

 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



. 9 Quest tiles



. 50 coins: 38



and 12



. 24 Seal tokens



. 8 Income tokens



. 1 first Player token



. 1 Season board



. 1 rulebook

Player components



. 1 Adventurer



. 7 Villagers



. 2 VP tokens (



. 1 personal board



. 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 without looking at them. Shuffle the 9 cards at the bottom, then shuffle the 18 cards and place them on top, then shuffle the 18 cards and place them 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 without looking at them). 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.

4 Build the Event stack: remove one Event tile at random without looking at it, 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.

6A Place the Income tokens on their back side (...) near the main board.

6B For each revealed Encounter cards with an Income icon, place the corresponding Income Tokens face up on the card.

- 7A Place the Seal tokens face down near the main board. If some cards require one or more Seal tokens on them, place them immediately face up.
- 7B -1: place a number of Seal tokens equal to the number of players minus 1. : place only one seal token regardless of player count.
- 8 Create a general supply with the coins, which are considered unlimited.
- 9 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 face up 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 remove 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 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...

Village cards (Companion , Item , Building)

COMPANION



Each **Companion** costs 7 coins to recruit **1** and gives you 1 Active Villager **2**. 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**.

BUILDING



Buildings remain in the Village after being activated. Some of them allow the players to improve their skills or to gain VP, while others (the Scouts' and Travelers' Guilds) are a way to go on adventures. In Taverns, you will be able to tell your stories. Buildings can be activated multiple times, but some of them have Seal tokens placed on them during Winter **1**. Activating such a Building requires choosing and discarding one Seal token to determine its effect. If there are no tokens left, the Building cannot be activated anymore.

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.

On the left of the season board, there is a **Campsite**: whenever a Villager is removed from the Village or spent, it becomes inactive and must be placed in the Campsite, to indicate it cannot be used any more this year.



ITEM



Items have a variable cost (between 2 and 7 coins) **1** and often have an ability which can be used as a Summer action **2**. They are sometimes worth VP at the end of the game **3** and can provide an immediate bonus in Skills or VP **4**. They represent equipment, means of transportation, valuables, or potions that must be discarded after use.

Encounter cards



Each time you activate a Tavern, you will have the opportunity to tell 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!



Skills: Strength and Magic

Strength and Magic are your skills, you must upgrade them to tackle more and more dangerous Encounters and Quests. If, at the end of the game, you have at least 3 Strength and 3 Magic, you get 2 VP. If both reach 5, you get 5 VP instead.

Whenever you should move your Strength or Magic token up when it is already on the top spot, gain 1 immediate VP instead.

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 Villagers 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.

◆  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 face up:

: place a number of Seal tokens equal to the number of players minus 1. : place only one seal token regardless of player count.

If there are not enough Seal 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.

◆  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 season for the first year; it has already been done during initial setup.

2) Spring - Villagers placement

Place a Villager

Take one of your active Villagers and place 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, you must place one of your Active Villagers on the Event tile and be able to activate it immediately (paying any cost if applicable) to gain its benefits.

Change season

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



Example: **William** takes one of his Active Villagers  and decides to place it between the Jade Statue and the Travelers' Guild .

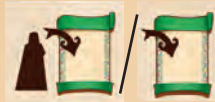


Example: **William** places one of his Active Villagers on the Event and resolves its effect.



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, you must place one of your Active Villagers OR one of your Villagers currently in the Village onto the Event tile, and be able to activate it immediately (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

Choose one of your Villagers in the Village: 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, you gain 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: you may instead take the Participate in the Event action if you 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

Choose one of your readied Items that has an effect (if it has multiple effects, you 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, place 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

Choose one of your Villagers in the Village. Name an adjacent card and activate it: if it is a **Building**, use it; if it is an **Item** card, buy it; and if it is a **Companion** card, recruit it.

In all cases, you must pay the bank the 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:

Immediately benefit (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. You may use such a Building only if at least one token remains on the card. In that case, you 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.



*Example: Conny activates the Magical School 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.***



Buy an Item:

Buy the Item and place it to the right of your 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 you buy an Item that has a Seal token showing a VP value on it, those VP are scored immediately and the Seal token is discarded.

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.



Recruit a Companion:

Recruit a Companion and place them to the left of your 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 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 it 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 which can be used **only once per year**, by placing 1 Active 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.



Change season

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



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.

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 of their Villagers left in the Village.**



Your Adventurer returns to the Village.



Return your Villagers from the campsite, the event and the Special Action  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).

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

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 readies his exhausted card **6**, then gains his income: the basic income (3 coins) is reduced by 1 because of his Companion. He also gets 1 coin from his Sheep Income token for a total of 3 coins **7**.



Adventures, Stories, Seal and Bonus tokens

Going on an adventure: When you trigger a movement action (🐎), you may move your Adventurer **up to** the indicated number of spaces in the direction of your choice. You may choose to stay where you are. Afterwards, you may resolve an Encounter in your destination space.

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 requirements to resolve the Encounter and gain the corresponding reward (the left one for the left requirement, the right one for the right requirement). You must meet both requirements at the start of the resolution to gain both rewards.

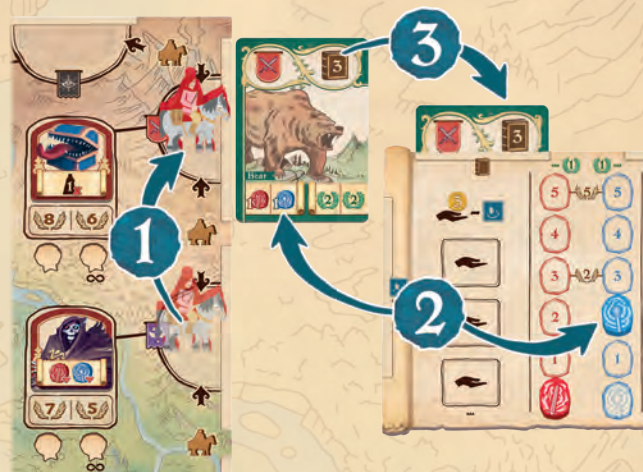
After resolving an Encounter, slide it in the Untold Stories area 📖 under the top of your player board.

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.



Other rewards:

♦ After arriving on space 🏰, you may choose not to resolve an Encounter to gain 1 coin 🪙.

♦ After arriving on space 🏡, you may do the same to gain 1 VP 📖.



Heroic Quests:

♦ After arriving on space 🏰 🏡 🏰, you may choose not to resolve an Encounter and instead resolve the Quest located there. To do so, you need to meet its requirements (see Heroic Quests page 20).

The first player to complete a quest places one of their Quest markers on the first space (which is worth the most end-game VP). All other players will place their markers on the second space. Each player can complete each Quest only once.

You can choose the other rewards or the Quests whether there are available Encounters or not.

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.

She will score 8 VP at the end of the game.





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 (up to 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 three bonuses.**

Once a story is told, move the Encounter card(s) to the right, into the Told Stories area on your player board . These Encounter cards cannot be used to tell stories again for the rest of the game.

You can only tell a story using multiple Encounter cards if all cards contribute to the reward. 3-valued Encounter cards can only be used alone, whereas 0-valued cards cannot be used. It is allowed to used two 2-valued Encounter cards for a storytelling value of 3.

1 Seal tokens

Seal tokens are used in different ways depending on where they are placed:

- When a player buys an Item with this symbol, they immediately score as many VP as the value of the token.
- This symbol indicates the cost of an action. Discard a token and spend as many coins as its value to do the action of the Building. If there are no more tokens on this Building, you cannot do this action.
- This symbol indicates the effect of the action. Discard a token and use its value for the action. If there are no more tokens on this Building, you cannot do this action.
- These symbols on a Tavern are rewards. If the story value corresponding to that bonus is reached, discard a token and receive as many VP / coins as its value. If there are no more tokens on this Building, you can still use this Tavern to tell stories and benefit from the other bonuses.



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.



◆ Gain 1 Villager.



◆ Gain 1 Strength and 1 Magic.



◆ Gain 5 coins.

Example: William uses The Silver Wolf to tell a story. He decides to move two Encounter cards (one with storytelling value 1 and one with storytelling value 2) for a total of 3. He gains the three rewards: 4 coins, he discards the remaining Seal token for 1 VP and he can ready one of his card.



IMPORTANT:

You may not use a 0-valued Encounter card to tell a story, unless you increase its value (Charisma Potion, Seren the Bard).

How to place Seal tokens?

- These Buildings receive as many Seal tokens as the number of players minus 1.
- These Items receive 1 Seal token regardless of the player count.
- ◆ Seal tokens are always placed face up.

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 1.

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 2.



End of the game

The game ends after the 5th year. Autumn also takes place during the final year of the game.

Any unused bonus tokens are discarded before the final scoring and cannot be earned if a player reaches 8 VP or 20 VP during the final scoring. 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.
- ◆ 5 VP if you have 5 Strength and 5 Magic, or 2 VP if you have at least 3 Strength and 3 Magic.

The player with the most VP wins the game. 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** .

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)



Banquet

Gain 3 coins or ready one of your exhausted cards.



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.



Festival

Place your Villager on an empty space and gain both adjacent bonuses.

♦ If you choose the "Go on an Adventure" bonus, resolve it after the other one.

♦ A space freed up during Autumn may be reused by another player.

Village cards I (x20)



Spend a Villager, Reaction effects and Permanent effects:

- ♦ Whenever you must spend a Villager , take one from your Active Villagers area and place it in the Camp.
- ♦ Companions & potions exhaust when reacting to another action (Going on an adventure, buying an Item...). **This is not an action by itself.**
- ♦ The permanent effects of Companions (Kael the Warrior, Dorian the Merchant, Selia the Alchemist) also apply when they are exhausted.



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 entirely 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 one of the designated Crests in your player board (told or untold).



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: If you remove a Villager to "Gain coins", you may exhaust this card to get +2 coins.

If you remove a Villager to "Activate a card", you may exhaust this card to ignore the additional cost.

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



Cost: 7

Immediate effect: Gain 1 Villager.

Reaction: When you discard 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 (X = value of the discarded Seal token).



Cost: 0
Ability: Discard a Seal token to move your Adventurer up to a number of spaces equal to its value.



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 VP: 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.
Reaction: When you go on an adventure, you may discard this card for a temporary increase of your Magic by 2 (until the end of this Encounter or Quest). You do not move your marker and cannot spend this Magic. Your Magic can temporarily exceed 5 (but you do not gain any VP).



Cost: 2
Immediate VP: Discard the Seal token and gain VP equal to its value.
Reaction: When you go on an adventure, you may discard this card for a temporary increase of your Strength by 2 (until the end of this Encounter or Quest). You do not move your marker and cannot spend this Strength. Your Strength can temporarily exceed 5 (but you do not gain any VP).

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. If the readied card has a reaction effect, you can trigger it again immediately, repeating the effect.

End-game VP: 2 VP per Companion, including this card.



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 (X = value of the discarded Seal token) + ready one of your cards.



Cost: 0

Ability: Discard a Seal token to move your Adventurer up to a number of spaces equal to its value.



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.

Reaction: When you go on an adventure, you may discard this card for a temporary increase of your Strength and Magic by 1 (until the end of this Encounter or Quest). You do not move your markers and cannot spend this Strength or Magic. Your Strength and Magic can temporarily exceed 5 (but you do not gain any VP).



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.
Reaction: When you go adventuring, you may discard this card to entirely 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.
Reaction: 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.
Reaction: 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: Discard a Seal token and pay that many coins.
Ability: Gain 1 VP per card in your Told stories area (regardless of their value).



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



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



Cost: 5
Ability: Exhaust this card and spend 1 Villager to score 1 VP per card in your Untold stories area (regardless of their value).
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).

Encounter cards with a double requirement

At the start of the Encounter, you must specify which requirement(s) you wish to fulfill: the left requirement gives the left reward and the right requirement the right one. You cannot use one reward to fulfill the requirement. Ariok the Wizard and the Invisibility potion can only ignore one of the two requirements.



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 at least 1 Strength or 1 Magic.
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 at least 2 Strength or 2 Magic or a mix of at least 2 Strength+Magic.
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.



Sheep

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



Bear

Story value: 3
Requirement/Reward:
Left: Have at least 1 Strength to gain 2 VP.
Right: Have at least 1 Magic to gain 2 VP.



Rocky pass

Story value: 2
Reward: Gain 1 Strength.



Tiger

Story value: 3
Requirement: Spend 1 Villager.



Valley

Story value: 0
Requirement/Reward:
Left: Have at least 1 Strength to move your Adventurer up to 2 spaces (if you gain the other reward, resolve it before the movement).
Right: Spend 1 Villager to gain 3 VP.

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 at least 4 Strength or 4 Magic or a mix of at least 4 Strength+Magic.

Reward: Gain 1 Villager.



Training

Story value: 0

Requirement:

Spend 4 coins.

Immediate reward + Income: Gain 1 Strength.



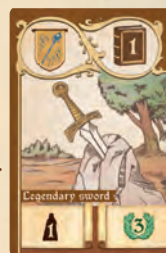
Cooperage

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/Reward:

Left: Have at least 3 Strength to gain 3 VP.
Right: Have at least 3 Magic to gain 3 VP.



Farm

Story value: 0

Reward:

Gain 1 Villager.



Diamond

Story value: 2

Requirement:

Spend 1 Strength.

Reward: Gain 5 coins.



Joust

Story value: 1

Requirement/Reward:

Left: Spend 1 Villager to gain 3 VP.

Right: Have at least 4 Strength to gain 4 VP.



Unicorn

Story value: 3

Requirement:

Have at least 3 Magic.

Reward: Ready one of your cards.

Immediate reward + Income: Gain 1 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: Gain 3 VP, then move your Adventurer up to 3 spaces.



Treasure

Story value: 2

Requirement/Reward:

Left: Have at least 3 Magic to gain 3 coins.

Right: Spend 1 Magic to gain 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/Reward:
Left: Spend 1 Villager to gain 4 VP.
Right: Spend 1 Villager to gain 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 + Magic of at least 8.
Reward:
Gain 9 VP.



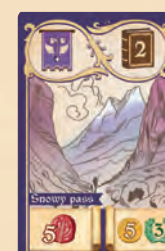
Relay

Story value: 1
Requirement:
Spend 4 coins.
Reward:
Gain 2 VP, then move your Adventurer up to 3 spaces.



Dragon

Story value: 3
Requirement/Reward:
Left: Have at least 5 Strength to gain 4 VP.
Right: Have at least 5 Magic to gain 4 VP.



Snowy pass

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

Heroic Quests (x9)



Donation
Discard one of your Items.



Fire dragon
Have a total of Strength + Magic of at least 6.



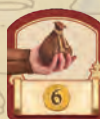
Giant
Have at least 4 Strength.



Bard tournament
Move 2 Encounter cards from the Untold Stories area to the Told Stories area (regardless of their values; even o-valued Encounters can be used).



Undead
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
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