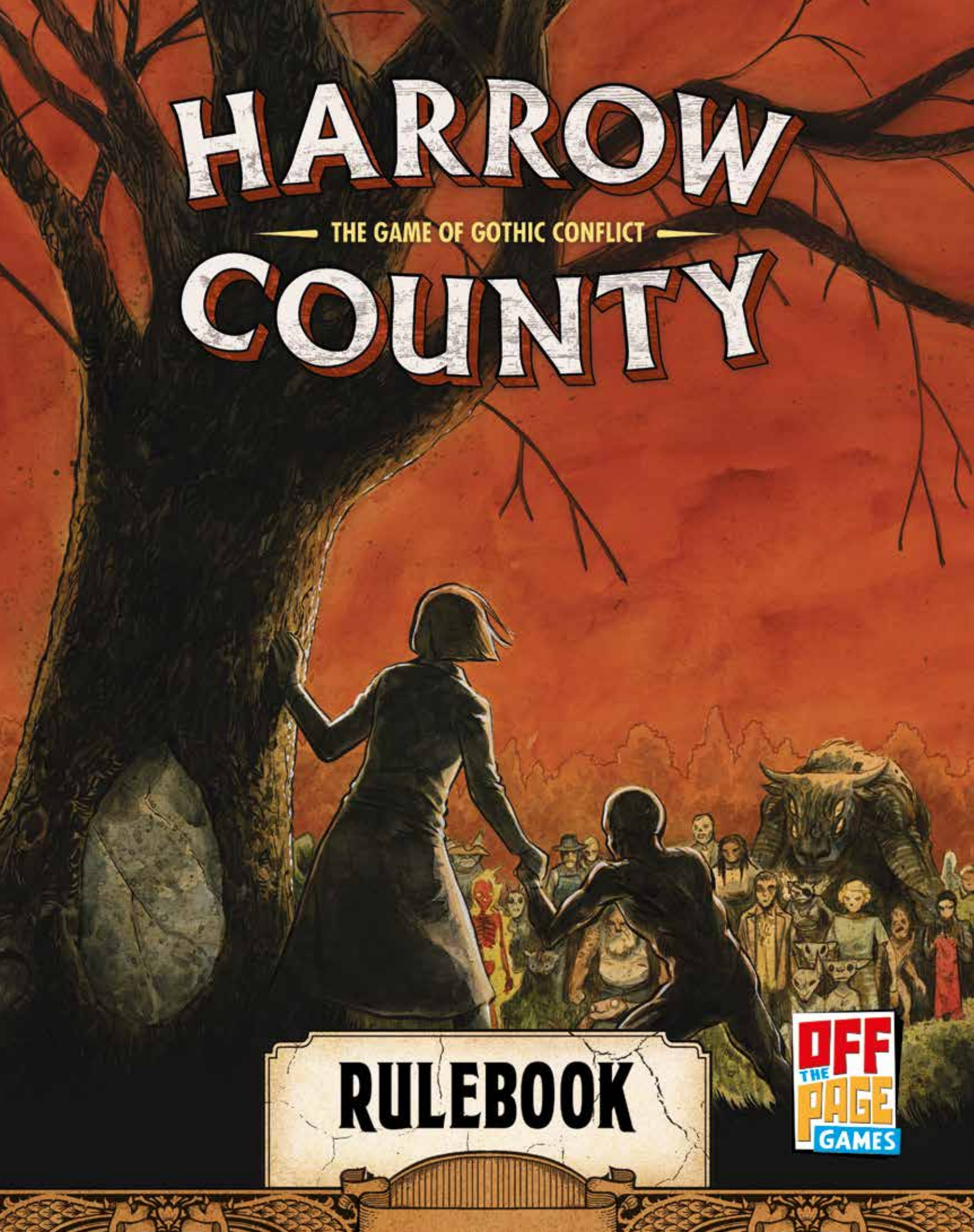
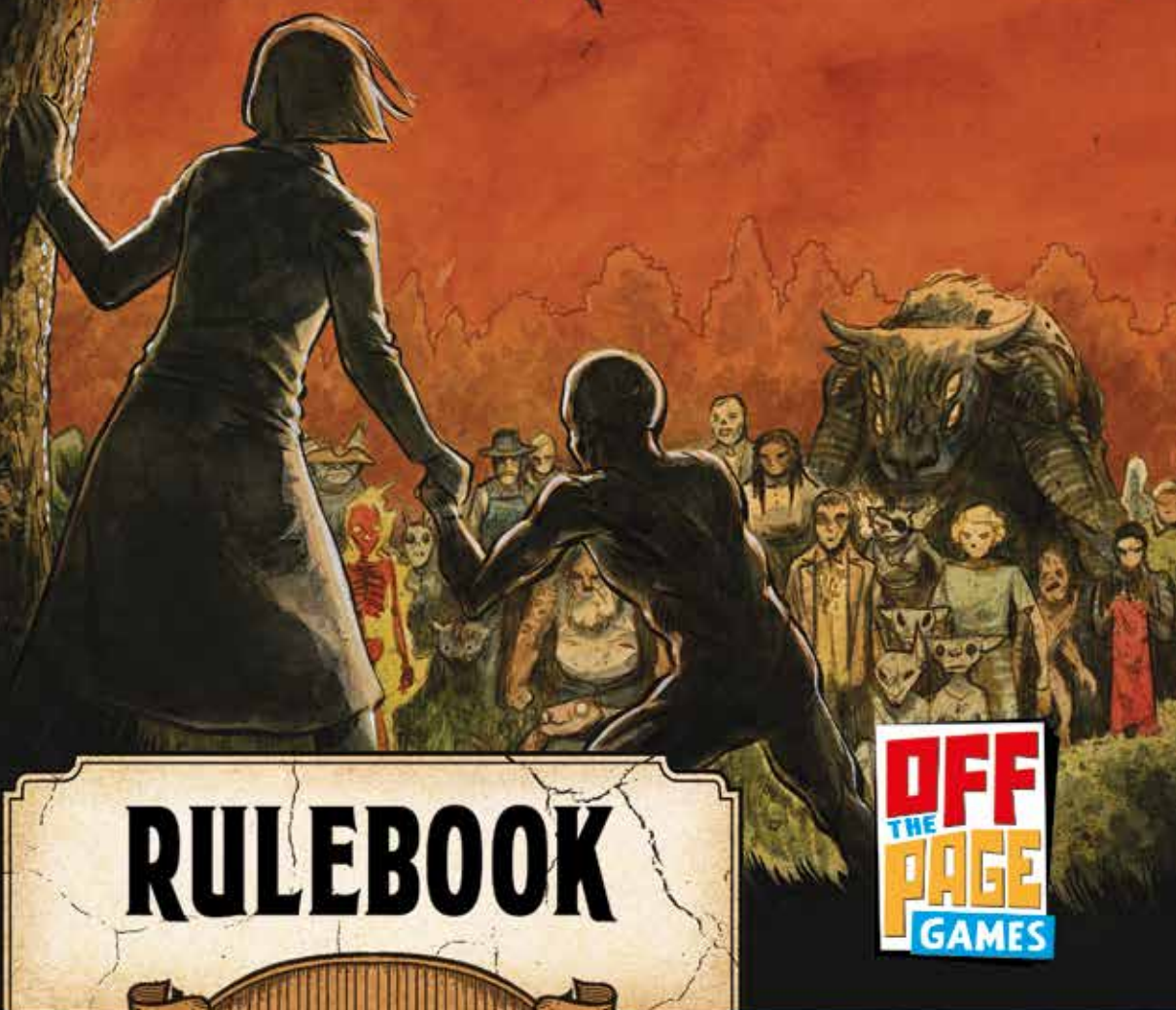




HARROW

— THE GAME OF GOTHIC CONFLICT —

COUNTY



OFF
THE
PAGE
GAMES



ABOUT THIS RULEBOOK

We have a Training Game that will introduce you to the main concepts of Harrow County, or you can start with the Full Game (page 15) if you feel confident your group will be able to handle it.

You can also play a 3 Player Game of Harrow County. You need to read the Full Game Rules, then the 3 Player Rules that follow to understand how to play all 3 players.

Finally there are Solo Rules where you can play as Hester (normally the third player). At the end there's an index for easy reference, and an icon guide on the back to help you while you play.

Harrow County is a small, rural community, maybe not all that far from where you live. It's the kind of place you might miss if you were passing through—if you blinked... or maybe turned a wary eye away from your surroundings. At night, strange figures move through lonely, forgotten places. When thunder rumbles and lightning flashes as bright as witch's fire, you might glimpse inhuman shapes lumbering through blasted heaths. Harrow County is a haunted place, a place where the Haints grow restless and uneasy. If you're planning on spending some time in Harrow, it's best to know a few charms or curses, depending on your disposition, and have a few friends by your side.

TRAINING GAME

Your first game will be a battle between the Legends named Emmy and Levi. As the leader of the Protectors, Emmy will be trying to rescue Harrow County Townsfolk. As the leader of the Family, Levi will be trying to destroy parts of the town. Each Legend will have control of Haints, spirits that they can summon and control throughout the game.

Years ago, a witch named Hester Beck was hanged, burned, and then buried under a Tree. Not long after, a baby was discovered in a hole in that Tree. Taken in by a farmer and his wife, the baby was named Emmy and raised as a normal child. Everyone in town knew about Hester, though, and they kept a watchful eye on Emmy as she grew. They suspected she might be the witch reborn. But Emmy grew to love Harrow County as her home. She had a deep connection to the land and power she did not quite understand. The restless spirits and strange creatures that lurked in the darkness—Haints, as they were called—seemed to hold the girl in high regard. Nowadays, Emmy has befriended some other misfits and together they are the **Protectors**, a group of outcasts trying to protect the Townsfolk of Harrow County from the Family, siblings of Hester who want to destroy the town for executing their sister.

TRAINING GAME COMPONENTS



Box with Tree x1

UNITS

Legends



Emmy
(Protectors) x1



Levi
(Family) x1



First Player
Token x1



Wild Token x15



Plastic
standees x2

Haints



Haints
(Protectors) x15



Haints
(Family) x15



Character Board for
Protectors: Emmy x1



Legend Track for
Protectors x1



Townfolk
(Protectors) x3



Protector
Abilities
Mason Jar x1



Protector
Attack Mason
Jar x1



Protector
Legend Mason
Jar x1



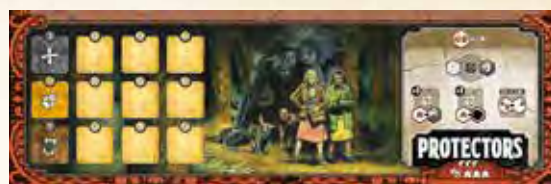
Protector
Wild Mason
Jar x1



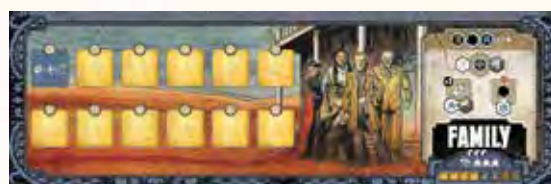
Red cubes x 20



Path Token x 4



Faction Board for Protectors x1



Faction Board for Family x1



Character Board for
Family: Levi x1



Legend Track for
Family x1



Scoreboard x1



Battleground x1



Funnel x1

ABILITY TOKENS



ADVANCE Ability
Token (paw)



SPAWN Ability
Token (bones)



STRENGTHEN
Ability Token
(teeth)



Scroll Token



Building
(Family) x3



Family Abilities
Mason Jar x1



Family Attack
Mason Jar x1



Family Legend
Mason Jar x1



Family Wild
Mason Jar x1



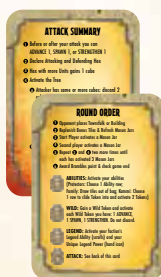
Blue cubes x 15



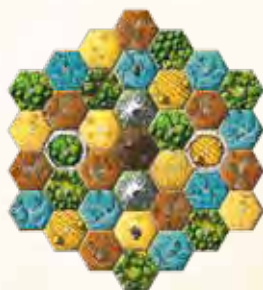
Storm
Tokens x 15



Blue bag x1



Player aids x2



1 Double-sided Map

MAPS REFERENCES



Terrain Hex:
Brown Bog



Terrain Hex:
Teal Wetlands



Storm (some start
on map, others
placed on map)



Terrain
Hex: Yellow
Plains



Brambles
(not Terrain
Hex)



Home Hex (two
of these homes
are on each map,
either one can be
for Levi or Emmy)



Terrain Hex:
Green Forest



Mountain
(not Terrain
Hex)



UNITS: Legends
and Haints are both
considered Units

SETUP

- A Decide who is playing as Emmy and who is playing as Levi.** The Player playing as Emmy should place the **Protectors Faction Board** in front of them. The Player playing as Levi should do the same with the **Family Faction Board**. Make sure both Faction Boards are flipped to the side that has no images of cards underneath the Faction name.

B Set up the Map

- 1 Randomly choose 1 side of the map and place it in the center of the table so that a Home Hex (the hexes featuring one of the icons to the right) is in front of each Player.
- 2 Place Ability Tokens around the map in the following way:



Place an ADVANCE Token on each Brown Bog hex featuring the Ability Token icon



Place a SPAWN Token on each Teal Wetland hex featuring the Ability Token icon



Place a STRENGTHEN Token on each Yellow Plains hex featuring the Ability Token icon



Place a Legend Token on each Green Forest space featuring the Ability Token icon

After you have placed these Ability Tokens, you should have Tokens on every terrain hex except the Home Hexes and hexes adjacent to the Home Hexes.

NOTE: Mountains and Brambles are not Terrain Hexes.

- 3 Place 3 **Townfolk** onto the map, one on each of the 3 corner hexes that are furthest away from the Protector Player's side.
- 4 Place 3 **Buildings** onto the map, one on each of the 3 corner hexes that are furthest away from the Family Player's side.
- 5 Place your **Legend Token** (Emmy or Levi) on the Home Hex on your side of the map.
- 6 Place 3 **Haints** of your color on the Home Hex with your Legend Token. All 4 pieces should be sharing the same hex.



- C Place the Scoreboard** off to one side and set each Player's score to 0. You can ignore the spoon on the Scoreboard during the Training game.

D Equip your Legends

Legend Ability Tracks have 2 sides. Use the side of each track as shown to the right.



- 7 Place your Faction's **Legend Ability Track** below your **Character Board** (Levi for the Family and Emmy for the Protectors).



- 8 **Protectors (Emmy):** Take 3 of the Path Tokens and place 1 on each of the 3 right-most spaces on the Legend Ability Track. Place the 4th Path Token beside your Faction Board in your **Possessions** (the area next to your Faction Board). **This Token is available to use from the start of the game.**
- 9 **The Family (Levi):** Place all the Storm Tokens in your Possessions near your Faction Board. You have access to all of them from the start of the game.
- 10 The Player playing as Levi (Family) should also: Grab the Family's **Bag**, place 4 ADVANCE, 2 SPAWN, and 2 STRENGTHEN Tokens into the bag, and shake it up.
- 11 Each Player takes 1 Wild Token into their Possessions. The rest can be placed near the middle of the table, accessible to both Players.
- 12 Place all remaining Haints of your color into your Possessions. You will be able to add them to the map throughout the game.
- 13 **Set up the Mason Jars:** Place your 4 Mason Jars faceup on the spaces on the Scoreboard so that each column has the only one type of mason jar in it (Abilities, Wild, Legend, and Attack) on your side of the Scoreboard.

E Set up the Tree and Battleground

- 14 The Tree is how you'll resolve combat in this game. Arrange the Tree (game box) next to the Battleground so that cubes will fall out of the bottom of the Tree and spill out onto the Battleground. Place the funnel into the hole at the top of the box.
- 15 Each Player starts with 3 cubes of their color on their side of the Battleground. There are squares where each cube can be placed on each side.
- 16 Place the remaining cubes for each Player next to the Battleground on their side.

- F Give the First Player Token** to the Protectors.



Enemy Unit



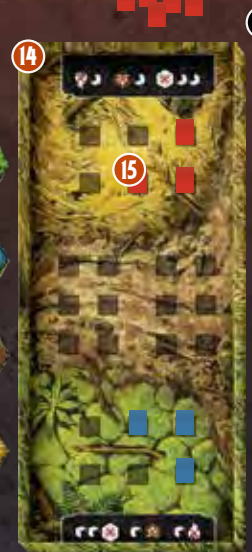
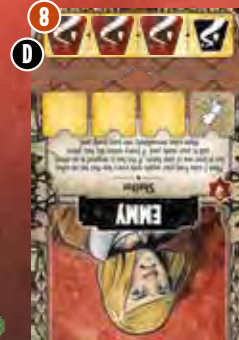
Protector Unit



Any Unit



Family Unit



ROUND OVERVIEW

Each round consists of 3 phases, but in the Training Game we ignore Phase 1::

- Phase 2 consists of Players taking 3 alternating turns each, activating their Mason Jars by flipping them over to their “broken” side in order to take the associated actions. Players take these actions to complete objectives and earn points.
- Phase 3 involves scoring the Brambles and preparing for the next round.

Phase 1:	1 Not used in the Training Game
Phase 2: Turns	2 Player with First Player Token activates their 1st Mason Jar
	3 Player without First Player Token activates their 1st Mason Jar
	4 Player with First Player Token activates their 2nd Mason Jar
	5 Player without First Player Token activates their 2nd Mason Jar
	6 Player with First Player Token activates their 3rd Mason Jar
	7 Player without First Player Token activates their 3rd Mason Jar
Phase 3: Scoring and Round Reset	8 Check for Brambles point
	9 Check if the end of the game is triggered
	10 Refresh Mason Jars and Bonus Tiles

Turns VS Rounds

Turns: Whenever this rulebook refers to taking a “turn,” it is referring to one of the steps from 1-6 in Phase 1.

Rounds: For the Training game consist of each Player taking 3 Turns followed by Scoring and a Round reset phase where Players will check game end conditions and reset each Player’s Mason Jars. Each round begins with all 4 Mason Jars face up again.

CORE RULES FOR TRAINING GAME:

These 4 rules are the core rules to the game:

- A red Protector Unit can never be in the same hex as a blue Family Unit (Haint or Legend), or a Building.
- A blue Family Unit can never be in the same hex as a red Protector Unit (Haint or Legend), or a Townsfolk.
- Maximum of 4 Units can ever be on one hex.
- Storms and Townsfolk can never be on the Brambles.

BASIC ACTIONS

There are 3 Basic Actions in the game. They work the same way for Protectors and Family, but there are different game effects that trigger those actions.

Each faction activates the Abilities Mason Jar differently, as explained on the next page.

There are 3 Abilities in the game:



ADVANCE



STRENGTHEN



SPAWN

Both the Protectors and Family are able to ADVANCE, SPAWN, and STRENGTHEN their Units, but how these actions are activated is different for each Faction.

NOTE: Legends and Haints both count as Units.

ADVANCE



ADVANCE Basic Action allows you to move units on the board. There are other ways Units can be moved around (from the Family’s Legend track, or when a Legend is attacked and gets pushed, and more in Full Game).

- With one ADVANCE Basic Action you can move any number of units from 1 hex to another adjacent hex.
 - It costs 1 extra ADVANCE Basic Action to move onto a mountain hex.
 - Protectors must spend 1 extra ADVANCE Basic Action to move onto Storms. The Family can move onto Storms without any extra cost.
- NOTE:** if a Storm is on the Mountain hex, Protectors would need to spend 3 ADVANCE Basic Actions to move onto it.

Here are 3 examples when you have 4 Units sharing a hex and want to move one or more of them. Each requires only 1 ADVANCE Basic Action.



ADVANCE a single Unit



ADVANCE 2 Units as a group



ADVANCE 4 Units as a group

Splitting up your 4 Units to different hexes would require an ADVANCE Basic Action for each hex you plan to move to. This example would require 2 ADVANCE Basic Actions.



Fight or flight. It's an animal instinct, but it holds true for people and even supernatural beings, too. When you've got a tussle coming for you, sometimes it's best to lay low and save your strength. Wait until you feel your strongest to start scuffling. When magical sorts are involved, it becomes even more important to prepare for the fight. Save your iron nails. Gather your fireflies. Practice your rituals and prayers and incantations. A little bit of preparation goes a long way before you set about tearing out your enemy's throat.

STRENGTHEN



Each STRENGTHEN Basic Action adds 1 cube of your color to the Battleground.

If in the end of your your Turn there are more than 6 cubes of your color at the Battleground, remove excess of cubes back to your possessions. See Clean Up on Page 12.

In the same way as Hester conjured servants from the very earth, some powerful magicians—Emmy and Levi, for example—can summon Haints. They pull muddy soil from the ground, shaping it into Haints, sometimes helpful, sometimes horrifying. Such magic can only be worked from places of great power.

SPAWN



It costs 1 SPAWN Basic Action to summon 1 Haint. To summon, take a Haint from your Possessions and add it to the hex where your Legend is or onto your Home Hex, but only if there are less than 4 Units on that hex already.

SPAWN RULES:

- It costs 1 SPAWN to summon a Haint even if there's a Storm on the hex with your Legend or Home Hex.
- You cannot SPAWN onto a hex if there are already 4 Units on that hex.
- Follow all Core Rules (page 6).

PHASE 1:

NOTE: There's no Phase 1 in the Training Game. Phase 1 will be introduced in the Full Game.

Proceed to Phase 2.

While some folks still secretly brew their own libations, others use the jars to store conjurations and magical spells and even foul spirits. When such a jar is shattered, the magic contained within is unleashed.

PHASE 2: ACTIONS/TURNS

With all of the Mason Jars now faceup, the first Player chooses 1 of their 4 Mason Jar Tokens to flip facedown to activate their desired action.

The four possible Mason Jar actions you can activate are:



ABILITIES
Mason Jar



WILD
Mason Jar



LEGEND
Mason Jar



ATTACK
Mason Jar



ABILITIES MASON JAR



The Abilities Mason Jar allows you to ADVANCE, SPAWN and STRENGTHEN as explained above. These Basic Actions are the same for all Factions, but the way they gain these Actions is different for each Faction.

PROTECTOR:

Choose which ability you'd like to activate this turn: ADVANCE, SPAWN, or STRENGTHEN.

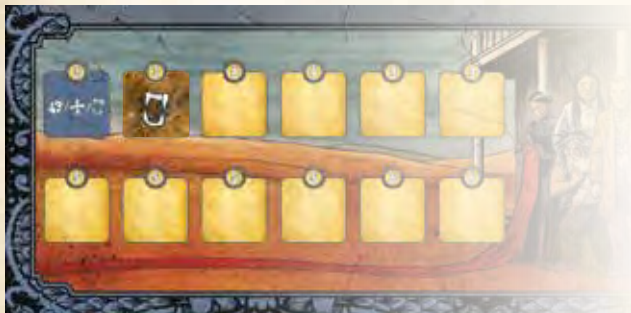
The Protectors take as many Basic Actions as the number above the rightmost ability token on their Faction Board. The Protectors start as if they have 1 Ability Token in each row on their Faction Board.



Example: If the Protectors chose to ADVANCE this turn, and their rightmost ADVANCE Token is under a 4, then they have 4 ADVANCE this turn. Those movements must complete all 4 of these ADVANCES as a single action and cannot take another action in the middle.

FAMILY:

When you activate the Abilities Mason Jar, draw Tokens from your bag equal to the highest number on your Faction Board with a Token below it. The Family starts as if they have 1 Ability Token in the first space on their Faction Board.



Place these Tokens for all to see. Each drawn token grants you a corresponding Basic Action. Resolve each Token you've drawn individually in any order by taking the Basic Action. Do not put these tokens back to your bag until Clean Up: Ending your Turn.



For example, this Family Player is able to draw 3 Tokens. If they pulled 2 ADVANCE Tokens and 1 SPAWN Token from their bag, they could play these 3 Tokens in any order.

WILD MASON JAR

Take 1 Wild Token from the supply, and add it to your Possessions.

Take as many Basic Actions in any order (ADVANCE, SPAWN or STRENGTHEN) as the number of Wild Tokens in your Possessions.

Do not discard your Wild Tokens when you use them. Keep them in your Possessions from round to round, growing your collection each time you take the Wild Mason Jar Main Action.



LEGEND MASON JAR

When you choose this Mason Jar Action, you activate your **Legend Ability** (👤) and your **Legend's Unique Power** that's listed beside the hand icon on their Character Board (🌟 or 🌟). You can activate these in either order, but you must complete one before moving on to the other.

When activating this track you may resolve each space on the track once, left to right, starting from the leftmost space, up to the number of Scroll Ability Tokens 📜 on your Character Board.



PROTECTOR'S LEGEND ABILITIES:



At the start of the game, the Protectors have 1 Path Token in their Possessions, and they gain a Path Token for each Scroll Ability Token collected from the map. You can place all Path Tokens in your Possessions. A Path Token can be placed on a hex up to your current range away from your Legend. Your range is usually 2, but it is 3 if you're on a mountain.



PATH:

Once placed, ANY Unit (yours or your opponent's) can enter this hex for 1 less ADVANCE. This means if a Path Token is placed on a terrain hex, then Units can move onto this hex for 0 ADVANCE, **even when they are not activating an action that gives them advancement**. If a Path Token is placed on a mountain or on a hex with a Storm, then Units can ADVANCE onto that hex for 1 ADVANCE. If 2 Path Tokens are placed on a mountain or a hex with a Storm, then Units can ADVANCE onto this hex for 0 Movement. For example, a Player chooses to use their turn to activate their Legend Mason Jar action. They could also ADVANCE any Unit onto an adjacent hex (that isn't a mountain and has no Storms) with a Path Token for free since it costs 0 advancement to do so.

In addition, Townsfolk can be passed through hexes containing only a Path Token (see page 13) as if there were Units there.

When the Protectors choose the Legend Mason Jar, they can also interact with other Path Tokens that are already in play in the following ways:

- Leave the Path Tokens where they are
- Collect any Path Tokens from anywhere on the map and return them to your Possessions
- Path Tokens collected in this way can be immediately placed elsewhere on the map within range of your Legend during this same action (following all normal placement restrictions)

THE FAMILY LEGEND ABILITIES:



SIDE 1: Place a Storm Token on a hex with at least one of their Units on it (**except on the Brambles**).

As you gain more Scroll Ability Tokens, you can make more powerful Storms. You must activate them from left to right:

- **1 Scroll Ability Token:** You can pull an Ability Token anywhere on the map 1 hex closer to the Storm you just placed. To clarify,

the Ability Token does not need to be pulled onto the hex with the Storm (though it could). It only needs to be 1 hex closer to the hex with the newly placed Storm. It can be pulled onto a hex with another Ability Token, or with a friendly or enemy Unit, or even onto a hex with a Building or Townfolk.

- **2 Scroll Ability Tokens:** In addition to pulling an Ability Token 1 hex closer, you can also pull a friendly Unit 1 hex closer to the Storm you just placed, if legally allowed.
- **3 Scroll Ability Tokens:** In addition to pulling an Ability Token and a friendly Unit 1 hex closer, you can also pull 1 enemy Unit 1 hex closer to the Storm you just placed, if legally allowed.

LEGEND'S UNIQUE POWER:

Every Legend has a Unique Power that's listed beside the hand icon on their Character Board.



EMMY:

Place 1 red cube from your Possessions onto every hex with any of your Haints and no red cubes. When Emmy moves into 1 of these hexes, or when Units in these hexes are attacked, add this cube to the Battleground immediately.

- If a hex with a red cube on it is targeted in an attack, add the cube to your side of the Battleground.
- If Emmy enters a hex with a red cube on it, add the cube to your side of the Battleground.
- **Emmy can only pick up a red cube by entering a hex with a cube on it.** If a cube is placed on a hex where she already is, she does not get to pick up that cube unless she leaves and reenters that hex.



LEVI:

You may move each of your Haints onto or off of an adjacent hex that matches the terrain that Levi is on. This is not considered an ADVANCE.

- For example, if Levi is on a Yellow Plains hex, each Haint that you have on any Yellow Plains Hex can move to any adjacent Hex. Each Haint that is on a Hex adjacent to a Yellow Hex, can move onto it. Each Haint can only move once during this.
- Mountains and the Brambles do not count as terrain.
- Since this is not an ADVANCE, you can ignore the extra ADVANCE cost of moving onto a mountain.
- You cannot move a Haint onto any hex with a Protector Unit, Townfolk, and you cannot have more than 4 Units on a hex.
- Levi does not move during this action.

ATTACK MASON JAR

ATTACK STEPS:



- A** When you choose the Attack Mason Jar, **you also get to take 1 free ADVANCE, SPAWN, or STRENGTHEN action.** This Basic Action does not have to involve Units that are attacking this turn. This free action can happen **before OR after** your attack.
- B Identify the attacking hex** (must contain at least 1 of your Units) and the defending hex (must contain at least 1 of your enemy's Units and be within your range, which is up to 2 hexes away, but is up to 3 hexes away if the attacking Units are on a mountain). You can only target 1 hex per attack action.

2

3
- C Bonus cube:** Whichever Player has the most Units involved in this attack earns one additional STRENGTHEN cube to add to their side of the Battleground. If it's a tie, neither Player earns this bonus cube.
- D Activate the Tree:** Take all STRENGTHEN cubes from both Players in the Battleground and drop them into the top of the Tree
- E** The result of the attack is determined by comparing the number of Attacker cubes that fall out of the Tree to the number of Defender cubes that fall out. **Each Player should pull the cubes of their color back to their side of the Battleground** to make counting them easier.

F Successful Attack: In order for an attack to be successful, two things must be true:

- **THE ATTACKER HAS THE SAME OR MORE CUBES THAN THE DEFENDER ON THE BATTLEGROUND.**
- **THE ATTACKER HAS ENOUGH CUBES TO COMPLETE THE ATTACK ACTION.**

It costs 2 cubes to complete an attack against targets on any hex other than the Brambles.

It's hard to defend in the Brambles!



An attacking Player only has to discard 1 cube to kill a Haint or attack a Legend that is on the Brambles hex!

If the attack is successful, the Attacker may discard the required number of cubes back to their Possessions to complete the attack action:

• **IDENTIFY WHO IS BEING ATTACKED**

- If the hex contains only Haints, then you will be attacking a Haint.
- If the hex contains only a Legend, you will be attacking the Legend.
- If the hex contains a Legend and at least 1 Haint, you must attack the Haints before attempting to attack the Legend.

• **IF THE TARGET WAS A HAINT**

- The Attacker gains 1 point on their Score Dial and removes one of the Defender's Haints from the targeted hex. The Defender returns this Haint to their Possessions.

(Reminder: a Haint is always targeted first if on the same hex as a Legend)

• **IF THE TARGET IS A LEGEND:**

- The Attacker pushes the Legend to any adjacent hex following Core Rules like the maximum number of Units on a hex. Legends can be pushed onto a Storm or mountain.
- The Attacker removes 1 enemy Haint from **anywhere** on the map and gains 1 point on their Score Dial. The Defender returns this Haint to their Possessions. If the Defender has no more Haints on the map, the Attacker still gains 1 point on their Score Dial as if they had killed a Haint.
- If Emmy is attacked, and the opponent chooses to remove a Haint from a hex that has a red cube on it (from her Legend's Unique Power), that red cube does not get added to the Battleground as that hex was not targeted in the attack.

G Continue Successful Attack:

The Attacker can continue to attack as long as they:

- Have at LEAST the same number of cubes in the Battleground as the Defender
- There are still Units left in the hex you Attacked.
- Are using the same attacking hex and the same defending hex as their previous attack

Follow the rules of F Successful Attack - discard cubes, define target, kill 1 more Haint. In this way, an Attacker can kill multiple Haints on the same hex or kill a Haint on the same hex as a Legend in order to then attack the Legend. If there are no more Units left in the Defender's hex, then the attack is over.

H Unsuccessful Attack: If fewer Attacker cubes fall out of the Tree than Defender cubes, the attack is unsuccessful, but a **Haint Clash** can be initiated.

I Haint Clash: If attack was Unsuccessful and there is at least 1 Haint on each of the attacking and defending hexes, a Haint Clash occurs.

1. If the Attacker has enough cubes (1 if the defending Haint is on the Brambles, 2 if on any other hex), they can discard the required number of cubes to kill 1 Haint on defending hex.
2. If the Defender has enough cubes (1 if attacking Haint is on the Brambles, 2 if on any other hex), and if the Attacker is within the Defender's range, they can discard the required number of cubes to kill 1 Haint on attacking hex.

Resolve the rules of IF THE TARGET WAS A HAINT for each player who killed a Haint.

Only 1 Haint can be killed in such way by each player.

Attack Example:

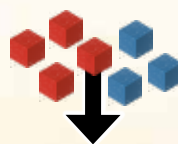


Protectors decide to use an ADVANCE action before their attack (from the free ADVANCE, SPAWN or STRENGTHEN on the Attack Mason Jar)



Protectors have more Units on their hex so they get 1 more cube in the Battleground immediately.

D Activate the Tree:



Haints are otherworldly creatures. They break the laws of nature. But they still adhere to laws of their own. If someone knows the proper methods, chants, or invocations, they can destroy a Haint or banish them from this world. In this way, even the dead are not above and beyond death. Of course, those brave souls who look the horrors of the night right in the baleful eye are made of sterner stuff. Hardiness, magical protections, and good old-fashioned luck is often enough to keep a Legendary soul alive and kicking when the chips are down.



4 EXAMPLES OF DIFFERENT OUTCOMES:



In this example, Protectors (Attacker) had 3 cubes and the Family (Defender) had 2 cubes come out of the Tree.



Protectors discard 2 cubes, gain 1 point and remove the Family Haint from the map.



In this example, Protectors (Attacker) had 3 cubes and the Family (Defender) had 2 cubes come out of the Tree.



Protectors discard 1 cube (Family is on Brambles), gain 1 point and removes the Family Haint from the map. Protectors and Family now each have 2 cubes which means Protectors can attack again. They discard 1 more cube, gain 1 more point and remove the other Family Haint.



In this example, Protectors had 3 cubes and the Family had 2 cubes come out of the Tree.



Protectors discard 2 cubes, gain 1 point, move the Legend to any legal adjacent hex and remove any Family Haint from the map.



In this example, Protectors had 2 cubes and the Family had 3 cubes come out of the Tree.



Haint clash! Protectors choose to discard 2 cubes, gain 1 point and remove the Family Haint from the map. The Family chooses to discard 2 cubes, gain 1 point and remove the Protector Haint from the map.

USING ANY MASON JAR TO ATTACK AGAIN.....

Once you've attacked in a round, you can attack again on another turn this round! It is possible to attack every turn in a round if you choose.

To attack again, simply flip any other faceup Mason Jar Token facedown to attack, instead of using that Mason Jar's normal action, resolve the Attack Mason Jar Action, following all steps except - free Basic Action.

You don't get the free ADVANCE, SPAWN, or STRENGTHEN Basic Action on these subsequent attacks because you only get the free ADVANCE, SPAWN, or STRENGTHEN Basic Action for your first Attack in a round.



CLEAN UP: ENDING YOUR TURN

After you have completed your Mason Jar action this turn:

- 1 **Check your STRENGTHEN Cubes:** You cannot have more than 6 cubes on your side of the Battleground at the end of YOUR turn. If you still have more than 6 cubes left on the Battleground, you must discard cubes down to 6.
- 2 **Collect Ability Tokens:** You can collect Ability Tokens from any hexes containing at least one of your Units. Collect them according to the rules for your Faction seen below.

COLLECTING ABILITY TOKENS



SCROLL ABILITY TOKENS:

When you collect a Scroll Ability Token (paper scroll), place it on the leftmost empty space on your Legend Ability Track.

PROTECTOR

In the case of Emmy, **gain a Path Token every time you do this.**

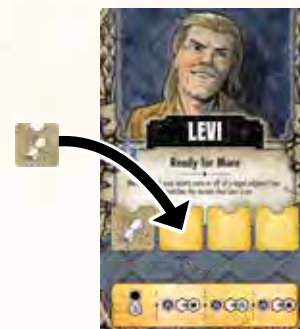
If you collect more Scroll Ability Tokens than you have space for, discard the extras back to the box.



FAMILY

Upgrade your Legend Ability when you do this. In case of Levi, **this will allow you to resolve more spaces on your Legend Track (see page 8)**

If you collect more Scroll Ability Tokens than you have space for, discard the extras back to the box.



All other Ability Tokens (ADVANCE, SPAWN, STRENGTHEN): Place them on the leftmost empty spaces in the corresponding rows on your Faction Board, leveling up that ability for future turns.



All other Ability Tokens claimed (ADVANCE, SPAWN, STRENGTHEN): Place them with the other Ability Tokens you used this turn, if there are any. **Now you have a choice for the Ability Tokens that are in front of you, which include the ones you played this turn and the ones you claimed from the map this turn (not the ones still remaining in your bag).** For each Ability Token in front of you, you can either:

- A Place it on the next empty space on your Faction Board, leveling up how many Tokens you can draw from the bag on future turns. Tokens placed on your Faction Board will remain there for the rest of the game and have no other game effect.



- B Place it back in your bag, giving you a better chance of drawing this Token again on a future turn.

- 3 **Attempt to complete your Objectives:** The Family wants to destroy Harrow County. The Protectors want to rescue the Townsfolk of Harrow County. The actions you complete each turn help you work towards these goals. At the end of your turn, check to see if you have made any progress toward achieving your Faction's objective.

PROTECTOR

SAVE THE TOWNSFOLK OF HARROW COUNTY

Saving Townsfolk:

If you have a Unit or a Path Token on the same hex as Townsfolk **and** you also have a Unit or Path Token on an adjacent hex, you can move the Townsfolk for free to that hex (reminder: **Townsfolk can never go on the Brambles or on hexes with Enemy Units or Buildings**).

You can continue moving Townsfolk from hex to hex for free if you have at least one Unit or a Path Token on each adjacent hex. Therefore it is possible to have a contiguous line of your Units that leads from a Townsfolk all the way back to your Home Hex, which means you can move your Townsfolk all the way home for free. Once Townsfolk are on your Home Hex, you have rescued them! Discard them and gain 2 points on your Scoring Dial.

Townsfolk movement is not impacted by mountains or Storms.



Rescued Townsfolk Example: The Protectors have a path of Haints, Path Tokens, and a Legend. At the end of their turn, they can freely move the Townsfolk from Haint to Path Token, from Path Token to Emmy, and from Emmy to Haint. Once the Townsfolk gets back to their Home Hex, the Protectors will immediately get 2 points. Remove the Townsfolk from the map.

NOTE: It is legal to have multiple Townsfolk on the same hex.

The Protectors are sworn to that very task—protecting the people of Harrow County. The woods, hollows, and forgotten places are teeming with Haints, and it can be a dangerous place for those who wander too far, especially in the dead of night. Emmy, Bernice, Priscilla, the Abandoned, and the Skinless Boy keep a keen eye out for those who get themselves into trouble, escorting them from dark and dangerous places to the quiet comfort of home.

FAMILY

DESTROY HARROW COUNTY

Destroying Harrow County Buildings:

At the end of your turn, if your Legend is on a hex that doesn't have a Storm on it, place a Storm Token on that hex (reminder: **Storms cannot be placed on the Brambles**).

If placing a Storm on a hex makes a contiguous path of Storms that connect a hex with a Building to your Home Hex, you have destroyed that Building! Discard the destroyed Building and gain 2 points on your Scoring Dial.



Building Destroyed Example: The Family now has a connected path of Storms from their Home Hex to a Building, so the Building is destroyed, and the Family gets 2 points.

When Hester Beck came to Harrow County, she broke many long-standing laws the Family hold dear. Now, they fear Emmy is walking a similar path. As far as the Family is concerned, Harrow County and everyone in it represents an abominable affront, and it must be destroyed. They are ruthless in their quest to raze Harrow to the ground, and their magic summons fearsome, destructive Storms that ravage anything in their path.

Once you have taken your single Mason Jar action and performed Clean Up, your turn is over. It is now the other Player's turn.

Alternate taking turns activating Mason Jars until both Players have 3 Mason Jars flipped to their broken side, then proceed into Phase 2.

PHASE 3: SCORING AND ROUND RESET

❶ CHECK TO SEE IF A PLAYER EARNS A BRAMBLES POINT

The Brambles, an area brimming with magical power that both the Family and Protectors want to control, is the hex in the middle of every map. If you have at least one Unit on the Brambles at the end of a **round**, you earn 1 point.

Reminder: Each round consists of Players taking 3 turns each, so **do not check for Brambles points after each individual turn**. Only check for Brambles points at the end of each round after each Player has taken their 3 turns (each Player has 3 Mason Jars turned facedown to the “broken” side).

❷ CHECK TO SEE IF A PLAYER HAS SCORED ENOUGH POINTS TO WIN THE GAME

After you have awarded any Brambles points, check to see if either Player has won the game

- A Player needs 7 points to win the game.
- A round must be fully completed before you check the score.
- In the event that both Players have 7 or more points, the Player with more points wins.
- In the event of a tie, the Player who currently has the First Player Token wins.

❸ SWITCH FIRST PLAYER TOKEN

If neither Player has won, **give the First Player Token to the Player who did not have it this round**. Keep in mind this does mean that they will effectively get 2 turns in a row (the last Mason Jar flip in the previous round and the first Mason Jar flip in the next round). Plan wisely!

❹ REFRESH MASON JARS

Prepare for a new round by refreshing your Mason Jars by flipping the three “broken” Mason Jars you used to take your turns last round to be faceup again. All 4 of your Mason Jars should now be faceup. Continue to the next round.



Congratulations! You’ve just completed the Training Game of Harrow County! Feel free to replay the Training Game again to get a handle on the gameplay. Swap Factions, try a different Legend, and try playing on a different map. When you feel ready, proceed to the Full Game, which will introduce new gameplay elements.





FULL GAME

Welcome to Harrow County! These rules are the entire rules for playing any 2 player game between Protectors, The Family, and Kammi. If you'd like to play a 3 player game with Hester, then first read through the Full Game rules, then read the 3 Player rules that follow.

Rules that are new and different from the Training Game are marked with a .

FULL GAME COMPONENTS



Scoreboard x1



Funnel x1



Battleground x1



Box with Tree x1

ABILITY TOKENS



ADVANCE Ability Token (paw) x20



SPAWN Ability Token (bones) x15



STRENGTHEN Ability Token (teeth) x15



Scroll Ability Token (scroll) x10



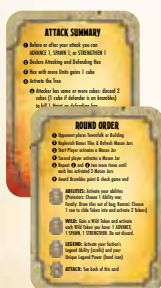
First Player Token x1



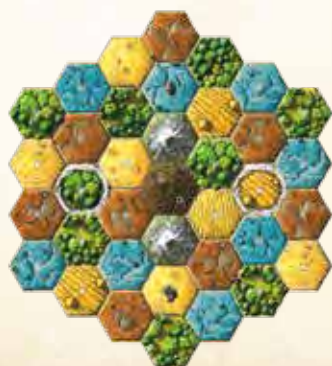
Wild Token x15



Plastic standees x2



Player aids x2



1 Double-sided Map

MAPS REFERENCES



Terrain Hex: Brown Bog



Terrain Hex: Teal Wetlands



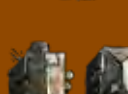
Storm (some start on map, others placed on map)



Terrain Hex: Yellow Plains



Brambles (not Terrain Hex)



Home Hex (two of these homes are on each map, either one can be for Levi or Emmy)



Terrain Hex: Green Forest



Mountain (not Terrain Hex)



COMPONENTS BY FACTION



Faction Board for Protectors x1



Character Board for Protectors x5



Legend Track for Protectors x1



Red cubes
x20

UNITS



Protectors Legends x5

Protectors
Haints x15



Ability
Mason Jar
x1

Attack
Mason Jar
x1

Wild
Mason Jar
x1

Legend
Mason Jar
x1



Townfolk x4



Priscilla's Goad
Token x2



Bernice's Iron
Nail Token x2



Malachi's Attack
Fury Token x1



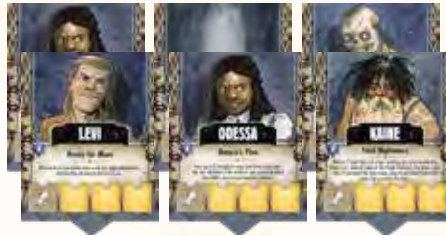
Tactics Cards x16



Path
Token x 4



Faction Board for Family x1



Character Board for Family x6



Legend Track for Family x1



Blue cubes
x15

UNITS



Family Legends x6

Family
Haints x15



Ability
Mason Jar
x1

Attack
Mason Jar
x1

Wild
Mason Jar
x1

Legend
Mason Jar
x1



Building x4



Storm
Tokens x 14



Blue bag x1



Upgrade Cards x9



Upgrade Ability Tokens x9



Faction Board for Kammi x1



Character Board for Kammi x3



Legend Track for Kammi x1



Purple cubes
x15

UNITS



Kammi Legend x1 and Goblin Legend x3
Haints x15



Ability
Mason Jar
x1

Attack
Mason Jar
x1

Wild
Mason Jar
x1

Legend
Mason Jar
x1



Kammi Action Grid x1



Goblin Cards x12

Doll Tokens



Unique Power
Token x1



x2



x1



UNITS: Legends and Haints are
both considered Units

SETUP

A Set up the Map

1 Choose either side of the map and place it in the center of the table so that a Home Hex is in front of each Player.



2 Randomize placement of Ability Tokens:

- Take 1 of each Ability Token into your hand, shake them up, and pull one out.
- Place this type of Token on every Yellow Plains hex with the Ability Token icon.
- Draw another Token and place this type of Token on every Green Forest hex with the Ability Token icon.
- Repeat, placing the Token type on the Brown Bog hexes with the Ability Token icon.
- Place the remaining Token type on all the Teal Wetlands hexes with the Ability Token icon.

After you have placed these Ability Tokens, you should have Tokens on every terrain hex except the Home Hexes and hexes adjacent to the Home Hexes.

NOTE: Mountains and Brambles are not Terrain Hexes.



B Assemble the Scoreboard such that the side with the Mason Jar spaces is face up. Place the Scoreboard off to one side and set each Player's score to 0 and point the Spoon to the 1 Haint Icon.

C Set up the Tree and Battleground

3 The Tree is how you'll resolve combat in this game. Place the funnel into the hole at the top of the box.

4 Place the Battleground perpendicular to the box directly under the hole in the tree so it will catch the cubes when they fall out.



D Each player chooses which Faction they want to be: Protectors, Family, or Kammi and follows the setup according the Faction they've chosen. See the full setup on page 20 and 21 to compare.

SETUP BY FACTION



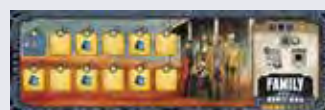
E Faction Board

PROTECTORS



The side with Card icons on it is face up.

FAMILY



The side with Card icons on it is face up.

KAMMI



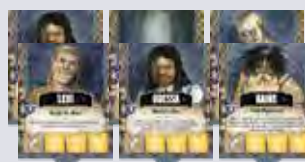
The side with Card icons on it is face up.



F **Character Board:** Decide which Legend you want to be and take that Character Board.



Take any corresponding Scroll Ability Tokens and place into your Possessions:
Bernice: 2 Iron Nail Token
Priscilla: 2 Goad Token
Malachi: 1 Attack Fury Token



Take the purple Unique Power Tokens into your Possessions.



G **Legend Ability Track:** Each player chooses which side to place face up beneath their Character Board.



Place a Path Token on the 3 rightmost spaces on your Character Board. Take 1 Path Token into your Possessions.



	PROTECTORS	FAMILY	KAMMI
H Legend Token and Haints	Place Legend Token matching your Character Board and 3 of your Haints on your Home Hex.	Place Legend Token matching your Character Board and 3 of your Haints on your Home Hex.	Place Goblin Legend Token matching your Character Board and the Kammi Legend Token onto 2 different hexes behind your Home Hex. Kammi's 3 Haints can be distributed in any way between the following hexes: 1) Your Home Hex 2) The hex occupied by Kammi 3) The Hex occupied by your Goblin. Ensure Legends are facing you and not your opponent. When placing or moving Legend Tokens, make sure that the Kammi/Goblin illustration is always facing you and not your opponent so that only you can see which Token is which.
 C Cards	Shuffle your Tactics Cards and draw 3 into your hand. Place the rest face down in your Possessions.	Shuffle your Upgrade Cards and draw 3 into your hand. Place the rest face down in your Possessions.	Shuffle your Goblin Cards and draw 3 into your hand. Place the rest face down in your Possessions.
S Strengthen Cubes	Place 3 Strengthen Cubes of your color into the Battleground. Place your remaining Cubes into your Possessions.	Place 3 Strengthen Cubes of your color into the Battleground. Place your remaining Cubes into your Possessions.	Place 3 Strengthen Cubes of your color into the Battleground. Place your remaining Cubes into your Possessions.
K Wild Token	Take 1 Wild Token into your Possessions.	Take 1 Wild Token into your Possessions.	Take 1 Wild Token into your Possessions.
M Mason Jars	Place all 4 of your Mason Jars onto the Scoreboard, directly opposite the matching Mason Jar of your opponent. The order otherwise doesn't matter.	Place all 4 of your Mason Jars onto the Scoreboard, directly opposite the matching Mason Jar of your opponent. The order otherwise doesn't matter.	Place all 4 of your Mason Jars onto the Scoreboard, directly opposite the matching Mason Jar of your opponent. The order otherwise doesn't matter.
W Storms		Place all Storm Tokens into your Possessions.	
A Ability Tokens		Place 4 ADVANCE, 2 SPAWN, and 2 STRENGTHEN Tokens into your Family bag.  Place the 9 Upgrade Tokens into your Possessions.	Place the Action Grid face up in front of you. Take 2 of each Ability Token (2 ADVANCE, 2 SPAWN, and 2 STRENGTHEN) from the box and place each randomly in an empty space of Kammi's Action Grid until all spaces are filled. Take 1 ADVANCE Ability Token from the box and place it to the left of the Action Grid.

	PROTECTORS	FAMILY	KAMMI
 0 Doll Tokens	If playing against Kammi, take the 3 Doll Tokens and secretly place one face down on each of the hexes behind your Home Hex. One Doll Token is the REAL Doll Token, and the other 2 (the ones with skulls) are decoys. You can now move your Haints and your Legend Token to be on any combination of your Home Hex or the hexes containing a Doll Token.	If playing against Kammi, take the 3 Doll Tokens and secretly place one face down on each of the hexes behind your Home Hex. One Doll Token is the REAL Doll Token, and the other 2 (the ones with skulls) are decoys. You can now move your Haints and your Legend Token to be on any combination of your Home Hex or the hexes containing a Doll Token.	You cannot know which Doll Token is which during setup!
 P Townsfolk and Buildings	Place 1 Townsfolk on each of the different Terrain spaces on your side of the Scoreboard.	Place 1 Building on each of the different Terrain spaces on your side of the Scoreboard.	

1 Determine First Player

- Shuffle the 9 Bonus Tiles. Each Player takes a turn flipping over a Bonus Tile and placing it faceup in the leftmost empty space between 2 Mason Jars of the same type (between each Player).



- If a Player reveals the Bonus Tile with the First Player Token, then give that Player the First Player Token, and continue taking turns to fill up the rest of the 4 spots between Mason Jars with a faceup Bonus Tile. To clarify: each Bonus Tile, including the Tile that has the First Player Token is placed faceup between 2 Mason Jars. The end result should be 4 faceup Bonus Tiles (1 between each set of matching Mason Jar Tokens, and 1 is the First Player Token Bonus Tile) and one Player holding the First Player Token.
- If the Bonus Tile with the First Player Token hasn't been revealed after all 4 slots have been filled, continue taking turns flipping over tiles off to the side until it is revealed. Give the First Player Token to the Player who flipped it over. Then shuffle the 5 Bonus Tiles that aren't on the Scoreboard and place them in a facedown pile.





Protectors vs Family Setup Example



E **I**

I **G** **F** **J**

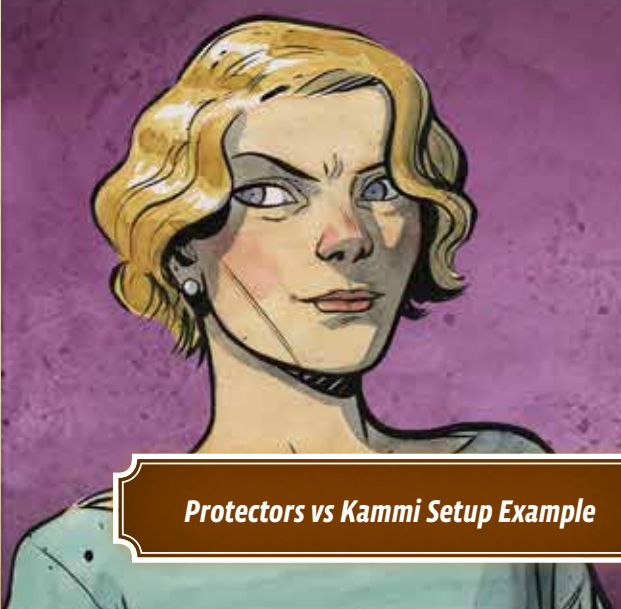
I **K**

J

B **L** **O** **L** **P**

O **K**

A **I** **O** **C** **A** **J** **J** **6**



I **F** **K** **N** **E** **I**

I **G** **F** **K** **N**

E **I**

Protectors vs Kammi Setup Example

ROUND OVERVIEW

Each round consists of 3 phases:

- Phase 1 consists of placing Townsfolk or Buildings if the Protectors or The Family are in play.
- Phase 2 consists of Players taking 3 alternating turns each, activating their Mason Jars by flipping them over to their “broken” side in order to take the associated actions. Players take these actions to complete objectives and earn points.
- Phase 3 involves scoring the Brambles and preparing for the next round.



Phase 1:	1 Place Townsfolk or Buildings
Phase 2: Turns	2 Player with First Player Token activates their 1st Mason Jar
	3 Player without First Player Token activates their 1st Mason Jar
	4 Player with First Player Token activates their 2nd Mason Jar
	5 Player without First Player Token activates their 2nd Mason Jar
	6 Player with First Player Token activates their 3rd Mason Jar
	7 Player without First Player Token activates their 3rd Mason Jar
Phase 3: Scoring and Round Reset	8 Check for Brambles point
	9 Check if the end of the game is triggered
	10 Refresh Mason Jars and Bonus Tiles

BASIC ACTIONS

There are 3 Basic Actions in the game. They work the same way for Protectors and Family, but there are different game effects that trigger those actions.

Each faction activates the Abilities Mason Jar differently, as explained on pages 23 and 24.

There are 3 Abilities in the game:



ADVANCE



STRENGTHEN



SPAWN

Both the Protectors and Family are able to ADVANCE, SPAWN, and STRENGTHEN their Units, but how these actions are activated is different for each Faction.

Reminder: Legends and Haints both count as Units.

ADVANCE



ADVANCE Basic Action allows you to move 1 or more Units from 1 hex to an adjacent hex.

Here are 3 examples when you have 4 Units sharing a hex and want to move one or more of them. Each requires only 1 ADVANCE Basic Action.



ADVANCE a single Unit



ADVANCE 2 Units as a group



ADVANCE 4 Units as a group

Splitting up your 4 Units to different hexes would require more ADVANCE since they are not ADVANCING as a single group! This example would require 2 ADVANCE.



ADVANCE Rules:

These rules are only related to ADVANCE Basic Actions and don't impact other ways to move Units (e.g. after Attack, by card effects, Legend tracks, etc).

- You can move any number of units that are all on the same hex to an adjacent hex using only 1 ADVANCE Basic Action.
- You can pick up or drop off Units as you ADVANCE around the map.
- It costs 1 more ADVANCE Basic Action to move onto a mountain hex
- Protectors and Kammi must spend 1 more Advance Basic Action to move onto Storms. The Family treats Storms as a regular Terrain and does not have to pay any extra Basic ADVANCE Action.

NOTE: if a Storm is on a Mountain hex, they will need to spend 3 Basic ADVANCE Actions to move onto it.



- All Units - whether they belong to Kammi or her opponent - if they move (either by taking action or by other game effects, except defeat in combat), while on the same hex as a doll token, they can decide to move with this token or not..

Important: There can never be more than 1 Doll Token on a hex and a Doll Token cannot be on the same hex as a Building or Townsfolk.



- If a Unit moves by taking ADVANCE Basic Action and Kammi's Doll Token is on that Unit's hex, they can decide to move with this token or leave it on that hex.

STRENGTHEN



Each STRENGTHEN Basic Action adds 1 cube of your color to the Battleground.

If in the end of your your Turn there are more than 6 cubes of your color at the Battleground, remove excess of cubes back to your possessions. See Clean Up on page 32.

SPAWN



It costs 1 SPAWN Basic Action to summon 1 Haint. To summon, take a Haint from your Possessions and add it to the hex where your Legend is or onto your Home Hex, but only if there are less than 4 Units on that hex already.

SPAWN RULES:

- It costs 1 SPAWN to summon a Haint even if there's a Storm on the hex with your Legend or Home Hex.
- You cannot SPAWN onto a hex if there are already 4 Units on that hex.
- You cannot SPAWN onto a hex with enemy Units (including your Home Hex).



- SPAWN: Kammi can SPAWN on either of her Legends or onto her Home Hex

CORE RULES:

These 5 rules are the core rules to the game:

- Maximum of 4 Units can ever be on one hex.
- A red Protector Unit can never be in the same hex as a blue Family or purple Kammi Unit (Haint or Legend), or a Building.
- A blue Family Unit can never be in the same hex as a red Protector or purple Kammi Unit (Haint or Legend), or a Townsfolk.
- A purple Kammi Unit can never be in the same hex as a red Protector or blue Family Unit (Haint or Legend) or Building or Townsfolk.
- Doll Tokens cannot be on the same hex as another Doll Token, a Building, or a Townsfolk.

PHASE 2: TURNS

A turn consists of taking 1 Mason Jar Action, the option to play 1 Card, activating Bonus Tile(s), moving onto a Path Token, and Clean Up.

Basic Actions that a Player gains from Mason Jar Actions, Cards, Bonus Tiles, and movement onto a Path Token can be resolved in ANY ORDER during Players turn. Each of them must be resolved in full before any other can be taken.

NOTE: Basic Actions gained by Protectors when resolving the Mason Jar Action, MUST ALL BE RESOLVED WITHOUT INTERRUPTIONS.

Activate Mason Jar actions

The active Player chooses 1 of the Mason Jars now faceup, the first Player chooses 1 of their 4 Mason Jar Tokens to flip facedown to activate their desired action.

The four possible Mason Jar actions you can activate are:

Abilities
Mason Jar



Wild
Mason Jar



Legend
Mason Jar



Attack
Mason Jar



PHASE 1: TOWNSFOLK AND BUILDINGS

Each player will now take turns placing 1 of their opponent's Townsfolk or Buildings. If your opponent is Kammi, then you don't do anything in Phase 1 every round.

The player with the First Player Token will be first to place their opponent's Townsfolk or Building, then your opponent will get to place your opponent's Townsfolk or Building.

Take your opponents Townsfolk or Building from the Scoreboard and place onto a matching Terrain hex on the map. If you take a Townsfolk or Building from the teal Wetlands space on the Scoreboard, then it must be placed on a Teal Wetlands hex on the map. It cannot be placed on hexes with your Units, Buildings, other Townsfolk, or on a hex with a Doll Token.

If it is impossible to place a Townsfolk or Building because all legal hexes are blocked, then it will not be placed this round.

If there are no more Townsfolk or Buildings left to place, then skip this phase completely.



BONUS TILES

When you choose a Mason Jar, and there is still a faceup Bonus Tile above it, you can activate that bonus before or after your action during your turn. Flip it facedown once activated.



NOTE: If you attack a second time in a round, you will get the faceup Bonus Tile for whichever other Mason Jar you flipped over.

SEE THE DESCRIPTION OF EACH BONUS TILE IN THE APPENDIX.

ABILITIES MASON JAR.....

The Abilities Mason Jar allows you to ADVANCE, SPAWN and STRENGTHEN as explained above. These Basic Actions are the same for all Factions, but the way they gain these Actions is different for each Faction.



HOW EACH FACTION ACTIVATES THE ABILITIES MASON JAR:

PROTECTOR:

Choose which ability you'd like to activate this turn: ADVANCE, SPAWN, or STRENGTHEN.

The Protectors take as many Basic Actions as the number above the rightmost ability token on their Faction Board. The Protectors start as if they have 1 Ability Token in each row on their Faction Board.



Example: If the Protectors choose to Activate ADVANCE Ability this turn, and their rightmost ADVANCE Token is under a 4, then they have 4 ADVANCE this turn.

FAMILY:

Draw the number of Tokens indicated in the big circle above the space of the rightmost Ability Token, look at them, and put back in your bag the number shown with the “-” in front of it.

The Family starts as if they have 1 Ability Token in the first space on their Faction Board. This means you can draw 4 Tokens out of your bag, look at them, then put 1 of them back into your bag.



The Family Player has placed two Tokens on their Track: an ADVANCE Token and a SPAWN Token. They can now draw 5 Ability Tokens out of their bag, then put 1 back in. This means they can now activate 4 Ability Tokens when they take the Abilities Mason Jar action.



Now you may play one Upgrade Card from your hand to upgrade one of the Tokens you've just drawn (See page 30 Cards), place the Token you've just upgraded back in the box. Resolve each Token you've drawn individually in any order by taking the Basic Action from that Token, or by following the instructions on the card if you resolve an upgraded Token.

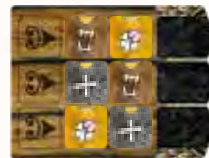
If you don't have enough Tokens to draw out of the bag as indicated, then you will put back into the bag that many fewer Tokens. For example, if you are able to pull 7 Tokens out and put back 3, but you only have 6 Tokens in your bag (1 less than 7), then you will only be putting back 2 Tokens (1 less than 3). In this way, you would still be activating 4 Tokens this turn.



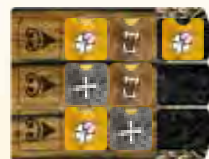
KAMMI'S ABILITIES MASON JAR



- First, decide which row you want to activate in your Action Grid.
- To activate a row, take the Ability Token that is to the left of the Action Grid (at the start of the game, this is an ADVANCE Token) and push the current Tokens in that row to the right one space. The end result will be that there are 3 Tokens in the row: 2 abilities on the Action Grid that will be activated this turn and one Token in the black zone that will not be activated.
- When Kammi activates the 2 abilities on her Action Grid, she activates each ability according to the number above the rightmost Ability Token in that ability row on her Faction Board. Each of these actions must be completed as a single action (all 2 ADVANCES would need to be completed, for example, before you STRENGTHEN). However, you could play a card between these separate actions. It is possible that you might activate the same ability twice.
- The Ability Token that slid onto the black area remains here to remind you which row you activated. The next time you take the Ability Mason Jar action, this Ability Token will be the one that you use to push a row on this Action Grid. You can choose the same row or a new row the next time you choose the Ability Mason Jar action.



Kammi slides the ADVANCE Token into row 1, pushing the STRENGTHEN and ADVANCE Token to the right.



She activates ADVANCE and STRENGTHEN (ignores the other ADVANCE Token in the black area on the right of the Action Grid). Looking at her Faction Board, she gets to ADVANCE 3 and STRENGTHEN 2 this turn.



WILD MASON JAR

Take 1 Wild Token from the supply, and add it to your Possessions.

Take as many Basic Actions in any order (ADVANCE, SPAWN or STRENGTHEN) as the number of Wild Tokens in your Possessions.

Do not discard your Wild Tokens when you use them. Keep them in your Possessions from round to round, growing your collection each time you take Wild Mason Jar Main Action.



LEGEND MASON JAR

When you choose this Mason Jar Action, you activate your **Legend Ability** (👤) and your **Legend's Unique Power** that's listed beside the hand icon on their Character Board (👤, 🗡️ or 🛡️). You can activate these in either order, but you must complete one before moving on to the other.

When activating this track you may resolve each space on the track once, left to right, starting from the leftmost space, up to the number of Scroll Ability Tokens 📜 on your Character Board.



PROTECTOR'S LEGEND ABILITIES:



SIDE 1: At the start of the game, the Protectors have 1 Path Token in their Possessions, and they gain a Path Token for each Scroll Ability Token collected from the map. You can place all Path Tokens in your Possessions. A Path Token can be placed on a hex up to your current range away from your Legend. Your range is usually 2, but it is 3 if you're on a mountain.



SIDE 2: At the start of a game, this Legend Track lets you pull a Townsfolk 1 hex closer to your Legend - including onto mountains and Storms, but never onto the Brambles or onto a hex with an enemy Unit or Building.

As you get more Scroll Ability Tokens you can, in this order: have that Townsfolk pick up an Ability Token that's on the same hex, push a Unit that is adjacent to the Townsfolk 1 hex away from that Townsfolk, and then push any Unit on the map 1 hex away from that Townsfolk.



PATH:

Once placed, ANY Unit (yours or your opponent's) can enter this hex for 1 less ADVANCE. This means if a Path Token is placed on a terrain hex, then Units can move onto this hex for 0 ADVANCE, **even when they are not activating an action that gives them advancement**. If a Path Token is placed on a mountain or on a hex with a Storm, then Protector or Kammi Units can ADVANCE onto that hex for 1 ADVANCE. If 2 Path Tokens are placed on a mountain or a hex with a Storm, then any Unit can ADVANCE onto this hex for 0 Movement. For example, a Player chooses to use their turn to activate their Legend Mason Jar action. They could also ADVANCE any Unit onto an adjacent hex (that isn't a mountain and has no Storms) with a Path Token for free since it costs 0 advancement to do so.

In addition, Townsfolk can be passed through hexes containing only a Path Token (see page 32) as if there were Units there.

When the Protectors choose the Legend Mason Jar, they can also interact with other Path Tokens that are already in play in the following ways:

- Leave the Path Tokens where they are
- Collect any Path Tokens from anywhere on the map and return them to your Possessions
- Path Tokens collected in this way can be immediately placed elsewhere on the map within range of your Legend during this same action (following all normal placement restrictions)

THE FAMILY LEGEND ABILITIES:



SIDE 1: Place a Storm Token on a hex with at least one of their Units on it (**except on the Brambles**).

As you gain more Scroll Ability Tokens, you can make more powerful Storms. You must activate them from left to right:

- **1 Scroll Ability Token:** You can pull an Ability Token anywhere on the map 1 hex closer to the Storm you just placed. To clarify, the Ability Token does not need to be pulled onto the hex with the Storm (though it could). It only needs to be 1 hex closer to the hex with the newly placed Storm. It can be pulled onto a hex with another Ability Token, or with a friendly or enemy Unit, or even onto a hex with a Building or Townsfolk.
- **2 Scroll Ability Tokens:** In addition to pulling an Ability Token 1 hex closer, you can also pull a friendly Unit 1 hex closer to the Storm you just placed, if legally allowed.
- **3 Scroll Ability Tokens:** In addition to pulling an Ability Token and a friendly Unit 1 hex closer, you can also pull 1 enemy Unit 1 hex closer to the Storm you just placed, if legally allowed.



Side 2: Place a Storm on a legal adjacent hex when you take the Legend Mason Jar.

As you get more Scroll Ability Tokens you can, in this order: Push any 1 Ability Token 1 hex away from the Storm you placed, push 1 of your Units 1 hex away from the Storm you placed, push 1 enemy Unit 1 hex away from the Storm you placed.



KAMMI LEGEND ABILITIES:



SIDE 1: Kammi has the ability to replay her cards. When activated, you can replay 1, 2, 3, or 4 of the cards you've played that are still active next to your Goblin, depending on how many Scroll Ability Tokens (scrolls) you have.



SIDE 2: When your Legend Mason jar is activated, place a purple STRENGTHEN cube on each row in her Action Grid that doesn't have an Ability Token on the black section on the right side (this will either be 2 or 3). It's possible to add a cube if there is already a cube there. Collect all cubes on a row that is activated in the future when taking the Abilities Mason Jar action and place them into the Battleground. As you get more Scroll Ability Tokens (scrolls), you can pull a doll Token (along with a Unit if there is a Unit on that hex and that Unit's owner wants to) 1 hex closer to Kammi, draw 1 card, and finally you can swap the location of Kammi and her Goblin.

LEGEND'S UNIQUE POWER:

Every Legend has a Unique Power that's listed beside the hand icon on their Character Board.

SEE THE DESCRIPTION OF EACH LEGEND'S UNIQUE POWER IN THE APPENDIX.



ATTACK MASON JAR

ATTACK STEPS:



A When you choose the Attack Mason Jar, you also get to take 1 free ADVANCE, SPAWN, or STRENGTHEN action. This Basic Action does not have to involve Units that are attacking this turn. This free action can happen before OR after your attack.

B Identify the attacking hex (must contain at least 1 of your Units) and the defending hex (must contain at least 1 of your enemy's Units and be within your range, which is up to 2 hexes away, but is 3 hexes away if the attacking Units are on a mountain). You can only target 1 hex per attack action.



C Bonus cube: Whichever Player has the most Units involved in this attack earns one additional STRENGTHEN cube to add to their side of the Battleground. If it's a tie, neither Player earns this bonus cube.

D Activate the Tree: Take all STRENGTHEN cubes from all Players in the Battleground and drop them into the top of the Tree

E The result of the attack is determined by comparing the number of Attacker cubes that fall out of the Tree to the number of Defender cubes that fall out. Each Player should pull the cubes of their color back to their side of the Battleground to make counting them easier.

F Successful Attack: In order for an attack to be successful, two things must be true:

- THE ATTACKER HAS THE SAME OR MORE CUBES THAN THE DEFENDER ON THE BATTLEGROUND.
- THE ATTACKER HAS ENOUGH CUBES TO COMPLETE THE ATTACK ACTION.



It costs 2 cubes to complete an attack against targets on any hex other than the Brambles.

It's hard to defend in the Brambles!



An attacking Player only has to discard 1 cube to kill a Haint or attack a Legend that is on the Brambles hex!

If the attack is successful, the Attacker may discard the required number of cubes back to their Possessions to complete the attack action:



• IDENTIFY WHO IS BEING ATTACKED

- If the hex contains only Haints, then you will be attacking a Haint.
- If the hex contains only a Legend, you will be attacking the Legend.
- If the hex contains a Legend and at least 1 Haint, you must attack the Haints before attempting to attack the Legend.



• IF THE TARGET IS A HAIN

You kill 1 Haint. If your Haint Dial is on position 1, you immediately get 1 point, but then you must rotate the Haint Dial clockwise so that it points to position 2. If it's on positions 2 or 3, place killed Haint on the dial. Once you have the number of Haints on the Dial matching position of the Dial, you get 1 point, remove Haints from the Dial and increase Dial's position one up. If the Dial was on position 3 it stays on position 3



After killing 1 Haint, the Player takes the killed Haint and places it on their plate since their Haint dial is pointing at 2 Haints.



In a later turn, this Player attacks again and adds this killed Haint to their plate, which now adds up to 2, so they get 1 point, moving them from 1 to 2 points!



Now they rotate their spoon to point at 3 Haints - which is now how many Haints they need to kill to earn a point.

• IF THE TARGET IS A LEGEND:

- The Attacker must push the Legend to any adjacent hex following Core Rules (see page 23). If there are no legal hexes to push the Legend into, then the Legend stays where it is. Legends can be pushed onto a Storm or mountain.
- If the Legend is on the same hex as a Doll Token, then the Doll Token stays on its hex and is not pushed with the Legend.
- The Attacker kills 1 enemy Haint and removes it from **anywhere** on the map and adds that Haint to their Score Dial. Follow rules as described in the "If the target was a Haint" section in the column to the left. If the Defender has no more Haints on the map, the Attacker still places a Haint from their opponent's Possessions onto their Score Dial and follow rules as described in the "If the target was a Haint" section in the column to the left.



• IF KAMMI OR GOBLIN WERE SUCCESSFULLY ATTACKED:

- Reveal your Legends. They remain revealed until they meet on the same hex again in a subsequent turn. Then they can be mixed up again so your opponent doesn't know which is which.
- If Kammi and Goblin are on the same hex and without any Haints, the Defender decides which one was successfully attacked.
- If the Goblin was attacked, the Kammi player must discard all Goblin cards that were played.
- If Kammi was attacked, the Attacker can switch positions of all Doll Tokens on the map that aren't on the hexes with Kammi's Units. It can be secret whether they swapped or not, so look away while your opponent does this. The hexes that have Doll Tokens on them must also have Doll Tokens on them after the swap.

Ⓘ Continue Successful Attack:

- They have at LEAST the same number of cubes in the Battleground as the Defender
- There are still Units left in the hex you Attacked.
- Are using the same attacking hex and the same defending hex as their previous attack.

Follow the rules of Ⓕ Successful Attack - discard cubes, define target, kill 1 more Haint. In this way, an Attacker can kill multiple Haints on the same hex or kill a Haint on the same hex as a Legend in order to then attack the Legend. If there are no more Units left in the Defender's hex, then the attack is over.

- Ⓖ **Unsuccessful Attack:** If fewer Attacker cubes fall out of the Tree than Defender cubes, the attack is unsuccessful, but a **Haint Clash** can be initiated.

1 Haint Clash: If attack was Unsuccessful and there is at least 1 Haint on each of the attacking and defending hexes, a Haint Clash occurs.

1. If the Attacker has enough cubes (1 if the defending Haint is on the Brambles, 2 if on any other hex), they can discard the required number of cubes to kill 1 Haint on defending hex.
2. If the Defender has enough cubes (1 if attacking Haint is on the Brambles, 2 if on any other hex), and if the Attacker is within the Defender's range, they can discard the required number of cubes to kill 1 Haint on attacking hex.

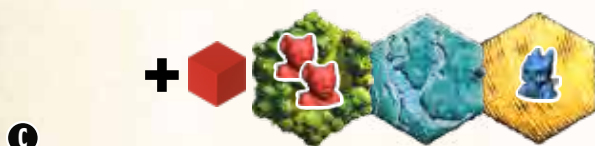
Resolve the rules of IF THE TARGET WAS A HAIN'T for each player who killed a Haint.

Only 1 Haint can be killed in such way by each player.

Attack Example:

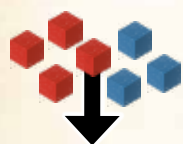


Protectors decide to use an ADVANCE action before their attack (from the free ADVANCE, SPAWN or STRENGTHEN on the Attack Mason Jar)



Protectors have more Units on their hex so they get 1 more cube in the Battleground immediately.

D Activate the Tree:





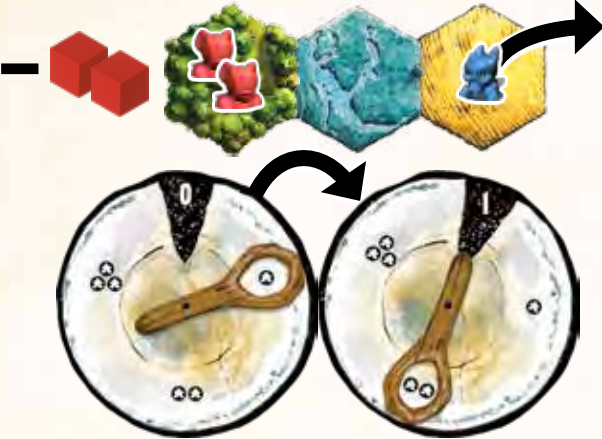
4 EXAMPLES OF DIFFERENT OUTCOMES:

E



In this example, Protectors (Attacker) had 3 cubes and the Family (Defender) had 2 cubes come out of the Tree.

F



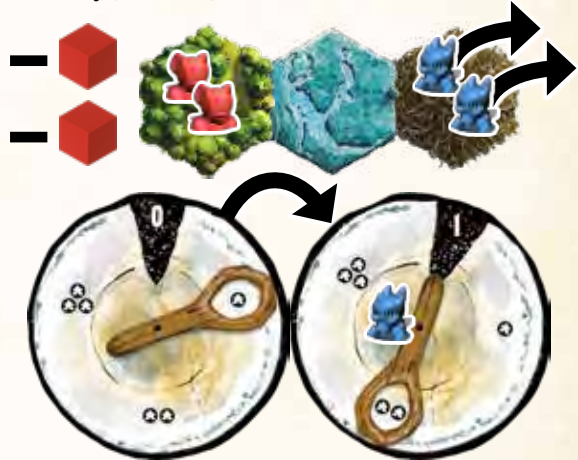
Protectors discard 2 cubes, gain 1 point, rotate their Haint Dial, and remove the Family Haint from the map.

E



In this example, Protectors (Attacker) had 3 cubes and the Family (Defender) had 2 cubes come out of the Tree.

F



Protectors discard 1 cube (Family is on Brambles), gain 1 point, rotate their Haint Dial to 2, and removes the Family Haint from the map. Protectors and Family now each have 2 cubes which means Protectors can continue to attack. They discard 1 more cube, and place the Family Haint on their Haint Dial.

E



In this example, Protectors had 3 cubes and the Family had 2 cubes come out of the Tree.

F



Protectors discard 2 cubes, gain 1 point, rotate their Haint Dial to 2, and move the Legend to any legal adjacent hex and remove any Family Haint from the map.

E



In this example, Protectors had 2 cubes and the Family had 3 cubes come out of the Tree.

G



Haint Clash! Protectors choose to discard 2 cubes, gain 1 point, rotate their Haint Dial to 2, and return the Family Haint to the Family player's Possessions. The Family chooses to discard 2 cubes as well, gain 1 point, rotate their Haint Dial to 2, and return the Protector Haint back to the Protector's Possessions.

USING ANY MASON JAR

TO ATTACK AGAIN.....

Once you've attacked in a round, you can attack again on another turn this round! It is possible to attack every turn in a round if you choose. To attack again, simply flip any other faceup Mason Jar Token facedown to attack, instead of using that Mason Jar's normal action, resolve the Attack Mason Jar Action, following all steps except - free Basic Action.

You don't get the free ADVANCE, SPAWN, or STRENGTHEN Basic Action on these subsequent attacks because you only get the free ADVANCE, SPAWN, or STRENGTHEN Basic Action for your first Attack in a round.

NOTE: If you attack a second time in a round, you will get the faceup Bonus Tile for whichever other mason jar you flipped over.



FAMILY UPGRADE CARDS AND TOKENS:

- Family can only play cards when taking their Abilities Mason Jar Action (see page 24). After you draw the Tiles from the bag, but before resolving them, you may play 1 card to upgrade one of the Tiles you've just drawn.
- Each Upgrade Card has a cost to play it: discard the Ability Token listed on the top left side of the card. To play an Upgrade Card, you **must have drawn that Ability Token out of your bag this turn.**
- Discard that Ability Token to the box, and replace it with the Upgraded Ability Token, as indicated on the Upgrade Card, from your Possessions.
- You can use this new Upgrade Token this turn. At the end of your turn, you can put it in your bag as you would the other tiles you use each turn (or place it on your Faction Board if you prefer). See Clean Up on page 33.



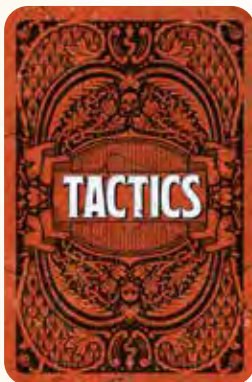
In this example, the Family Player plays their Sound & Fury card. They discard a STRENGTHEN Token that they drew out of their bag this turn and replace it with the Sound & Fury Token. They get to activate the Sound & Fury Token this turn, then it either goes back into their bag or onto their Faction Board.

CARDS

Each Faction comes with their deck of cards. The Protectors get **Tactics** Cards, and the Family get **Upgrade** Cards, and Kammi gets **Goblin** Cards.

PROTECTOR TACTICS CARDS:

- You can play 1 Tactics Card per turn, before or after taking a Main Mason Jar Action, but not in the middle of it. For example, if you decide to take 5 ADVANCE Basic Actions when flipping your Abilities Mason Jar, you cannot ADVANCE 3 times, then play a card and then ADVANCE 2 more times. You must resolve the full Abilities Mason Jar Action, by taking 5 ADVANCE,. You can play a card before or after this action.
- **Once you enter the Clean Up part of your turn (see page 32), you cannot play any cards.**

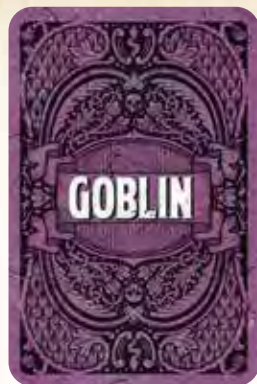


- Now, each time you draw tiles from your bag, you have a chance to draw this new upgraded ability!
- If you have an upgraded Ability Token that lets you do multiple things, then those things must be done together at the same time. For example: if the Family plays an upgraded ADVANCE Token that gives them 2 ADVANCE, then they need to resolve both those ADVANCE Basic Actions before playing any other Ability Token.
- If you drew or upgraded to Knitting Fate or Knife in the Dark, gain your STRENGTHEN cube and place those upgraded STRENGTHEN Tokens on top of your Attack Mason Jar Token. These will activate the next time you activate that Mason Jar, then return to your bag.
- You can keep all Upgrade Cards you play faceup in front of you to remind you what the Upgrade Tokens do.
- **Once you enter the Clean Up part of your turn, you cannot play any cards.**



KAMMI GOBLIN CARDS:

- You can play 1 Goblin Card per turn, before or after your Main Action, but not in the middle of that action. The only exception is the Abilities Mason Jar Action as that allows the Kammi player to resolve 2 tiles on their Action Grid. A Goblin Card can be played between those 2 actions (See page 24).
- The effect of each Goblin Card is always based on your Goblin Token on the map. Some Goblin Cards might have you SPAWN a Haint up to 3 hexes away from your Goblin, while others might have you moving enemy Haints within 2 hexes of your Goblin.
- It's often in your best interest to keep hidden which Legend Token is Kammi and which is the Goblin. In order to keep this information hidden you would have to target a hex that was true for both Legend Tokens. For example, if you were able to SPAWN a Haint up to 3 hexes away from your Goblin, then you might be motivated to place this new Haint such that it is up to 3 hexes away from BOTH your Legend Tokens. That way your opponent will not know which Legend is your Goblin! If you SPAWNED a Haint such that it was only up to 3 hexes away from 1 Legend Token then you are clearly telling your opponent that it is the Goblin Token and the other is Kammi! Use your cards carefully when you play as Kammi!
- Goblin Cards are activated when they come into play, and played Goblin Cards stay in play.
- You can play cards even if your Goblin has been previously attacked.
- Once you enter the Clean Up part of your turn (see page 34), you cannot play any cards.



KAMMI'S DOLL TOKENS



- If a Unit with a Doll Token ADVANCES, moves with a card effect or any other game effect (except defeat in combat) they decide to take the Doll Token with them or leave it on that hex, even if this move is triggered by an opponent.
- If a Legend Token on a hex with a Doll Token is successfully attacked, the Legend will be pushed to an adjacent hex, but CANNOT take the Doll token with them.
- If a player (Family or Protectors) successfully attacks the Kammi Legend, that player can re-arrange positions of Doll Tokens (secretly from opponent).
- Doll Tokens are revealed in Clean Up phase if either the Kammi Legend or the Goblin Legend is on the same hex as a Doll Token.
- As stated in the Core Rules on page 23: Doll Tokens cannot be on the same hex as another Doll Token, a Building, or a Townsfolk.



CLEAN UP: ENDING YOUR TURN

After you have completed your Mason Jar action, played a card, resolved Bonus Tile actions, and moved along any Path Tokens, then you are ready to end your turn. Follow these steps for your faction:

PROTECTORS

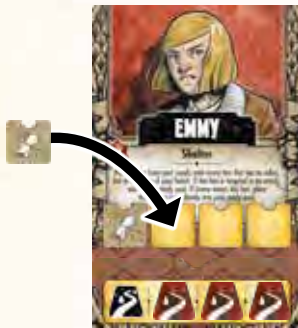
- 1 **Check your STRENGTHEN Cubes:** You cannot have more than 6 cubes on your side of the Battleground at the end of YOUR turn. If you still have more than 6 cubes left on the Battleground, you must discard cubes down to 6.
- 2 **Collect Ability Tokens:** You can collect Ability Tokens from any hexes containing at least one of your Units.



SCROLL ABILITY TOKENS:

When you collect a Scroll Ability Token (paper scroll), place it on the leftmost empty space on your Legend Ability Track.

If you collect more Scroll Ability Tokens than you have space for, discard the extras back to the box.



All other Ability Tokens (ADVANCE, SPAWN, STRENGTHEN): Place them on the leftmost empty spaces in the corresponding rows on your Faction Board, leveling up that ability for future turns.



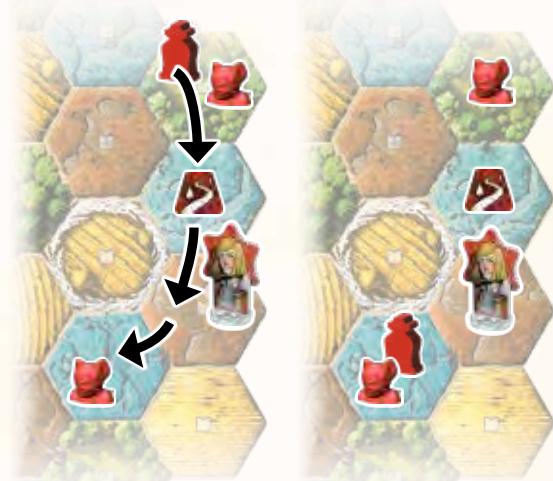
- 3 **Attempt to complete your Objectives:** The Protectors want to rescue the Townsfolk of Harrow County. The actions you complete each turn help you work towards these goals. At the end of your turn, check to see if you have made any progress toward achieving your Faction's objective.

Saving Townsfolk:

If you have a Unit or a Path Token on the same hex as Townsfolk **and** you also have a Unit or Path Token on an adjacent hex, you can move the Townsfolk for free to that hex (reminder: **Townsfolk can never go on the Brambles or on hexes with Enemy Units or Buildings**).

You can continue moving Townsfolk from hex to hex for free if you have at least one Unit or a Path Token on each adjacent hex. Therefore it is possible to have a contiguous line of your Units that leads from a Townsfolk all the way back to your Home Hex, which means you can move your Townsfolk all the way home for free. Once Townsfolk are on your Home Hex, you have rescued them! Discard them and gain 2 points on your Scoring Dial.

Townsfolk movement is not impacted by mountains or Storms.



Rescued Townsfolk Example: The Protectors have a path of Haints, Path Tokens, and a Legend. At the end of their turn, they can freely move the Townsfolk from Haint to Path Token, from Path Token to Emmy, and from Emmy to Haint. Once the Townsfolk gets back to their Home Hex, the Protectors will immediately get 2 points. Remove the Townsfolk from the map.

NOTE: It is legal to have multiple Townsfolk on the same hex.



- 4 **Draw cards:** Draw 1 card for each covered Draw Card symbol on your Faction Board during your Turn.

END YOUR TURN:

Your turn is now over. It is now the other Player's turn.

Alternate taking turns activating Mason Jars until both Players have 3 Mason Jars flipped to their broken side, then proceed into Phase 3.

FAMILY

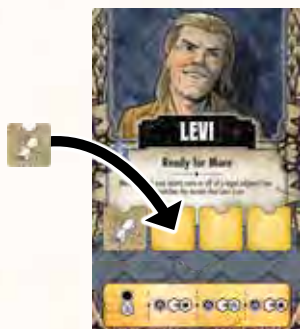
- 1 **Check your STRENGTHEN Cubes:** You cannot have more than 6 cubes on your side of the Battleground at the end of YOUR turn. If you still have more than 6 cubes left on the Battleground, you must discard cubes down to 6.
- 2 **Collect Ability Tokens:** You can collect Ability Tokens from any hexes containing at least one of your Units. Collect them according to the rules for your Faction seen below.



SCROLL ABILITY TOKENS:

When you collect a Scroll Ability Token (paper scroll), place it on the leftmost empty space on your Legend Ability Track.

If you collect more Scroll Ability Tokens than you have space for, discard the extras back to the box.



All other Ability Tokens claimed (ADVANCE, SPAWN, STRENGTHEN):

Place them with the other Ability Tokens you used this turn, if there are any.

Now you have a choice for the Ability Tokens that are in front of you, which include the ones you played this turn and the ones you claimed from the map this turn (not the ones still remaining in your bag).

For each Ability Token in front of you, you can either:

- A Place it on the next empty space on your Faction Board, leveling up how many Tokens you can draw from the bag on future turns. Tokens placed on your Faction Board will remain there for the rest of the game.



- B Place it back in your bag, giving you a better chance of drawing this Token again on a future turn.

- 3 **Place a Storm:** At the end of your turn, if your Legend is on a hex that doesn't have a Storm on it, place a Storm on that hex (reminder: Storms cannot be placed on the Brambles).

- 4 **Attempt to complete your objective:** If placing a Storm on a hex makes a contiguous path of Storms that connect a hex with a Building to your Home Hex, you have destroyed that Building! Discard the destroyed Building and gain 2 points on your Scoring Dial.



Building Destroyed Example: The Family now has a connected path of Storms from their Home Hex to a Building, so the Building is destroyed, and the Family gets 2 points.



- 5 **Draw cards:** Draw 1 card for each covered Draw Card symbol on your Faction Board during your Turn.

END YOUR TURN:

Your turn is now over. It is now the other Player's turn.

Alternate taking turns activating Mason Jars until both Players have 3 Mason Jars flipped to their broken side, then proceed into Phase 3.

KAMMI

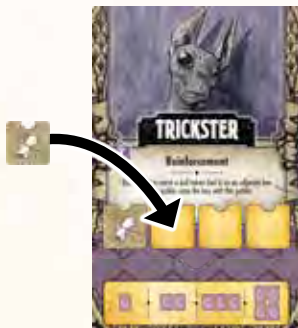
- Check your STRENGTHEN Cubes:** You cannot have more than 6 cubes on your side of the Battleground at the end of YOUR turn. If you still have more than 6 cubes left on the Battleground, you must discard cubes down to 6.
- Collect Ability Tokens:** You can collect Ability Tokens from any hexes containing at least one of your Units.



SCROLL ABILITY TOKENS:

When you collect a Scroll Ability Token (paper scroll), place it on the leftmost empty space on your Legend Ability Track.

If you collect more Scroll Ability Tokens than you have space for, discard the extras back to the box.



All other Ability Tokens (ADVANCE, SPAWN, STRENGTHEN): Place them on the leftmost empty spaces in the corresponding rows on your Faction Board, leveling up that ability for future turns.



- Attempt to complete your objective:** Kammi needs to find the doll that contains her life essence. The actions you complete each turn help you work towards this goal. At the end of your turn, check to see if Kammi has found her doll.

Doll Token: If either of your Legends (Kammi or a Goblin) is on a hex with a Doll Token (remember, only one Doll Token can ever be on the same hex), flip the Doll Token over to reveal what it is. If it's a decoy Doll, remove that Token from play. If it's the real Doll Token, and the Legend is not Kammi, leave the real Doll Token faceup for all to see. If the Legend is Kammi, remove Doll Token from play and gain 4 points.



KAMMI:

Kammi ended her turn on the same hex as a Doll Token and flipped it face up to reveal the real Doll! She gains 4 points and discards the Doll Token.

TRICKSTER:

The Trickster ended their turn on the same hex as a Doll Token and flipped it face up to reveal the real Doll! They now have to get that Doll Token to Kammi to get 4 points.



- Draw cards:** Draw 1 card for each covered Draw Card symbol on your Faction Board during your Turn.

END YOUR TURN:

Your turn is now over. It is now the other Player's turn.

Alternate taking turns activating Mason Jars until both Players have 3 Mason Jars flipped to their broken side, then proceed into Phase 3.

PHASE 3: SCORING AND ROUND RESET

After each player has taken 3 turns, continue with Scoring and Round reset.

1 CHECK TO SEE IF A PLAYER EARNS A BRAMBLES POINT

The Brambles, an area brimming with magical power that The Family, the Protectors, and Kammi all want to control, is the hex in the middle of every map. If you have at least one Unit on the Brambles at the end of a **round**, you earn 1 point.

Reminder: Each round consists of Players taking 3 turns each, so **do not check for Brambles points after each individual turn**. Only check for Brambles points at the end of each round after each Player has taken their 3 turns (each Player has 3 Mason Jars turned facedown to the “broken” side).

2 CHECK TO SEE IF A PLAYER HAS SCORED ENOUGH POINTS TO WIN THE GAME

After you have awarded any Brambles points, check to see if either Player has won the game

- A Player needs 7 points to win the game
- A round must be fully completed before you check the score
- In the event that both Players have more than 7 points, the Player with more points wins
- In the event of a tie, the Player who currently has the First Player Token wins.

3 SWITCH FIRST PLAYER TOKEN

If neither Player has won, **give the First Player Token (Lantern) to the Player who currently does not have it**. Keep in mind this does mean that they will effectively get 2 turns in a row (the last Mason Jar flip in the previous round and the first Mason Jar flip in the next round). Plan wisely!

4 REFRESH MASON JARS

Prepare for a new round by refreshing your Mason Jars by flipping the three “broken” Mason Jars you used to take your turns last round to be faceup again. All 4 of your Mason Jars should now be faceup. Continue to the next round.



5 REFRESH BONUS TILES

Remove all facedown Bonus Tiles and place a new Bonus Tile randomly in **every** slot on the Scoreboard. If you run out of tiles, shuffle the previously used ones to form a new deck. If there is already a tile from a previous round (because no one activated that ability), add a second Bonus Tile to that slot. The next person to choose that Mason Jar will get to activate both of these Bonus Tiles.





3 PLAYER GAME: HESTER

Want to play 3 Players? You will be adding Hester as the third Player. To clarify, Hester will always be the third Player and you cannot play Hester in a 2 Player game (unless you have the Fair Folk expansion).

Hester is trying to come back to life. Once she comes back to life, she then wants to eat other Legends to gain their powers. If she can eat enough of the other Legends, she will regain all of her powers and win the game!

While not entirely necessary, all players would benefit from having played the 2 player version prior to playing a 3 player game. The Hester Player specifically would benefit from understanding how the other Factions work and what they're each trying to accomplish.

The feud for the heart and soul of Harrow County all started with the witch—Hester Beck. When Hester first appeared in Harrow County, she was not welcomed. She had great power, but the Townsfolk rejected her kindness. If she offered to heal the sick, they recoiled from her touch. If she delivered a sermon, they refused to listen.

At first, Hester tried to force her will upon the Townsfolk. She conjured serpents that slithered into the flesh of those who opposed her. These snakes seized control of their victims' minds, turning them into Hester's puppets.

It was folk magic that cast the serpents out, but it could not put an end to Hester's dark urges.

The witch took to the woods to live out her days. There, in order to keep company, she called the Haints up from the dark places. Even though these ghosts and goblins worshiped and protected her, she felt alone. And so she set about shaping new followers for herself. She raised men and women from the mud, each and every one of them seeming as human as the people who had rejected her. She sent them out to live amongst the county folk, to serve her interests and spread word of her kindness. Free will, though, turned these sheep into wolves. Eventually, they turned on Hester themselves, and they helped the people of Harrow County put the witch to death.

Feared by the Townsfolk and loathed by her own kin, Hester waits, even in death, for the day of her return. Her corruptive power spreads like the Roots of the hanging Tree through the land. When she rises, she will send her serpents into the world. She will raise new Haints to serve her whim. She will feast upon the flesh of others in order to claim their power.

She will rule as a goddess once more.

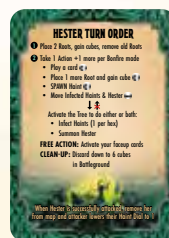
HESTER COMPONENTS



Faction Board for Hester x1



Hester cards x13



Reference card x1



Hester Token x1



Plastic standee x1



Bonfire Tokens x12



Brown Roots x3



Brown cubes x6



Yellow cubes x6



Snakes x8



Black Roots x3



Teal cubes x6



Green cubes x6

SETUP

- A** Place the Hester Faction Board faceup in front of you. Hester should be between each of her two opponents so that her Faction Board is placed with 3 Scoring Spaces on one side of the board pointing to 1 opponent and the other 3 Scoring Spaces pointing to the other opponent.
 - 1** Place 6 Bonfire Tokens on the 3 Bonfire spaces of the Faction Board (2 Bonfire Tokens per space).
 - 2** Place 1 Bonfire Token to the left of your Faction Board.
 - 3** Place the remaining Bonfires nearby but to the right of your Faction Board (in your Possessions) so as to not confuse them with the Bonfire Token on the left.
- B** Place all 6 Root Tokens in your Possessions.
- C** Shuffle the Hester Card deck and draw 4 cards.
- D** Place all the snakes nearby.
- E** Place all Terrain Cubes (6 of each of brown, green, yellow, and teal) nearby forming your supply.
- F** Hester takes her turn always as the last one.

SEE EXAMPLE OF SETUP ON THE NEXT PAGE.

ROUND OVERVIEW

Your goal as Hester is to first infect Haints belonging to different factions, then get those infected Haints to meet at a hex. This will make a bonfire which gives you more actions and makes it easier for Hester to come back to life. Once alive, she needs to chase her opponents' Legends, eat them and disappear to be summoned again.

Phase 1:	No actions for Hester
Phase 2: Turns	Hester player always takes their turn after second player.
Phase 3: Scoring and Round Reset	Check winning conditions

PHASE 2: TURNS

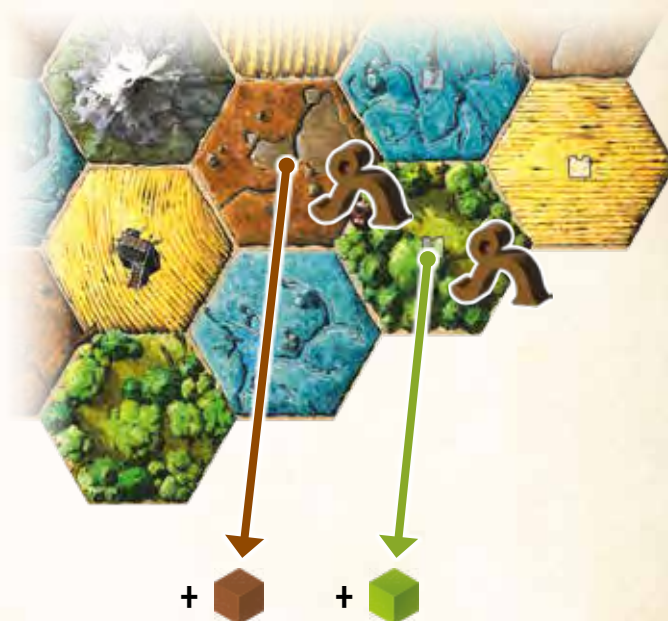
On your turn Hester does the following:

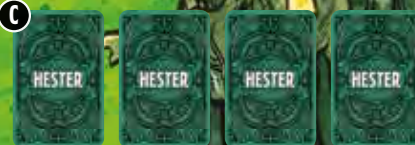
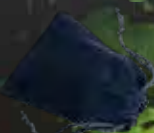
- A** Place 2 Roots and gain Terrain Cubes.
- B** Perform Top Actions from your Faction Board equal to the number of Bonfires available to the left of your Faction Board.
- C** Activate the Tree.
- D** Perform any of the 2 Bottom Actions of your Faction Board if you are able.
- E** Clean Up and eating.

A ROOTS

- 1** **Place 2 Root Tokens onto the board.** Choose any 1 set of the same colored Roots each turn (brown or black Roots).

For your very first Root of the game, choose 1 hex that is on the edge of the map. On this hex place a Root Token that is half off the map and half on the map, with the Root pointing into the map.





Rules for placing Roots

- From a hex that has a Root entering it, place a Root that touches this hex and any adjacent hex with the arrow pointing into the new hex.
- You cannot point a Root such that it points back off the map
- You cannot point a Root such that it points back to a hex with a Root placed this turn or in the previous turn.

2 Remove previous Roots: Once 2 Roots have been placed, remove the other Roots from the board that were played in the previous turn.

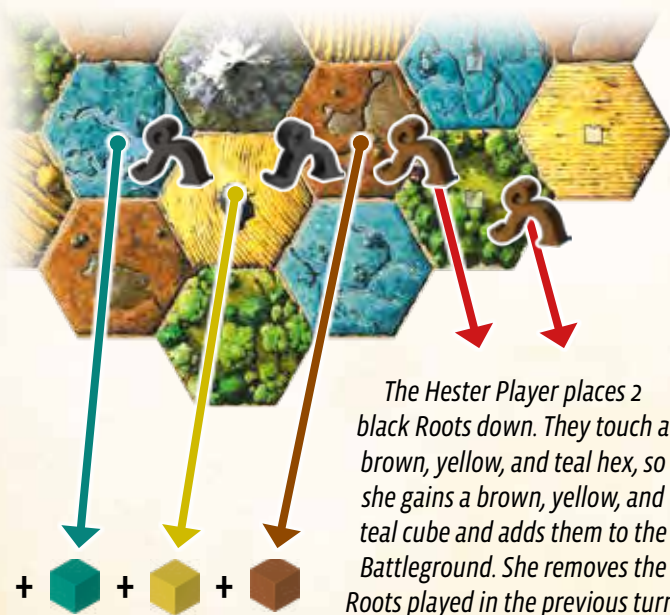
3 Gain Terrain Cubes: For each hex that has a Root Token on it this turn, gain a Terrain Cube matching the color of that hex's terrain and place them into the battleground. This means that on your first turn you will get up to 2 Terrain Cubes, and every subsequent turn you will get up to 3 Terrain Cubes.

If you place a Root Token on a

- Bog - gain a brown Terrain Cube
- Forest - gain a green Terrain Cube
- Plains - gain a yellow Terrain Cube
- Wetlands - gain a teal Terrain Cube
- Mountain - gain nothing
- Brambles - gain nothing

NOTE: The Terrain Cubes are finite, so if there are no Terrain Cubes of a specific color available, then you don't get any Terrain Cubes of that color.

4 If you enter a Bonfire hex with a Root, add another Bonfire Token from the box to this hex (see page 40 for more details, but effectively you increase its defense every time you enter a Bonfire hex with a Root).



HESTER'S ACTIONS:

Total number of Actions you get (both Top and Bottom Actions) is equal to the number of Bonfire Tokens to the left of your Faction board. At the start of the game you have 1 action, which is indicated by the Bonfire Token placed to the left of Hester's board. You gain 1 more action for each Bonfire you create.

To take an action, place the Bonfire Token (that is placed to the left of your Faction Board, not the ones that are ON your Faction Board), and cover up the Action Box you want to activate.

Action Boxes can only be activated once, with the exception of Action Boxes with the  icon at the top of their Action Box. Those Action Boxes can be activated as many times that you can afford.

EACH OF THE FOLLOWING COST 1 ACTION:

- Play a card (can only do once per turn).
- Place 1 more Root and gain 1 more Terrain Cube (can only do once per turn).
- SPAWN Haint (can only do once per turn).
- Move Infected Haints and Hester (can do as much as you can afford)
- Actions you can take after Tree Activation:
 - Infect Haints (can do as much as you can afford).
 - Summon Hester.

FREE ACTION:

Activating cards: You can activate each of your faceup cards once each turn at any point during your turn (before and/or after activating the Tree) as long as it's after gaining cubes from your Roots. This is not an action! Once a card has been activated, slide it forward a bit to indicate it has been used. You can activate each card once per turn, with each activating either before or after activating the Tree

B TOP ACTIONS



Play a card (can only do once per turn): To play a card, choose a card from your hand and play it faceup in its own pile. If you already have 3 piles of faceup cards above your Faction Board, then in order to play a new card, you'll have to cover up one of those 3 piles of cards. You can only have 3 cards active at any one time. Note that Play a card does not activate it. You can play a card and activate it (resolve its effect) right after playing, or later on your turn, or not at all.



Play 1 more Root and gain 1 more Terrain Cube (can only do once per turn): Add one more Root matching the same color of Root as the other 2 you placed this turn, and follow all other rules for placing Roots. Then gain a Terrain Cube matching the color of the terrain it touches. Since the Roots from the previous turn have been removed, you are allowed to revisit a hex from a previous turn with this third Root Token if you want.



Hester adds 1 more Root and gains 1 more yellow cube.



SPAWN Haint (can only do once per turn):

Hester can SPAWN one of a Player's Haints onto that Player's Home Hex or on the hex where their Legend is located. While this might seem an unwise thing to do, sometimes you run out of Haints to infect so you have to SPAWN them yourself! This Haint comes out Uninfected and Hester cannot control it until it is Infected. Follow Core Rules (page 23)



The Hester Player can SPAWN on the same hex as Emmy, or SPAWN on Emmy's Home Hex.



Move Infected Haints and Hester (can do as much as you can afford to do):

Hester will be infecting Haints in a later action. Once Infected, you can move Infected Haints and once Hester is on the map, you can move her too. You can only take this action once per turn, but you can spend as many Terrain Cubes to move Infected Haints and Hester as much as you can afford to do.

- To move an Infected Haint onto an adjacent hex, discard a Terrain Cube from the Battleground that matches the color of the terrain of the hex you are moving onto.
- You can also discard any 2 Terrain Cubes to move an Infected Haint onto any adjacent hex (including onto a mountain or onto the Brambles)

- To move **Hester** onto an adjacent hex, discard 2 Terrain Cubes from your Battleground that match the color of the terrain of the hex you are moving onto.
- To move **Hester** onto the Brambles or onto a mountain, discard any 3 Terrain Cubes from your Battleground.
- Storms do not affect Infected Haints' or Hester's movement.
- You cannot move an Infected Haint onto a hex with any enemy Uninfected Haints, but you can move an Infected Haint onto a hex with that Player's Uninfected Haints. To clarify, you can move a red Infected Haint onto a hex with 1-3 red Uninfected Units, but you cannot move a red Infected Haint onto a hex with 1-4 blue Uninfected Units.
- You cannot move an Infected Haint onto a hex with a Townsfolk or a Building unless it's from the same Faction (matches color).
- When moving an Infected Haint off the same hex as Kammi's Doll Token, the player who owns that Infected Haint decides if the Haint will move with the Doll Token or without.



The Hester Player can move this Infected Haint to the lower yellow, teal, or green hex by spending a yellow, teal, or green Terrain Cube. She can move the Infected Haint onto the mountain by spending any 2 Terrain Cubes. She cannot move onto the hex with a Bonfire Token or onto a hex with a Uninfected Haint from another Faction.



Bonfires:

If you have Bonfire Tokens on any of the Bonfire Spaces on your Faction Board, and if you manage to move an Infected Haint from one enemy onto the same hex as an Infected Haint from the other enemy (Hester can ignore the Core Rule if both Haints are Infected!), then you make a Bonfire as a result of the Move Infected Haints Action!

- You can only move an Infected Haint onto an adjacent hex with enemy Units if they are all infected and if you have Bonfire Tokens on Bonfire Spaces on your Board.
- You cannot move an Infected Haint onto a hex with any number of Uninfected Haints from the other enemy.

- 1 When you make a Bonfire, take the pair of rightmost Bonfire Tokens off the rightmost Bonfire Space on your Faction Board and place them both on the hex with the 2 Infected Haints. Place snakes from Infected Haints into your Possessions.
- 2 Remove both Infected Haints and place both of them together in any of the empty Scoring Spaces on your Faction Board. Remove snakes from those Haints and place snakes back into your Possessions. Making Bonfires will get you closer to winning!
- 3 Push anything else (other Infected Haints, Path Tokens, Doll Tokens, or Unique Legend Power Tokens) still in the hex with the Bonfire to an adjacent hex of your choice. Each item in that hex can be pushed to a different hex. Remember to follow Core Rules page 23.
- 4 Immediately gain 1 more Bonfire Token and add it to the left of your Faction Board - you gain 1 more action this turn and every subsequent turn! You will never decrease how many actions you have, but you can keep increasing it by making more Bonfires!



The 2 Infected Haints are placed together on any Scoring Space of Hester's board (your choice). She also gains 1 more Bonfire Token which represents an action and she can use it on the same turn.

Hester's greatest crime in the eyes of the Family was establishing herself as a god among the Haints and Townsfolk of Harrow. She wanted nothing so much as to be loved, and she saw affection in the eyes of those who worshiped her. She drew strength and energy from the reverence of her followers. As they danced and sang around raging Bonfires on special nights, Hester's own blood boiled with excitement.



The Hester Player moves an Infected Haint onto the same hex as an Infected Haint from the other Faction.



Both Infected Haints are removed and 2 Bonfire Tokens (taken from the rightmost Bonfire Tokens on Hester's Faction Board) are placed on that hex. The Ability Token is pushed to an adjacent hex by the Hester Player.

Bonfire effect

No Units, Townsfolk, Buildings and Doll Tokens can be placed or moved onto a hex with a Bonfire with the exception of Hester herself. If a Root Token enters a hex with a Bonfire, you add 1 more Bonfire Token to that hex.



How can other Players remove Bonfires?

Both of your opponents can Attack the Bonfire.

Whichever hex has more Units gains 1 cube. Each Bonfire Token counts as 1 Unit, but the hex could have 3 more if Hester is on it (Hester has a value of 3 Units). If the Hester Player gains a cube because it has more Units than the Attacker, then the cube will be the same color of the terrain of the hex with this Bonfire.

Activate the Tree (drop all STRENGTHEN and Terrain Cubes into the Tree). If the Attacker has the same or more cubes than Hester, then the attack is successful and the Attacker can spend as many cubes as they want. For each cube spent, discard 1 Bonfire Token from the hex that was attacked. If there are no more Bonfire Tokens on a hex, then the Bonfire is doused and **attacking Player gains 1 point**. The Bonfire Token is removed from the map and 2 are placed back onto Hester's board, onto the leftmost empty Bonfire space.

Reminder: A Bonfire could have had more Bonfire Tokens on it if Roots were placed onto this hex.

ACTIVATE THE TREE



After you've finished taking Top Actions, Activate the Tree, take ALL cubes from the Battleground and drop them into the Tree. Any Terrain Cubes that come out are available to be used by Hester for remaining Bottom Actions.

After the Tree is Activated you cannot activate any Top Action until your next turn.

D BOTTOM ACTIONS

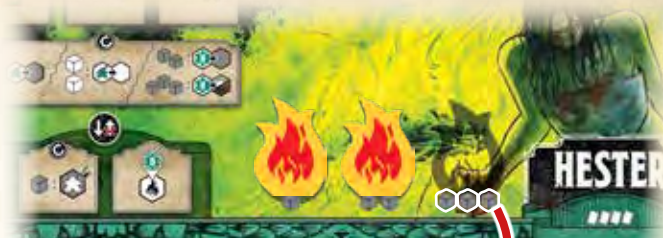
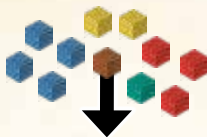


Infect Haints

You can only infect Haints on hexes with Root Tokens. To infect a Haint, discard 1 Terrain Cube matching the color of Terrain where that Haint is. Another option is discard ANY 3 Terrain Cubes to infect 1 Haint on a hex with Root Token. Take a snake from your Possessions and place it into the ear of the Haint. It is now an infected Haint!

• You can resolve this action as many times as you can afford, but you can only infect one Haint per hex with a Root Token.

- If a Legend is on a hex with a Root Token and there are no Uninfected Haints on it - you can infect that Legend. If a Legend is Infected, Hester instead infects ANY one of that Player's Haints on the map.



What can other Players do with Infected Haints?

- There are no limitations or changes for other players if their Haints are infected or not.
- If there is a group of Infected and Uninfected Haints on a hex and any of these Haints are killed by any game effect, then Uninfected Haints have to be killed first.
- On Hester's turn, she can move Infected Haints as per rules on page 39.



• Summon Hester! (can only do once per turn)

Hester can only be summoned on hexes with Bonfires. If there are no Bonfires on the map, then Hester cannot come back to life. To Summon Hester, discard the required number of Terrain Cubes from the Battleground that match the color of Terrain where the Bonfire is located. The number of cubes required for summoning is defined by the number of Bonfires you have on the map and depicted under leftmost empty Bonfire space on Hester's Board. If you have only one Bonfire on the map, then it's 3 cubes, if you have all 3 Bonfires, then it's only 1 cube.

Discard cubes and place Hester on the same hex (do not remove Bonfire).

So how do the other Players deal with Hester?

They can attack Hester. Hester has a strength of 3 Units and if she gains a cube for having more Units, then she gains a cube matching the color of terrain she is on when attacked. If Hester is on a Bonfire with 2 Bonfire Tokens then that hex has a strength of 5 Units. Hester can only be targeted if there are no Bonfires on her hex.

To attack, Activate the Tree by dropping ALL the cubes from the Battleground into the Tree.

If Hester is killed, she is removed from the board and that Player can rotate their Haint Dial down to point at the 1 meeple (where it started). Players do not get a point for killing Hester, but they do get a point for dousing a Bonfire. Hester can continue coming back to life as described above.

E CLEAN UP AND EATING:

Once you're done with all your actions follow these steps to Clean Up.

Eating:

- If Hester is on the same hex as a Legend during Clean Up, you can eat 1 Token from that Player. The Token must be an Ability Token (including Scroll Ability Token) or Wild Token. If an Ability Token is taken from a Player's Faction Board, take the rightmost one in that row. You can't take an Ability from Kammi's Action Grid.
- Place this eaten Token on a Scoring Space on the side of Hester's board that's closest to that Player. If there are no empty Scoring Spaces on that side of Hester's board, then you cannot eat that player's Legend any more. If eating a Family Legend, you can ask for a specific Ability Token from their bag or one from their Faction board, but you can't take an upgraded Token.
- After eating, Hester is removed from the map and must be summoned again before eating any more

Clean Up:

- Return all cubes exceeding 6 to the Supply.
- Draw cards if you covered any Draw Card symbols on Scoring Spaces during your Turn.
- Remove the Bonfire Tokens that you used to indicate which actions you took from your Faction Board and place them to the left of your Faction Board.
- It is now the end of the Round. Proceed to Phase 3 for Scoring and Round Reset.

INTERACTING WITH HESTER

Here are a few ways that Hester interacts differently with any opponent:

- 1 When a non-Hester player Activates the Tree, they drop all STRENGTHEN and all Terrain Cubes into the Tree.
- 2 If the Player without the First Player Token takes the Bonus Tile with the First Player on it, they won't get 2 turns in a row like they did in a 2 Player game. Instead, they take the First Player Token, complete their turn, then Hester has a turn, then the Player with the First Player Token takes a turn again.

HESTER AND PROTECTORS

Here are a few ways that Protectors interact differently with Hester:

- 1 Hester can move herself or an Infected Haint onto an adjacent hex that has a Path Token for one fewer cube.
- 2 If a Bonfire is on the Protector's Home Hex, then the Protectors cannot rescue any Townsfolk or SPAWN on their Home Hex until the Bonfire is gone.
- 3 Roots can be placed on the same hexes as Townsfolk, but they are not affected by it.

HESTER AND THE FAMILY

Here are a few ways that The Family interacts differently with Hester:

- 1 Storms do not affect the movement of Hester or the placement of Roots
- 2 If a Bonfire is on the Family's Home Hex, and that hex does not have a Storm on it yet, then the Family cannot destroy any Buildings or SPAWN on their Home Hex until that Bonfire is gone.
- 3 Roots can be placed on the same hexes as Buildings, but they are not affected by it.

HESTER AND KAMMI

Here are a few ways that Kammi interacts differently with Hester:

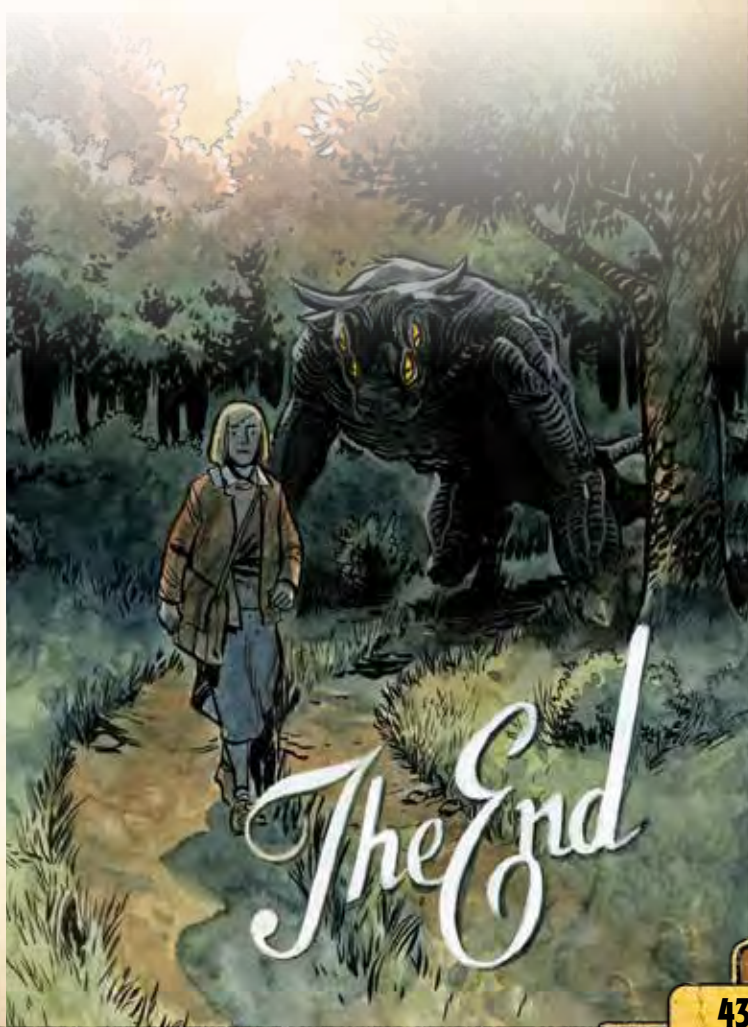
- 1 An Infected Haint can carry a Doll Token around. If an Infected Haint moves onto the same hex as an Uninfected Haint with the Doll Token, the Infected Haint could pick up that Doll Token and continue moving.
- 2 If Hester moves an Infected Haint that is carrying a Doll Token, the Hester player decides if the Doll Token moves with the Infected Haint or not.
- 3 Roots can be placed on the same hexes as Doll Tokens, but they are not affected by it.

- 4 Hester can only eat the Kammi Legend, not the Goblin Legend! So the Player playing as Hester has to pay attention to Kammi's turn to deduce which Token is Kammi!
- 5 If Hester attempts to eat a Goblin, then treat it as if that Goblin was attacked: they lose all their cards and their Legend token is now exposed.

Long ago, in an act of cruel brutality, Hester devoured the flesh of her beloved sister Amaryllis. When she did so, she absorbed all of her sister's magic. She also awakened a terrible hunger within herself. Now, she longs to feast upon the skin and blood and meat and bone of other powerful beings so she might consume their essence and grow more powerful.

GAME END

Hester will regain all her strength and win the game immediately if all 6 Scoring Spaces are filled with Tokens or Infected Haints, regardless if someone else triggered the end of the game already. If someone else triggers the end of the game and Hester cannot fully come back to life (6 squares are filled on her board) by the end of the round, then the opponent with the highest score wins (ties still broken by the Player with the First Player Token).



SOLO RULES

HESTER

Hester is trying to come back to life. Once she comes back to life, she then wants to eat other Legends to gain their powers. If she can eat enough of the other Legends, she will regain all of her powers and win the game!

SOLO COMPONENTS



Faction Board for Hester x1



Hester Token x1



Plastic standee x1

The follow are NOT needed:

- Protector and Family Faction Boards, Character Boards, and Legend Tracks
- Mason Jars
- Ability Tokens
- Storm Tokens
- Family Bag
- First Player Token
- Path Tokens, or any other Scroll Ability Token
- Bonus Tiles
- Any of Kammi's components, with the exception of her Goblin Cards



Townfolk (Protectors) x4



Building (Family) x4



Bonfire Tokens x12



Brown Roots x3



Haints (Protectors) x15



Haints (Family) x15



Snakes x8



Black Roots x3



Red cubes x6



Blue cubes x6



Brown cubes x6



Wild Token x5



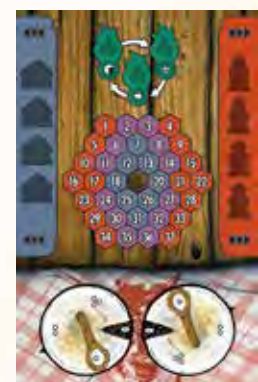
Teal cubes x6



Green cubes x6



Yellow cubes x6



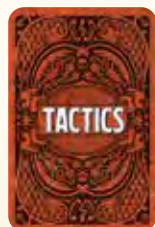
Scoreboard x1



Hester Cards for Hester x13



Goblin Cards for Kammi x12



Tactics Cards for Protectors x16



Upgrade Cards for Family x9



Solo Reference card x1



Battleground x1



Funnel x1

In the solo game, you'll be playing as Hester, trying to come back to life with all her power. You'll be playing the exact same rules that Hester has in the main game, so it's a great way to train yourself on how to play as Hester for your 3 player game.

When you play a Solo game, you'll be playing against the Protectors and the Family each time.

SETUP

- A** Place the Hester Faction Board faceup in front of you. Hester should be between each of her two opponents so that her Faction Board is placed with 1 side pointing to 1 opponent and the other side pointing to the other opponent.
 - 1** Place 6 Bonfire Tokens on the 3 Bonfire spaces of the Faction Board (2 Bonfire Tokens per space).
 - 2** Place 1 Bonfire Token to the left of your Faction Board.
 - 3** Place the remaining Bonfires nearby but to the right of your Faction Board (in your Possessions) so as to not confuse them with the Bonfire Token on the left.
- B** Place all 6 Root Tokens in your Possessions.
- C** Shuffle the Hester Card deck and draw 4 cards.
- D** Place all the snakes in your Possessions.
- E** Place 6 Terrain Cubes of each color nearby to form your supply (6 Brown, 6 Green, 6 Yellow, 6 Teal).
- F** After choosing your difficulty (see below), gather the appropriate cards. Shuffle each of these decks separately (Tactics, Upgrade, and Goblin) and keep them in 3 separate face down piles. These are your Solo cards.
- G** Family and Protector both start with 3 cubes in the Battleground, as per usual.
- H** Choose 1 Protector Legend Token and 1 Family Legend Token and place them on their own Home Hex, along with 3 of their own Haints.
- I** Flip the Scoreboard over to the solo mode (the side with the small map) so that it looks like the illustrations on page 46, then connect the Score Tracker.
- J** Place the 5 Wild Tokens nearby.

CHOOSE YOUR DIFFICULTY

If this is your first time playing, try starting at Level 1.

From the 3 separate piles of face down cards (Tactics, Upgrade, and Goblin), you will randomly draw any number of cards from each pile such that the total number of cards drawn equals the number in the table on the right. If you are playing Level 1, then you will choose 18 total cards. Keep each colored deck in its own pile.

Each color will indicate specific hexes on the map that align with the colors on the hex map on the solo board.

Each colored card will only indicate hexes according to the image on the right.



Level	Total number of cards used	Cubes in Battleground at start
1	18 cards	start with 1 of each Terrain Cube in Battleground
2	16 cards	start with 2 random Terrain Cubes (any 2 of the 4) in Battleground
3	14 cards	start with 0 Terrain Cubes in Battleground



If you want to play a Level 1 game, you could choose 6 blue cards, 7 red cards and 5 purple cards from each deck without looking at them. Then you place 1 of each of your different colored Terrain Cubes into the Battleground.

F



I



I



H

H

G

G

D

3

B

E

A

2

I

C



TURN DETAILS

BEFORE YOU PLAY YOUR TURN:

A Determine location of Building and Townsfolk

1. If at the beginning of any turn there is no Building or Townsfolk on the map, then you must place them to ensure 1 of each is on the map. To place them, draw a card per Townsfolk or Building you need to place, from any of the 3 piles of face down cards and flip it faceup.
2. Each card always has 2 hexes to choose from. Choose a hex that has no Units in it to place the Townsfolk or Building. Do this twice at the start of the game - one card drawn for Townsfolk and one card drawn for the Building.
 - If you cannot place the Townsfolk or Building because both locations are occupied by Units (or Bonfires, or other Townsfolk or Buildings from the opposing side), then discard and draw another card until you are able to place it.
 - If you flip up the Faceless Portraits card from the blue Upgrade deck, you lose all cubes in the Battleground but you can place the Building or Townsfolk on any hex you want.

B Choose a new Solo card

1. You can choose which colored card you want to flip for this turn. Each card will have options for where new Haints will SPAWN based on the colors on the Scoreboard map. If you don't have any cards left in one or more of the piles then you must pick from a remaining pile.
2. Before flipping and revealing the chosen card, you must place the card on either side of the Scoreboard; BLUE side to activate the Family and RED side to activate the Protectors. It's your choice each turn as to which side you wish to activate. Now flip over the card and resolve it (Point C).
3. Once per turn, you can discard this card and draw a different one (from the same pile or a different one), but then you MUST resolve the second card."

C Resolve the card

1. If you pull the blue Upgrade card, Faceless Portraits, that has the Amaryllis Flower icon on it, you lose all the Terrain Cubes in the Battleground, but you can SPAWN the Haint on any hex you want.
2. All other cards have 3 pieces of information:
 - I. The order of activations and if any will repeat
 - II. Where Haints will SPAWN
 - III. If the non-Players will attack a Bonfire or not
3. The order of activations
 - I. Each card has one element in the bottom left corner. Place one of your Bonfire Tokens you're using as an action on the area above the matching icon on the Solo board. If you have more Bonfire Tokens as actions, continue placing them on areas in a clockwise direction. If you have more than 3 Bonfire Tokens that you use as actions, then 1 or more areas will have multiple Bonfire Tokens on them. You



will activate the areas matching the icon on the card first, and then proceed clockwise.

- Areas with no Bonfire Tokens on top are activated once.
- Areas with one or more Bonfire Tokens are activated again for each Bonfire Token, but all at the same time.



Add a Cube matching the color of the Faction you activated to the Battleground.

- If you have a Bonfire Token on the Add a Cube area, then you will add an additional cube for each Bonfire Token on the Add a Cube area.



SPAWN a Haint on either location indicated on the numbers in the hex on the Solo card. Each card always has 2 hexes to choose from. Choose a hex that has no enemy Units, Bonfires, or opposing Faction's goal (Townsfolk or Building) in it to SPAWN the Haint.

- If you cannot place the Haint because both locations are occupied, then discard and draw another card until you are able to place it.
- If you have a Bonfire Token on the SPAWN a Haint area, then you will SPAWN an additional Haint for each Bonfire Token on the SPAWN a Haint area.





Move Units 1 hex towards their objective. You decide the order in which each Haint from this Faction will move, but every Unit from this Faction will try to move this turn.

- Haints will move to a hex that is closer to their objective. Family Units are going to move towards the Building, while Protector Units are going to move towards the Townsfolk.
- Ignore ADVANCE rules such as extra costs to move onto mountains and Storms for the solo game. Imagine the Player paid the correct movement cost, but you still must adhere to the Core Rules.
- Units will always try to move closer to their objective, but if the path is blocked by enemy Units, then it's possible that they will move further from their objective. If their objective is fully blocked and inaccessible, then these Units will not move.
- You can move Units to join up with other Units, as long as you never exceed the maximum of 4 Units per hex.
- Once Units are in a group, they will never break away from their group. Groups will move together! So if you move a Haint onto a hex with 1 or more Haints and those Haints haven't moved yet, all the Haints in that hex will move. Therefore that first Haint will have moved twice in this example.
- If a Family Unit moves onto a hex with a Building, they destroy that Building and the Family gains 2 points immediately. Continue to move Units toward that hex for the rest of that turn. **The Family don't add Storms to the map in the Solo mode.**
- If a Protector Unit moves onto a hex with a Townsfolk, they rescue that Townsfolk and the Protectors gain 2 points immediately. Continue to move Units toward that hex for the rest of that turn.
- As per usual rules, Protectors cannot move onto a hex with a Bonfire or a Building and the Family cannot move onto a hex with a Bonfire or a Townsfolk.
- If you have a Bonfire Token on the Move Units area, then you will move an additional hex for each Bonfire Token on the Move Units area.



In this example, if you only had to move the Family 1, you can move the Haints on A to the Plains or Wetlands and the Haint on B could be moved to the Mountain or the Plains. It's possible that the Haints on A and B could join up on the Plains to become a larger group. The Haints on C can only move to the Wetlands below it.

D Attack

The activated color gets 1 attack if they are in range.

I. Check for Hester icon:

A. If there is a Hester icon on the solo card:

- If the active Faction has Units within range of Hester, then they will attack Hester.
- If the active Faction isn't within range of Hester but they are within range of a Bonfire, then they will attack the Bonfire.
- If the active Faction isn't within range of Hester or a Bonfire, the active Faction will attack a hex within their range containing Units from the other Faction IF the active Faction has the same or more Units on their hex than their target. If there are multiple valid target hexes, the Player chooses.

B. If there isn't a Hester icon on the solo card:

- The active Faction will attack a hex within their range containing Units from the other Faction IF the active Faction has the same or more Units on their hex than their target. If there are multiple valid target hexes, the Player chooses.

II. Determine who gets the bonus cube for having more Units in their hex.

- Hester gets a cube matching the color of the terrain she is on, if she outnumbers the Attacker.
- Each Bonfire Token counts as a Unit when being attacked. If a hex containing Bonfire Tokens has more Units, Hester gains a cube matching that hex's terrain.
- If the active Faction has more Units on the attacking hex than Units on the defending hex, they gain a cube.

III. Activate the Tree and resolve the attack as in the base game.

- If Hester is on the same hex as a bonfire, then the bonfire is attacked first (just like in the base game, Legends are always attacked last on a hex).

IV. Active Faction gains points:

- If the active Faction destroys a Haint, give that enemy 1 kill. They receive points and rotate the Haint Dial (the spoon). If the Haint Dial is currently at 1 Haint, then rotate it to point to 2 Haints. If the Haint Dial is currently at 2 Haints, then put the killed Haint on that Faction's plate on the Scoreboard. When a 2nd Haint is killed, remove both Haints, collect a point.
- If the active Faction douses a Bonfire (destroys all Bonfire Tokens on a hex) then give that enemy 1 point.
- If the active Faction destroys Hester, rotate their Haint Dial down to point at the 1 Haint (where it started) and add a Bonfire to the rightmost empty Bonfire spaces on your Hester Faction Board.

Hester's turn

Start Hester's turn by taking the Bonfire Tokens from the icons on the Solo Board and placing them to the left of your Faction board.

Take the Bonfire Tokens from the icons on the Solo Board to use as your actions.

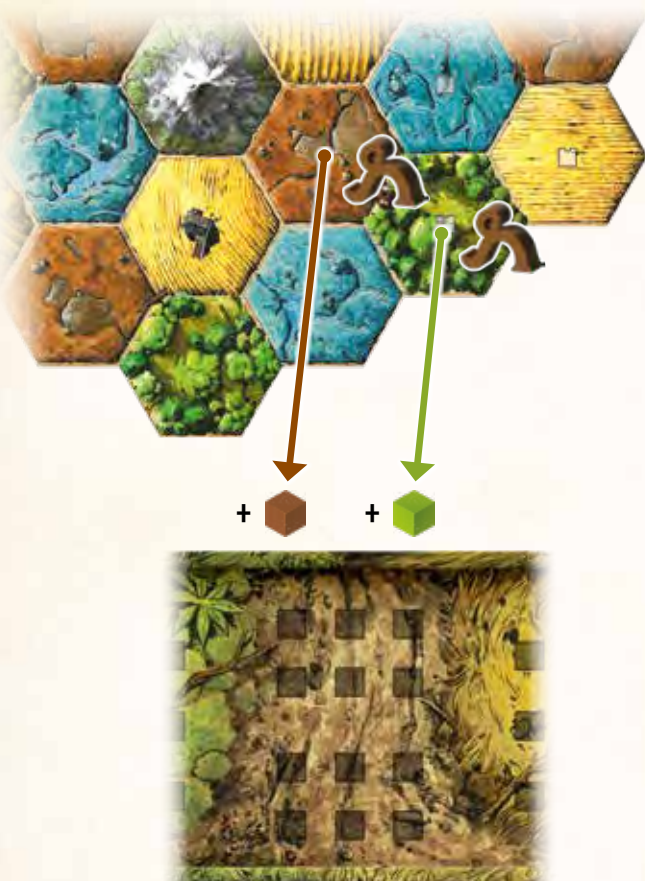
TURN DETAILS

On Hester's turn, she does the following:

A Place 2 Roots and gain Terrain cubes

Place 2 Root Tokens onto the board. Choose any 1 set of the same colored Roots each turn (brown or black Roots).

For your very first Root of the game, choose 1 hex that is on the edge of the map. On this hex place a Root Token that is half off the map and half on the map, with the Root pointing into the map.



B Rules for placing Roots

- 1 From a hex that has a Root entering it, place a Root that touches this hex and any adjacent hex with the arrow pointing into the new hex.
- 2 You cannot point a Root such that it points back off the map.
- 3 You cannot point a Root such that it points back to a hex with a Root placed this turn or in the previous turn.

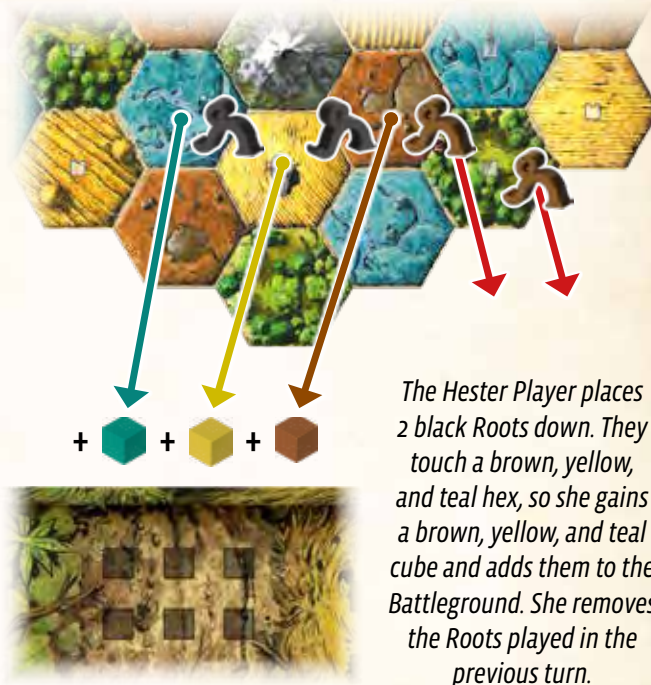
C Remove previous Roots: Once 2 Roots have been placed, remove the other Roots from the board that were played in the previous turn.

D Gain Terrain Cubes: For each hex that has a Root Token on it this turn, gain a Terrain Cube matching the color of that hex's terrain and place them into the battlegrid. This means that on your first turn you will get up to 2 Terrain Cubes, and every subsequent turn you will get up to 3 Terrain Cubes.

- 1 If you place a Root Token on a
 - I. Bog - gain a brown Terrain Cube
 - II. Forest - gain a green Terrain Cube
 - III. Plains - gain a yellow Terrain Cube
 - IV. Wetlands - gain a teal Terrain Cube
 - V. Mountain - gain nothing
 - VI. Brambles - gain nothing

NOTE: The Terrain Cubes are finite, so if there are no Terrain Cubes of a specific color available, then you don't get any Terrain Cubes of that color.

- 2 If you enter a Bonfire hex with a Root, add another Bonfire Token from your possessions to this hex. Effectively you increase its defense every time you enter a Bonfire hex with a Root.



The Hester Player places 2 black Roots down. They touch a brown, yellow, and teal hex, so she gains a brown, yellow, and teal cube and adds them to the Battleground. She removes the Roots played in the previous turn.

HESTER ACTIONS

Hester's actions in the solo game are identical to her actions in the full game. Read pages 39-43 to learn about Hester's actions.

After Hester has completed her actions, it is now the end of the Round. If there are 1 or more Units on the Brambles, then that Faction gets 1 point.

GAME END:

WIN: Hester will regain all her strength and win the game immediately if all 6 squares are filled with Tokens or Infected Haints, regardless if someone else triggered the end of the game already.

LOSE: Same as in base game - either non-Player gets 7 points at the end of a round (after Hester's turn) OR when you need to draw a Solo card and there are no more.

APPENDIX

PROTECTOR'S

LEGENDS

EMMY: Place cubes from your Possessions onto every hex with any of your Haints and no red cubes. When Emmy moves into 1 of these hexes, or when Units in these hexes are attacked, add that cube to the Battleground immediately. Emmy doesn't pick up a cube if one is placed on her hex. She only picks it up when she enters a hex with a cube. The cube stays on this hex even if that Haint moves away. If Emmy is ever successfully attacked and your opponent chooses a Haint on a hex that has a red cube, the cube does not get added to the Battleground because Units in that hex weren't attacked.

BERNICE: Move 1 of your Haints to an adjacent terrain hex, then place 1 Iron Nail under a Unit in a hex adjacent to one of your Units. This Unit cannot move until its owner uses 1 ADVANCE to return the Iron Nail to you. A Unit that is on an Iron Nail cannot be pulled off their hex or moved using Levi's ability. If it's a Legend that's pinned down by the Iron Nail, they cannot move using the Bonus Token with the Move Legend bonus. Your opponent can spend ADVANCE from anywhere to get rid of this token - from a Wild Token, from an ADVANCE Ability Token when taking the Ability Mason Jar action, from the Bonus Tile with 1 ADVANCE, from a card effect. If both your Iron Nail Tokens are in play, you can recall one of them to place it under a new Unit. If placed on Hester, Hester needs to spend 2 Terrain Cubes (or a card effect giving her 1 move) to remove the Iron Nail.

MALACHI: Place Attack Fury token on any hex that is 1 or 2 hexes away from Malachi. Activate the Tree to perform 1 attack from the Attack Fury hex, which counts as 2 Units. Return Fury token. The Attack Fury token cannot be placed on the same hex as Malachi or enemy Units. If it's placed on a hex with other Units, then add the 2 unit value from the Attack Fury Token to the number of Units on that hex to determine your total Units. It's possible you could have a value as high as 6. If the attack is successful then follow the same attack resolution steps as a regular attack. If there are no other Haints on the hex with the Attack Fury Token, then there is no chance of a Haint Clash. The Attack Fury Token does not collect any Ability Tokens from the hex its on.

PRISCILLA: Place 1 Goad Token each onto 2 different hexes (with no Townsfolk or Buildings) that match the same terrain that Priscilla is on. Any Unit on same hex destroys the Goad Token. End of the round, SPAWN Haint on each hex with a Goad Token. Since a mountain or the Brambles aren't terrains, you cannot place a Goad Token on them. If one of the Protector's Haints, or Priscilla herself moves onto a hex with a Goad Token, the Goad Token is removed.

SKINLESS BOY: Move 1 of your Haints and 1 Townsfolk each onto an adjacent hex that matches the same terrain that Skinless Boy is on. Since a mountain or the Brambles aren't terrains, you cannot move a Townsfolk onto either of those hexes with this ability. You can't move the Haint or Townsfolk onto a hex with a Building or enemy Unit.

CARDS

BANISH: Take up to 3 of your enemy's cubes out of the Battleground until the end of your turn. At the end of your turn, put your enemy's cubes back into the Battleground.

BLOWN' UP A STORM: Relocate your Legend to the opposite side of an adjacent Storm hex. Directly to the opposite side means in a straight line, hop over the Storm and land on the other side.

CONJURE THE DEAD: SPAWN up to half your SPAWN value (round up). If your SPAWN value is at 3, then this card would let you SPAWN for 2 (half of 3 rounded up).

DEAD SHOT: Take 1 Ability Token that is in a straight line from the hex where your Legend is located and immediately add to your Faction Board. The Ability Token could be on the other side of the map, but as long as it's in a direct straight line from your Legend, you can take it. This allows you to add it to your Faction Board immediately (which could mean you get to draw a card immediately, and could improve that ability if you chose the Ability Mason Jar this turn).

GUMPTION: SPAWN a Haint on a hex with a Townsfolk.

HAUNTING VISION: After your Mason Jar action has been completed this turn, activate up to 3 of your Wild Tokens. You must complete your Mason Jar action before activating any of your Wild Tokens.

HOLLER: Choose 1: Move 2 enemy Haints that are each adjacent to your Legend 1 hex each, or move 1 enemy Haint that is up to 2 hexes away from your Legend 2 hexes. You can't move an enemy Haint onto a hex it couldn't normally enter. You can ignore Storm and mountain costs.

LAYING OUT ALL NIGHT: +2 range until the end of your turn. This can be used for attacking, but also to help you place Path Tokens.

MADDER THAN A WET HEN: STRENGTHEN 1, SPAWN 1, and ADVANCE 1. If you have fewer cubes than the Family or Kammi in the Battleground, gain 1 STRENGTHEN, SPAWN, or ADVANCE. You are comparing the number of cubes to your 1 vs. 1 enemy (not to Hester).

OVER YONDER: ADVANCE your legend 3, but they cannot bring any other Haints with them.

REINFORCE: Relocate up to 3 of your Haints to hexes with your Legend or your other Haints. You can place each Haint you gathered onto the same hex, or each onto a different hex, keeping in mind the 4 Unit per hex limit.

RALLY: STRENGTHEN for up to half your STRENGTHEN value (round up).

SPIRIT TRAP: If any of your Units are on a hex adjacent to your enemy's Legend, activate half of your Wild Tokens (round up). If your Legend or one of your Haints is on a hex adjacent to your enemy's Legend, you can activate half of your Wild Tokens (rounded up).

WITCH'S FIRE: Place any 2 Ability Tokens from the box onto different empty hexes on this map. Place any 2 of ADVANCE, SPAWN, STRENGTHEN, or Legend (Scroll). Empty hex means it has no Units, no Ability Tokens, no Townsfolk, no Buildings, no Doll Tokens, no Path Tokens, and no Unique Legend Power Tokens.

YALLER DOG: Move up to 3 enemy Haints within 3 hexes of your Legend, 1 hex closer to your Legend. Each Haint must move closer to your Legend (count the number of hexes to prove that it's closer if needed).

YOUR DRUTHERS IS MY RUTHERS: Perform 1 ADVANCE, 1 SPAWN, or 1 STRENGTHEN and activate the first Scroll of your Legend Track. The first Scroll of your Legend track means you can place (or move if it's already on the board) 1 of your Path Tokens within range of your Legend, or pull a Townsfolk 1 hex closer to your Legend, depending on which side is face-up.



FAMILY

LEGENDS

LEVI: You may move each of your Haints onto or off of an adjacent hex that matches the terrain that Levi is on. If Levi is on a Green Forest hex, then each of your Haints can either move onto a Green Forest hex or off of a Green Forest hex.

CORBIN: Resurrect Haint: Take 1 of your Haints off the map, and SPAWN 2 more Haints, each up to 1 hex away from Corbin or your home hex. SPAWN up to 1 hex away from your home hex, or up to 1 hex away from Corbin. You cannot target a Haint to be removed that has an Iron Nail on it, as it's stuck there until you pay an ADVANCE to remove the Iron Nail.

ODESSA: Take up to 3 of your cubes from the battleground and place them on your Character Board. You may have up to 3 cubes here at any time. After the tree is activated, you may return any cubes on your Character Board to the Battleground. You can only have a maximum of 3 STRENGTHEN cubes out of the Battleground from this ability. This can be used when another faction ACTIVATES the tree (including Hester or the Fair Folk).

MILDRED: Relocate Mildred to any hex with at least 1 of your Haints. Activate the tree. If you have at least 3 cubes: Place any 2 Ability Tokens (from box) each onto a different Storm hex. If you have 3 or more cubes, you can add an Ability Token of your choice to a hex with a Storm on it, then you can add another Ability Token of your choice to a different hex with a Storm on it. It doesn't matter how many cubes come out of the Tree, you will always get to move Mildred to any hex that has at least 1 of your haints.

KAINE: Activate the tree: if 3 or more of your cubes come out of the tree, remove one of your opponent's Haints from a hex with matching terrain to Kaine. Kaine gives Haints fatal nightmares. While you don't get points from these kills, you also don't lose any cubes from it either. If Kaine is on the Brambles or a mountain then he cannot use this ability as he needs to be on a terrain hex.

WILLA: Choose any 1 Ability Token out of your bag and activate it. You can look through all your Ability Tokens and take one out to activate it - even an Upgraded Token. Once activated, you can put it on your Faction Board or back in the bag.

CARDS



CONFLUENCE: In either order: **1 SPAWN**, and choose a hex and pull all things in that hex 1 hex closer to your Legend, but not off of or onto their Home Hex. Point to a hex and everything in that hex moves 1 hex closer to your Legend. You can't move anything off of or onto your opponents Home Hex; You can't pull a Storm Token, a Townsfolk, or a Building onto the Brambles; and you can't pull Units to a hex with their opponent's Units (or their Townsfolk or Buildings). If a Storm is pulled onto another hex with a Storm, it has no extra effect, so you can discard back to your Possessions.



DISTANT STIRRING: **1 SPAWN**, and all your SPAWN this turn can be within your range away from your Legend. However you get more SPAWN this turn (from drawing it from your bag, or from a Bonus Tile), you can SPAWN within your range away from your Legend (2 hexes unless you're on a mountain, then it'd be 3 hexes). You CAN still SPAWN on your home hex as normal.



FACELESS PORTRAITS: Gain 2 SPAWN Basic Actions



KNIFE IN THE DARK: **1 STRENGTHEN**. On your next attack, you will get 2 bonus cubes (your opponent gets none). Place this token on the Attack Mason Jar until you attack. This means that even if you have fewer Units attacking, you will get 2 bonus cubes and your opponent will get none. This Upgrade Token will stay on the Attack Mason Jar until your next attack, which could be in a future round even.



KNITTING FATE: **1 STRENGTHEN**. On your next attack, +2 range. Place this token on the Attack Mason Jar until you attack. This Upgrade Token will stay on the Attack Mason Jar until your next attack, which could be in a future round even.



MEETING LODGE: Gain 2 ADVANCE Basic Actions



PSYCHOPOMP: In either order: **1 ADVANCE**, and Relocate 1 uninfected Haint to any terrain hex that has no Units or Ability Tokens. Effectively you can move one Haint to any hex on the entire map (excluding the Brambles or mountains), as long as there are no other Units there or Ability Tokens.



STORMWALKER: In either order: **1 ADVANCE**, and your Legend and Haints can each move onto 1 adjacent Storm for free this turn. You must do all of the Stormwalking as one action. You can't move 1 haint using the Stormwalker, then use the ADVANCE from Stormwalker to move onto a hex without a storm, then move other haints onto Storms using the Stormwalker again.



SOUND & FURY: Gain 2 STRENGTHEN Basic Actions

KAMMI

LEGENDS

BRUTE: Discard to move every Legend (yours and your opponent's) up to 2 hexes. If a Legend is carrying a Doll Token, it's up to the owner of the Legend if they want to carry it with them if that Legend is moved. You cannot move onto or through hexes with your opponent's goal (Building or Townsfolk). None of these Legends can carry any Haints with them as they move. Hester is considered a Legend and can be moved with this ability.

TRICKSTER: Discard to pull just a Doll Token that is on an adjacent hex from this Goblin, onto the hex with this Goblin. This is the only action that moves a Doll Token without bringing a Unit along with it.

BACKBITER: Detonate: Discard to kill 1 Haint on each hex adjacent to your goblin. Then, remove your Goblin from the game. Once detonated, remove this Goblin from the game entirely. You do get points from killing enemy Haints. You won't be able to play any more cards for the remainder of the game.

CARDS

BLOOD MONEY: Place one of your cubes onto a Hex within two hexes of your Goblin that does not have any Units in it. When any Unit enters or moves through this hex, place the cube into the Battleground. If ANY unit moves onto or through this hex - yours, or your opponent's.

BURIED: If your Goblin is on a hex with at least 1 of your Haints, perform 1 ADVANCE, 1 SPAWN, or 1 STRENGTHEN. You do not gain a Wild Token, you get 1 ADVANCE, 1 SPAWN, or 1 STRENGTHEN action.

DOLL'S WHISPER: There must be a Doll Token within 2 hexes of your Goblin to play this card. Choose two enemy Haints that are up to two hexes away from your Goblin: move those Haints to different adjacent hexes. Each move must be to a legal adjacent hex.

DOPPELGANGER: Spawn a Haint up to 3 hexes away from your Goblin. Must be onto a legal hex with no enemy Units, Buildings, or Townsfolk.

ENTICE: Target an opponent's Haint that is within 2 hexes of your Goblin. Move that Haint 1 adjacent hex. Can be Infected or uninfected, but has to be an enemy Haint.

GRUDGE: Remove 1 enemy cube from the Battleground for each enemy haint within 2 hexes of your Goblin. Put those cubes back at the end of your turn. If there are 4 enemy Haints that are within 2 hexes of your Goblin then you'd remove up to 4 of your enemy's cubes from the Battleground. They can only lose what they have, so if they don't have 4 cubes, then they'll just lose whatever they have.

LET'S BLOUSE! Place any 1 Ability Token from supply exactly 2 hexes away from your Goblin. Could be an ADVANCE, SPAWN, STRENGTHEN, or Legend (scroll).

SLEIGHT OF HAND: One of your Haints that is up to 2 hexes away from your Goblin and any one of your enemy's Haints swap places (both must have no other Units in their hex). There can't be any Units in the hex with either Haint. Kammi's Haint can't move into a hex with a Building or Townsfolk.

SNARE: If your Goblin is on a different color of terrain than your opponent's Legend, then move any Legend 1 hex (can carry haints with them). If either your Goblin or your opponent's Legend is on a mountain or the brambles, then this card has no effect since neither of those are terrain hexes.

PROPEL: Choose one of your Haints in a hex adjacent to your goblin. Relocate that Haint to a hex up to two spaces away your goblin. It must land in a legal hex, though it could be thrown onto a mountain hex.

TEMPT: Pull any Ability Token on the map 1 hex towards your Goblin. Could be an ADVANCE, SPAWN, STRENGTHEN, or Legend (scroll).

THROUGH THE KEYHOLE: Pick a hex that is 1-2 hexes away from your Goblin. Move up to 3 of: Ability Tokens and Townsfolk or Buildings on adjacent hexes, onto this hex. You can't move a Townsfolk AND a Building to the same hex, so you can only target one of those max when activating this card.



HESTER

CARDS

DESPERATE GRASP: Remove the first Root you placed this turn and place it continuing your path. You do not gain a Terrain cube from this Root placement. Effectively letting you get across the map faster, and reach a hex that has Haints you want to infect!

DRAW CLOSER: Choose a hex with an Infected Haint belonging to both warring factions adjacent to it. Move both Haints into that hex and make a Bonfire.

FORCED SACRIFICE: Place 1 Terrain Cube on any hex on the board that has no Terrain Cubes on it. When an uninfected Haint enters this hex, add this cube to the Battleground. Doesn't matter which coloured cube you use.

HELL'S HALF ACRE: If you have a Root on either the Brambles or a mountain, gain any 2 Terrain Cubes.

LOLLYGAGGER: When Summoning Hester you may use any Terrain Cubes of the same color to pay for the summoning cost.

MUD IN YER EYE: The opponent with the fewest cubes in the Battleground gains a cube. You gain a Terrain Cube of your choice.

NIGHT HAG: Move each Infected Haint and Hester to an adjacent hex or hexes matching the terrain that one of your Bonfires is located. Choose only one bonfire.

ONLY HURT FOR A MOMENT: Pay any 2 Terrain Cubes to infect a Haint that is on the same hex as an Infected Haint. You may do this before Activating the Tree. You do not have to take the Infect action to do this. You could do this at the start of your turn, for example, and then take the Move Haint action and move that Haint that was just Infected.

REACH: Move any Legend to an adjacent hex with a Root.

TRAMPING GROUND: Move 1 Infected Haint or Hester to an adjacent hex that has no Units or Roots. It's possible you can summon Hester and still use this action if this card is already in play.

WARD: The first Haint you infect this turn does not cost any Terrain Cubes. You still must have a Root on a hex with a Haint. The Haint could be Infected on a mountain or the brambles with this card's effect.

WHITE BOWELS: Move an Infected Haint up to 2 hexes, but it can't end its movement on or be adjacent to a hex with an opposing Infected Haint. Great for when you need to move an Infected Haint across the map faster!

WILD TANGLE: Trade any 1 Terrain Cube for any other Terrain Cube from the supply.

BONUS TILES



FIRST PLAYER TOKEN: Gain or retain control of the First Player Token:

- If you are the starting Player and already have the First Player Token, then taking this has no effect (except denying your opponent the chance to get it).
- If you are the second Player, then you will take the First Player Token immediately. If there are still more turns left in this round, then you will get another turn to flip a mason jar before your opponent. You still will only get to flip 3 mason jars this round.
- Refer to Round Overview on the left.

IMPORTANT: The first Player Token still changes hands at the end of each round.



ADVANCE: ADVANCE once. You do not gain an ADVANCE Ability Token. You simply get to ADVANCE once.



SPAWN: SPAWN once. You do not gain a SPAWN Ability Token. You simply get to SPAWN once.



STRENGTHEN: STRENGTHEN once. You do not gain a STRENGTHEN Ability Token. You simply get to STRENGTHEN once.



+1/-1 CARD: Draw 1 card, then discard any 1 card from your hand to the bottom of your deck. Has no effect if you have no cards in your hand (but this Bonus Tile is still flipped facedown).



WILD: Take 1 more Wild Token into your Possessions. This Bonus Tile does not allow you to activate your Wild Tokens. You just have 1 more in your Possessions, increasing the number of Wild Tokens you'll be able to activate when you take the Wild Mason jar action (which could be this action if this Bonus Tile was assigned to the Wild Mason jar slot).



LEGEND MOVE: Move any Legend to any legal adjacent hex. You cannot bring any Haints along with the Legend. If there is a Doll Token on the hex with that Legend, then the Legend's owner decides if the Doll Token is moved as well or not.



ROTATE HAIN T DIAL: Rotate the Haint Dial down from 3 to 2 or from 2 to 1. If it is already at 1, then it has no effect.

IMPORTANT: Rotating the Haint Dial down may allow you to score immediately if you already have Haints stored on your Haint Dial. For example, if you needed 3 Haints to score and already had 2 stored on the Haint Dial when you took this Bonus Tile, rotating the Haint Dial down to 2 means you are immediately able to score. If you score in this way, remove the Haints and rotate the Haint Dial up again.



ACTIVATE 1ST SCROLL: Activate the 1ST scroll of your Legend Ability. Depending on which side of your Legend Track you're playing with, this could mean you're either placing one Path Token or Pulling one Townsfolk 1 hex closer to your Legend if you're the Protectors, or placing one Storm on any of your Units, or adjacent to your Legend if you're the Family.

If you're playing as Kammi then this could mean that you can reactivate one of your cards, or place one of your Strengthen Cubes in each row of your Action Grid that doesn't have an Ability Token in the rightmost black section of the Action Grid.



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ICONS APPENDIX

	Any Unit		Move up to 4 Units from the same hex to an adjacent hex. Follow Core Rules.		You can attack multiple times in a round, but you must flip over any other Mason Jar and you don't get the bonus Advance, Spawn, or Strengthen.		Fake Doll that gives no points to Kammi.
	Enemy Unit		Add a unit to either your Home hex or the hex with your Legend Token.		Placed by Protectors. Decreases the cost by 1 for anyone who wants to move onto it (Hester can move herself or an Infected Haint onto an adjacent hex that has a Path Token for one fewer cube).		Range: How far away you can attack, or place Path Tokens from your Protector Legend. Also used in some card effects.
	Protector Unit		Add 1 of your Strengthen cubes to the Battleground.		Any Legend Token. If it is coloured, then it refers to that faction's Legend Token.		Move to an adjacent hex ignoring extra costs.
	Family Unit		Your first Legend Ability.		A Storm placed by the Family, or one already on the map.		Draw one of your cards into your hand.
	Kammi Unit		Wild token, which when activated is 1 Advance, 1 Spawn, or 1 Strengthen.		A Building that the Family wants to destroy.		
	Move up to 4 Units from the same hex to an adjacent hex. Follow Core Rules.		Attack a hex that is up to 2 hexes away from your attacking hex (3 if the attacking hex is on a mountain).		Townfolk that the Protectors want to escort home.		
	One of Advance, Spawn, Strengthen, or Scroll.		Your unique ability from your Legend.		What Kammi needs to find to gain 4 points.		

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