

# HARROW

— THE GAME OF GOTHIC CONFLICT —

# COUNTY



**RULEBOOK**





## ABOUT THIS RULEBOOK

This rulebook is split into chapters, each one teaching you more about how to play Harrow County. Each chapter introduces more gameplay elements (new characters, new abilities, new win conditions, etc.), so you should play them in order to ease yourself into the complexity of the game.

Each Chapter also introduces new components. As you move through the chapters, you will unlock components specific to each chapter, but you will also need all the components from previous chapters. For example, you will unlock Bonus Tiles in Chapter 3, and these will be added to every component you've learned how to use in Chapters 1 and 2.

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.

## CHAPTER 1

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.

# CHAPTER 1 COMPONENTS



Box with Tree x1

## UNITS (Legends and Haints are both considered 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



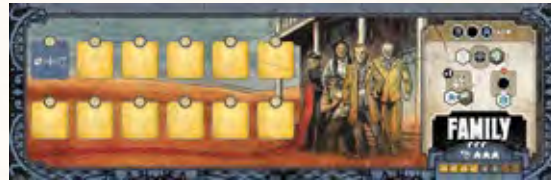
Red cubes x 20



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

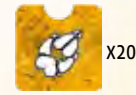


Battleground x1



Funnel x1

### ABILITY TOKENS



ADVANCE Ability  
Token (paw)  
x20



SPAWN Ability  
Token (bones)  
x15



STRENGTHEN  
Ability Token  
(teeth)  
x15



Legend Ability  
Token (scroll)  
x10



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



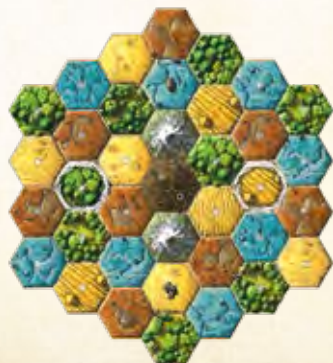
Storm  
Tokens x 15



Blue bag x1



Player aids x2



1 Double-sided Map

### MAPS REFERENCES



Terrain Hex:  
Brown Bog



Terrain  
Hex: Yellow  
Plains



Terrain Hex:  
Green Forest



Terrain  
Hex: Teal  
Wetlands



Brambles  
(not Terrain  
Hex)



Mountain  
(not Terrain  
Hex)



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



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

# 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 (terrain hexes are the 4 colored hexes, not the mountains or the Brambles) except the Home Hexes and hexes adjacent to the **Home 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 Chapter 1.

## 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, attack, legend and wild) 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 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



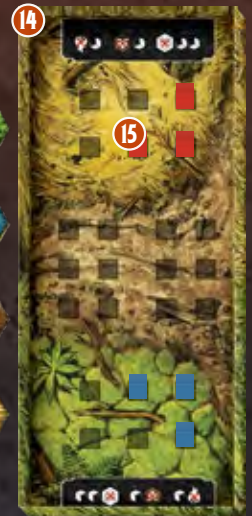
Protector Unit



Any Unit



Family Unit





## ROUND OVERVIEW

Each round consists of 2 phases:

- Phase 1 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 2 involves scoring the Brambles and preparing for the next round.

<b>Phase 1: Actions/Turns</b>	1	Player with lantern activates their 1st Mason Jar
	2	Player without lantern activates their 1st Mason Jar
	3	Player with lantern activates their 2nd Mason Jar
	4	Player without lantern activates their 2nd Mason Jar
	5	Player with lantern activates their 3rd Mason Jar
	6	Player without lantern activates their 3rd Mason Jar
<b>Phase 2: Scoring and Round Reset</b>	7	Check for Brambles point
	8	Check if the end of the game is triggered
	9	Refresh Mason Jars

## CORE RULES:

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.

### 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:** After each Player has taken 3 “turns” and you have checked Brambles scoring and game end triggers, the round ends by resetting each Player’s Mason Jars. Each round begins with all 4 Mason Jars faceup again.

## PHASE 1: ACTIONS/TURNS

### Activate Mason Jar actions

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.....

There are 3 Abilities in the game:



ADVANCE



SPAWN



STRENGTHEN



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.**

## 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 activate the ability they chose up to the value according to the number above the rightmost Ability Token of that matching ability on their Faction Board. The Protectors start as if they have 1 Ability Token in each row on their Faction Board.

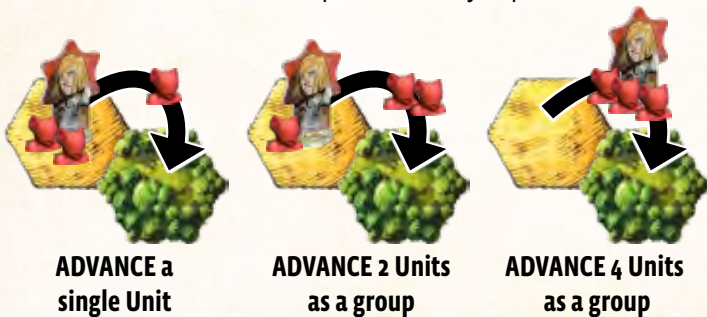


Example: If the Protectors chose to ADVANCE this turn, and their rightmost ADVANCE Token is under a 4, then they have 4 ADVANCE this turn. Those movements must complete all 4 of these ADVANCES as a single action and cannot take another action in the middle.

### ADVANCE

It costs 1 ADVANCE to move 1 or more Units from 1 hex to another adjacent hex.

Imagine you have 4 Units sharing a hex and would like to ADVANCE one or more. Each of these examples would only require 1 ADVANCE!



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.



### 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.



Place these Tokens for all to see. You can then activate each Ability Token you drew out of your bag individually. The Family starts as if they have 1 Ability Token in the first space on their Faction Board.



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.

In the right light, the road leading to Mason Hollow glittered as if it was paved with jewels. Once, the Hollow enjoyed a brisk trade of homemade wine. The hollow was named for the jars in which the wine was kept. When government men came to the Hollow, though, they put an end to the trade. They smashed thousands of jars. The earth turned muddy with spilled wine. The glass fragments of the shattered jars peppered the grounds. Mason jars are still important in Harrow County, though.

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.

### ADVANCE Rules:

When performing an ADVANCE, you must adhere to these rules. 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 future Chapters), and they don't adhere to these rules.

- You can ADVANCE multiple Units that are all on the same hex from that one to an adjacent hex using only 1 ADVANCE. The cost to ADVANCE is not determined by the number of Units on a hex.
- You can pick up or drop off Units as you ADVANCE around the map.
- It costs 1 more ADVANCE to move onto a mountain hex.
- Protectors must pay 1 more ADVANCE to move onto Storms. The Family can ADVANCE onto Storms as if they were normal terrain.

## SPAWN



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.

It costs 1 SPAWN to add 1 Haint to the same hex as your Legend or onto your Home Hex. Take a Haint from your Possessions and add it to the desired hex.

### 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).

## STRENGTHEN



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.

Strength plays a major role in how combat works in Harrow County (see Attack rules on page 9). STRENGTHEN allows you to add more cubes of your color to the Battleground. When one Player attacks another, Activate the Tree by dropping all cubes from the Battleground into the Tree. The number and color of cubes that fall out of the bottom of the Tree determine the outcome of the battle, so increasing your Strength improves your odds of success in combat.

**Protectors:** Refer to your STRENGTHEN Track and place that many STRENGTHEN cubes on your side of the Battleground.

**Family:** Add 1 STRENGTHEN cube to your side of the Battleground for each STRENGTHEN Token you drew out of your bag.

**LIMIT:** Notice that there are 6 slots for cubes on each side of the Battleground. If you have more than 6 STRENGTHEN cubes **at the end** of any of your turns, discard until you only have 6.

## WILD MASON JAR .....



Take 1 Wild Token from the supply, add it to your Possessions, and use as many Wild Tokens as you have collected up to this point.

Since each Player starts with one Wild Token, the first time you take this action, you will gain 1 Wild Token, bringing your total Wild Tokens to 2 and allowing you to immediately take 2 Wild Token actions. The next time you activate the Wild Mason Jar, you will have 3 Tokens, allowing you to immediately take 3 Wild Token actions.

Each Wild Token gives you the ability to do one of the following:

- 1 ADVANCE (ADVANCE 1 according to the normal rules for your Faction)
- 1 SPAWN (SPAWN 1 Haint according to the normal rules for your Faction)
- 1 STRENGTHEN (Add 1 STRENGTHEN cube to your side of the Battleground)

**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 flip over your Wild Mason Jar.

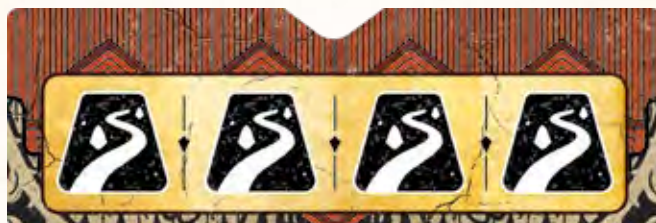
## LEGEND MASON JAR .....



When you choose this Mason Jar, you activate your Legend Ability (👤) and your Legend's Unique Power (👤 or 🗡️). You can activate these in either order, but you must complete one before moving on to the other.

The Legend Ability Track is the track that's between your Character board and your Faction Board. This is the track that the Legend Ability Tokens 👤 activate.

## PROTECTORS:



At the start of the game, the Protectors have 1 Path Token in their Possessions, and they gain a Path Token for each Legend 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:



At the start of the game, when taking the Legend Mason Jar, the Family has the ability to place a Storm Token on a hex with at least one of their Units on it (**except on the Brambles**).

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

- **1 Legend 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 Legend 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 Legend 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.

### PERFORM LEGEND'S UNIQUE POWER

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

#### 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 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, you can move each of your Haints to a Yellow Plains hex that is adjacent to them **AND/OR** you can move each Haint that is already on a Yellow Plains hex to an adjacent hex. Each Haint is processed separately.
- 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, Townsfolk, or Path, and you cannot have more than 4 Units on a hex.
- Levi does not move during this action.

### ATTACK MASON JAR .....



#### ATTACK STEPS:

- When you choose the Attack Mason Jar, **you also get to take 1 free ADVANCE, SPAWN, or STRENGTHEN action.** This action does not have to involve Units that are attacking this turn. This free action can happen **before OR after** your attack.
- 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.
  - 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.
- 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.
- Activate the Tree:** Take all STRENGTHEN cubes from both Players in the Battleground and drop them into the top of the Tree
- 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:

**IF THE TARGET WAS A HAIN**

- 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.

• The Attacker can continue to attack as long as they:

- Have at **LEAST** the same number of cubes in the Battleground as the Defender
- Have the required number of cubes to complete the attack action
- Are using the same attacking hex and the same defending hex as their previous attack

Simply discard the required number of cubes to complete the attack action again. 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.

**G 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 if there is at least 1 Haint on each of the attacking and defending hexes!



**HAIN CLASH**



If the Attacker has enough cubes (1 if the Haint is on the Brambles, otherwise 2), they can discard the required number of cubes to kill the Haint on the defending hex. **HOWEVER, during a HAIN CLASH, the Defender ALSO has a choice to discard the required number of cubes to kill a Haint on the attacking hex!**

**Clarifications:**

- If the Attacker has 3 range and the Defender has 2 range - then only the Attacker can kill in a HAIN CLASH since the Defender can't reach the Attacker.
- You can't HAIN CLASH if there's only a Legend on either one of the hexes. There needs to be at least 1 Haint on each hex to initiate a HAIN CLASH.
- Both the Attacker and Defender can choose independently (starting with the Attacker) if they want to spend cubes to kill 1 enemy Haint in a HAIN CLASH.
- Each Player can only kill a maximum of 1 Haint in a HAIN CLASH.

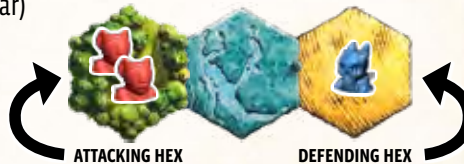
**H Complete Attack:** Once an attack is completed, make sure all cubes remaining on the Battleground are back on their owner's side of the Battleground.

**Attack Example:**



**A**

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



**B**

ATTACKING HEX

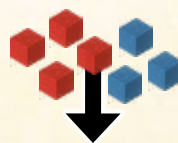
DEFENDING HEX



**C**

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.



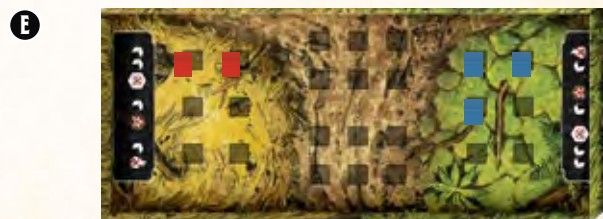
Protectors discard 1 cube (Family is on Brambles), gain 1 point and removes the Family Haint from the map. Protectors and Family now each have 2 cubes which means Protectors can attack again. They discard 1 more cube, gain 1 more point and remove the other Family Haint.



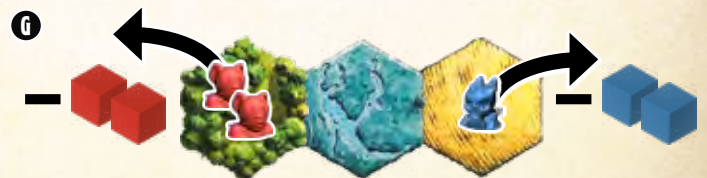
In this example, Protectors had 3 cubes and the Family had 2 cubes come out of the Tree.



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.....



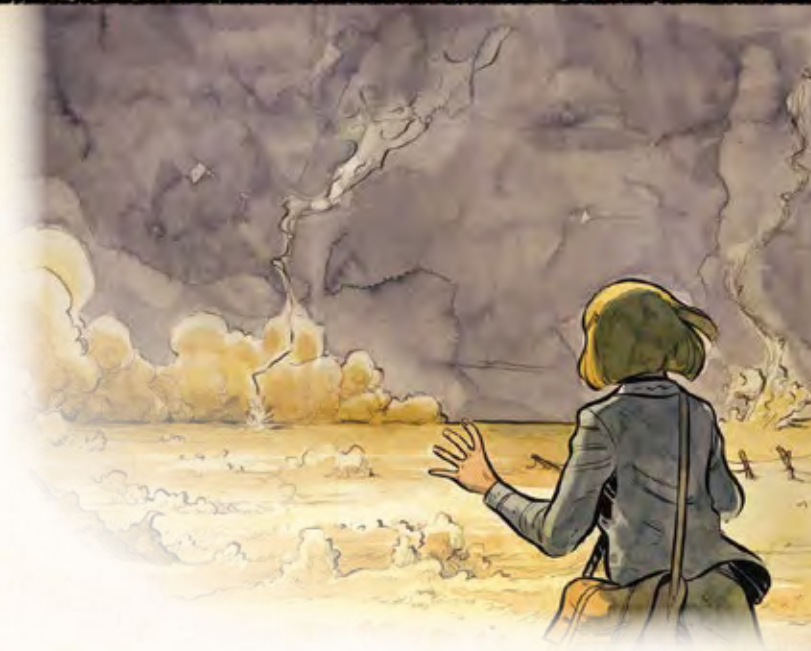
Once you've attacked in a round, you can attack again on another turn this round! It is possible to attack every turn in a round if you choose. To attack again, simply flip any other faceup Mason Jar Token facedown to attack, instead of using that Mason Jar's normal action, identify the Attacking hex and Defending hex, and proceed with the attack steps as usual.

**You don't get the free ADVANCE, SPAWN, or STRENGTHEN action on these subsequent attacks because you only get the free ADVANCE, SPAWN, or STRENGTHEN action from flipping over the Attack Mason Jar.**

## 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



### LEGEND ABILITY TOKENS:

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

### PROTECTORS

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

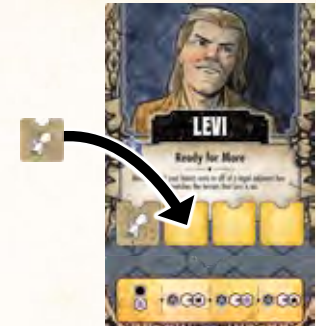
If you collect more Legend Ability Tokens than you have space for, discard the extras back to the box.



### FAMILY

**Upgrade your Legend Ability** when you do this. In the case of Levi, **this upgrades your Storm ability (see page 9).**

If you collect more Legend 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:**

- 1** 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.



- 2** 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.

## PROTECTORS

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**).

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 2: BRAMBLE SCORING AND ROUND RESET

### 1 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).

### 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 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!

### 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.



**Congratulations! You’ve just completed Chapter 1 of Harrow County! Feel free to replay this chapter to get a handle on basic Harrow County gameplay. Swap Factions, try a different strategy, and try playing on a different map. When you feel ready, proceed to Chapter 2, which will introduce new gameplay elements.**

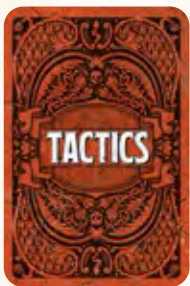


## CHAPTER 2

Your second game uses most of the same setup and round structure as your first game, but there are a few things that are different. Notice some of the new components needed to play Chapter 2 and read how they impact gameplay in the rules for this chapter.

The members of the Family are strange, mercurial beings. Some, if they were to speak in blasphemous tones, might even call them god-like. They are the siblings of Hester Beck, though they have no love for their fallen sister. They follow cruel laws, established long ago—the breaking of which results in cruel punishments. As far as they’re concerned, Harrow County deserves to be wiped from the earth because of its connection to Hester. Each of the Family possesses weird, magical abilities. For example, Levi, the self-proclaimed leader of the group, is a psychopomp, tasked with guiding the dead to the afterlife as well as guiding the living from one stage of life to the next. To this end, he can create visions, communicate with the dead, and summon others (who might be helplessly enthralled to him). As the Family worms its way into our world, their powers grow and change in unusual ways. The Protectors must resort to their wits and cunning to defeat the ever-growing power of their foes.

### CHAPTER 2 COMPONENTS



Tactics Cards for Protectors x16



Upgrade Cards for Family x9



x9 Upgrade Ability Tokens for Family

### New Legend Components



Bernice (Protectors) x1



Malachi (Protectors) x1



Priscilla (Protectors) x1



Skinless Boy (Protectors) x1



Bernice's Iron Nail x2



Malachi's Attack Fury x1



Priscilla's Goad x2



Corbin (Family) x1



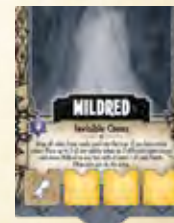
Odessa (Family) x1



Kaine (Family) x1



Willa (Family) x1



Mildred (Family) x1

## SETUP

**A Setup the game as in Chapter 1, with these changes:** In Chapter 2, you can choose any Legend from the Family or the Protectors. Each Legend has a Unique Power, described in the Appendix:

- Protectors can choose Emmy, Malachi, Bernice, Priscilla or Skinless Boy.
- Bernice, Malachi, and Priscilla come with additional components: Bernice's 2 Iron Nail Tokens, Malachi's Attack Fury Token, and Priscilla's 2 Goad Tokens.
- The Family can choose Levi, Corbin, Kaine, Odessa, Willa or Mildred.

**B** In Chapter 2 and all later chapters, you will play with the side of the Family and Protector Faction Boards that have 3 card icons under the Faction name.

**1** Each Player now starts with their own deck of cards. Protectors start with Tactics Cards, and the Family starts with Upgrade Cards. Each Player shuffles their deck and draws 3 cards to start the game (as indicated now at the bottom of each Player's **Faction board**). Place the rest of the deck facedown in your Possessions.

**C** The Family now starts with 9 Upgrade Tokens that are placed in their Possessions.

**D** Ability Token placement is now randomized:

- 2** Take 1 of each Ability Token into your hand, shake them up, and pull one out.
- 3** Place this type of Token on every Yellow Plains hex with the Ability Token icon.
- 4** Draw another Token and place this type of Token on every Green Forest hex with the Ability Token icon.
- 5** Repeat, placing the Token type on the Brown Bog hexes with the Ability Token icon.
- 6** Place the remaining Token type on all the Teal Wetlands hexes with the Ability Token icon.
- 7** After you have placed these Ability Tokens, you should have Tokens on every terrain hex (terrain hexes are the 4 colored hexes, not the mountains or the Brambles) except the Home Hexes and hexes adjacent to the Home Hexes.

**E** Follow all other setup steps from Chapter 1. See sample setup for Chapter 2 Family and Protector Players on the next page.

**F** Choose which side of the Legend Track you want to use.



**PROTECTOR:** When playing with this alternate side to the Legend Track you will not be playing with Path Tokens so place them back in the box. 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 Legend Ability Tokens you can, in this order: have your 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.



**FAMILY:** At the start of a game, this Legend Track lets you place a Storm on a legal adjacent hex when you take the Legend Mason Jar.

As you get more Legend 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.

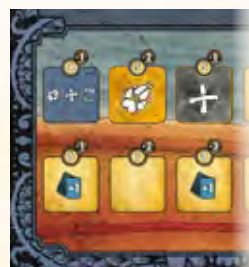
### UPGRADED FACTION BOARDS:

On the upgraded board, there are card icons where some of the Ability Tokens are placed. Whenever you place an Ability Token such that it covers up a card icon, you draw 1 card into your hand (see more about Cards on page 18).



### UPGRADED FAMILY FACTION BOARD:

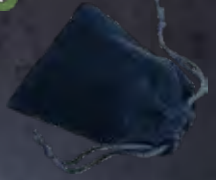
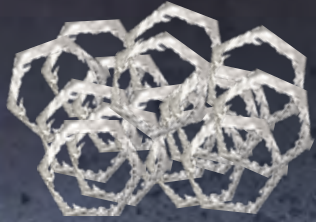
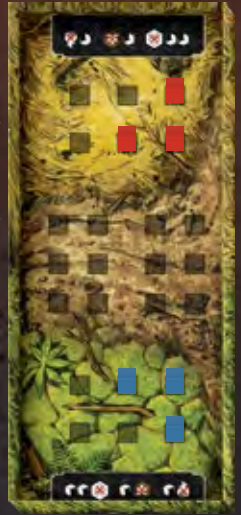
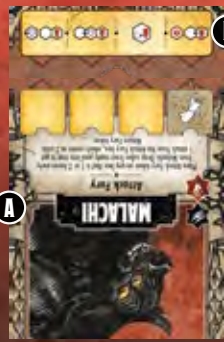
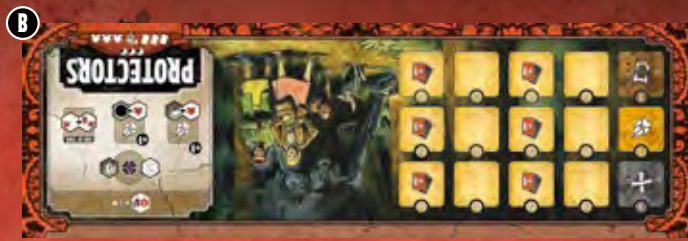
On the upgraded board, there are new numbers indicating how many Ability Tokens you draw out of your bag when you take an Abilities Mason Jar action. Draw the number of Tokens indicated in the big circle above the space of the rightmost Ability Token, look at them, and put back in your bag the number shown with the "+" in front of it. For example, at the start of the game, you can draw 4 Tokens out of your bag, look at them, then put 1 of them back into your bag.



*In this example, the Family Player has placed two Tokens on their Track: a **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.*

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.





## CARDS

In addition to all the abilities and actions you learned in Chapter 1, you will now play with special cards specific to your Faction. The Protectors get **Tactics** Cards, and the Family gets **Upgrade** Cards (and Upgrade Tokens).

### Protector Tactics Cards:

- You can play 1 Tactics Card per turn, before or after an action, but not in the middle of an action. For example, if you choose to ADVANCE and your ADVANCE is at 5, you cannot ADVANCE 3, play a card, and then ADVANCE 2. You must ADVANCE all 5 at once, but you can play a card before or after this action.
- Once you enter the Clean up part of your turn (see page 12), you cannot play any cards.**

### Family Upgrade Cards and Tokens:

- When you take the Abilities Mason Jar action (see page 6 in Chapter 1), you can also play 1 of the Upgrade Cards in your hand.
- Each Upgrade Card has a cost to play it, an 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).



*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.*

- 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 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.**



**MEETING LODGE:**  
ADVANCE twice.



**STORMWALKER:** In whatever order you choose, ADVANCE once and each of your Units can move for free onto an adjacent hex with a Storm on it.



**PSYCHOPOMP:** In either order: 1 ADVANCE, and Relocate 1 Uninfected Haint to any terrain hex that has no Units or Ability Tokens.



**FACELESS PORTRAITS:** SPAWN twice.



**DISTANCE STIRRING:** SPAWN once. This Haint and any other Haints SPAWNED this turn can be SPAWNED within range away from your Legend..



**CONFLUENCE:** In either order: 1 SPAWN, and choose a hex and pull all things in that hex, 1 hex closer to your Legend.



**SOUND & FURY:** STRENGTHEN twice



**KNITTING FATE:** STRENGTHEN once and then place this Token on top of your Attack Mason Jar. The next time you attack, all your Units have +2 range.



**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.

Things to consider during Chapter 2:

- Protectors can play 1 card per turn, while the Family can only play 1 card per round (when they activate their Abilities Mason Jar).
- Protectors should pay attention to how they get more cards. They might not want to increase their SPAWN ability, for example, but if they just need 1 more SPAWN to get another card, maybe it's worth it.
- The Family should pay attention to their Faction Board and when it means you can activate more Ability Tokens. For example, with no neor only 1 Ability Token placed, you will be activating 3 Ability Tokens (either 4-1 or 5-2). Once you have placed a second Ability Token onto your Faction Board, then you are now activating 4 Ability Tokens (5-1).

All game end triggers and win conditions are the same as in Chapter 1. The First Player Token still rotates between Players as it did in Chapter 1.

**Congrats! You just completed Chapter 2! You may want to replay this chapter using a variety of Protector and Family Legends to better understand their Unique Powers. Once you feel comfortable with all of the gameplay elements introduced so far, continue on to Chapter 3, which introduces the final elements you need to know to play the full game of Harrow County with the Family and Protectors.**



## CHAPTER 3

Chapter 3 builds on the foundations you've learned in Chapters 1 and 2, but there are a few things that are different, especially during setup. Follow the setup directions below (items highlighted in yellow are concepts introduced in this chapter), then read the rest of the Chapter 3 rules to learn more about the new gameplay elements.

### CHAPTER 3 COMPONENTS



x9 Bonus Tiles



+1 Townsfolk



+1 Building

The struggle between the Protectors and the Family is dangerous, and it will take a keen mind and wrought iron nerves to survive. As the battle intensifies, the land itself bends to the will of the forces of good and evil. Quick decision-making and guile are rewarded. The destruction of Haints, though, becomes more difficult and less rewarding as time wears on.

### SETUP

- A** For Chapter 3, choose any Legend from the Family or the Protectors.
- Protectors can choose Emmy, Malachi, Bernice, Priscilla or Skinless Boy.
  - Note:** Bernice, Malachi and Priscilla come with additional components, Bernice's 2 Iron Nail Tokens, Malachi's Attack Fury Token, and Priscilla's 2 Goad Tokens.
  - The Family can choose Levi, Corbin, Odessa, Kaine, Willa, or Mildred.
- B Set up the Map**
- 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.
  - 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 (terrain hexes are the 4 colored hexes, not the mountains or the Brambles) except the Home Hexes and hexes adjacent to the Home Hexes.
- C Faction Board and Cards:** Play with the side of the Family and Protector Faction Boards that have 3 card icons under the Faction name.
- The Protectors start with Tactics Cards, and the Family starts with Upgrade Cards. Each Player shuffles their deck and draws 3 cards to start the game (as indicated now at the bottom of each Player's **Faction Board**). Place the rest of the deck facedown in your Possessions.
- D** Place your Legend Token on the Home Hex on your side of the map.
- E** Place 3 **Haints** of your color on the Home Hex with your Legend Token. All 4 pieces should be sharing the same hex.
- F** Place the **Scoreboard** off to one side and set each Player's score to 0.
- G Equip your Legends**
- Place your Faction's **Legend Ability Track** below your **Character Board** choosing either side to be face up.
  - Protectors:** If using the Legend Ability Track with Path Tokens then take the 3 Path Tokens and place 1 on each of the 3 right-most spaces on the Legend Ability Track. The 4th Path Token is placed beside your Faction Board in your **Possessions** (the area next to your Faction Board). It is **available to use from the start of the game**.
  - The Family:** 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.

- H** Take 1 Wild Token into your Possessions. The rest can be placed near the middle of the table, accessible to both Players.
- I** The Player playing as the Family should also:
  - 7** Grab the Family's **Bag**, place 4 Move, 2 SPAWN, and 2 STRENGTHEN Tokens into the bag, and shake it up.
  - 8** The Family starts with 9 **Upgrade Tokens** that are placed in their Possessions.
- J** Place all remaining Haints of your color into your Possessions. You will be able to add them to the map throughout the game.
- K** **Set up the Mason Jars**
  - 9** 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, attack, legend and wild) on your side of the Scoreboard.

**L** **Set up the Tree and Battleground**

- 10** The Tree is how you'll resolve combat in this game. Arrange the Tree 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.
- 11** 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.
- 12** Place the remaining cubes for each Player next to the Battleground on their side.

**M** **Determine First Player**

- Shuffle the new 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 (Lantern 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 lantern 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 Lantern 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.

**N** **Haint Dial**

You will now use the spoons on the Haint Dial. Ensure spoons are pointing at the 1 Haint icon. See Haint Dial section on page 22.

**O** **Townfolk and Buildings do not all start on the board!**

Place a Townfolk onto each of the different terrain spaces on the Protectors Player's side of the Scoreboard, and place a Building onto each of the different terrain spaces on the Family Player's side of the Scoreboard. Before the game starts, each of you will move one of your opponent's Townfolk/Buildings from the scoreboard onto a matching terrain hex on the map. The Player with the First Player Token will place first, followed by the second Player. Once there is 1 Townfolk and 1 Building on the map, this part of setup is complete.

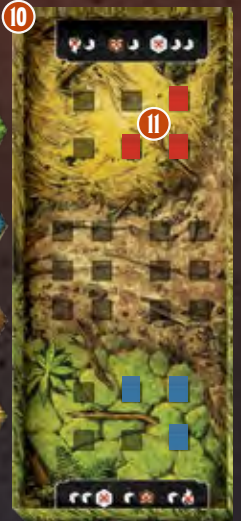
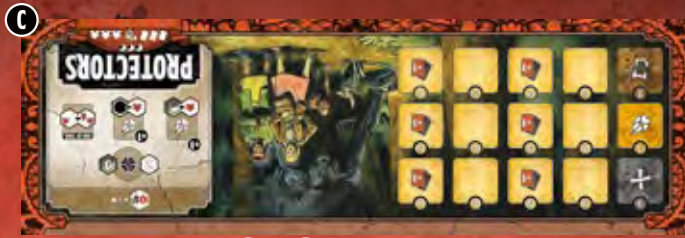
- The Family must place 1 Townfolk onto any terrain hex on the board (Yellow Plains, Brown Bog, Teal Wetlands, or Green Forest). Whichever terrain hex you want to place the Townfolk on must match the terrain on the Scoreboard where the Townfolk was removed. For example, if you want to place your opponent's Townfolk on a Green Forest, then you must remove the Townfolk from the Scoreboard that is on the Green Forest. **It cannot be placed on hexes with your Units, Buildings, or other Townfolk.**
- The Protectors must place 1 Building onto any terrain hex on the board. Whichever terrain hex you want to place the Building on must match the terrain on the Scoreboard where the Building was removed. If you want to place your opponent's Building on a Brown Bog, then you must remove the Building from the Scoreboard that is on the Brown Bog. **It cannot be placed on hexes with your Units, Townfolk, or other Buildings.**



**At the start of subsequent rounds**, you will each place one of your opponent's Townfolk/Buildings on the map. These pieces must be placed following the same rules:

- Must be placed on a terrain matching the terrain on the Scoreboard where the Townfolk or Building was removed.
- Cannot be placed on hexes with your Units or Townfolk/Buildings
- If it is impossible to place a Townfolk or Building because all legal hexes are blocked, then it will not be placed this round.

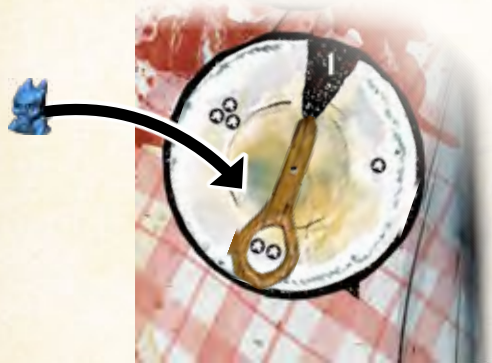
If there are no more Townfolk or Buildings left to place, then skip this phase completely.



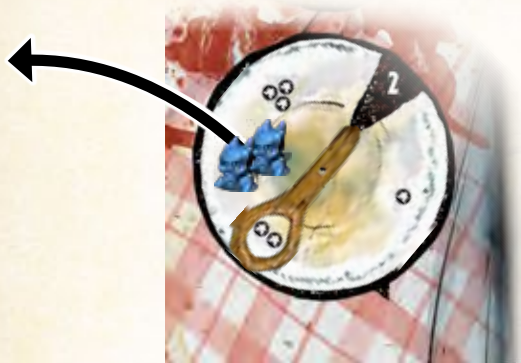
## HAINT DIAL

Killing Haints is now going to get a bit harder! At the start of the game, point the Haint Dial to the image of 1 Haint. The first Haint you kill will still give you 1 point, but you then must rotate the Haint Dial clockwise so that it points to 2 Haints. Now you need to kill 2 Haints to get 1 more point! Then when you have killed 2 more Haints, rotate the Haint Dial to point to 3 Haints. From now on, you need to kill 3 Haints to get 1 point!

Whenever you kill a Haint that doesn't give you a point, place it ONTO the Haint Dial. Collect Haints here until you reach the threshold required to score. When you kill enough Haints to give you a point, remove all Haints from the Haint Dial and return them to your opponent's Possessions.



*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.*

## 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.

### POSSIBLE BONUS TILES:



**FIRST PLAYER TOKEN:** Gain or retain control of the lantern:

- If you are the starting Player and already have the lantern, 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 lantern 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 Phase 1 overview on Page 6

**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 (add 1 cube to the Battleground). 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 just your Legend to any legal adjacent hex.



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

## END OF ROUND

At the end of the round, you still pass the First Player Token to the other Player, even if you took the First Player Token from them during this round.

After both Players have activated 3 Mason Jars, 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.

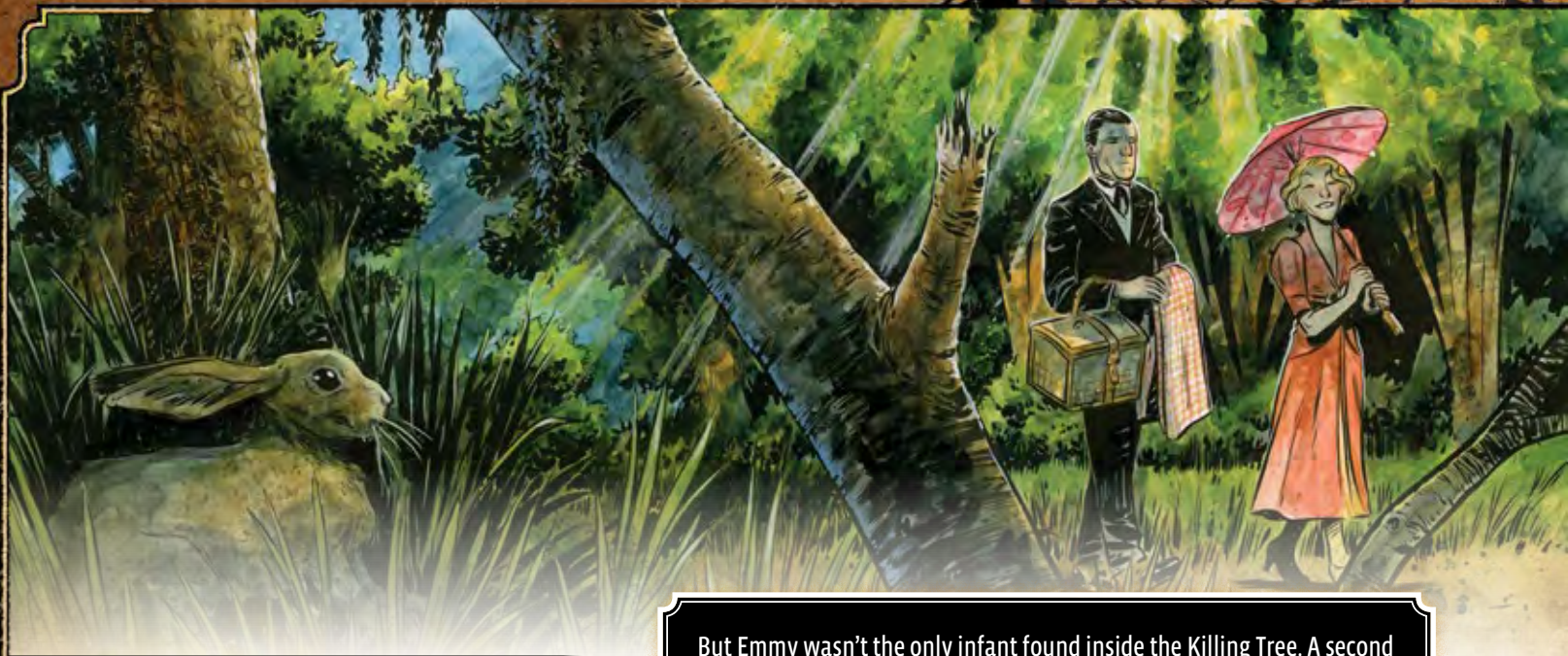
Things to consider in Chapter 3:

- Remember to place Townsfolk and Buildings! Keep the Bonus Tiles near the side of the Scoreboard with the Townsfolk and Buildings to remind you both to place these at the start of every round.
- With killing Units giving you fewer points, it might make the Brambles and the Townsfolk/Buildings more of a focus. How offensive vs. how defensive do you want to be?

All game end triggers and win conditions are the same as in Chapter 1.

**Congrats! You just finished Chapter 3. Play a few more times, experimenting with how to place Townsfolk and Buildings to disrupt your opponent's plans, when to activate certain Bonus Tiles, and how the new Haint Dial affects the pace of scoring. When you are ready, move on to Chapter 4.**





## CHAPTER 4

### KAMMI

In Chapter 4, one Player will play as Kammi, and the other will play as any one of the available Family or Protector Legends. Family and Protector Legends have access to all of the cards, Tokens, abilities, etc. that have been introduced in previous chapters.

But Emmy wasn't the only infant found inside the Killing Tree. A second child was discovered that night. While Emmy was taken in and raised by a kind family, her twin sister Kammi was spirited away to the big city. There, she was raised to be devious and cruel. Now, she has returned to Harrow County, hoping to steal Emmy's power for herself and claim her rightful position of power. In an effort to thwart her bid for dominance, the Protectors have banished Kammi's life essence into an old rag Doll. Kammi searches high and low across Harrow for the Doll. She owes no allegiance to the Protectors nor the Family, and she will gladly destroy both groups in order to achieve her goals.

## CHAPTER 4 COMPONENTS



Character Boards for Kammi:  
Brute x1, Trickster x1, Backbiter x1



### Doll Tokens

Unique Legend Ability Token x1

x2

x1



Legend Track for Kammi x1

### Legends



Kammi x1

Goblins x3

### Haints



x15

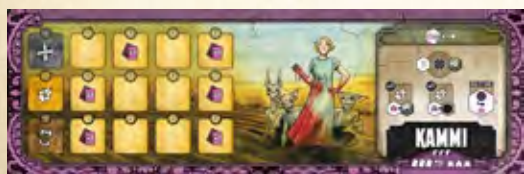


Kammi Ability Mason Jar x1

Kammi Attack Mason Jar x1

Kammi Wild Mason Jar x1

Kammi Legend Mason Jar x1



Faction Board for Kammi x1



Goblin Cards x12



Kammi Action Grid x1



Purple cubes x15



Plastic standee x1




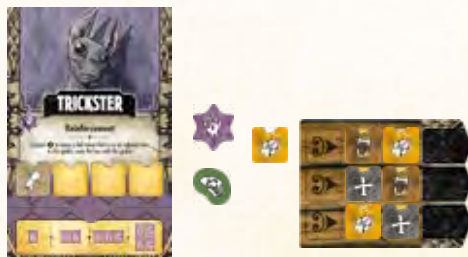
## SETUP

Follow the Chapter 3 setup directions for the Protectors or the Family and add in these steps for Kammi:

- A** Place the Kammi Faction Board and her **Action Grid** in front of you.
- B** Shuffle the deck of 12 Goblin Cards and take 3 into your hand. Place the rest in a facedown deck in your Possessions.
- C** 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.
- D** Take 1 ADVANCE Ability Token from the box and place it **to the left of** the Action Grid.



- E** Choose 1 Goblin Character Board and the matching Goblin Token. The other Goblin Legend Tokens can be discarded from the game. You get to play with the Kammi Legend Token in addition to the Goblin Legend Token matching the Goblin you chose, so you will have 2 Legend Tokens in play!
  - I** **Ensure you keep it secret from your opponents which Token is the Goblin and which is Kammi! When placing and moving your 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.**
- F** Take 1 Unique Legend Ability Token  and place it near your Goblin Character Board.
- G** Place Kammi's Legend Ability Track below the Goblin Character Board with either side faceup.

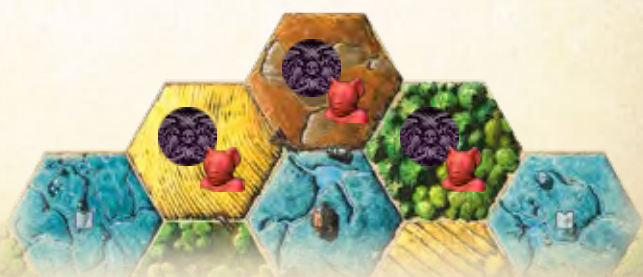


- H** Place your Goblin Token on one of the empty hexes behind your Home Hex, then place the Kammi Token on a different empty hex behind your Home Hex.

- I** Kammi's 3 Haints can be distributed in any way between the following hexes:
  - 2** Your Home Hex
  - 3** The hex occupied by Kammi
  - 4** The hex occupied by your Goblin
 In other words, you have 3 total Haints to place, and they can be placed on any of those hexes.

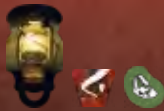


- J** Your opponent must take the 3 **Doll Tokens** and secretly place one facedown on each of the hexes behind their Home Hex. One Doll Token is the REAL Doll Token, and the other 2 (the ones with the skull) are decoys.
  - 5** **Note:** Your opponent can always look at any of the Doll Tokens whenever they want. It is only a secret to you which Doll Token is the real one that contains your essence.
- K** Similar to the way you are able to distribute your Haints, your opponent also places their 3 starting Haints and their Legend on any combination of:
  - 6** their Home Hex
  - 7** the hexes containing a Doll Token
- L** Use Kammi's purple Mason Jars on the Scoreboard.
- M** Place the purple STRENGTHEN cubes in your Possessions. Place 3 on your side of the Battleground.
- N** The rest of setup occurs following Chapter 3 directions (see page 19), using all of the components you've learned about so far. During setup and play, make sure you keep the following things in mind:
  - 8** The function of the spoons on the Haint Dials
  - 9** Family: Placement of Buildings, Upgrade Tokens, Storms
  - 10** Protectors: Placement of Townsfolk, Path Tokens
  - 11** Using the Bonus Tiles (to determine First Player and throughout the game)
  - 12** Setting up the map with Ability Tokens





**M**



**SKINLESS BOY**



**L**

**M**



**TRICKSTER**

Reinforcement



**D** **C**

**A**



**B**

# GAME PLAY

## BASIC ABILITIES RULES FOR KAMMI

- All Units—whether they belong to Kammi or her opponent—can pick up or drop the Doll Tokens when they are on the same hex as a Doll Token.

**Important:** There can never be more than 1 Doll Token on a hex.

- If a Unit is on the same hex as a Doll Token and it is moved by an opponent, it's up to the Unit's owner if they want to bring the Doll Token with them or drop it in the hex they are being moved from.
- SPAWN: Kammi can SPAWN on either of her Legends or onto her Home Hex

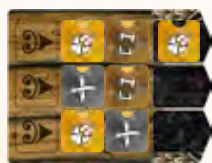
## KAMMI'S ABILITIES MASON JAR .....



- 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.



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 2 and STRENGTHEN 2 this turn.



## KAMMI'S LEGEND MASON JAR .....



### KAMMI'S LEGEND ABILITY



**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 Legend 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.

As you get more Legend Ability Tokens (scrolls), you can pull a doll Token (along with a Unit if the Unit's owner wants) 1 hex closer to Kammi, draw 1 card, and finally you can swap the location of Kammi and her Goblin.

## UNIQUE GOBLIN POWERS

The Goblins each have a unique power that can only be used once per game. Once they are used, discard that Token from play. When you take the Legend Mason jar action, you do NOT have to activate the Unique Goblin Power – it's your choice.



**Trickster:** Discard to pull just a doll Token that is on an adjacent hex from this goblin, onto the hex with this goblin.



**Brute:** Discard to move every Legend (yours and your opponent's) up to 2 hexes. They cannot carry any other Haints with them. If a enemy Unit has a Doll Token, they can choose to carry that with them as well.



**Backbiter:** Discard to detonate, killing itself and 1 enemy Haint on each adjacent hex. Remove your Goblin Token from the game.

## PLAYING GOBLIN CARDS

Kammi starts the game with 3 Goblin Cards and can get more whenever she covers up a card icon on the Faction Board with an Ability Token.

- Kammi can play 1 Goblin Card per turn.
- 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.

## GETTING ATTACKED

If one of your Legends is successfully attacked, you must reveal which Legend it is. If it was a Goblin, you must discard all Goblin Cards that were played on the Goblin. That Legend remains revealed (lay it faceup). If it was Kammi that was successfully attacked, your opponent gets to switch the positions of all the Doll Tokens that aren't currently sharing hexes with your Units, but are still on the map. Doll Tokens that are with no other units on their hex or on hexes with 1 or more of your enemy's Units can swap locations. 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 they are all redistributed.

When Kammi first came to Harrow County, she tried to befriend Emmy. Her friendship, though, was tainted, and her sisterly love soon turned to jealousy and rage. She tried to kill Emmy and take her place. In the end, though, Kammi was defeated and banished deep into the bowels of the earth. It's difficult, though, to keep a bad witch down. Kammi secreted her own life essence into an old rag doll. Through this doll, she maintained a finger hold on life so that she might return more powerful than ever.

## CLEAN UP

Just like the Protectors and Family, if you collect a Legend Ability Token (paper scroll), place it on the leftmost empty space on your Legend Ability Track.

For all other Ability Tokens claimed (ADVANCE, SPAWN, STRENGTHEN), place them on the leftmost empty spaces in the corresponding row on your Faction Board.

**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), during Clean up, 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. Legends or Haints can carry this Doll Token around with them on future turns.

If Kammi is on the same hex as the Doll Token that contains her essence during clean up, she collects that Doll Token and gains 4 points.

## GAME END

The game ends the same way as it did in the previous chapters: the first Player to reach 7 points triggers the end of the game. Finish the round. The Player with the most points wins, with ties going to the Player with the First Player Token.

### Things to keep in mind:

If you're playing as the Protectors or the Family, you still have the same win conditions, but now you have to try to prevent Kammi from getting her win conditions by protecting the Doll!

**Congratulations! You've completed Chapter 4 and you can now play two Players with any of the three Factions. You can also move onto Chapter 5 if you have a third Player who has travelled Harrow County before.**





## CHAPTER 5

### 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!

It's important that all Players have previously played a 2 Player version of the game before jumping into 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.

Fearful 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.

### CHAPTER 5 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 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 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.

## TURN DETAILS

On her 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.

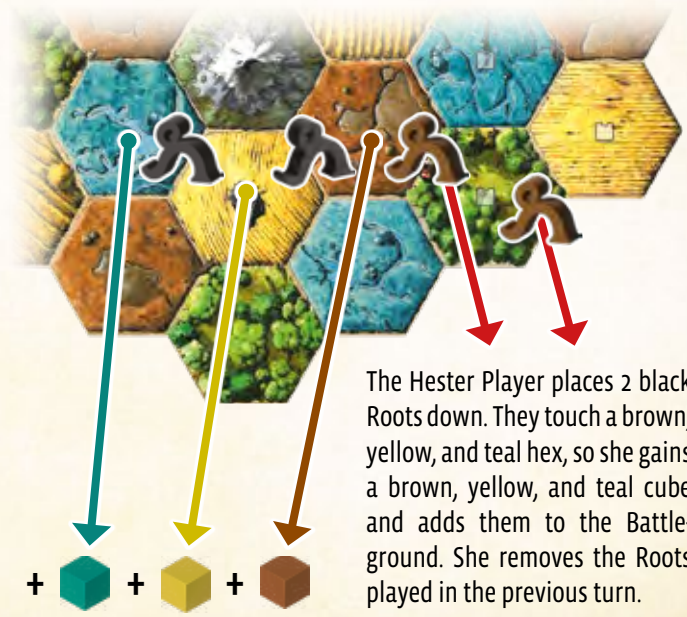
**C Remove previous Roots:** Once 2 Roots have been placed, remove the other Roots from the board that were played in the previous turn.

**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 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.

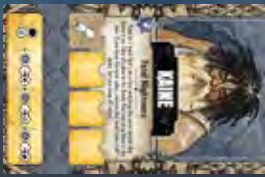
- 1** If you place a Root Token on a
  - I. Bog - gain a brown Terrain Cube
  - II. Forest - gain a green Terrain Cube
  - III. Plains - gain a yellow Terrain Cube
  - IV. Wetlands - gain a teal Terrain Cube
  - V. Mountain - gain nothing
  - VI. Brambles - gain nothing

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 the box to this hex (see page 33 for more details, but 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.



3

B

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2

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## ACTIONS

The number of actions you get 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 you want to activate.

### 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)
- Activate the Tree to do either or both of these actions (these 2 actions are always last in a turn):
  - Infect Haints (can do as much as you can afford).
  - Summon Hester.

### FREE ACTION:

Cards can be activated before or after activating the Tree. Activate any card or cards that you have faceup in front of you.

### ACTION DETAILS:

- **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. You can now activate that card if you wish, or activate later in this 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.

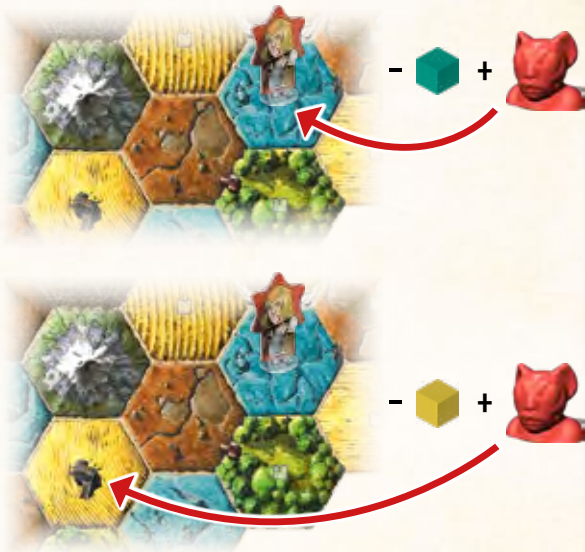


Hester adds 1 more Root and gains 1 more yellow cube.

### • SPAWN Haint (can only do once per turn):



Hester can discard a Terrain Cube matching the terrain color of a Player's Home Hex or the hex where their Legend is located to SPAWN one of that Player's Haints on that hex. While this might seem an unwise thing to do, sometimes you run out of Haints to infect - so you have to SPAWN your own! This Haint comes out Uninfected and Hester cannot control it until it is Infected. If the Legend is on the Brambles or on a mountain, then you cannot SPAWN onto that hex.



The Hester Player can spend a teal Terrain Cube to SPAWN on the same hex as Emmy, or spend a yellow Terrain Cube to 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).



*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.*

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.

### Make Bonfires (not an action, just a result of moving Infected Haints):

If you can move an Infected Haint from one enemy onto the same hex as an Infected Haint from the other enemy (normally it's not allowed to have Units from different Players on the same hex, but Hester can make this happen when they are Infected!), then you make a Bonfire! To clarify, you cannot move an Infected Haint onto a hex with any number of Uninfected Haints from the other enemy. You can only move an Infected Haint onto an adjacent hex with enemy Units if they are all Infected.

- 1 When you make a Bonfire, take the pair of rightmost Bonfire Tokens off your Faction Board and place them both on the hex with the 2 Infected Haints. If you have no Bonfires Tokens on your Faction Board, you cannot make any more Bonfires.

- 2 Remove both Infected Haints and place both of them together in any of the empty spaces on your Faction Board where you normally would place Tokens you've eaten from your opponents (more on page 35). Making Bonfires will help you get 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.
- 4 You immediately gain 1 more action this turn, and every subsequent turn! Gain 1 more Bonfire Token and add it to the left of your Faction Board. You will never decrease how many actions you have, but you can increase it by making more Bonfires!



*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 Player board) are placed on that hex. The Ability Token is pushed to an adjacent hex by the Hester Player.*



The 2 Infected Haints are placed together on one side of Hester's board (your choice) and helps her progress to her victory condition. She also gains 1 more Bonfire Token which represents an action, and she can activate it immediately.

### Bonfire effect

No Units can be placed or moved onto a hex with a Bonfire with the exception of Hester herself.

As a reminder, 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 that 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.



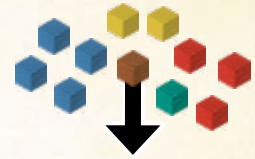
There are 2 more possible actions you can do as Hester, but the last 2 actions below must be the last actions you do in a turn. So ensure you've done any action above before moving onto these final 2 actions. You may only infect Haints or summon Hester after you have Activated the Tree, unless you activate a card that says otherwise.

### • Activate the Tree

Take all cubes (the other Player's STRENGTHEN cubes and your Terrain Cubes) and drop them into the Cube Tree. Any Terrain Cubes that come out are able to be used this turn by Hester.

### Infect Haints

- To take this action, place a Bonfire Token on the infect Haint space. You can only take this action once per turn, but you can infect multiple Haints each time you take this action. To infect a Haint, discard 1 Terrain Cube matching the color of terrain that has a Root Token AND an Uninfected Haint. You could also discard ANY 3 Terrain Cubes to infect any Uninfected Haint on a hex with a Root Token on it. Take a snake from your Possessions and place it into the ear of the Haint. It is now an Infected Haint!
- You can only infect one Haint per hex with a Root Token. All Haints on a hex would need to be Infected before a Legend could be Infected.
- If a Legend is Infected, Hester can instead infect ANY of that Player's Haints on the map.



### What can other Players do with Infected Haints?

On a turn for a Player who's playing against Hester, they can move their Infected Haints around as if they were normal Haints. They can attack with their own Infected Haints as well. They can even pick up Ability Tokens on the map. Effectively they are exactly like their normal Haints, on their turn. But when it's Hester's turn, Hester can also move them around, as described above on page 32.

### Attacking Infected Haints

It's possible to attack Infected Haints. If they are alone in their hex, then the attack happens as described in the attack section (see page 9). If an Infected Haint is on a hex with any other Unit, the Infected Haint(s) will always be the last Haint attacked. If a Legend is attacked, then, as usual, the attacking Player can kill any Haint on the map. However, if an Infected Haint is on the same hex as an Uninfected Haint, the Uninfected Haint must be killed first.

### • Summon Hester!

To take this action, place a Bonfire Token on the Summon Hester space. Hester needs a certain quantity of the same colored Terrain Cube to come out - that matches the color



of terrain where one of your Bonfires is located. If you have no Bonfires out, then Hester cannot come back to life. Once your first Bonfire is out, the quantity of same colored Terrain Cubes needed starts at 3, but the cost decreases as you remove bonfires from your player board. To bring Hester out, discard that many Terrain Cubes matching the color of a hex that has one of your Bonfires. Place Hester on this same hex.



### 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.

#### • 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.

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.

#### Clean up:

Once you're done with all your actions follow these steps to clean up.

- Hester wants to eat Legends to gain their powers. If Hester is on the same hex as a Legend during Clean up, you can eat any Token from that Player. The Token must be an Ability Token (including Legend Ability Token) or Wild Token. Place this eaten Token in a square on the side of Hester's board that's closest to that Player. If there are no empty squares 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 take 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
- Take all your cubes in the Battleground and put 6 of your choice on the central spaces. Put the rest back in Hester's supply.
- 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.

#### 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.

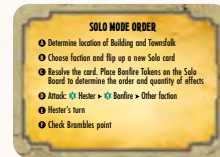
## GAME END

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. 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 MODE

In the solo game, you'll be playing as Hester, trying to come back to life with all her power. You'll be playing with the exact same rules that Hester has in the main game, so it's also a great way to train yourself on how to play as Hester for your 3 Player games. You need to understand how to play as Hester first, so read through Chapter 5 before proceeding.



Reference card x1

## SETUP

- 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.
- Family and Protector both start with 3 cubes in the Battleground, as per usual.
- 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.
- Flip the half of the scoreboard around so the solo mode (the side with the small map) is faceup.

## 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 be 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 next page. 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.

Red Tactics cards will indicate hexes around the edge of the map.

Purple Goblin cards and blue Upgrade cards will only indicate hexes according to the image below.



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

## 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 Flip up a new Solo card

1. You can choose which coloured card you want to flip. Each coloured 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 of the piles, then you must take a card from another pile.
2. Once per turn you can discard this card and draw a different one (from the same or different pile), but then you must resolve that second card.
3. Place the card on either side of the scoreboard: the blue side to activate the Family, and the red side to activate the Protectors. It's your choice every turn which side you want to activate.

#### 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.

## D Attack

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

### I. Check for Hester icon:



- 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.
- 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 like in Chapter 3 (see page 22)
- 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 Player board.

## E Hester's turn

Take the Bonfire Tokens from the icons on the Solo Board to use as your actions. You play out your turn as per normal Hester rules.

## F Check Brambles point

If after Hester's turn there are 1 or more Units on the Brambles, then that Faction gets 1 point.

## ENDGAME:

**WIN:** Same as in base game - you fill up all 6 spaces on your board by making Bonfires and eating Legends.

**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

### 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. 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 ove 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, pull all things in that hex 1 hex closer to your Legend. Point to a hex and EVERYTHING in that hex moves 1 hex closer to your Legend, with the only exception being you can't move a storm token or a townsfolk or building to the Brambles, and you can't move Units to a hex with their opponent's Units or objective (their townsfolk or buildings). If a Storm is pulled onto another hex with a Storm, it has no extra effect.

**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:** 2 SPAWN.

**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:** 2 ADVANCE.


**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:** 2 STRENGTHEN

## 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.

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