

THE

MONARCH

RULEBOOK



THE ONLY GOD THAT MATTERS

ONCE WE WERE SAILORS WHO TRAVELED THE STARS.

PATHETIC. PURPOSELESS.

THEN WE FOUND THE HOLY PLANET AND THE MONOLITH WAS HERE,
WAITING FOR US ALL ALONG.

I WAS ADRIFT BEFORE OUR SHAMAN FOUND ME. SHE IS THE TRUE
CONDUIT. HER MOUTH IS NOT HER OWN. WHEN SHE SPEAKS, THE
MONOLITH SPEAKS THROUGH HER. SHE LET ME HEAR IT, WHAT IT
WHISPERS WHEN THE SKIN BREAKS RIGHT, WHEN THE PLEADING
STOPS AND THE INSIGHT BEGINS.

HEED NOT THE APOSTATES! THEIR SHAMANS ARE FRAUDS. THEIR
FROTHING MOUTHS TWIST DIVINE SIGNAL INTO HERESY. BUT WE ARE
TRULY CHOSEN. WE ALONE FULFILL ITS PROPHECIES. OUR WORSHIP
ALONE HONORS ITS COMMAND.

WE CHANT IN RHYTHM WITH ITS PULSE. WE OPEN VEINS IN OFFERING.
EACH DEATH A SYLLABLE IN OUR LITANY. EACH SACRIFICE A HYMN.
OUR TRUTH WILL BE CARVED INTO THE MEAT OF THIS WORLD. WE WILL
RAISE A TOWER OF HEARTS SO HIGH, THE STARS WILL COWER.

HEARTS! HEARTS FOR THE MONOLITH SO THAT IT MIGHT BE
SATISFIED! HEARTS FOR THE MONOLITH, THAT IT MIGHT LET US
SERVE TO HARVEST FLESH ANOTHER DAY!



ASSEMBLY INSTRUCTIONS

ACTION BOARD

Place stickers onto the action board as shown.



IMPORTANT: Each sticker will only fit into its proper zone. Look for this dividing bar that points to the corner, and orient your board like the picture.

BASE RINGS

Base rings snap onto your Shaman's base to track player color.



THE MONOLITH

To construct the Monolith, stack the six sections as shown. The pieces will only fit one way, so rotate until they slot together.



OBJECT OF THE GAME

In The Monolith, 3-4 players lead rival factions guided by powerful shamans, each seeking to earn the Monolith's favor. Favor is gained by killing enemies, boasting in battle, fulfilling secret objectives, and controlling Temples. Players will maneuver units, acquire divine abilities, and make bold sacrifices across four Days of escalating conflict. The player with the most favor becomes the Monolith's chosen voice and wins the game.

COMPONENTS

- 1 Monolith
- 1 Game Board
- 1 Day Board
- 1 Day Marker
- 1 First Player Marker
- 1 Surge Marker
- 4 Player Boards
- 4 Stronghold Miniatures

- 4 Base Rings
- 4 Favor Markers
- 4 Player Aids
- 64 Warrior Figures
- 76 Heart Tokens
- 5 Shaman Figures
- 5 Shaman Cards
- 4 Mausoleum Miniatures

- 4 Temple Miniatures
- 3 Scriptorium Miniatures
- 5 Lock Tokens
- 15 Blood Markers
- 18 Divination Cards
- 18 Objective Cards
- 18 Event Cards

UNITS



Shaman



Warriors

SHAMAN CARD



- 1. Timing
- 2. Effect

DIVINATION CARD



- 1. Rating
- 2. Timing
- 3. Cost
- 4. Effect

BUILDINGS



Stronghold



Scriptorium



Mausoleum



Temple

MARKERS & TOKENS



First Player



Surge



Lock



Hearts



Day



Blood



Favor

OTHER CARDS



Objective



Event

GAME SETUP

1. Place the map and Day board at the center of the play area. Place the Day marker on space 1 of the Day board track.
2. **3-player only:** Place a lock marker on each of the 4 spaces indicated in the diagram below. The locked spaces will not be used during gameplay.
3. Assemble the Monolith tower. Place it and all other black building miniatures on the map on their indicated spaces.

Note: You may place the Monolith to the side of the game board to avoid obstructing your view while seated.
4. Place 2 blood markers in boast slots on the Monolith space. Place the remaining supply of blood markers near the play area.
5. Place the surge marker near the play area.
6. Shuffle the event and objective decks separately, and place them face down next to the Day board.
7. Shuffle the divination deck. Form the divination row, containing 1 face-up divination card per player (e.g. in a 3-player game, a row of 3 cards).
8. Give each player a player board. Each player follows these steps:
 - A. Choose a color, and collect the matching set of components: 1 Stronghold miniature, 16 warrior figures, 19 heart tokens, 1 favor marker, 1 base ring.
 - B. Choose a shaman card and collect its matching figure. Attach your base ring to your shaman figure.
 - C. Place your favor marker on starting space of the favor track.
 - D. Place your Stronghold miniature on the empty Stronghold space closest to you.
 - E. Follow the instructions on the back of your shaman card to set up your hearts, warriors, and shaman.
 - F. Draw 2 objective cards. Choose 1 to keep face down, and discard the other face up.
9. Randomly determine the first player, and give them the first player marker.

*HERESY!
ONE DOES NOT SIT IN THE PRESENCE OF THE MONOLITH!
YOU WILL STAND OR ELSE PROSTRATE YOURSELF!*

SETUP
HERRODEX
THE BACKSTABBER

Place the items listed below in the indicated quantities and locations. When finished, place this card over the player board, and place it below the favor track.

HEARTS

- 12 > Available pool (player board)
- 7 > Unearned pool (day board)

WARRIORS

- 3 > Stronghold space (game board)
- 3 > Monolith space (game board)
- 8 > Reserves pool (player board)
- 2 > Anger pool (player board)

SHAMAN

- 1 > Stronghold space (game board)

"He is a worm that eats your ambition and saps your strength. Open your heart to the Monolith and reel as the worm is scorched away!"



GAME FLOW

The game takes place over 4 Days (rounds), each consisting of 3 phases:

1. ORDER:

Players take turns executing 1 order at a time by spending hearts.

2. ACTION:

Players execute actions using unspent hearts dropped into the Monolith.

3. REST:

Players score favor through boasts and deeds, and renew their resources.

After the fourth Rest Phase, the player with the most favor is the winner.

ORDER PHASE

In turn order (starting with the first player and continuing clockwise), players take turns executing 1 order at a time, until all players have executed a Commit order. Executing an order on your turn is mandatory. The available orders are:

- **SHAMAN:** Move your shaman and cremate your dead.
- **MARCH:** Move your warriors.
- **RECRUIT:** Deploy new warriors.
- **DIVINATION:** Bid hearts to acquire powerful divination cards.
- **COMMIT:** End your participation in the Order Phase.

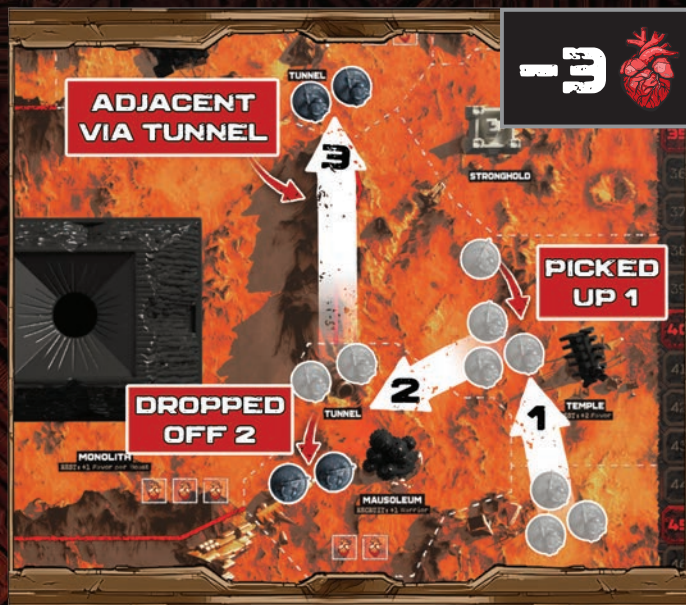
SHAMAN ORDER

Spend 1 heart to move your shaman up to 3 spaces. At each space along your shaman's path, including its starting space, cremate all your dead warriors there by moving them to your Anger pool.




MARCH ORDER


Choose any number of your warriors at one space to march as a group. Then, spend at least 1 heart and move the chosen group a number of spaces equal to the number of hearts spent, one space at a time. When the group enters a space, you may add warriors there to the group, or leave warriors from the group at that space.



RECRUIT ORDER

Spend at least 2 hearts  to **deploy** an equal number of warriors, placing them among the Mausoleum spaces you **occupy** and your Stronghold. For each Mausoleum you **control**, you may deploy 1 additional warrior for free.

DIVINATION ORDER


Place 1 or more hearts  from your Available pool on a card in the divination row to place your initial bid on it. If other players have already bid on that card, you must bid more hearts than any other player. Each divination card has a rating in the top right corner, ranging from 1 to 4. Cards with higher ratings have more potent effects, which may influence how players choose to bid.

While you have 1 or more bids active, at the start of your turn, check each of those bids:

- If you hold the high bid on a divination card, spend all the hearts from your bid to acquire that card, placing it in your play area face up. You can only have 3 divination cards at a time, and must discard down to 3 if you exceed the limit.
- Or, if another player holds the high bid, you must either raise your bid by placing additional hearts until you have the most, or forfeit your bid by returning the hearts from your bid to your Available pool.

Acquiring, raising, or forfeiting an active bid from a previous turn is not the same as executing a Divination order, and does not count as your order for the turn.

COMMIT ORDER

Drop all remaining hearts  from your Available pool and from your active bids into the top of the Monolith. Where those hearts land will determine your options in the Action Phase. Once you have executed a Commit order, you take no more turns for the remainder of the Order Phase.

The first player to Commit each Day takes the surge marker. After all players have Committed, proceed to the Action Phase.





ESSENTIAL TERMS



Unit: A warrior or shaman figure. Both warriors and shamans are units, but effects that specify one type of unit (e.g. "kill an enemy warrior") do not apply to the other type.

Adjacency: A space on the map is adjacent to all other spaces joined to it by a dotted white line. Units there are also adjacent to those other spaces, and to units on those spaces. Spaces joined by an unbroken red line are not adjacent. When moving units (and only when moving units), Tunnel spaces are considered adjacent to all other Tunnel spaces.

Move: To move a unit 1 space, place it on an adjacent space. To move a unit X spaces, repeat this X times. Dead units cannot move.


Occupy, Contest, Control: You occupy any space where you have at least 1 living unit. You contest any space you occupy that also contains at least 1 enemy unit—living or dead. You control a space if you have the most living units there. In case of a tie, no one controls that space.


Spend: To spend hearts , place that many hearts from your Available pool into your Spent pool (or from another area, if specified). To spend anger , place that many warriors from your Anger pool into your Limbo pool. If you cannot pay an effect's cost in full, you cannot resolve that effect.

Kill: To kill a unit, knock it over onto its side. It remains dead on that space. A shaman cannot be killed while it shares a space with any friendly living warriors. After a player kills an enemy warrior, they score 1 favor . After they kill an enemy shaman, they score 3 favor .

Deploy: To deploy a warrior, take it from either your Reserves or Anger pool and place it alive on the designated space.

ACTION PHASE




Remove the Monolith from its base and set it aside to reveal the action board. All hearts  dropped into the Monolith during the Order Phase will have landed on one of the three zones of the action board.

Starting with the player who has the surge marker (not necessarily the first player) and proceeding clockwise, players take turns executing actions by spending their hearts  from the action board. The player with the surge marker executes 4 actions on their first turn. **On all subsequent turns, the acting player executes 2 actions.** A player may execute the same action multiple times per turn, and must execute as many actions as they are able to. A player with no hearts remaining on the action board automatically ends their turn.



The actions available are:

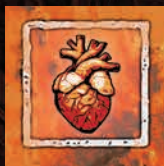
- **SLAY:** Kill an enemy unit on a space you occupy.
- **BOAST:** Claim a boast slot at a contested space.
- **MANEUVER:** Move 1 of your units 1 space.
- **SACRIFICE:** Convert 1 of your living warriors into anger .
- **RELENT:** Forfeit your unspent hearts  from the action board.

SLAY ACTION

Spend 1 of your hearts  from the slay zone of the action board to **kill** an enemy unit on a space you occupy. *Reminder: Score 1 favor  for each warrior you kill, and 3 favor  for each shaman. A shaman cannot be killed while it shares a space with any friendly living warriors.*

BOAST ACTION

Place 1 of your hearts  from the boast zone into an empty boast slot of a space you are **contesting**. During the Rest Phase, you will score favor  for each of your hearts on the map.



Boast Slot

If at any time you cease to occupy a space (e.g. your unit is killed, or you move away), immediately return all your hearts from that space to your Spent pool.


MANEUVER ACTION

Spend 1 of your hearts  from the maneuver zone to move one of your units 1 space.



SACRIFICE ACTION

Spend 1 of your hearts  from any zone of the action board to place 1 of your living warriors into your Anger pool.

RELENT ACTION

Return all of your remaining hearts  from the action board to your Spent pool.

MANIPULATE FATE

Before executing an action, a player may spend 1 anger  to move 1 of their hearts  on the action board to the next zone clockwise. A player may manipulate fate any number of times per turn, as long as they have anger to spend.



REST PHASE

Return the Monolith to its base, then resolve the following steps in order:

1. **CLEAR BLOOD:** Return all blood markers from the map to the supply.
2. **SCORE FAVOR:** Players now score favor ♣ in the following order:
 - A. **DIVINATION CARDS:** Activate Score effects on your divination cards.
 - B. **EVENT CARDS:** Activate Score effects on event cards in play.
 - C. **OBJECTIVE CARDS:** You may activate Score effects on your objective cards by revealing and then discarding them.
 - D. **TEMPLES:** Score 2 favor ♣ for each Temple you control.
 - E. **BOASTS:** One at a time, for each of your hearts ♠ in boast slots, return that heart to your Spent pool to score 3 favor ♣, and then fill its boast slot with a blood marker. If you control the Monolith space, score 1 additional favor for each of those hearts.
3. **GAIN OBJECTIVES:** Each player secretly draws 1 objective card for each Scriptorium they control. A player can only have 3 objective cards at a time, and must discard down to 3 if they exceed the limit. If the objective deck is empty, shuffle the discard pile to form a new deck.
4. **RESET POOLS:** Place all hearts ♠ from each player's Spent pool into their Available pool. Place all warriors from each player's Limbo pool into their Reserves pool.
5. **GAIN HEARTS:** Each player gains 2 of their unearned hearts ♠, moving them from the Unearned pool by the Day board to their Available pool.
6. **RESURRECT SHAMANS:** For each dead shaman, its controlling player places it alive on their Stronghold.
7. **REFILL DIVINATION:** Discard all remaining cards in the divination row, then refill it with 1 card per player. If the divination deck is empty, shuffle the discard pile to form a new deck.
8. **PASS FIRST PLAYER:** Pass the first player marker to the next player in turn order. They are now the first player.
9. **EVENT:** The player with the least favor ♣ draws 1 event card, reads it aloud, and resolves its Reveal effect. In case of a tie, the tied player who is last in turn order draws.
10. **NEXT DAY:** Advance the Day marker 1 space, and begin a new Day from the Order Phase.

On Day 4, players then score 1 favor ♣ for each of their remaining objective cards. After this, the game ends, without resolving steps 4-10.

END OF GAME

The game ends after the Day 4 Rest Phase. The player with the most favor ♣ is the winner. In the case of a tie, the tied player who was closer to the first player in the turn order on the last Day wins.

ACTIVATING CARD EFFECTS

All cards (shaman, divination, objective, and event) have one or more effects, and each effect has a specific timing window for activation.



To activate an objective card, reveal it at any time during its timing window, and then discard it after resolving its effect. To activate a divination card with a use cost (indicated by icons next to the timing window), pay that cost at any time during its timing window. Shaman abilities, events, and costless divination effects automatically activate at the start of their timing windows.

You cannot activate a shaman's ability while it is dead.

The timing windows are as follow:

- **Order/Action:** This effect is activated during your turn while executing the specified order or action (e.g. "Slay Action"). Divination cards with use costs and objective cards may be activated at any time during this timing window, including between steps of a move, but only once each per execution.
- **Start of Phase:** This effect is activated at the start of the specified phase.
- **Score:** This effect is activated during the Rest Phase while scoring favor ♠.
- **Reveal:** This effect is activated on an event card when it is first drawn.

The use costs are as follow:

- **Anger:** Spend the specified number of anger .
- **Burn:** Discard the activated card after resolving its effect. .


SIMULTANEOUS EFFECTS

During a player's turn, they decide in what order to resolve multiple simultaneously triggered effects. During the Rest Phase, the first player decides the order.

SHAMAN DRAFT

Experienced players may elect to draft shaman cards as an additional strategic element, rather than freely selecting their shamans during setup.

During Game Setup, instead of following steps 8B and 8C, place all players' favor markers on space 11 of the favor track. Then, select a number of shaman cards equal to the number of players (randomly or otherwise), and place them on the table. Return the unselected shaman cards to the box.

Randomly select a player to take the first turn bidding. That player chooses a shaman card and places at least 1 of their hearts  on the card, to a maximum of 11. Each heart represents a bid of 1 favor ♠.

Proceeding clockwise, each player takes their turn either starting a new bid on an empty shaman card, or raising the bid on a previously selected card (still to a maximum of 11). When a player is outbid on a card, they retrieve their hearts from that card and immediately take a turn either starting or raising a bid, ignoring turn order.

As soon as each player has exactly one bid standing, the bidding ends. Each player loses favor equal to the number of hearts they bid, retrieves their hearts and shaman card, and follows the rest of step 8B. Then, proceed with the remainder of setup as normal from step 8D.



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Dedicated to John Michalko

GLOSSARY

Action Board: The base of the Monolith revealed during the Action Phase, containing 3 zones: slay, maneuver, and boast. Players spend and utilize hearts from the action board to execute actions.

Adjacent: A space on the map is adjacent to all other spaces joined to it by a dotted white line. Units there are also adjacent to those other spaces, and to units on those spaces. Spaces joined by an unbroken red line are not adjacent. When moving units (and only when moving units), Tunnel spaces are considered adjacent to all other Tunnel spaces.

Anger: A resource spent to activate many effects and to manipulate hearts on the action board, indicated by the symbol. Anger is tracked with warriors in your Anger pool, and is usually generated by cremating dead warriors. To spend anger, place the specified number of warriors from your Anger pool into your Limbo pool.

Anger Pool: The pool of warriors on a player board that can be spent as anger or deployed with a Recruit order.

Available Pool: The pool of hearts on a player board that can be spent during the Order Phase.

Blood Marker: A marker placed in a boast slot that has been successfully scored, blocking off that slot for one Day.

Boast Action: An action allowing a player to place a heart from the action board into an empty boast slot of a space they contest.

Boast Slot: A marked box within a map space where a heart is placed during a Boast action. During the Rest Phase, each heart in a boast slot scores 3 favor. A boast slot is empty if it does not contain a heart or blood marker.

Burn: A cost paid to activate some divination cards, indicated by the symbol. After activating a divination card with a burn cost, discard it.

Commit Order: An order causing a player to end their participation in the Order Phase, dropping all hearts remaining in their Available pool into the Monolith.

Contest: You contest any space that you occupy that also contains at least 1 enemy unit—living or dead.

Contiguous String: An unbroken chain of spaces where each space is adjacent to the space before it. The chain cannot split or double

back, but does not need to be a straight line.

Control: You control a space if you have the most living units there. In case of a tie, no one controls that space.

Cremate: To cremate a dead warrior, move it to its owner's Anger pool. During a Shaman order, you cremate all your dead warriors at each space along your shaman's path, including its starting space.

Day: A round of play consisting of the Order Phase, Action Phase, and Rest Phase. The current Day is tracked with the Day marker on the Day board.

Dead: A unit on the map that has been killed, indicated by knocking it over onto its side. Dead units cannot move, and the effects of dead shamans cannot be activated.

Deploy: To deploy a warrior, take it from either your Reserves or Anger pool and place it alive on the designated space.

Divination Card: A type of card. Divination cards grant special abilities, and are acquired by bidding hearts with the Divination order. A player can have up to 3 at a time.

Divination Order: An order allowing a player to bid hearts on a divination card. At the start of a player's turn, they automatically acquire any cards for which they hold the high bid, or else must raise or forfeit their bid.

Divination Row: A row of face-up divination cards, one per player. Players acquire these cards with Divination orders, and the row is refreshed at the end of each Day.

Enemy: An enemy unit is any unit you do not control.

Event Card: A type of card. One event card is drawn and resolved by the player with the least favor at the end of Days 1-3.

Favor: The points that determine the winner of the game. Favor is scored in many ways, such as killing enemy units, completing objectives, and boasting.

First Player Marker: A marker indicating the first player, which passes during the Rest Phase to the next player in turn order.

Friendly: A friendly unit is any unit you control.

Heart: A resource spent to execute orders and actions. Players begin each Day with a supply of hearts in their Available pool, which are

eventually dropped into the Monolith for the Action Phase.

Kill: To kill a unit, knock it over onto its side. It remains dead on that space. A shaman cannot be killed while it shares a space with any friendly living warriors. After a player kills an enemy warrior, they score 1 favor 🗿. After they kill an enemy shaman, they score 3 favor.

Limbo Pool: The pool of warriors on a player board that have been spent as anger 🗿. During the Rest Phase, place all warriors from the Limbo pool into the Reserves pool.

Living: A unit on the map that is in play, indicated by its standing upright.

Lock Marker: A marker used only in a 3-player game to indicate spaces that will not be used.

Maneuver Action: An action allowing a player to move 1 of their units 1 space.

Manipulate Fate: A non-action ability available to players during the Action Phase. A player may spend 1 anger 🗿 to move 1 of their hearts 🗿 1 zone clockwise on the action board.

March Order: An order allowing a player to move a group of their warriors 1 or more spaces.

Mausoleum: A type of space. During a Recruit order, a player may deploy to Mausoleums they occupy, and may deploy 1 additional warrior for each Mausoleum they control.

Monolith: The center space on the map, and the structure it contains. The Monolith can be separated from its base, which contains the action board. Hearts 🗿 dropped into the Monolith during a Commit order will fall randomly into the 3 zones of the action board, determining what actions are available to players. The player that controls the Monolith space scores 1 additional favor 🗿 when scoring boast hearts.

Move: To move a unit 1 space, place it on an adjacent space. To move a unit X spaces, repeat this X times. Dead units cannot move.

Objective Card: A type of card. Objective cards are secret to other players, and are discarded to score favor 🗿. A player can have up to 3 at a time. Discarded objectives are public knowledge.

Occupy: You occupy any space where you have at least 1 living unit.

Recruit Order: An action allowing a player to deploy 2 or more warriors to Mausoleum spaces they occupy, or to their Stronghold.

Relent Action: An action causing a player to return all their hearts 🗿 from the action board to their Spent pool.

Reserves Pool: The pool of warriors beside a player board that can be deployed with a Recruit order.

Sacrifice Action: An action allowing a player to move one of their living warriors to their Anger pool.

Scriptorium: A type of space. A player draws 1 objective card during the Rest Phase for each Scriptorium they control.

Shaman Order: An order allowing a player to move their shaman, cremating their dead warriors as they do.

Shaman: A type of unit with a unique ability. Each player controls one shaman.

Slay Action: An action allowing a player to kill an enemy unit on a space they occupy.

Spend: To spend hearts 🗿, place that many hearts from your Available pool into your Spent pool (or from another area, if specified). To spend anger 🗿, place that many warriors from your Anger pool into your Limbo pool. If you cannot pay an effect's cost in full, you cannot resolve that effect.

Spent Pool: The pool of hearts 🗿 on a player board that have already been spent.

Stronghold: A type of space. Each player has a designated Stronghold, used for placing newly deployed warriors and resurrected shamans.

Surge Marker: A marker claimed by the first player to execute a Commit order each Day. That player takes the first turn of the Action Phase, and executes 4 actions during that turn.

Temple: A type of space. A player scores 2 favor 🗿 during the Rest Phase for each Temple they control.

Tunnel: A type of space. When moving units (and only when moving units), Tunnel spaces are considered adjacent to all other Tunnel spaces.

Turn Order: When following turn order, start with the first player and proceed clockwise.

Unearned Pool: The pool of currently inaccessible hearts 🗿 beside the Day board. Players gain 2 unearned hearts at the end of each Day, and can gain more through certain card effects.

Unit: A warrior or shaman figure. Both warriors and shamans are units, but effects that specify one type of unit (e.g. "kill an enemy warrior") do not apply to the other type.

Warrior: A type of unit with no special abilities. Each player has a supply of 16 warriors.

CARD CLARIFICATIONS

EVENT CARDS

INFORMANT

EVENT REVEAL

Place this card on any space other than your Stronghold.

SCORE

If a player controls this space, they score 3, and then must place this card on another space.

Informant: Once revealed, this card remains in play for the rest of the game. If, due to the effect of the Mercenaries event, two players control this space, only the player earlier in turn order gets to score and resolve this card.

TUNNEL

EVENT REVEAL

Place this card on any space. This space is a Tunnel space.



Tunnel: If this card is placed on a space that's already a Tunnel, it has no effect.

LEVERAGED DEAL

EVENT REVEAL

If you have no divination cards, draw one from the deck. You may exchange one of your divination cards with another player's divination card. Then, discard this card.

Leveraged Deal: You may make the exchange even if this card didn't cause you to draw a divination card.

USURPERS

EVENT REVEAL

Place this card on any space. While in play, shamans cannot enter this space. Discard this card at the end of the next Day.

Usurpers: If a shaman was already on this space, it remains there and can leave freely, but cannot move back onto this space.

MANDATE

EVENT REVEAL

Draw 1 objective card per player, and give 1 of those cards to each player (including yourself). Then, discard this card.

Mandate: When you draw the objective cards, you may look at them and choose which card to give to which player. Once you've given a card to another player, that card is treated as that player's private knowledge, but you may speak openly about what cards you gave out (truthfully, or otherwise).

OBJECTIVE CARDS

DEVOTION

OBJECTIVE SCORE

If you alone control any Temples, score 2. Repeat for Mausoleums and Scriptoriums.

Devotion: If, due to the effect of the Mercenaries event, an opponent shares control of your Mausoleum, you cannot score for Mausoleums with this event, even if no opponent controls a Mausoleum through normal means.

PRISONERS

EVENT REVEAL

You may place 1 of each opponent's living warriors on your Stronghold. Then, discard this card.

Prisoners: If one or more opponents have no living warriors, resolve as much of this effect as you are able.

SUPPLY LINES

OBJECTIVE SCORE

Score 3 if you occupy a contiguous string of spaces containing both your Stronghold and at least 1 enemy Stronghold.

Supply Lines: This diagram illustrates an example of a valid contiguous string.

HIT LIST

EVENT REVEAL

Place this card next to an opponent's shaman card. The next time that shaman is killed, place 1 of your unearned into any zone on the action board, and then discard this card.

Hit List: If this card causes you to gain a heart during the Action Phase after you already executed a Relent action or otherwise ran out of hearts, you must resume executing actions.

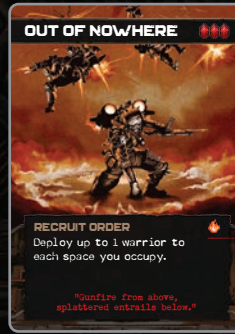
Contiguous String Example



DIVINATION CARDS



Divine Munitions: The effect of this card is that any time you would kill a unit during your Slay actions, including as the result of a separate card effect that resolves during that action (e.g. Bloodlust), if your shaman is living, the unit that you kill may be an enemy warrior adjacent to it, even if the effect causing the kill would not normally allow that.



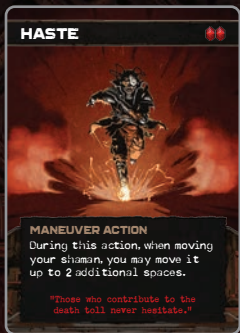
Out of Nowhere: A Recruit order always starts with spending 2 or more hearts. You cannot, for example, execute a Recruit order without spending hearts just so that you can activate this card. If activating this card at the start of a Recruit order causes you to gain control of 1 or more Mausoleums, you may apply the bonus for controlling those Mausoleums during this order.



Reinforce: The effect of this card is that after you execute this Boast action, you may select a space (space A) that is adjacent to the space where you placed your heart during the Boast action (space B). Move up to 3 of your warriors from space A to space B.



Warpath: In the scenario where your shaman's entry into a new space is what allows you to pay this card's cost (i.e. if you would pay the cost with anger generated by cremation at the new space), you may immediately activate Warpath. If you do, your shaman is still considered to be entering that new space, and you may immediately resolve Warpath's kill effect there.



Haste: This card only increases your shaman's movement if your shaman was already moving 1 or more spaces. That initial move may be either the direct result of the Maneuver action, or the result of a separate card effect that resolves during that action (e.g. Pincer Tactics).



Chain Lightning: See the diagram under Supply Lines on page 14 for an example of a valid contiguous string.



Pincer Tactics: This card increases the number of different units you may move, and does not allow you to move a single unit multiple times.



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