is your champion.

The champion with the lowest initiative plays first.

Play then continues clockwise.

Initiative is located beneath the companion name, to the right of their title. (Krajik's initiative is 21).

Fighting Ronak

Unlike normal play, you will not move on the board or visit regions until Ronak has been defeated. Instead, you will take these 3 actions per turn:

1) Generate Attributes

Each turn, generate attributes by activating any 1 of your companions (or your character). You may convert attributes at any time as normal. You may not recover influence from the Myths & Wonders board.

2) Contribute Attributes

To contribute attributes to a battle, move an attribute from the main board (or conviction from your power board) onto the Myths & Wonders battle board into a corresponding sphere of your choice. For example, you may contribute 1 of your courage from the main board into the bottom sphere in the courage ring to gain 2 honor. Only courage can be used in the 3 spheres in the courage ring.

Return 2 influence from companions to your power board.

Augment 1 potential to influence on your power board.

Augment 1 influence to conviction on your power board.

Take a teleportation token. This can be used only once to teleport to any unoccupied space.

Pick first when loot is awarded after the event (only available in 4-player and 5-player games).

Clone an effect that is no longer available in the attribute rings. For example, if both teleport token spheres were already taken in the strength ring, you could contribute to the upper left sphere in the wisdom ring to gain a teleport token.

3) Roll the Dice

Whether or not you contribute to the battle, you will gain bonus attributes for being in the fight—and Ronak will counterattack.

Each turn, your champion will lead your attack: roll both dice. Gain the attribute on the white die, and suffer the consequence on the black die. If your champion dies, the companion in your party with the next lowest initiative becomes your new champion. If all of your companions are all killed, you must skip your turns until Ronak has been defeated. Remember, conviction can be used to prevent the death of a champion. If all companions are killed, Ronak wins and the event completely resets. Return all blocks from the Myths & Wonders board to players' influence spheres and reset the treachery blocks.

The Guardian Returns

Once all of the spheres on the battle board are filled, Tuuk-Tuuk, Boulder Hulk returns to deliver the final blows to Ronak, sending him sprawling into the Gaping Maw.

Flip the tile on the center of the map from Ronak to Tuuk-Tuuk.

Visiting Tuuk-Tuuk

For the duration of the game, you may visit this tile as you would any other region. This region cannot be controlled by players.

When you visit Tuuk-Tuuk, you may gain 1 of any attribute that you don't already have.

Dispersing Loot

Flip loot cards face up — two more than the number of players. Players now take turns selecting loot from this market.

In 4-player and 5-player games, the player who selected the pick first loot sphere picks first. The player with the highest initiative companion picks next, then the next highest, and so on. In a 2 or 3-player games, the companion with the highest initiative picks first.

After each player has selected 1 loot, place all remaining loot cards back into the box and return to the main game!

GAME COMPONENTS

1 Hexagonal Game Board

1 Visual Guide (Rulebook)

1 Lore/Art Book

1 Black Monster Die
and 1 White Attribute Die
(actual dice will vary from sample shown)

5 Quick-Reference Sheets

117 Wooden Blocks
(21 Each of 5 Colors + 12 Black)

5 Wooden Scoring Discs
(1 Each of 5 Colors)

5 Metal Player Medallions
with Stands
(1 Each of 5 Metallic Tones)

4 Metal End-Game
Trigger Tokens

5 Metal Guild Favor Tokens
(1 Each Of 5 Metallic Tones)**

1 Embroidered
Cloth Tile Pouch
(not pictured)

Component "Nerd Trays"
(not pictured)

DIE-CUT CARDS (196)

(20) Companions (Red)

(16) Relics (Purple)

(20) Companions (Blue)

(16) Traits (Green)

(20) Companions (Yellow)

(16) Monsters (Orange)

(12) Loot Cards (Teal)

(6) Infused Crystals (Burgundy)

(15) Pets (White)

(12) Journey Cards (Brown)

(16) Secret Quests (Lime)

(12) End-Game Triggers (Grey)

(15) Treachery Cards
(These cards have the same backs as companions, traits, and relics, but have a black border on the front)

BOARDS & TILES

5 Player Power Boards
(1 Each of 5 Colors)

6 Mastery Tiles and
24 Proficiency Tiles

10 Speed/Mount Tiles

5 Wretched/Vindicated
Player Tiles

15 Octagonal Attribute Tokens,
20 Round Crystal Tokens, and
5 Round Teleport Tokens

5 Triangular Guild Favor Tokens
(1 Each Of 5 Colors)

27 Hexagonal Map
Region Tiles
(18 Different Types)

6 Build Site Tiles

1 Myths & Wonders Tile

1 Myths & Wonders
Expansion Board

5 Guilds & Monuments Expansion
Boards (1 Each of 5 Colors)

PLASTIC MINIATURES

1 Sestra, Lorekeeper

1 Ronak, The Earth Trembler

1 Order Of The Folded Leaf
Monument**

1 Brotherhood Of Twilight
Monument**

1 Circle Of The Unbound Mind
Monument**

1 Fellowship Of The Light
Monument**

1 Clan Of The Echoing Blade
Monument**

*** This item is a component add-on, included only with upgraded copies of the game for an additional cost.*

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