



EP  CH
THE AWAKENING

VISUAL GUIDE

The Awakening



You are wretched, but this place is a gift—a blank parchment awaiting fresh ink.

However, the true penance for your past transgressions is a future of uncertainty. Tossed overboard a merchant vessel, you escape drowning long enough to wash ashore an unfamiliar place. Overgrown and untamed, this place is distraught and unforgiving — there are no more treacherous places to find oneself in recorded history. An island, completely inescapable, and home to abominations and roaming horrors never imagined by the human mind.

This is where your new journey begins.

Indeed, this dark land is itself undead — living decay — its ruined towers crumbling and perishing—like the dim memory of the great souls who governed here eons ago. That magic is long dead — its light extinguished during the devastation.

Now savage and dreadful, this soil is tainted, like the fragmented few who have learned to survive here. Regardless of one's ideology or predispositions, alliances must be struck to ensure each new day, each new breath. Indeed, none survive here alone.

As of this moment, you and the island are one. Broken yet undaunted, you share the same spirit, and perhaps the same fate. It is an unending dance of despair and hope. Now that you are here, something inside you is starting to breathe again...coming to life moment by moment. It terrifies you, it rouses you.

You gather yourself with nothing except the pulsing heartbeat of the island, the breath in your lungs, and a tarnished past pleading to be rewritten.



In the Box

- 1 hexagonal game board
- 1 visual guide (this book)
- 6 mastery tiles
- 20 proficiency tiles
- 19 map location tiles
- 1 velvet/felt tile pouch
- 1 white attribute die (d6)
- 1 black counterattack die (d6)
- 10 speed/mount tiles
- 120 wooden blocks (24 each of 5 colors)
- 5 wooden scoring discs (1 each of 5 colors)
- 5 player dashboards (1 each of 5 colors)
- 5 player tokens (standees) (1 each of 5 colors)
- 12 brown journey cards
- 12 gray trigger cards
- 5 tan wretch cards
- 12 purple relic cards
- 12 green trait cards
- 12 orange monster cards
- 12 red companion cards
- 12 blue companion cards
- 12 yellow companion cards
- 4 trigger tokens



Game Setup

Initial Setup

Place the main game board in the center of the table. Sort all cards into stacks by color.

1 Player Dashboards & Colors

Each player chooses a color and takes the corresponding dashboard and colored components (except cards). There is no strategic difference between the colors.

2 Wretch Cards (light tan)

After each player has selected a wretch card and placed it next to their dashboard, put all remaining wretch cards back in the game box.

3 Journey Cards (brown)

Each player randomly selects a Journey card and follows the instructions on it:

4 → Place your player token on the designated map triangle.

5 → Place your wooden scoring disc on the scoring track at 10.

6 → On your dashboard, place 8 of your wooden blocks into your potential (far left), and 8 into your influence (middle), and 2 into conviction (right).

7 → Place 1 of your wooden blocks onto the main board in each of the attribute circles for inspiration (yellow), knowledge (blue), and strength (red). Note: None go into courage, vision, or wisdom.

8 → Randomly draw a companion card of the color shown on your Journey card and place it next to your dashboard. Important: do not include Treachery expansion cards in this initial grouping.

9 Companion Cards (red, yellow, blue), Relic Cards (purple), Trait Cards (green), Monster Cards (orange)

Shuffle and stack all remaining cards of each color face-down on the main board to the left of the attribute circle of the matching color. Then, flip the top cards face up to the right of each sphere, as shown. *Note: if you are playing with the Treachery expansion, be sure to shuffle those cards into the appropriate stacks in this step.*

10 Secret Quests

Each player randomly takes a Secret Quest card and keeps it face down. You may look at yours at any time.

11 Map Tiles & Pouch

Place all 19 map tiles into the pouch and set it beside the main board.

12 Mastery Tiles

Arrange the 6 large mastery tiles in a row near the edge of the main board.

13 Proficiency Tiles

Stack the small proficiency tiles by color on the main board, beneath the related attribute circle of the same color. In each game, there should be 1 less tile of each color than the number of players.

14 Trigger Tokens

Place 4 trigger tokens on the scoring track at the 20, 30, 40, and 50 locations.

15 Trigger Cards (grey)

Randomly flip 2 trigger cards face-up next to the game board, with the rest of the stack face-down next to it.

16 Base Speed Token

Each player takes a base speed token (speed 2) and places it near his/her dashboard.

17 Mount Upgrade Tokens

Place all of the mount upgrade tokens with speed 4 and 5 near the edge of the board.

18 Dice

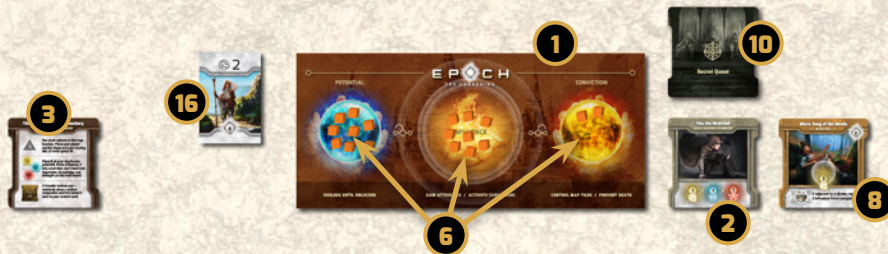
Place the white attribute die and the black monster counter-attack die next to each other.



Board Setup



Each Player's Setup



Game Objective

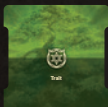
The Main Objective : Honor

Regaining honor is the *primary objective* of the game. Honor is like victory points—the player with the most honor at the end of the game wins...whenever that may occur.



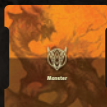
The 5 Primary Paths to Honor

There are many ways to gain incremental honor in the game, but there are 5 primary ways to gain significant honor boosts:



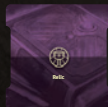
Attaining Traits (p.16)

- Attaining a trait will usually gain you a minimum of 4-6 honor
- Attaining traits will gain you passive or triggered abilities that boost your overall power and effectiveness



Defeating Monsters (p.18)

- Defeating a monster will usually gain you a minimum of 4-6 honor
- Every monster has a unique, end-game honor bonus gained if the criteria is met by then



Acquiring Relics (p.17)

- Acquiring a relic will usually gain you a minimum of 4-6 honor
- Limited-use relics use additional influence to use special powers



Controlling Map Locations (p.21)

- Taking control of a map location immediately earns you 2 honor
- Each time another player uses your location, you gain 2 honor



Attaining Mastery (p.19)

- At the end of the game, significant honor bonuses (5-7 honor each) will be awarded to players who demonstrate the greatest proficiency with each of 6 attributes

Player Dashboard



Potential

Potential is your capacity to increase your influence in the game. Until potential is unlocked, it's worthless.

- Use the Sacred Monastery to move blocks from Potential to Influence.

Influence

Influence is the primary resource in the game. Each player controls all influence (colored blocks) of one color. Blocks can be moved from your influence sphere...

- ...to the spheres on the board to track your attributes
- ...to the spheres on your companion cards to activate them
- ...to the spheres on relics to track the number of times they can be used

Conviction

Conviction is your ability to overcome difficult outcomes through willpower, confidence and resolve. It's used:

- To gain control of an open map location (1 conviction) or one controlled by another player (2 conviction)
- To prevent a companion from being killed by a monster

Upgrading Blocks

- Upgrading a block merely means moving it one level up, from potential to influence, or influence to conviction

Downgrading Blocks

- Downgrading a block merely means moving it one level down, from conviction back to influence, or influence back to potential

IMPORTANT

When using attributes or returning blocks to your dashboard, they always go into the influence sphere

A Player's Turn

3 Steps — Any Order

On your turn, you do 3 simple things, and you can do them in the order you feel is most advantageous to you.

1

Activate a Character

Activate yourself for free, or place 1 block from your influence sphere onto a companion's sphere.

Gain the attributes that you or that companion generates for your party.

Optional: use the companion's special ability during your current turn.



2

Travel

Move a number of spaces on the map up to your speed limit (you travel on the triangular spaces between the hexagonal map tiles).

Your speed limit is 2 until you've upgraded your mount at the command post.

Movement Rules

You may move *through* other players.

You may not stop on a space occupied by another player.

In the rare case you become trapped with opponents blocking all legal movements, you may add up to 2 to your movement to get free. This act of desperation causes you to downgrade 1 block.

3

Act on a Tile

Take 1 action offered by an adjacent map tile.



Or...Upgrade a Block

In lieu of a map action, you may upgrade 1 block from potential to influence, or from influence to conviction.

Area Control

The Main Benefit of Control

Controlling a tile works like this:

- You immediately gain 2 honor when taking control of a map tile, and gain 2 honor at the end of the game for each tile you control.
- As long as you control the tile, you gain 2 honor when another player uses that tile.
- If you use a tile controlled by another player, that player gains 2 honor.
- If you use a tile you control, you gain no honor — you cannot honor yourself.
- You may not gain control of one tile and use another tile's action on the same turn, unless otherwise specified by an effect or ability.

Gaining Control

To gain control of a tile:

- You must be adjacent to the tile.
- If the map tile is available, you may use 1 conviction and place it on the tile to denote your control.
- To gain control of a tile controlled by another player, you must consume 2 conviction — 1 to knock them out (return this to your influence) and the other to denote your control (place this on the map tile).
- Gaining control counts as a bonus tile action. You can control a tile, and then immediately use that tile's action, or vice versa.

Losing Control

If you lose control of a tile, nothing happens except returning your block back to your influence sphere.

Sample Takeover

- Orange uses 2 conviction to knock green out and take control.
- Green, dejected, relinquishes control, returning his block to his influence sphere.
- Orange gains 2 honor and places one of the conviction she spent onto the tile to denote control, returning the other to her influence pool.
- Orange may now also use the map action to study and gain 2 knowledge.



Attributes

Attributes — Specialized Influence

Attributes act as specialized influence in the game. Each of the attributes work like independent bank accounts...so to speak. For example: when you study, some of your influence temporarily converts to knowledge, where it stays until used. If you choose to use that knowledge to perform an action, those blocks return to your influence sphere to be exerted later as other attributes, or upgraded to conviction.

Common Attributes

Through training, studying, meditating, and activating the abilities of various companions, common attributes can be gained on most turns.



Inspiration

Inspiration is the measure of your imagination, creative impulse, ingenuity and leadership.



Knowledge

Knowledge is the measure of your intellectual capacity, cognitive ability, understanding, and expertise.



Strength

Strength is the measure of your power, toughness, intensity, resilience, and fortitude.

Heroic Attributes

The heroic attributes cannot be gained at map locations or with companions—they must be attained by converting 2 different common attributes based on the color wheel.



Courage

Courage is the measure of your valor, bravery, and stout-heartedness in the face of danger.



Vision

Vision is the measure of your perception, intuition, and the ability to predict future outcomes.



Wisdom

Wisdom is the measure of your discernment, ability to apply knowledge, and make sound decisions.

The Attribute Wheel



Heroic Attribute Conversion

IMPORTANT

Converting 2 common attributes into 1 heroic attribute is a free action and can be used any number of times on your turn.

- Each of the 2 colors must be present for the conversion to be successful.
- Heroic attributes never convert down to common attributes. (i.e. vision + wisdom do not create knowledge)
- Conversion cannot be reversed.

For example, yellow and red make orange. Therefore, 1 strength combined with 1 inspiration yields 1 courage, as shown:



In this conversion, 1 block goes from inspiration or strength circle into the courage circle and the other block returns to the influence sphere.

Map

Unique Map Locations

About Map Locations

During the course of the game, 19 tiles will be discovered on the map. Some tiles are unique (only 1).

You may act on 1 adjacent tile each turn, unless an ability allows you to act on more than 1.



Arcane Tower (1)

Unique.

Use 2 vision to acquire either the face-up relic or draw blind from the stack.



The Gaping Maw (1)

Unique.

Use 2 courage to confront either the face-up monster or draw blind from the stack.



Tomb of the Ancients (1)

Unique.

Use 2 wisdom to attain either the face-up trait or draw blind from the stack.

Common Map Locations (2 tiles each)



Spire (2)

Meditate to gain +2 inspiration.



Library (2)

Study to gain +2 knowledge.



Fort (2)

Train to gain +2 strength.



Command Post (2)

Use 3 strength to upgrade your mount and increase your speed. You may only upgrade your mount once per turn.



Abandoned Shrine (2)

Use 1 inspiration to remove 2 influence from a companion you control. You may repeat this process as many times as you can afford it.



Sacred Monastery (2)

Use 1 knowledge, then upgrade 1 block. You may repeat this process as many times as you can afford it.

You may upgrade the blocks used to pay for the effect.



Academy (1)

Roll the attribute die and gain that attribute.

If you did not already have that attribute, you may roll the die once more and gain an additional attribute.



Inn (3)

Use 2 inspiration, knowledge, or strength to add a companion of that color to your party.

(i.e. add a red companion with strength).



Companions

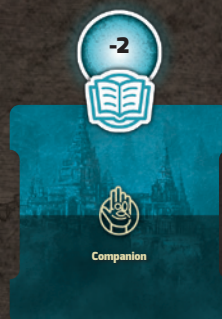


Party Time

Companions boost the honor, attributes, and abilities you get to use in the game. They're good—add them to your party.

Companions can only be found at the Inns. Clever folks like you will consider diversifying their companion colors and creating combos with the various companion abilities.

- When visiting an Inn, players may choose to add companions of any color
- When adding a companion, players can either choose the face-up companion, or draw the face-down companion (blind) and add him/her to their party. The cost is the same in either case.



Inn

Yellow companions

You may use 2 inspiration to add a yellow companion to your party. You must be adjacent to an inn.

Blue companions

You may use 2 knowledge to add a blue companion to your party. You must be adjacent to an inn.

Red companions

You may use 2 strength to add a red companion to your party. You must be adjacent to an inn.

Card Anatomy



Using Companions

Once per turn, you may activate either yourself or a companion in your party. Here's how it works:

- Place a block from the influence sphere on the dashboard to the sphere on the companion card.
- Gain the common attributes shown in the sphere.
- Optional: use the special ability at the bottom of the card during that turn only.
- Only the cards in the stacks are the limit to the number of companions you can have in your party.
- Companions count towards mastery of their attribute at the end of the game. (i.e. yellow companions count towards inspiration mastery, etc).

IMPORTANT:

Companion Loyalty

Over time, companions who are activated repeatedly will get irritable and grumpy — requiring more and more of your influence to keep them loyal. This can be remedied.

You can visit the abandoned shrine to rest, inspire, and motivate them, reducing the amount of your influence required to keep them loyal (see Shrine on page 13).



Traits



Tomb of the
Ancients

Trait name



Honor gained
immediately
when this trait
is attained

Unique trait ability
usable passively
or when triggered,
depending on the trait



About Traits

Using wisdom along with certain actions has the potential to gain you character traits which have passive or triggered abilities that make everything you do much more rewarding.

Attaining a Trait

There is only 1 unique map location in the game where traits can be attained: the Tomb of the Ancients. Learn from the exalted ones who came before you in this hallowed place to evolve your in-game powers.

- You must be adjacent to the Tomb of the Ancients and use 2 wisdom to attain a trait.
- When attaining a trait, you can either choose the face-up trait, or draw the face-down trait (blind). The cost is the same in either case.
- Honor is gained immediately when a trait is attained — it is not gained each time the trait is used. The honor values of some traits are different.
- Trait abilities can be used immediately.
- Only the cards in the stack are the limit to the number of traits a player can attain.
- Traits count toward wisdom mastery at the end of the game (green).



Relics



Arcane Tower

Relic name



Honor gained immediately when this relic is acquired

Power sphere where influence is placed to empower this relic

Limited-use power (once consumed you must return to the tower to recharge a relic)



Relic

Fancy, Shiny Trinkets

Magical things are fun, are they not? If you choose to put your heroic vision to good use, you may have the opportunity to get your mitts on a few of these powerful trinkets which will help you on your quest to erase your wretchedness and regain some semblance of honor.

Acquiring a Relic

There is only 1 unique map location in the game where relics can be acquired: the Arcane Tower.

- You must be adjacent to the Arcane Tower and use 2 vision to acquire a relic.
- When acquiring a relic, you can either choose the face-up relic, or draw the face-down relic (blind). The cost is the same in either case.
- Relics require influence in order to use them. When acquiring these relics, that influence must immediately be placed on the relic from the influence sphere.
- Honor is gained immediately when a relic is acquired — it is not gained each time the relic is used. The honor values of some relics are different.
- Relic abilities can be used immediately.
- Only the cards in the stack are the limit to the number of relics you can acquire.
- Relics count toward vision mastery at the end of the game (purple).

Limited-Use / Recharging

Relics come with a finite number of influence counters. They can be activated once per turn by consuming that influence and then standing back to behold the glorious effect!

Once depleted, the relic doesn't work. Frowny face. However, it can be recharged by visiting the Arcane Tower and using an action. Smiley face.

You may acquire a relic and recharge any number of relics number of relics at once, using a single map action.

Monsters

Roll the monster's black counter-attack die upon defeating this monster to determine what bad things happen to you

Monster name

Honor gained immediately when this monster has been thoroughly trounced

Roll the white attribute die upon defeating this monster to gain a new attribute

Roll both dice. At game end, gain +1 honor for each map location you control.

Unique, conditional bonus gained at the end of the game



The Gaping Maw



Thrashing Brutes

If you fancy yourself the courageous one willing to tip-toe into The Gaping Maw, let's hope you can at least keep your wits about you.

Trouncing the evil there and sending it shrieking back into the darkness will net you a hulking load of honor and additional attributes to boot.

Approaching Monsters

There is only 1 unique map location in the game where monsters can be defeated: the Gaping Maw.



- You must declare 1 companion as your champion to attack a monster.
- You must be adjacent to the Gaping Maw and use 2 courage to defeat a monster.
- When defeating a monster, you can either choose the face-up monster, or delve deeper into the cave and confront the face-down monster (blind). The cost is the same in either case.
- Honor is gained immediately.
- Only the cards in the stack are the limit to the number of monsters a player can defeat.
- Defeated monsters count toward courage mastery at the end of the game (orange).

Heroism

For Glory! No, not for glory — for attributes which help you win the game. The moment the creature is gone, roll the white attribute die and gain that attribute immediately. Swagger.

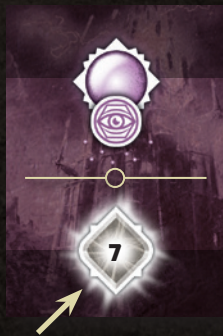
Counter-attacks

Creatures attack back. Yeah—there's that. Roll the black counter-attack die to determine your losses:

-  A long, grueling fight causes fatigue. Add 2 influence to your champion companion.
-  Eternal rest. Death. Or however you want to say it. Your champion companion is removed from the game, those blocks are returned to your influence sphere, and you lose the honor on the card. **Note: You may spend 1 conviction to prevent this.**

→ (nothing) The ham-fisted oaf missed you!

Proficiency & Mastery



If you've been the most visionary player, you'll get 7 honor at the end of the game.

Mastery Honor Tiles

At the end of the game, mastery tiles will be awarded for each of the 6 attributes.

The single player who has accumulated the most cards associated with a particular attribute will win the mastery tile. In a tie, nobody gets it. Life is hard. Work harder.

Mastery tiles are awarded to the player who has the combined highest total of:

- Cards of that color
- Proficiency tile values of that color

Calculating Mastery Totals

Simply count the number of cards you control of that color, plus proficiency tiles of that attribute.

This vision mastery total is 4:



1 Proficiency Tile (2)



Relics (2)

Proficiency Tiles

Once per turn (and only on your turn) you may choose to exploit your attributes to gain (1) proficiency tile instead of cards. Simply turn in 3 of any attribute to acquire it's associated proficiency tile, if one is available.

A proficiency tile counts as 2 cards of its corresponding color, increasing your end game mastery total for that attribute by 2.

- You can acquire a proficiency tile at any time on your turn if you have the requisite number of attributes
- As long as tiles are available, you can accumulate as many as possible without limitation
- You may discard a proficiency tile at any time to gain 2 of that attribute. If you discard a proficiency tile, it is removed from the game.

Example

At any time on your turn, you may return 3 wisdom from the green sphere on the main board to your influence sphere and acquire a wisdom proficiency tile. This will increase your wisdom mastery at the end of the game by 2.

You may at any time choose to discard it and immediately gain 2 wisdom (sacrificing it's end-game mastery value).



IMPORTANT:

Gaining (1) proficiency tile is a free action usable only on your turn.

Speed Upgrades



Upgrading Your Speed

You may use 3 strength at the command post to tame a new mount and increase your speed.

Each time you upgrade, take the next highest tile and immediately gain the honor on the bottom of the tile.



Pedestrian

Not in a hurry? Not sure where you're going? Walking is for you.

By default, you walk everywhere you go, moving 2 spaces each turn with no honor.



Charger Mount

Four legs are faster than two, and it makes a difference.

Your horse upgrade allows you to move 3 spaces per turn and gets you 3 honor immediately.

IMPORTANT:

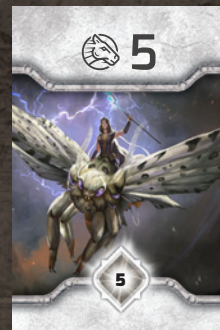
A single upgrade counts as a map action; therefore, you may only upgrade once per turn unless an ability allows otherwise



Beast Strider

Longer legs are faster than shorter legs, it would seem. Imagine that.

Your strider upgrade allows you to move 4 spaces per turn and hauls in 4 honor for you.



Giant Moth

Turns out, clumsy, flappy wings are faster than any number of legs. Who knew?

Your moth upgrade allows you to move 5 spaces per turn and rakes in 5 honor.

Treachery



Treacherous companions cause a 1-time loss of honor when they join your party



Some treachery cards require the loss of honor each time they are used

Treachery

Ahhh, the joys of making others miserable. The Treachery expansion allows you to disrupt others while often making more significant personal gains... at the expense of honor.

Distribution of Treachery Cards

Treachery cards are shuffled into the card stacks with matching backs. It's that simple. For example, treacherous traits have normal green trait backs, and are simply shuffled into the trait stack at the beginning of the game (*but after all players have completed the instructions on their journey cards*).

Messin' With Your Mojo

The primary benefit of treachery is the ability to affect other players directly. Doing so is of course dishonorable, so the loss of honor is part of the cost.

- *Acquiring a treachery card is no different than any other card in the game.*
- *Only the cards in the stack are the limit to the number of treachery cards you can acquire.*
- *Treachery cards DO NOT count toward mastery at the end of the game (any color).*
- *You DO NOT lose or gain honor when you lose a treacherous companion.*

Hot Tip:

Your companions who are treacherous primarily disrupt other players who are adjacent to them on the map, so getting close to other players is important.

Conversely, if other players are using treachery, it's best to steer clear and don't let them anywhere near you on the map.

Notes on Game Play

Starting the Game

After the game is set up, play begins with the player at the lowest starting location. Play continues clockwise (players, not tokens) until the end of the game is triggered.

Revealing the Map

Before the first turn, adjacent map tiles are revealed for all players, starting with the player on the lowest-numbered space.

When a player is adjacent to an open hex, that map tile must be revealed on that turn after movement is complete.

Movement must be completed before map tiles are revealed. So, if you move 2 spaces revealing 2 open hexes, you must complete your movement, then reveal the first tile you passed, and then the second.



End-Game Triggers

At the beginning of the game, 2 trigger cards are flipped face-up—they are considered active. When a player meets the requirements of one of them, the next round becomes the final round.

When a player advances to a trigger token on the scoring track (located on the 20, 30, 40, and 50 spots) a new trigger is added to the active triggers (mandatory). Then, the player who advanced to the trigger token may choose to lose 2 honor to remove one (1) of the active triggers from the game (optional).

Gaining & Losing Cards

When you acquire a card, you gain the honor immediately. If you lose or abandon a card, you immediately lose the honor on the card (does not apply to Treachery).

As the game progresses, keep all cards in front of you (including monsters).

Ending the Game

When the conditions on one or more of the active game end trigger cards are met, finish the current round, and then the **next** round becomes the final round. In this way, all players get an equal number of turns.

- Award honor for mastery titles (see page 19)
- Award honor for end-game bonuses (such as those on monsters)
- Award honor for secret quests (players can earn each of the honor bonuses on the secret quests)
- Award 2 honor for each map tile controlled.

The winner is the player with the most honor. There are no tiebreakers, wretch.

GLOSSARY

**This section will have a complete list of cards and tokens with clarity
so there's little room for misinterpretation.**

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