

William Attia

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GREYLUNE

At the edge of the wild lands, Greylune stands as the starting point and the homecoming of countless expeditions. You play as adventurers in search of prestige. Recruit companions, acquire items, and visit the Village buildings to hone your skills and face every danger. By leaving Greylune, you will experience unique encounters and undertake extraordinary quests.

Then, upon returning to the Village, recount these adventures in the taverns, turning your deeds into a reputation that will last for centuries.

Game overview

Your goal is to become the most prestigious figure in Greylune by earning the most Victory Points (VP) at the end of five years of play. To do so, you will:

- ◆ Recruit Companions, buy Items, and visit Buildings.
- ◆ Go on adventures and experience Encounters.
- ◆ Tell stories in the Village Taverns.
- ◆ Improve your Strength and Magic skills.
- ◆ Take part in Events and complete Heroic Quests.

At the end of the fifth year, the player with the most VP wins the game

 are scored during the game, while  are only counted at the end of the game.



Components

. 1 main board



. 49 Village cards (20 cards , 20 cards  and 9 cards )

. 41 Encounter cards (16 cards , 16 cards  and 9 cards )




. 6 Event tiles



. 50 coins (38  and 12 )

. 9 Quest tiles



. 24 Seal tokens   

. 8 Income tokens



. 1st Player token



. 1 season board



. 1 rulebook

Player components



. 1 Adventurer



. 7 Villagers



. 2 VP tokens (  and  )

. 1 personal board



. 1 Season marker



. 1 score marker



. 3 Quest markers



. 1 Strength marker









. 1 Magic marker




. 3 Bonus tokens





General setup


1 Place the main board and the season board in the center of the table, as shown in the illustration.

2 Build the Village deck: remove randomly 2  cards and 2  cards. Place the 9  cards at the bottom, then 18  cards on top, then 18  cards on top. Place this deck face down near the main board, then reveal the top 9 cards , and arrange them in a 3x3 grid to the left of the main board, leaving a little space between cards.

3 Build the Encounter deck: for 2/3/4 players respectively, place 5/6/7  cards at the bottom, then 10/12/14  cards on top, then 10/12/14  cards on top (return the unused cards to the box). Place this deck face down near the main board, then reveal the top 5/6/7 cards  and place them to the right of the main board, sorted by distance from the Village : the crest (    ) in the top-left corner of each Encounter card indicates where to place it on the main board.

4 Build the Event stack: remove one Event tile at random, secretly shuffle the remaining 5 tiles, and place them face down  on the corresponding space of the main board thus creating the Event stack. Reveal the first Event.

5 Randomly draw 3 Quest tiles  and place them face up at random on the 3 corresponding spaces on the main board, near the    areas. Return the unused Quests to the box.

- 6 Place the Income tokens on their back side ( ...) and the Seal tokens face down near the main board.
- 7 Create a general supply with the coins, which are considered unlimited.
- 8 The last player to have gone on an adventure takes the 1st Player token.




Player setup


- a Each player chooses a color and takes a player board and all components of that color, except for 4 Villagers, which are set aside near the main board and are not available yet.
- b Each player takes a Strength marker  and a Magic marker , and places them on the bottom space of their respective tracks on their player board.
- c Each player places their 3 Quest markers on the  spaces of their player board.
- d Each player places their 3 Villagers in the “Active Villagers”  area of their player board.
- e On the season board, each player places their Season marker on Spring; then on the main board, each player places their Adventurer in the Village  and their score marker on space 0 of the score track, as well as their 25/50 and 75/100 tokens just below it.
- f Each player places their 3 Bonus tokens next to their player board.
- g Each player starts the game with 8 coins.

Main concepts of the game

Worker placement and worker retrieval:

Greylune is a worker placement and worker retrieval game in which, over the 5 years of the game, players take actions depending on the season they are currently in. It is first and foremost a game about timing!

In **Spring** , players place their Villagers between two Village cards (displayed in a 3x3 grid), keeping their future choices uncertain while making those cards more expensive for opponents to activate.

In **Summer** , players retrieve their Villagers from the Village to buy Items, recruit Companions, or use Buildings (the three types of cards you'll find there). Players can also activate their Item and Companion cards to, among other things, go on an adventure by moving their Adventurer and resolving Encounter cards, which players may later tell as Stories by visiting a Village Tavern...

On the left of the season board, there is a **Campsite**: whenever a Villager is used up and becomes inactive, place it in the Campsite to indicate you cannot use it anymore this year



Village cards (Companion , Item , Building)

COMPANION



Each **Companion** costs 7 coins to recruit **1** and gives you 1 Villager, which becomes immediately available after recruiting! All Companions have a Reaction ability at the bottom of the card that requires you to exhaust them by turning them sideways **3**. Some Companions also have a Permanent ability **4**, which does not require exhausting and is active whether the Companion is exhausted or not. Each Companion has their own way of scoring VP at the end of the game **5**.

ITEM





Items have a variable cost (between 2 and 7 coins) **1** and most often have an ability that requires spending a Summer action to use **2**. They represent equipment, means of transportation, valuable objects, or potions with powerful effects that must be discarded after use.

BUILDING



Buildings cannot be bought or recruited by players and therefore remain in the Village after being activated. The most common ones are the Scouts' and Travelers' Guilds (to go on adventures) and Taverns (to tell stories), but you will find others... Buildings are cards available to all players and can be activated multiple times during the same year. Some Buildings have a number of Seal tokens **1** placed on them, limiting how many times they can be activated while also indicating their effectiveness.

Going on an adventure:

When you go on an adventure , your Adventurer first moves from the Village  and may resolve an Encounter card on the space where they stop, if you can meet its requirement: gain the Encounter card's bonus and slide it above your player board. During the same year, your Adventurer moves from the space where it last stopped; then, each **Autumn**, your Adventurer returns to the Village.

Telling stories

Encounter cards






Each time you activate a Tavern, you will have the opportunity to tell one or more stories using Encounter cards you previously resolved and slid above your player board. Each Encounter has a story value between 0 and 3: the higher the story value, the more rewarding it is to tell!





Event tiles



Each year, an event is revealed: players may activate it (once per year) as an action by placing a Villager on it, either in **Spring** or in **Summer**.

How to play

The game is played over 5 years, divided into 3 periods: I  (2 years), II  (2 years), and III  (1 year). Each year is divided into 4 seasons:

- 1)  **Winter: setup**
- 2)  **Spring: Villagers placement**
- 3)  **Summer: actions**
- 4)  **Autumn: upkeep and income**

Players take turns clockwise, starting from the First Player each year, until all players have reached Autumn. On your turn, you must choose one of the actions allowed by the season you are currently in.

A player in **Spring** must take one of the following actions:


- Place a Villager.
- Participate in the Event.
- Move to Summer and immediately take a Summer action.

A player in **Summer** must take one of the following actions:

- Gain coins.
- Activate a card.
- Participate in the Event.
- Use one of their Items.
- Use the special action on their player board.
- Move to Autumn and immediately take an Autumn action.

A player in **Autumn** must take the following action:

- Pass (only once).

Some players may be in **Summer** or **Autumn** while others are still in **Spring**. Each player chooses actions based on their own season, independently of opponents. The Villagers controlled by players at the start of each year are called “active” and are always located in the  area of the player board.

IMPORTANT:

A player who is in **Summer** can never return to **Spring** during the same year. In addition, once a player is in **Autumn** they can no longer take actions until the end of the year: their opponents continue taking actions normally. A year ends only when all players have reached **Autumn**.

1) ❄️ Winter - Setup

◆ Place each player's Season marker on the Spring space 🍀,

◆ 🏠➡️ The First Player passes the First Player token to the player on their left.

◆ 🗑️ Discard the Village cards, Encounter cards, and the Event tile from the previous year. If there were any tokens (Seal or Income) on those cards, discard them as well.

◆ **x9** Reveal and randomly lay out the top 9 cards of the Village deck near the main board to form a 3x3 grid, leaving a little space between cards.

If some cards require placing one or more Seal tokens on them, do so immediately: the 👤-1 symbol indicates that you must place a number of Seal tokens equal to the number of players minus 1. On cards with the 🌐 symbol, place only one Seal token regardless of player count. If there are not enough tokens left, shuffle the discard pile and form a new face-down pile.

◆ 📄 Reveal the top tile of the Event stack: this is the active Event for the current year.

◆ 👤+3 Reveal the top 5/6/7 Encounter cards (2/3/4 players) and lay them out to the right of the main board according to their Distance (🏰🏰🏰🏰🏰).

IMPORTANT:
Skip this phase for the first year; it has already been done during initial setup.

2) 🍀 Spring - Villagers placement

👤 Place a Villager

The player takes one of their active Villagers and places it in the Village between two adjacent cards, or between a card and an empty card space. There is no limit to the number of Villagers that may be placed between two cards (regardless of owner).

👤 Participate in the event

This action may be taken only once per year by each player. To participate in the Event, the player must place one of their active Villagers on the Event tile and be able to activate it (paying any cost if applicable) to gain its benefits.

🏠➡️! Change season

Move your Season marker to Summer and immediately take a Summer action.



Example: *William* takes one of his active Villagers 1 and decides to place it between the Jade Statue and the Travelers' guild 2.



Example: *William* places one of his active Villagers on the Event and resolves its effect.



Example: *William* moves his Season marker to Summer and immediately takes one of the available Summer actions.

3) Summer - Actions



Participate in the event

This action may be taken only once per year by each player. To use the active Event in Summer, the player must place one of their active Villagers OR one of their Villagers currently in the Village onto the Event tile, and be able to activate it (paying any cost if applicable) to gain its benefits.

Example: *William* decides to move one of his Villagers from the Village to the Event, then resolves the Event's effect.



Gain coins



The player chooses one of their Villagers in the Village: they name an adjacent card and receive from the bank 1 coin for each other Villager adjacent to that card, regardless of owner. The chosen Villager is then removed from the Village and placed on the Campsite.

IMPORTANT: If both cards adjacent to the chosen Villager have been removed, the player gains nothing and the Villager is removed from the Village and placed inactive on the Campsite, to the left of the season board. This still counts as an action.

Tip: the player may instead take the Participate in the Event action if they haven't done so yet.

Example: *William* names the Jade Statue card and removes one of his adjacent Villagers, then places it on the Camp **1**. Two Villagers are now around that card, so he gains 2 coins **2**.



Use an Item



The player chooses one of their readied Items that has an effect (if it has multiple effects, the player must choose which one to use) and exhausts the card (it cannot be used again this year, unless it is readied by a card effect). If the chosen effect requires spending one or more Villagers, the player places them in the Campsite.

Sometimes an effect requires discarding the Item (most often a Potion), which must be returned to the box immediately. Then resolve the Item's effect.



Example: *Conny* exhausts her Short Sword and resolves its effect (spend 1 active Villager to gain 1 Strength).



Activate a card

The player chooses one of their Villagers in the Village. They name an adjacent card and activate it: if it is a **Building**, they use it; if it is an **Item** card, they buy it; and if it is a **Companion** card, they recruit it.

In all cases, they must pay the bank price shown in the top-left of the activated card (Buildings have no cost) + **1 additional coin for each** other Villager adjacent to that card, regardless of owner. The chosen Villager is then removed from the Village and placed inactive on the Campsite, to the left of the season board.



Use a Building:

The player immediately benefits (once) from the Building's effect. After activation, the Building card remains in place and may be used by other adjacent Villagers, including those belonging to the same player.

The cost or effect of some Buildings depends on the value of a Seal token. A player may use such a Building only if at least one token remains on the card. In that case, they choose one of the tokens, use its value for the activation, and discard it. A Building remains in the Village even if it has no tokens left on it.



Buy an Item:

The player buys the Item and places it to the right of their player board: most Items can be used later by exhausting them. With some exceptions, each player is limited to 3 Items: should a player exceed this limit by buying an Item, they discard an Item of their choice (including the one they just acquired, after scoring any immediate VP it may provide), exhausted or not.

Buying some Items grants immediate benefits (shown in the top-right corner of the card): for example, if the player buys an Item that has a Seal token showing a VP value on it, those VP are scored immediately.



Recruit a Companion:

The player recruits a Companion and places them to the left of their player board. Each player can never recruit more than 3 Companions during the game. Each Companion grants an immediate gain of 1 Villager (placed right away in the "Active Villagers" area of the player board) and one or more permanent advantages but also reduces the player's income in **Autumn** by 1 coin.



Example: Conny activates the School of Magic by removing one of her Villagers and placing it on the Campsite. She pays 2 coins as indicated by the Seal token and discards the token. She also pays 1 coin for the remaining Villager next to the card, then gains 1 Magic. Since it was the last Seal token, this Building cannot be activated again this round.

Example: William buys Tommy by removing one of his Villagers and placing it on the Campsite. He spends 4 coins and places the Tommy card to the right of his player board.







Example: Conny recruits Kael by removing one of her Villagers and placing them in the Campsite. She pays 7 coins and places Kael to the left of her player board. She immediately takes one Villager from the supply and places them in the Active Villagers area of her player board.





Use the Special Action on Your Player Board

Each player has a special space on their player board (usable only in Summer) that allows them to place 1 Villager to do one of the following:

- ◆  Tell a story (See “tell a story” page 12) with a total storytelling value of up to 3, gaining: 2 coins + 1 Strength + 2 VP. 
- ◆  Move your Adventurer 1 space (see « Going on an adventure » page 11).
- ◆  Gain 1 Magic.



Example: *William* places one of his active Villagers on the special action space on his player board **1**. He decides to tell a story with a storytelling value of 2 **2** to gain 2 coins and 1 Strength. He slides his card on the right side of his playerboard to show the story is told



Change season

Move your Season marker to Autumn and immediately resolve all steps of that season.

4) Autumn - Upkeep and income



Once a player is in Autumn, they may no longer take any actions during that year and resolve the following steps in order:

IMPORTANT:

A player may move to Autumn only if they no longer have any Villagers left in the Village (if they still do, they must first take **Gain Coins** or **Activate a Card** actions).



◆ **Your Adventurer returns to the Village.**



◆ **Return your inactive Villagers to the Active Villagers area of your player board.**



◆ **Ready all your cards.**



◆ **Gain your income:** 3 coins, minus 1 coin per Companion, plus any gains from your Income tokens (see Appendix).

Example: *William* moves his Season marker to Autumn ①. He returns his Adventurer to the Village ②, then retrieves all of his Villagers: the one on the Event ③, those in the Campsite ④ and the one on the special action ⑤ and places them in his Active Villagers area. He reads his exhausted card ⑥, then gains his income: 2 coins because he has one Companion + 1 coin from his Sheep Income token ⑦.

The year ends once all players are in Autumn.
Autumn also takes place during the final year of the game.



Other Important Concepts

Going on an adventure: When a player triggers a movement action (🐎), they may move their Adventurer up to the indicated number of spaces (in the direction of their choice; they may also choose to stay where they are) and resolve an Encounter on their destination space, if possible.

To resolve an Encounter card, you must meet its requirement (bottom left) to gain the reward (bottom right). Some Encounter cards have two requirements and two rewards: you must meet at least one of the two to resolve the Encounter.

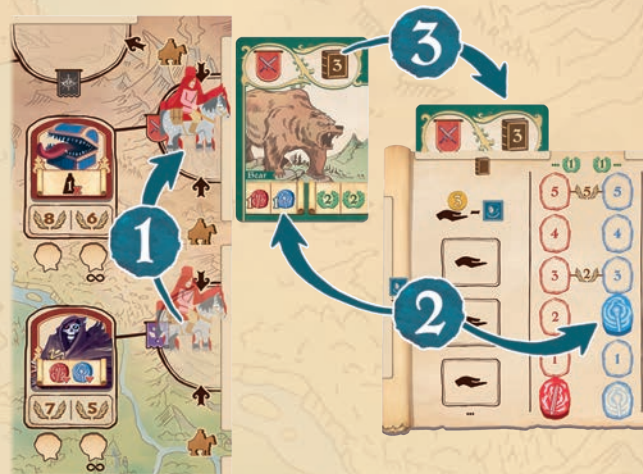
For example, if you meet only the left requirement, you gain only the left reward. You may also meet both requirements to gain both rewards.

After resolving it, slide the Encounter card into the Untold Stories column (📖) on your player board. Multiple Adventurers may be on the same space.

◆ The effects of Encounter cards are detailed in the Appendix (page 18).

Example: Conny triggers movement up to two spaces. She chooses to move her Adventurer only one space (1) and then resolves the Encounter on her destination space.

She only meets the requirement on the right (have at least 1 Magic) (2), so she gains only 2 VP. She then places the Encounter card in the Untold Stories column on her player board (3).



IMPORTANT:

◆ After arriving on space (🏰), the player may choose not to resolve an Encounter to gain 1 coin (🪙).

◆ After arriving on space (🌿), they may do the same to gain 1 VP (📖).

◆ After arriving on space (🏰, 🏰, 🏰), the player may choose not to resolve an Encounter and instead resolve the Quest located there, if they have not done it yet and meet its conditions.

If they are the first player to do so, they place one of their Quest markers on the space worth the most end-game VP; otherwise, they place it on the adjacent space. Multiple markers (from different players) may be on that space.

Example: Conny triggers movement up to one space. She decides to stay where she is to resolve the Quest that asks her to return one Villager from her active area to the supply (1).

After resolving it, she places one of her Quest markers on the first available space (2).






Tell a Story (Taverns)

When you activate a Tavern or use the special action on your player board, you tell a story using one or more Encounter cards you previously resolved (without exceeding a maximum storytelling value of 3). The rewards on each Tavern are cumulative:

- ◆ If the total storytelling value is 1, **gain only the Tavern's first bonus.**
- ◆ If it is 2, **gain the first two bonuses.**
- ◆ If it is 3, **gain all bonuses.**

EXCEPTION: You may tell two stories each with a storytelling value of 2: even though the combined value is 4, it still counts only as a value-3 story.

Once a story is told, move the Encounter card(s) to the right, into the Told Stories area on your player board . You may not tell those stories again for the rest of the game.

Example: William uses The Riven Oak to tell a story. He decides to move two stories (one with storytelling value 1 and one with storytelling value 2) for a total of 3 and gains all three rewards: 2 VP, 1 Strength, and 1 Villager.






IMPORTANT:


You may not tell a story with a storytelling value of 0, unless you increase its value (Charisma Potion, Bard, etc.) or to complete the **Bards' Tournament** Quest.




Bonus tokens

◆ When a player reaches 8 VP , they choose one of their 3 Bonus tokens () , resolve its effect, and return it to the box.

◆ When a player reaches 20 VP , they choose one of their 2 remaining Bonus tokens, resolve its effect, and return all their Bonus tokens to the box.

Example : Conny reaches 9 VP and passes the 8-VP space: she decides to gain 1 Villager and returns the Bonus token to the box .

William, on the other hand, reaches 20 VP and, among his two remaining tokens, chooses to gain 1 Strength and 1 Magic, then returns that token and his last remaining token to the box .



End of the game

The game ends after the 5th year. Each player calculates their VP as follows by advancing their score marker on the score track and taking/flipping their 25/50 and 75/100 VP tokens when they reach those values.

To the VP gained during the game, add:

- ◆ VP from Quests.
- ◆ VP from Companions.
- ◆ VP from Items.
- ◆ Your Character's skills (2 VP if you have at least 3 Strength and 3 Magic. 5 VP if you have 5 Strength and 5 Magic).

In case of a tie, victory is shared.

Example:

William finishes with 26 VP on the score track **1** :

He adds 14 VP from Quests (5 VP + 9 VP) **2** .

8 VP from his Companions (4 VP from *Lucan* and 4 VP from *Neris*) **3** .

11 VP from his Items (1 VP from *Tommy*, 1 VP from the *Horn*, and 9 VP from the *Magic Ring*) **4** .

and 2 VP from skills (since his *Strength* marker did not reach 5, only 2 VP are scored) **5** .

William's final score is 61 VP!

Appendix

Events (x6)



Festival:

Choose an empty space and gain the 2 adjacent bonuses.



Tournament:

Spend 1 Strength to gain 6 coins or 4 VP.



Gathering:

Spend 1 Strength or 3 coins to gain 1 Villager.



Great fair:

Spend 3 coins to gain 1 Strength and 1 Magic.



Magic show:

Spend 1 Magic to move your Adventurer up to 5 spaces.



Banquet:

Gain 3 coins OR ready one of your exhausted cards.

Village cards I (x20)



Spend a Villager:

Whenever you must spend a Villager, take one from your Active Villagers area and place it in the Camp.



Cost: 7

Immediate effect: Gain 1 Villager and 1 Magic.

Reaction: When you go adventuring, you may exhaust this card and spend 1 Magic to ignore one requirement on an Encounter card.

End-game VP: 1 VP per Magic.



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you buy an Item, you may exhaust this card to reduce its cost by 1 and gain 1 VP.

Permanent effect: Your Item limit is increased by 2.

End-game VP: 1 VP per Item.



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you must spend Strength, you may exhaust this card to spend 1 less.

Permanent effect: Your Item limit is increased by 1.

End-game VP: 1 VP per Strength.



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you go adventuring, you may exhaust this card to move your Adventurer up to 2 additional spaces.

End-game VP: 1 VP per Encounter card with a distance of 3 or more (told or untold).



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you remove a Villager, you may exhaust this card to gain 2 additional coins or to ignore the extra cost.

End-game VP: 1 VP per pair of coins remaining.



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you activate a Seal token, you may exhaust this card to choose its value (1 to 3).

Permanent effect: When you use a Potion, exhaust it instead of discarding it. Reminder: You may use multiple Potions in the same turn.

End-game VP: 2 VP per Potion.



Cost: 0
Ability: Move your Adventurer up to 2 spaces.



Cost: Discard a Seal token and pay that many coins.
Ability: Gain 1 Magic.



Cost: 0
Ability: Gain 1 Strength.



Tavern
Cost: 0
Ability: Tell one or more stories with a total storytelling value of up to 3: 2 VP + 1 Strength + 1 Villager.



Tavern
Cost: 0
Ability: Tell one or more stories with a total storytelling value of up to 3: 4 coins + 1 VP + X coins (discard the Seal token).



Cost: 0
Ability: Move your Adventurer up to a number of spaces equal to the Seal token's value, then discard that token.



Cost: 4
Ability: Exhaust this card to go adventuring up to 1 space OR exhaust this card and spend 1 Villager to move your Adventurer up to 2 spaces.
End-game VP: 1



Cost: 2
Immediate effect: Discard the Seal token and gain VP equal to its value.
Ability: Exhaust this card and discard it to move your Adventurer up to 5 spaces.



Cost: 2
Immediate effect: Gain 1 Strength.
Ability: Exhaust this card and spend 1 Villager to gain 1 Strength.
End-game VP: 1



Cost: 3
Immediate effect: Gain 1 Strength or 1 Magic.
End-game VP: 5



Cost: 3
Ability: Exhaust this card to move your Adventurer up to 1 space OR exhaust this card, spend 1 Villager, and discard this card to move your Adventurer up to 3 spaces.
End-game VP: 1



Cost: 3
Immediate effect: Gain 1 Magic.
Ability: Exhaust this card and spend 1 Villager to gain 1 Magic.
End-game VP: 1



Cost: 3
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you go adventuring, you may discard this card to increase your Magic by 2. This increase is temporary and you don't move your Magic marker (you cannot spend them, for example).



Cost: 2
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you go adventuring, you may discard this card to increase your Strength by 2. This increase is temporary and you don't move your Strength marker (you cannot spend them, for example).

Village cards II (x20)



Cost: 7
Immediate effect: Gain 1 Villager.
Reaction: When you must spend one or more Villagers to activate a card, exhaust this card to reduce that number by 1.
End-game VP: 1 VP per Villager you have, minus 2.



Cost: 7
Immediate effect: Gain 1 Villager.
Reaction: When you exhaust a card, you may exhaust this card to ready it. You may immediately exhaust the card you just readied to trigger its effect again.
End-game VP: 2 VP per Companion.



Cost: 7
Immediate effect: Gain 1 Villager.
Reaction: When you gain Magic, you may exhaust this card to gain 1 Strength (or vice versa).
End-game VP: 1 VP per level of your lower skill (Strength or Magic).



Cost: 7
Immediate effect: Gain 1 Villager.
Reaction: When you go adventuring (before or after resolving an Encounter), you may exhaust this card to place 1 Villager in the Village.
End-game VP: 1 VP per Encounter card with a different crest (told or untold).



Cost: 7
Immediate effect: Gain 1 Villager.
Reaction: When you tell a story, exhaust this card to make the storytelling value of one of your Encounter cards equal to 3.
End-game VP: 1 VP per story told.



Tavern
Cost: 0
Ability: Tell one or more stories with a total storytelling value of up to 3; gain 4 coins + X VP (discard the token) + ready one of your cards.



Cost: 0
Ability: Move your Adventurer up to a number of spaces equal to the Seal token's value, then discard that token.



Cost: 2
Ability: Move your Adventurer up to 4 spaces.



Cost: Discard a Seal token and pay that many coins.
Ability: Gain 1 Strength and 1 Magic.



Tavern
Cost: 0
Ability: Tell one or more stories with a total storytelling value of up to 3; gain 3 VP + 2 coins + 1 Strength or 1 Magic.



Cost: 0
Ability: Spend 1 Strength to gain 3 VP and/or spend 1 Magic to gain 4 VP.



Cost: 2
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you go adventuring, you may discard this card to increase your Strength and Magic by 1. This increase is temporary and you don't move your markers (you cannot spend them, for example).



Cost: 4
Ability: Exhaust this card and spend 1/2 Villagers to go adventuring up to 3/5 spaces.
End-game VP: 2



Cost: 3
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you go adventuring, you may discard this card to ignore one requirement on an Encounter card.



Cost: 5
Ability: Exhaust this card: gain 1 Strength or 1 Magic, OR spend 1 Villager to gain 1 Strength AND 1 Magic.
End-game VP: 1



Cost: 3
Ability: Exhaust this card to move your Adventurer up to 2 spaces OR exhaust this card, spend 1 Villager, and discard this card to move your Adventurer up to 4 spaces.
End-game VP: 1



Cost: 2
Ability: Exhaust this card and spend 1/2 Villagers to score 3/5 VP.
End-game VP: 1



Cost: 4
Immediate effect: Gain 1 Strength or 1 Magic.
End-game VP: 5



Cost: 3
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you go adventuring, you may discard this card to place 1 Villager in the Village.



Cost: 3
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: When you tell a story, you may discard this card to make the storytelling value of one of your Encounter cards equal to 3.

Village cards III (x9)



Cost: 2
Ability: Discard a Seal token and pay that many coins. Gain 1 VP per story told.



Cost: 2
Ability: Move your Adventurer up to 5 spaces.



Cost: 2
Ability: Discard a Seal token and pay that many coins. Gain 2 VP per Companion.



Cost: 5
Ability: Exhaust this card and spend 1 Villager to score 1 VP per untold story.
End-game VP: 5



Cost: 3
Immediate VP: Discard the Seal token and gain VP equal to its value.
Ability: Exhaust this card and spend 1 Villager to gain 5 VP.



Tavern
Cost: 0
Ability: Tell one or more stories with a total storytelling value of up to 3: 3 VP + 2 VP + 1 VP.



Cost: 7
End-game VP: 9




Cost: 6
Immediate effect: Gain 1 Strength or 1 Magic.
End-game VP: 6



Cost: 4
Permanent effect: Your Item limit is increased by 1. This effect works even if you were already at your Item limit before acquiring it.
Ability: Exhaust this card and spend 1 Villager to gain 1 VP per Item you have.
End-game VP: 4

Encounter cards I (x16)



Income Tokens : When an Encounter card with an Income token symbol  enters play in **Winter**, place the matching token directly on that card (Income side up). After a player resolves an Encounter card with an Income token, they place it on their player board and immediately resolve its effect; they also resolve it again during the Income step in **Autumn**. The number of Income tokens a player may have is not limited (a player may have more than 3).



World-tree

Story value: 0
**Immediate reward +
Income:** Gain 1 VP.



Inn

Story value: 1
Requirement:
Spend 2 coins.
Reward:
Gain 1 Villager.



Camp

Story value: 1
Requirement: Have a
total of Strength and
Magic of at least 1.
Reward:
Gain 1 Villager.



Circle of stones

Story value: 1
Reward:
Gain 1 Magic.



Cursed skull

Story value: 3
Requirement:
Have at least 2 Magic.
Reward: Ready one of
your cards.



Ambush

Story value: 1
Requirement:
Have at least 1 Magic.
**Immediate reward
+ Income :**
Gain 1 coin.



Hermit

Story value: 2
Requirement:
Have at least
2 Strength.
Reward:
Gain 1 Magic.



Initiation

Story value: 1
Requirement:
Spend 4 coins.
Reward: Gain 1
Strength and 1 Magic.



Marauders

Story value: 2
Requirement:
Have a total of Strength
and Magic of at least 2.
Reward:
Gain 4 coins.



Pack of wolves

Story value: 2
Requirement: Have
at least 2 Strength.
Reward: Gain 3 VP.



Mine

Story value: 1
Requirement:
Spend 1 Villager.
**Immediate reward
+ Income:** Gain 2
coins.



Valley

Story value: 0
Requirement: Have at
least 1 Strength and/or
spend 1 Villager.
Reward: Move your
Adventurer up to 3
spaces and/or gain 3
VP.



Bear

Story value: 3
Requirement: Have at
least 1 Strength and/or
at least 1 Magic.
Reward: Gain 2 VP and/
or 2 VP.



Rocky pass

Story value: 2
Reward:
Gain 1 Strength.



Tiger

Story value: 3
Requirement:
Spend 1 Villager.



Sheep

Story value: 0
**Immediate reward +
Income:** Gain 1 coin.

Encounter cards II (x16)



Bandits
Story value: 1
Requirement:
 Have at least 3 Strength.
Reward: Gain 4 coins and
 2 VP.



Caravan
Story value: 0
Requirement
 Spend 2 Villagers.
**Immediate reward +
 Income:**
 Gain 4 coins.



Errant knight
Story value: 1
Requirement:
 Spend 2 coins.
Reward: Gain 1
 Strength and 2 VP.



Vagabond
Story value: 2
Requirement: Have a
 total of Strength and
 Magic of at least 4.
Reward: Gain 1
 Villager.



Training
Story value: 0
Requirement:
 Spend 4 coins.
**Immediate reward
 + Income:** Gain 1 Strength.



Cooperage
Story value: 0
Requirement:
 Spend 4 coins.
**Immediate reward
 + Income:** Gain 2 VP.



Legendary sword
Story value: 1
Requirement:
 Spend 1 Villager.
Reward:
 Gain 3 VP.



Demon
Story value: 3
Requirement: Have at
 least 3 Strength and/or
 at least 3 Magic.
Reward: Gain 3 VP
 and/or 3 VP.



Farm
Story value: 0
Reward:
 Gain 1 Villager.



Diamond
Story value: 2
Condition :
 Spend 1 Strength.
Reward:
 Gain 5 coins.



Joust
Story value: 1
Requirement: Spend 1
 Villager and/or have at
 least 4 Strength.
Reward:
 Gain 3 VP and/or 4 VP.



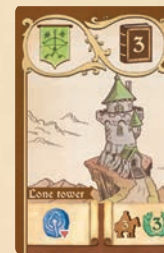
Unicorn
Story value: 3
Requirement:
 Have at least 3 Magic.
Reward: Ready one
 of your cards.
**Immediate reward +
 Income:** Gain 2 VP.



Incantation
Story value: 3
Requirement:
 Spend 1 Villager.
Reward:
 Gain 1 Magic.



Witchcraft
Story value: 1
Requirement:
 Spend 4 coins.
Reward:
 Gain 2 Magic.



Lone tower
Story value: 3
Requirement:
 Spend 1 Magic.
Reward: Move your
 Adventurer up to 3
 spaces and gain 3 VP.



Treasure
Story value: 2
Requirement: Have
 at least 3 Magic and/or
 spend 1 Magic.
Reward: Gain 3 coins
 and/or 4 coins.

Encounter cards III (x9)



Archery

Story value: 1
Requirement:
 Spend 3 coins.
Reward:
 Gain 1 Strength and 3 VP.



Holy chalice

Story value: 2
Requirement:
 Have at least 5 Magic.
Reward:
 Gain 4 VP and ready one of your cards.



Fairy ring

Story value: 2
Requirement:
 Spend 1 Villager.
Reward:
 Gain 1 Magic and 3 VP.



Labyrinth

Story value: 0
Requirement:
 Spend 1 Villager and/or
 spend 1 Villager.
Reward:
 Gain 4 VP and/or 4 VP.



Gold mine

Story value: 0
Requirement: Spend 1 Villager.
Reward: Gain 7 coins.



Necromancer

Story value: 1
Requirement:
 Have a total of Strength
 and Magic of at least 8.
Reward:
 Gain 9 VP.



Relay

Story value: 1
Requirement:
 Spend 4 coins.
Reward:
 Move your Adventurer up to
 3 spaces and gain 2 VP.



Dragon

Story value: 3
Requirement:
 Have at least 5 Strength and/
 or at least 5 Magic.
Reward:
 Gain 4 VP and/or 4 VP.



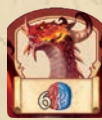
Snowy pass

Story value: 2
Requirement:
 Have at least 5 Strength.
Reward:
 Gain 5 coins and 3 VP.

Quests (x9)



Donation
 Discard one of
 your Items.



Dragon
 Have a total of Strength
 and Magic of at least 6.



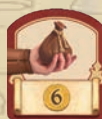
Giant
 Have at least 4 Strength.



Bard tournament
 Move 2 Encounter cards to the Told
 Stories area (regardless of their story
 value).



Undeads
 Spend 1 Strength
 and 1 Magic.



Ransom
 Spend 6 coins.



Deadly trap
 Return one of your available
 Villagers to the supply.



Wraiths
 Have at least
 4 Magic.



Wedding
 Spend 2 Villagers.

Credits : Game design: William Attia - Art: David Sitbon & Ulric - Rules writing: Matthieu Verdier - DTP: Ulric Maes
 Development: William Attia & Matthieu Verdier - Project management: Yann Beligné - Production management:
 Jeanne Danmanville - Communication: Pauline Lebel - Producer: Emmanuel Beltrando - Proofreading: Alexandre Figuière