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SETUP

Assemble the board and the rotating board with the plastic spinner. For 3-4 players, use the side with the most kin spots. For 2 players, use the other side.

Assemble the 3 levels of the Palace, then secure the bottom piece on the rotating board and set aside the other 2 levels.

Divide the **moon shards** by color and place them near the board to form a supply. Moon shards are unlimited, so use a proxy if you run out.

The player who has most recently seen a phoenix, real or fictional, goes first and receives the first player token. The order of play follows clockwise.

Each player chooses a **clan** and places their starting set of kin in front of them, *unveiled* side (showing its name and ability) faceup. This is the player's hand of kin and always remains visible to all players.

2 players: Use a 6 kin set of 5 apprentices and 1 fighter.

3-4 players: Use a 5 kin set of 4 apprentices and 1 fighter. Return the unused apprentice to the box.

Take all the resources from the box, divide them by type and place them next to the board to form the general supply: **coins**, **scrolls**, and **lanterns**. Each player then takes **3 scrolls**, **2 lanterns**, and **4 coins**.

Resources are unlimited, so use a proxy if you run out.

Each player places their **favor token** on the 0 space of the favor track,

The first player places their **herald token** on the first slot (I) of the capital track, then the second player places their herald token on the second slot (II). In order of play, all the other players follow the same rule and place their herald token on the capital track.

Each player takes the remaining kin tiles of their clan, shuffles them facedown to form the clan pile, and places it next to the Clanhouse sector. In order of play, each player reveals the top kin of their clan's pile and places it in the first available slot of the Clanhouse, starting from the lower cost slot.

Take all the **village tiles**, look for the shrine tile and place it on the last site of the shrine sector. Shuffle the rest of the village tiles to form the village pile and place it next to the Rim sector, faceup.

Each player then places their **pioneer token** in the **starting village** area. The starting village will always be considered as an already-built village.

2 player game: Take the first tile of the village pile and place it onto the first empty site, next to the starting village.

Shuffle the **event cards** to form the event pile and place it facedown next to the Gates sector.

Shuffle the **revelation cards** to form the revelation pile and place it facedown on its slot in the Springs sector. Then reveal the top three cards of the revelation pile and place them faceup in their appropriate slots.

HOW TO PLAY

The game is played over **3 rounds**, each comprising **3 phases**:

1. DAYTIME PHASE

1. EVENTS SET UP

Reveal cards from the top of the event deck until you fill all the **foreseen events** slots. If the event deck is empty, shuffle the cards in the discard pile to form a new event deck.

2. PLAYER TURNS

Starting from the first player and proceeding clockwise, players take turns. At the beginning of your turn, you may resolve **one** of your 'at the beginning of your turn' revelation cards. Then proceed with these 2 actions:

1. KIN PLACEMENT

Place 1 of your kin from your hand into 1 available spot of a sector, or into the Phoenix Palace (on your matching colored spot on the rotating board). Each spot can host only 1 kin.

Some sector spots have a **resource icon** on them to indicate that they are paid spots. To place a kin in a paid spot, you must spend the indicated resource.

In the sector spots, kin can be placed **unveiled** or **cloaked**:

Unveiled: You may immediately perform the kin's ability. You are never obliged to perform unveiled kin abilities; you may place your unveiled kin on the chosen sector and ignore its ability.

Cloaked: Spend 1 coin to place the kin. A cloaked kin cannot perform any kin's ability.

If a **cloaked kin gets hit**, flip the tile to its unveiled side.

If an **unveiled kin gets hit**, move it to the Phoenix Palace: the kin needs to recover, but still provides its influence in the Nighttime phase.

In the **Phoenix Palace**, kin can only be placed **unveiled**, but they do not perform their placement abilities. There is no limit to the number of kin that can be placed in the Phoenix Palace.

Kin on the Phoenix Palace cannot be cloaked by any means, nor their ability can be activated.

2. DAYTIME EFFECT

Regardless of where you placed your kin, you can now perform the **daytime effect**.

The Phoenix Palace provides 2 different daytime effects that you may choose between:

- Gain 1 resource of any kind, then rotate the palace 1 sector clockwise, or
- Pay 1 lantern to perform the daytime effect of one of the highlighted sectors, then rotate the palace 1 sector clockwise.

If any effects take place at the same time, the player taking their turn decides in which order they are resolved. If an effect involves more than 1 player, each player resolves the effect according to turn order.

After resolving the daytime effect, the current player's turn is over and the player to their left begins their turn.

When the last player has placed their last kin and performed their last daytime effect, the Nighttime phase begins.

2. NIGHTTIME PHASE

1. EVENTS RESOLUTION

Resolve all the foreseen events left faceup in the Gates sector. Event cards affect all players, including those who haven't placed any kin in the Gates sector.

Starting from the first player and proceeding in clockwise order, each player resolves the effect of the left-most event card. Then discard that card. Players proceed in the same way to resolve all the other event cards left in the Gates, from left to right.

2. NIGHTTIME REWARDS SCORING

All players compare the **influence** they obtained during the day on every sector and on the Palace, seeking majorities.

Starting with the Gates and proceeding clockwise, players collect the **nighttime reward** of each sector, checking and comparing their influence 1 sector at a time.

A player is eligible for the nighttime reward of a sector if at least 1 of their kin is in that sector at the beginning of the Nighttime phase. **Each unveiled kin contributes 1 to the player's influence in a sector, and each cloaked kin contributes 2 influence.**

All players with at least 1 kin in a sector gain the **nighttime reward**, while the player with the most influence also gains the **majority bonus**.

Finally, players compare their influence in the Phoenix Palace, also competing for majority. All players with at least 1 kin in the palace scores the nighttime reward, while the player with the most influence also gains the majority bonus.

On a tie when comparing influences, regardless of which sector you are checking, refer to the Capital sector: the player with the higher rank on the capital track wins the tie.

1. DAWN PHASE

If you are playing the third round of the game, proceed directly to the **end of the game**.

Otherwise, all players take their kin from the board back to their play area, including the ones in the Phoenix Palace.

A new round then begins: add a new floor to the Phoenix Palace.

END OF THE GAME

Right after the third Nighttime phase, the game is over. Final scoring then takes place: players score additional **favor points (FPs)** as follows:

- For each set of 3 moon shards of the same color: 9 FPs.
- For each set of 3 moon shards of different color: 6 FPs.
- For each moon shard left unmatched, score 1 FP.
- The first player token is worth a moon shard of any 1 color.
- For each set of 3 resources (even of different kinds): 3 FPs.

Each moon shard can only be used in 1 set. You cannot use the same shard to score multiple sets.

The player with the most favor points wins the game. On a tie, refer to the Capital sector: the player with the higher rank on the capital track wins the game.

SECTORS AND PALACE

THE GATES

DAYTIME: Gain 1 lantern. You may discard 1 foreseen event card.

NIGHTTIME: All players with at least 1 influence in this sector gain 4 FPs. The player with the most influence also gains 1 coral moon shard.

THE CAPITAL

DAYTIME: Gain 2 scrolls. Move your herald token to the top of the capital track. All other herald tokens shift down.

NIGHTTIME: All players with at least 1 influence in this sector gain 2 FPs. The player with the most influence also gains 1 coral moon shard.

THE RIM

DAYTIME: You may either **explore** up to 2 villages *or* explore up to 1 village and then **build** a new one.

Explore: Advance your pioneer token onto the next built village. You cannot move onto an empty site.

Build: Your pioneer token must be on a village next to an empty site. Pay the amount of resources indicated on the village site and gain the corresponding FPs. Then place the top tile from the village pile on the empty site next to your pioneer. Finally, move your pioneer onto it.

If your pioneer is on the penultimate site of the shrine, you may still build: pay the amount of resources indicated on the shrine tile and gain the corresponding FPs. Then, flip the shrine tile and move your pioneer on it. Once the shrine has been built, it grants benefits as a normal built village does.

NIGHTTIME: All players with at least 1 influence here gain 1 scroll. The player with the most influence also gains 1 jade moon shard.

THE SHRINE

DAYTIME: You may **explore** 1 village *and* collect the benefits of one of your already explored villages.

Collect the benefits of a village: Choose any village from the starting village to the one where your pioneer is positioned and collect the benefits depicted on that village tile. You can always choose to collect the benefits of the starting village.

NIGHTTIME: All players with at least 1 influence here 1 resource of any kind. The player with the most influence also gains 1 jade moon shard.

THE SPRINGS

DAYTIME: You may acquire up to 2 revelation cards. Pay their cost in scrolls (a card with no scrolls is free).

Once acquired, either discard it to gain its FPs, or keep it faceup in front of you to benefit from its effects. Finally, reveal new cards from the revelation deck to refill the empty spaces.

NIGHTTIME: All players with at least 1 influence here gain 1 lantern. The player with the most influence also gains 1 agate moon shard.

THE CLANHOUSE

DAYTIME: You may **reveal** a kin in the clanhouse. Take 1 kin from your clan pile and place it faceup in the first available slot, from left to right. If there are none, discard the first (leftmost) kin in the row, slide all the others to the left and place your newly revealed kin in the last slot. The new kin is **ready**.

You may **acquire any 1 ready kin of your color** from the clanhouse: pay its cost in coins. The new kin must replace one of your own: either from your hand or one of your already placed kin. If you replace a kin on the board, the new kin must be placed the same way the previous one was (unveiled or cloaked) but do not perform any placement ability or pay any coin. Put the discarded kin back in the box. Then, gain the FPs shown under the slot you recruited the kin from.

Finally, on the clanhouse, slide all the kin to the left so the empty slot is always the rightmost.

NIGHTTIME: All players with at least 1 influence here gain 1 coin. The player with the most influence also gains 1 agate moon shard.

THE PHOENIX PALACE

DAYTIME: You may either gain 1 resource of any kind *or* pay 1 lantern to perform the daytime effect of one of the highlighted sectors. Then rotate the Phoenix Palace 1 sector clockwise.

NIGHTTIME: Each player gains 1 FP for each kin they have placed in the Palace and 1 moon shard of their choice. The player with the most influence also gets the 1st player token.

KIN ABILITIES

APPRENTICE: No abilities.

ARCHER: Hit 1 kin in the opposite sector.

BARD: Cloak 1 kin in an adjacent sector at no cost.

CLAIRVOYANT: You may either discard an event card, *or* return the top card of the events discard pile back into an empty foreseen slot.

COUNCILOR: If you are first in the capital track, gain 3 FPs. Otherwise, gain 2 scrolls.

DIPLOMAT: Move one of your kin from an adjacent sector to a free spot of this sector (at no cost).

FIGHTER: Hit 1 kin in the same sector of the fighter's.

GUARD: Pay 1 coin. Until your next turn, no kin can be placed in or moved to the guard's sector.

HERMIT: Perform the daytime effect of an adjacent sector instead of the one where this kin is placed.

MASTERMIND: Hit 1 kin in a sector where you have a cloaked kin.

MENTOR: Activate the clanhouse daytime effect.

MERCHANT: Gain 1 resource of any kind.

NOCTURNAL: Pay 1 resource of your choice to gain a moon shard of the type matching the nocturnal's sector.

PATHFINDER: You may either explore an already built village, *or* collect the benefits of the one your pioneer is currently on.

PHILOSOPHER: Acquire a revelation card, paying the scroll cost.

TRICKSTER: Perform the ability of one of your ready kin in the clanhouse, as if the trickster had that ability.

VILLAGE TILES

BANDIT'S LAIR: Return the top card of the events discard pile back into an empty foreseen slot to gain 3 FPs.

COVE OF THE OWL: Cloak one of your unveiled kin at no cost.

FEATHERGLOW: Gain 1 FP for each of your kin placed in highlighted sectors.

FORTUNE CITY: Gain 1 resource of each kind.

LANTERNQUILL: Gain 3 lanterns.

LOREVILLE: Gain 3 scrolls.

MOONFORGE: Move your pioneer back by 1 village and get 1 moon shard of your choice.

MOON HEAVEN: Activate the nighttime reward of a sector currently highlighted by the Palace. This applies to all players who have at least 1 kin placed in that sector.

NOMAD ENCAMPMENT: Move one of your unveiled kin from the current spot onto an empty spot of a different sector at no cost. Neither kin's abilities are performed nor daytime effects triggered.

THE OUTPOST: Gain 1 resource of your choice for each empty event slot.

TOWN HALL: Activate the Capital daytime effect.

TWIN RIVER TOWN: Gain 1 FP for each 2 revelation cards you own.

THE SHRINE TILE

Pay 1 resource of each kind to gain 7 FPs and build the path to the shrine.

Build the path to the shrine: Once you have built the last village (the village prior to the shrine tile), you can build one more time: the **path to the shrine**. If your pioneer is on the last village, do so by following the standard building rules: pay the amount of resources indicated on the shrine tile, flip it, and move your pioneer on top of it.

Explore the shrine and collect its benefits: Once all the villages and the shrine have been built, pioneers can reach the shrine to explore it. Once the shrine has been explored, you may collect its benefits (the reward shown on the phoenix statue).

PHOENIX PALACE ALTERNATIVE MODE

This alternative can be added to any game mode.

SETUP

Use the side of the rotating board with the 4 white spots. When you assemble the Phoenix Palace, make sure the sides with the icons on them are facing outwards. Secure all 3 levels of the Palace on the rotating board. Ensure each player is sitting at a different side of the main board.

THE PHOENIX PALACE

Whenever you want to place a kin on the Palace, there are now 3 different possibilities, each with their own special daytime effect.

Outer wards: Each of the spots up against the Palace's 4 walls can accommodate 1 kin each. Place 1 kin in one of these spots to acquire a resource of any kind, then rotate the Phoenix Palace 1 sector clockwise.

Battlements: 1 kin may be placed vertically up against the wall of the 4 sides of the second level. Place a kin in a battlement and, by spending a lantern, you can perform any daytime effect chosen from one of the 3 highlighted sectors. Then rotate the Phoenix Palace 1 sector clockwise.

Pinnacle: 1 kin only may be placed vertically on the roof of the 3rd level. Place 1 kin on the top of the Palace to gain a resource of any kind; you can also choose whether to spend a lantern (even one you have just gained) to perform any daytime effect chosen from one of the 3 highlighted sectors. Then rotate the Phoenix Palace 1 sector clockwise.

Even though the pinnacle can host no more than 1 kin, a new one can always be placed there, **bumping** the previous one. Return the bumped kin to its owner, who keeps it facedown (cloaked) in front of themself. That kin is considered removed from the game until the end of the current round, and its influence during the Nighttime phase is not counted. At the beginning of the following round, it becomes available again as usual in its owner's hand.

Once you have placed a kin on any one of these palace spots and performed the related special daytime effect, you must always rotate the Palace 1 sector clockwise.

POINT OF VIEW

In this alternative mode, kin placement in the Palace is only possible if the target spot is visible from the player's point of view.

Assuming that each player is seated at each side of the game board, each player will have at least 1 side of the building always visible in front of them at all times. Depending on how the rotating board is placed, each player may be able to have 2 sides of the Palace visible at the same time. It is never possible to see more than 2 sides of the Palace at the same time.

While the placement on the pinnacle is always possible, battlements and outer wards positions may not always be.

WHEN A KIN IS HIT

When an unveiled kin is hit, it moves it to the Phoenix Palace. First check if there are any available spots in the outer wards falling within the point of view of the kin's owner. If so, place your kin there but do not trigger any effect (as you do in a regular game).

If there is no such spot available, the kin that just hit is **bumped**.

PHOENIX PALACE NIGHTTIME REWARD

When comparing influence in the Nighttime phase, bumped kin provide no influence. At the end of the Nighttime phase, they fully recover and re-enter the game with no further consequences.

COOPERATIVE MODE

SETUP

The players (**allies**) team up as 1 **faction** to defeat the **Basilisk**, their game-controlled opponent.

Follow the standard setup with these changes:

Use the side of the rotating board with the 4 player color spots.

Shuffle the 12 **sector cards** with the 3 **twist cards** to form the **enemy deck**. Place the **first player token** next to this deck (the Basilisk goes first and the order of player continues clockwise).

Choose a clan color for the Basilisk. If you are playing **story mode**, choose a 3 card **scenario deck** and use the color of that deck.

Each ally (the players) then chooses a clan color and takes their starting set of kin, unveiled faceup.

2 players: Use a set of 4 apprentices and 1 fighter.

3 players: Use a set of 3 apprentices and 1 fighter.

The Basilisk and each player take their starting resources: 3 scrolls, 2 lanterns, and 4 coins.

The players keep their resources and moon shards together in a shared pool. They manage their own influence, kin, favor points, revelations, their herald token, and their pioneer token.

Choose the Basilisk's difficulty level, then adjust your starting resources:

Easy: +2 of any resources.

Medium: 0 of any resources.

Hard: -2 of any resources.

Heroic: -4 of any resources.

Choose a **game mode**:

Vanilla mode: The Basilisk places their starting set of Kin in front of them. The Basilisk starts the game with either a hand of 8 kin (2 player game), or 9 kin (3 player game): 3 apprentices, 1 fighter, and 4 extra kin (2 player game) or 5 extra kin (3 player game), drawn randomly from the remaining ones (no apprentices or fighter).

Story mode: The Basilisk places their starting set of kin in front of them: 5 apprentices and 1 fighter. Then, pick 1 of the 4 scenario decks and, without looking at them, place them in a pile facedown next to the enemy deck, sorted from Act I (the first card of the pile) to Act III. Reveal the first card of the deck (an Act I card) and follow its instructions. They usually bring changes to the starting hand of the Basilisk: once this is done, conclude the setup of the Basilisk starting hand by adding either 2 (for a 2 players game) or 3 (for a 3 players game) randomly drawn kin from the remaining tiles (no apprentices or fighter). The Basilisk therefore starts the game with a stack of either 8 kin (2 player game), or 9 kin (3 player game).

For both game modes, then shuffle the Basilisk's starting set of kin into a stack (the **Basilisk stack**) and place it faceup next to their enemy deck. Put the remaining Basilisk kin tiles onto the clanhouse.

After placing the shrine tile, take all the village tiles and, before shuffling them, remove from the game these villages: Twin Rivers Town, Moon Heaven, and Nomad Encampment.

Golden Rule: Everytime 2 or more effects take place at the same time, players resolve the effect according to turn order, starting from the player with the first player token. When the Basilisk performs abilities/effects which include choices to be made that are not determined by any rule, these decisions will be up to the player, who can try to limit the Basilisk's effectiveness.

In story mode, when the Basilisk performs abilities/effects which include choices to be made that are not determined by any rule, these decisions will be up to one player chosen unanimously by all the players: that player will try to limit the Basilisk's effectiveness.

HOW TO PLAY

Follow the standard game rules with these changes:

If you are playing in story mode, follow the instructions of the Act card matching the round you are playing.

During the game, the Basilisk and the allies alternate turns. Whoever has the first player token at the start of the round goes first (the Basilisk or one of the allies). Then play follows clockwise.

BASILISK TURN

When it comes to the Basilisk turn, they do not play just 1 turn; they play a number of turns in a row equal to the number of allies.

The Basilisk gains and spends resources and moon shards like an ordinary player, but when choosing which to gain, they always take the kind they currently have the least amount of, gaining them one at a time. When choosing which to spend, they spend/lose the kind they currently have the most of, spending/losing them one at a time.

In the case of ties between resources/moon shards, the Golden Rule applies and players decide.

One Basilisk turns consists of these actions:

1. ENEMY'S CARD REVELATION

Reveal the top card of the enemy deck and perform its effects. If the deck runs out, shuffle the discard pile to form a new deck.

If a sector card is revealed, place it in the enemy discard pile (keep this pile faceup, but players may not go through discarded cards).

Then, place the top kin of the Basilisk's stack on the sector indicated on the discarded sector card (if the card was a *The Rim | The Shrine* card, place the kin on the main sector of the 2 depicted, if possible, otherwise on the secondary.)

If a twist card is revealed, the Basilisk gains the FPs on the card, depending on the game's level of difficulty:

Easy: 0 FP **Medium:** 4 FPs **Hard:** 8 FPs **Heroic:** 12 FPs

Return the revealed twist card to the game box. Then, take the bottom card of the enemy deck (without looking at it), shuffle it into the enemy discard pile, and place these shuffled cards facedown on top of the enemy deck.

Finally, reveal a new card from the top of the enemy deck and resolve its effects.

If the twist card is the first revealed card, take the bottom card of the enemy deck and place it on top of it. If the twist card is the last card left in the enemy deck, shuffle all the discarded cards as a new enemy deck before proceeding.

If a twist card is revealed right after another twist card, follow the rules one more time: remove the newly drawn twist card from the game, take the last card of the enemy deck, and place it on top of it before proceeding.

2. BASILISK KIN REPLACEMENT

Take the top kin of the Basilisk stack and place it onto a free spot of the sector indicated on the revealed sector card. The Basilisk always places their kin onto a free spot, if any. If only a paid spot is available, the Basilisk must pay the indicated cost first.

If the Basilisk is unable to place their kin due to lack of available spots or lack of resources, the kin must be placed onto the Palace.

If the ability of the kin can be performed (valid targets available), the kin is placed **unveiled** and the Basilisk performs its ability.

If the ability of the kin cannot be performed, place the kin **cloaked**, spending 1 coin to do so.

If the Basilisk cannot perform the ability of their kin and has no coins to spend for its placement, the kin is placed unveiled but no ability is performed.

3. BASILISK DAYTIME EFFECT RESOLUTION

According to the revealed sector card, the Basilisk now performs the daytime effect of the sector they placed their kin onto.

When the Basilisk acquires revelation cards, they always discard them immediately, scoring the amount of FPs on the card.

If the Basilisk placed their kin on the Palace (either for lack of available spots or lack of resources), they perform the Daytime effect of the Palace as follows:

If the Basilisk has at least 1 lantern, they perform the second alternative of the Palace daytime effect: they spend 1 lantern, perform the daytime effect of a highlighted sector, and rotate the Palace 1 sector (clockwise or counterclockwise).

- If the sector on the sector card is highlighted, activate that sector's daytime effect (if the card was a *The Rim | The Shrine* card, activate the main sector of the 2 depicted, if possible, otherwise activate the secondary.)

- If the sector on the sector card is not highlighted, the Basilisk will choose one of the 3 currently highlighted sectors and activate that sector's daytime effect (Golden Rule applies).

If the Basilisk has no lanterns left, they perform the first alternative of the Palace daytime effect: they gain 1 resource of their choice and rotate the Palace 1 sector clockwise.

To perform the daytime effect of the clanhouse, the Basilisk:

1. Reveals a new kin in the clanhouse, taking it from the top of their clan pile.
2. Acquires the ready kin from their clan indicated on the revealed sector card, spending the number of coins indicated on the board.
3. If the Basilisk still has an apprentice in their stack, they replace it with the new kin (search the stack and replace 1 apprentice).

If the Basilisk has no apprentice in their stack, but at least 1 in play, choose 1 apprentice on the board and replace it with the newly acquired one (Golden Rule applies).

If the Basilisk has no apprentice left in their stack or in play, they replace the first kin of their stack with the newly acquired one. If there are no other kin on their stack, choose any 1 kin and replace it with the new one (Golden Rule applies).

4. Shuffle the Basilisk stack.

When replacing a kin, always maintain the placement side of the replaced kin, cloaked or unveiled.

PLAYERS' TURN

SECTOR FEATURES

THE GATES - EVENT CARDS

When resolving events, each player resolves the effects described on the cards, individually.

THE CAPITAL

Each player manages their herald token independently, as in a standard game. On a tie, use the Capital track to break the tie, even if the 2 players are allied.

THE RIM AND THE SHRINE

Each player controls their own pioneer token. When collecting benefits from a village, don't consider your allies' pioneers.

THE SPRINGS - REVELATION CARDS

Each player acquires their own revelation cards and is the only beneficiary of their effects. If a revelation card refers to *'all enemies'*, the effect is resolved by the Basilisk only.

THE CLANHOUSE

Each player can only access their kin, as in a standard 4 player game.

NIGHTTIME AND DAWN PHASE

During the Nighttime phase, each player compares influence, competing for both nighttime rewards and majority bonuses individually. The Basilisk is treated as any other player, following the standard competitive rules.

For the dawn phase, follow the standard rules.

END OF THE GAME

After the third Nighttime phase, the game is over and the final scoring takes place, as normal.

Remove the favor tokens of all players from the favor track, except for the one that has the *least* favor points. The player with the least favor points determines the base points of the whole team.

Then proceed with final scoring, adding to both the enemy and the team their respective favor points from both moon shards and resources.

If by the end of the game the Basilisk owns the first player tile, count it as 1 moon shard of the kind that maximizes the enemy's score.

The faction with the most favor points wins the game. On a tie, the faction which has the first player token wins the game.

CO-OP PLUS PALACE ALTERNATIVE MODE

When playing the *Cooperative Mode* and the *Palace Alternative Mode* together, choose a side of the board for the Basilisk. That will determine their **point of view**, as if they were a player sitting at that side. Each other player chooses another side to sit in front of.

When the Basilisk is going to place a kin on the Palace, follow these rules to determine where it goes:

- If the sector on the sector card is **highlighted**, the Basilisk places their kin on a **battlement** that they can see from their point of view (Golden Rule applies). Then, by spending 1 lantern they can activate the highlighted sector daytime effect, then rotate the palace by 1.

If the battlements facing the Basilisk are already occupied, or the Basilisk has run out of lanterns, the Basilisk places their kin on the **pinnacle** (a kin already there is bumped).

If it has no lanterns, the Basilisk activates the sector for free, as if they got a lantern and spent it immediately.

If it has at least 1 lantern, the Basilisk first gets any 1 resource, and then it pays 1 lantern to activate the sector.

Then, always rotate the palace clockwise.

- If the sector instead is not highlighted by the Palace, the kin is placed in any 1 free **outer ward** of your choice that the Basilisk can see from their point of view of the Palace. The enemy gets any 1 resource and then rotates the Palace.

If the visible outer wards are occupied, the enemy kin is placed on the **pinnacle** (even if there is already an enemy kin on the pinnacle). The Basilisk gets any 1 resource and then rotates the palace clockwise.

Whenever an enemy kin is moved to the Palace due to being hit or due to an effect that instructs it to do so, it is always placed in any 1 free **outer ward** visible from the Basilisk's point of view.

If the visible outer wards are occupied, the enemy kin is bumped (removed for the round, as in the standard Palace rules).

ASYMMETRIC VARIANT

This variant can be played with the *Phoenix Palace Alternative mode*, the *Team Versus Team mode*, and the *Dragon rules*.

It cannot be played with the *Coop mode* or *Solo mode*.

Follow the standard setup with these changes:

Each player shuffles the rest of their clan tiles and draws 3 kin. They randomly pick one to replace one of their apprentices from setup. Additionally, players can decide to replace their starting fighter with another one of the drawn kin. All players do so secretly and at the same time. Finally, they all reveal the newly acquired kin, put the remaining tiles back into the box, and proceed with setup.

Before placing the revelation cards, shuffle them and deal 3 to each player, facedown. Each player can secretly and simultaneously spend scrolls to acquire 1 or more revelation cards among those they received.

Players do not score any favor points from the revelation cards they have discarded.

Put all revelation cards that have not been acquired by players back into the revelation deck.

TEAM VS TEAM MODE

SETUP

Follow the standard 4 player setup with these changes:

Players are sorted into 2 teams called **factions**.

The player with the first player token teams up with the player to their right, forming the first faction. The other 2 players form the other faction.

Players of the same faction share their resources and moon shards. Each faction receives **8 coins, 6 scrolls and 4 lanterns**.

Players of the same faction don't share influence, kin, FPs, revelations, herald tokens, or pioneer tokens (and thus, available villages). Each player controls their own herald token, pioneer token, revelations and favor tokens along with their own kin tiles.

HOW TO PLAY

SECTOR FEATURES

THE GATES - EVENT CARDS

When resolving events, each player resolves the effects described on the cards, individually.

THE CAPITAL

Each player manages their herald token independently, as in a standard game. On a tie, use the Capital track to break the tie, even if the 2 players are allied.

THE RIM AND THE SHRINE

Each player controls their own pioneer token. When collecting benefits from a village, don't consider your teammates' pioneers.

THE SPRINGS - REVELATION CARDS

Each player acquires their own revelation cards and is the only beneficiary of their effects. If a revelation card refers to 'all enemies', the effect is resolved by the players of the opposing faction only.

THE CLANHOUSE

Each player can only access their kin, as in the 4 player game.

NIGHTTIME AND DAWN PHASE

During the Nighttime phase, each player compares influence, competing for both nighttime rewards and majority bonuses.

For the dawn phase, follow the standard rules.

END OF THE GAME

After the third Nighttime phase, the game is over and the final scoring takes place, as normal.

Each faction removes the favor tokens of the ally that is furthest along the favor track. The player with the least FPs determines the base points of the whole team.

Then proceed with the final scoring, adding to each team their FPs from both moon shards and resources.

The faction with the most FPs wins the game. On a tie, the faction which has the first player token wins the game.

DRAGON RULES

SETUP

Follow the standard setup with this change:

Place the **dragon miniature** on the moon icon (outer ring of the game board) between the Gates and the Capital sectors.

The Dragon is always placed on the nighttime moons depicted between adjacent sectors, and it moves along the outer ring of the board.

During the game, the Dragon is always located between 2 sectors, which it will control. These are called the **Dragon sectors**.

HOW TO PLAY

DAYTIME EFFECT

Whenever a player places a kin, cloaked or unveiled, on one of the Dragon sectors, first they perform the kin's ability, followed by the daytime sector's effect, as usual. Then, the player must move the Dragon to a nighttime moon adjacent to the one where it is currently located.

NIGHTTIME EFFECT

During nighttime rewards scoring, count the total influence (of all players combined) of the kin in both Dragon sectors and compare it with its influence:

2 players: 7 influence.

3 players: 7 influence.

4 players: 8 influence.

If the total influence of the players in the 2 sectors is equal or higher than the dragon influence:

- Each player owning at least 1 kin on one of the Dragon sectors gains 1 additional moon shard matching the moon shard colors normally granted by the 2 sectors.
- Each player owning at least 1 kin on both Dragon sectors gains 2 additional moon shards, matching the moon shard colors normally granted by the 2 sectors.

Then, perform the standard nighttime reward scoring follows.

- If the total influence of the players in the 2 sectors is lower than the Dragon influence, the nighttime rewards of the 2 sectors are not scored; neither resources nor moon shards are gained.

In both cases, the dragon will not move from the nighttime moon icon where it is currently located.

END OF THE GAME

Score as normal.



HOW TO PLAY

1. DAYTIME PHASE

1. EVENTS SET UP

Reveal cards from the top of the event deck until you fill all the foreseen events slots.

2. PLAYER TURNS

Starting from the first player and proceeding clockwise, players take turns. At the beginning of your turn, you may resolve one of your 'at the beginning of your turn' revelation cards.

Then proceed with these 2 actions:

1. KIN PLACEMENT

Place 1 of your kin from your hand into 1 available spot of a sector, or into the Phoenix Palace (on your matching colored spot on the rotating board). Each spot can host only 1 kin.

Some sector spots have a **resource icon** on them to indicate that they are paid spots. To place a kin in a paid spot, you must spend the indicated resource.

In the sector spots, kin can be placed **unveiled** or **cloaked**:

Unveiled: You may immediately perform the kin's ability.

Cloaked: Spend 1 coin to place the kin. A cloaked kin cannot perform any kin's ability.

If a cloaked kin gets hit, flip the tile to its unveiled side.

If an unveiled kin gets hit, move it to the Phoenix Palace (it still provides its influence in the Nighttime phase).

In the Phoenix Palace, kin can only be placed unveiled, but they do not perform their placement abilities. There is no limit to the number of kin that can be placed in the Phoenix Palace.

Kin on the Phoenix Palace cannot be cloaked by any means, nor their ability can be activated.

2. DAYTIME EFFECT

Regardless of where you placed your kin, you can now perform the **daytime effect**.

The Phoenix Palace provides 2 different daytime effects that you may choose between:

- Gain 1 resource of any kind, then rotate the palace 1 sector clockwise, or
- Pay 1 lantern to perform the daytime effect of one of the highlighted sectors, then rotate the palace 1 sector clockwise.

If any effects take place at the same time, the player taking their turn decides in which order they are resolved. If an effect involves more than 1 player, each player resolves the effect according to turn order.

After resolving the daytime effect, the current player's turn is over and the player to their left begins their turn. When the last player has placed their last kin and performed their last daytime effect, the Nighttime phase begins.

2. NIGHTTIME PHASE

1. EVENTS RESOLUTION

Resolve all the foreseen events left faceup in the Gates sector. Starting from the first player and proceeding in clockwise order, each player resolves the effect of the left-most event card. Then discard that card.

Players proceed in the same way to resolve all the other event cards left in the Gates, from left to right.

2. NIGHTTIME REWARDS SCORING

All players compare the **influence** they obtained during the day on every sector and on the Palace, seeking majorities.

Starting with the Gates and proceeding clockwise, players collect the **nighttime reward** of each sector, checking and comparing their influence 1 sector at a time.

A player is eligible for the nighttime reward of a sector if at least 1 of their kin is in that sector at the beginning of the Nighttime phase.

Each unveiled kin contributes 1 to the player's influence in a sector, and each cloaked kin contributes 2 influence.

All players with at least 1 kin in a sector gains the **nighttime reward**, while the player with the most influence also gains the **majority bonus**.

Finally, players compare their influence in the Phoenix Palace, also competing for majority. All players with at least 1 kin in the palace scores the nighttime reward, while the player with the most influence also gains the majority bonus.

On a tie when comparing influences, regardless of which sector you are checking, refer to the Capital sector: the player with the higher rank on the capital track wins the tie.

1. DAWN PHASE

If you are playing the third round of the game, proceed directly to the **end of the game**.

Otherwise, all players take their kin from the board back to their play area, including the ones in the Phoenix Palace.

A new round then begins: add a new floor to the Phoenix Palace.

END OF THE GAME

Right after the third Nighttime phase, the game is over. Final scoring then takes place: players score additional **favor points (FPs)** as follows:

- For each set of 3 moon shards of the same color, score 9 FPs.
- For each set of 3 moon shards of different color, score 6 FPs.
- For each Moon Shard left unmatched, score 1 FP.
- The first player token is worth a moon shard of any 1 color.
- For each set of 3 resources (even of different kinds), score 3 FPs.

Each moon shard can only be used in 1 set. You cannot use the same shard to score multiple sets.

The player with the most favor points wins the game.

On a tie, refer to the Capital sector: the player with the higher rank on the capital track wins the game.



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SECTORS AND PALACE

THE GATES

DAYTIME: Gain 1 lantern. You may discard 1 foreseen event card.

NIGHTTIME REWARD = 4 FPs.

MAJORITY BONUS = 1 coral moon shard.

THE CAPITAL

DAYTIME: Gain 2 scrolls. Move your herald token to the top of the capital track. All other herald tokens shift down.

NIGHTTIME REWARD = 2 FPs.

MAJORITY BONUS = 1 coral moon shard.

THE RIM

DAYTIME: You may either **explore** up to 2 villages *or* explore up to 1 village and then **build** a new one.

Explore: Advance your pioneer token onto the next built village. You cannot move onto an empty site.

Build: Your pioneer token must be on a village next to an empty site. Pay the resources indicated on the village site and gain the FPs. Then place the top tile from the village pile on the empty site. Finally, move your pioneer onto it.

If your pioneer is on the penultimate site of the shrine, you may still build: pay the amount of resources on the shrine tile and gain the FPs. Then, flip the shrine and move your pioneer on it. Once built, it grants benefits as a normal built village does.

NIGHTTIME REWARD = 1 scroll.

MAJORITY BONUS = 1 jade moon shard.

THE SHRINE

DAYTIME: You may **explore** 1 village *and* collect the benefits of one of your already explored villages.

Collect the benefits of a village: Choose any village from the starting village to the one where your pioneer is positioned and gain the benefits on that village tile. You can always choose to gain the benefits of the starting village.

NIGHTTIME REWARD = 1 resource of any kind.

MAJORITY BONUS = 1 jade moon shard.

THE SPRINGS

DAYTIME: You may acquire up to 2 revelation cards. Pay their cost in scrolls (a card with no scrolls is free). Then either discard it to gain its FPs, or keep it faceup to benefit from its effects. Finally, refill the empty spaces with new cards.

NIGHTTIME REWARD = 1 lantern.

MAJORITY BONUS = 1 agate moon shard.

THE CLANHOUSE

DAYTIME: You may **reveal a kin** in the clanhouse. Take 1 kin from your clan pile and place it faceup in the first available slot, left to right. If there are none, discard the leftmost kin, slide the others to the left and place your new **ready in** in the last slot.

You may **acquire any 1 ready kin of your color:** pay its cost in coins. The new kin must replace one from your hand or one already placed (the new kin must be placed the same way the previous one was; do not perform any placement ability or pay a coin). Return the discarded kin to the box. Then, gain the FPs shown under the slot you recruited the kin from, and slide all the kin to the left so the empty slot is always the rightmost.

NIGHTTIME REWARD = 1 coin.

MAJORITY BONUS = 1 agate moon shard.

THE PHOENIX PALACE

DAYTIME: You may either gain 1 resource of any kind *or* pay 1 lantern to perform the daytime effect of one of the highlighted sectors. Then rotate the Phoenix Palace 1 sector clockwise.

NIGHTTIME REWARD = 1 FP for each kin in the Palace + 1 moon shard of their choice. MAJORITY BONUS = 1st player token.

KIN ABILITIES

APPRENTICE: No abilities.

ARCHER: Hit 1 kin in the opposite sector.

BARD: Cloak 1 kin in an adjacent sector at no cost.

CLAIRVOYANT: Either discard an event card, *or* return the top card of the events discard pile back into an empty foreseen slot.

COUNCILOR: If you are first in the capital track, gain 3 FPs. Otherwise, gain 2 scrolls.

DIPLOMAT: Move one of your kin from an adjacent sector to a free spot of this sector (at no cost).

FIGHTER: Hit 1 kin in the same sector of the fighter's.

GUARD: Pay 1 coin. Until your next turn, no kin can be placed in or moved to the guard's sector.

HERMIT: Perform the daytime effect of an adjacent sector instead of the one where this kin is placed.

MASTERMIND: Hit 1 kin in a sector where you have a cloaked kin.

MENTOR: Activate the clanhouse daytime effect.

MERCHANT: Gain 1 resource of any kind.

NOCTURNAL: Pay 1 resource of your choice to gain a moon shard of the type matching the nocturnal's sector.

PATHFINDER: Either explore an already built village, *or* collect the benefits of the one your pioneer is currently on.

PHILOSOPHER: Acquire a revelation card, paying the scroll cost.

TRICKSTER: Perform the ability of one of your ready kin in the clanhouse, as if the trickster had that ability.

VILLAGE TILES

BANDIT'S LAIR: Return the top card of the events discard pile back into an empty foreseen slot to gain 3 FPs.

COVE OF THE OWL: Cloak one of your unveiled kin at no cost.

FEATHERGLOW: Gain 1 FP for each of your kin placed in highlighted sectors.

FORTUNE CITY: Gain 1 resource of each kind.

LANTERNQUILL: Gain 3 lanterns.

LOREVILLE: Gain 3 scrolls.

MOONFORGE: Move your pioneer back by 1 village and get 1 moon shard of your choice.

MOON HEAVEN: Activate the nighttime reward of a sector currently highlighted by the Palace. This applies to all players who have at least 1 kin placed in that sector.

NOMAD ENCAMPMENT: Move one of your unveiled kin from the current spot to an empty spot of a different sector at no cost. Neither kin's abilities are performed nor effects triggered.

THE OUTPOST: Gain 1 resource of your choice for each empty event slot.

TOWN HALL: Activate the Capital daytime effect.

TWIN RIVER TOWN: Gain 1 FP for each 2 revelation cards you own.

THE SHRINE TILE

Once you have built the last village (the village prior to the shrine tile), you can build one more time: the **path to the shrine**. If your pioneer is on the last village, do so by following the standard building rules: pay the amount of resources indicated on the shrine tile, flip it, and move your pioneer on top of it.

Explore the shrine and collect its benefits: Once all the villages and the shrine have been built, pioneers can reach the shrine to explore it. Once the shrine has been explored, you may collect its benefits (the reward shown on the phoenix statue).

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