

THE WEST KINGDOM
TOMESAGA

CONTENTS

COMPONENTS

3

TOMESAGA CAMPAIGN

6

OVERVIEW AND SETUP

6

GAMEPLAY RULES

8

ARCHITECTS CO-OP SCENARIO

11

OVERVIEW AND SETUP

11

GAMEPLAY RULES

13

PALADINS CO-OP SCENARIO

19

OVERVIEW AND SETUP

19

GAMEPLAY RULES

20

VISCOUNTS CO-OP SCENARIO

26

OVERVIEW AND SETUP

26

GAMEPLAY RULES

28

BONUS CONTENT

34

COMPONENTS

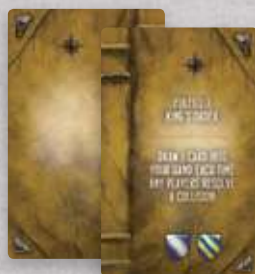
Tomesaga Components



2 Tome Boards (frontside of Overlord Boards)



6 Architects Tomes
(Red)



6 Paladins Tomes
(Gold)



6 Viscounts Tomes
(Blue)



3 Crest Tomes
(Black)

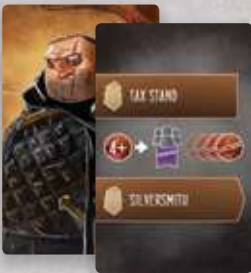


3 Crest Tokens

Architects Co-op Components



2 Overlord Boards (*frontside of Tome Boards*)



9 Overlord Starting Scheme Cards



6 Overlord Future Scheme Cards



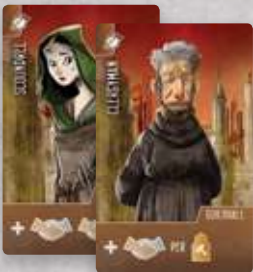
8 Overlord Demand Cards



8 Event Cards



1 King's Storehouse and 1 Guardhouse Overlay Tile



6 Scoundrel/Clergyman Apprentice Cards

Paladins Co-op Components



1 Outsider
Threat Card



10 Overlord
Threat Cards



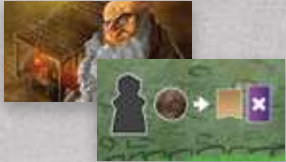
1 King's
Threat Card



4 Starting
Townsfolk Cards



6 King's Order
Cards



4 Board Overlay Tiles

Shared Co-op Components



4 Honour
Markers



20 Overlord
Workers

Viscounts Co-op Components



1 Poverty and
1 Prosperity Card



1 Overlord
Card



4 Player
Reference
Cards



1 Overlord
Token

TOMESAGA CAMPAIGN

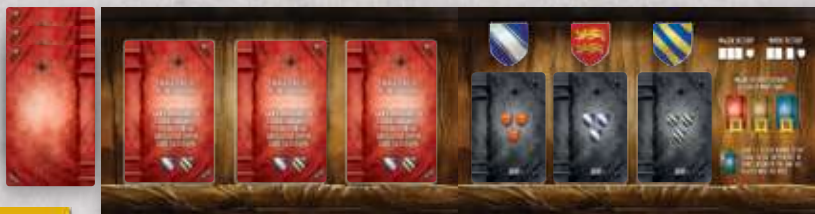
Overview

The West Kingdom Tomesaga is an epic competition for 2-4 players to collect the most Tomes and earn their place among the chronicles of their people. Players will progress through each game of the West Kingdom Trilogy (*Architects*, *Paladins* and *Viscounts*). Each game offers 3 unique Tomes for players to collect. These are awarded to the first player to achieve a particular objective. Gaining these Tomes also awards players advantages in successive games. Each of these Tomes also display 1 or 2 Crests. The first player to gain 3 Crests (*or 4 with 2 players*) of 1 type collects an additional Tome for their efforts. Players can also gain up to 3 Tomes for coming first or second in each game. However, Tomes collected this way do not award any in-game advantages or Crests. Once all 3 games have been played, the player with the most Tomes is the overall winner!

Campaign Setup

To setup The West Kingdom Tomesaga, follow these steps:

1. Place the 2 Tome Boards to the side of the playing area.
2. Place the 3 Crest Tokens on the indicated spaces of the Tome Board. Below these, place the 3 Crest Tomes faceup in a row, with the correct side faceup, depending on the player count.
3. Randomly determine the starting player for Architects.



Chapter Setup

1. **Paladins and Viscounts only:** Return any uncollected Tomes (*not Crest Tomes*) from the previous game, to the box.
2. **Paladins and Viscounts only:** During setup, give the Start Player Marker to the player who won the previous game. However, once setup is complete, they must pass this to the next player in clockwise order. In doing so, they will draft Townsfolk last, and also go last in turn order for the next game.
3. Set up the current game as outlined in its rulebook.

Note: For Architects, use the Standard Setup (not Variable). In reverse turn order, each player hires (at no cost), 1 faceup Apprentice from the Main Board. Once all players have chosen a starting Apprentice, reveal new Apprentice Cards to replace those that were taken. This Apprentice draft should be done before players draft Building Cards. Be sure to lose or gain Virtue from chosen Apprentices if necessary.

4. After completing all the setup instructions for the current game, shuffle the 6 Tomes of the current game and randomly place 3 faceup in a row on the Tome Board. Place the remaining 3 Tomes facedown in a stack, alongside the Tome Boards. These are referred to as Victory Tomes.
5. **Paladins and Viscounts only:** Players should be given Silver, equal to the difference in collected Tomes between them and the player with the most (*including Crest Tomes*). This is in addition to any other Silver they may have received during Setup of the current game.

For example, if the leader had 3 Tomes and another player only had 1, they would be given 2 Silver.

Collecting Tomes

To win The West Kingdom Tomesaga, players will need to collect more Tomes than their opponents. There are 2 ways to collect Tomes:

1. Objectives

During the Setup of each game, 3 Tomes will be revealed. These each have a unique objective for the current game. There are also 3 Crest Tomes available across the entire campaign. As soon as a player achieves an objective, they take the Tome and place it faceup in front of them. It should stay this way for the rest of the campaign. Only the first player to achieve an objective can collect its Tome. This applies for Crest Tomes too.



The top half of each Tome outlines the objective a player must achieve to collect the Tome.

The bottom half of each Tome outlines an advantage players will gain in the succeeding game. Only the player who collects each Tome can use its advantage.

Note that Crest Tomes and Viscounts Tomes do not have advantages, only objectives.

2. Victories

At the end of each game, players may gain Victory Tomes. These are the 3 facedown Tomes alongside the Tome Boards. When claimed, these should be kept facedown in front of the player who collected them. They will remain facedown for the rest of the campaign. Players may also gain Crest Tokens if in second or third place. When gaining a Crest Token, players may chose any 1 of those still available on the Tome Board, placing it in front of them.

Distributing Victory Tomes and Crest Tokens

First, determine if it was a major or minor victory. This varies with each game. A major victory is where the winner was ahead by a certain number of points.

Architects - Ahead by more than 10 VP

Paladins - Ahead by more than 12 VP

Viscounts - Ahead by more than 15 VP



Major Victory

1st Place = 3 Victory Tomes

2nd Place = Any 1 available Crest Token



Minor Victory

1st Place = 2 Victory Tomes

2nd Place = 1 Victory Tome

3rd Place = Any 1 available Crest Token



If there are ties for first, second or third place, use the tie-breaking rules in each game's rulebook to determine the victory. In the rare case that a tie cannot be broken by the original rules, the player who was seated last in turn order for that game, wins the tie.

Crest Tomes

These are each claimed by the first player to gain 3 (or 4 with 2 players) of the indicated Crests. These sets may consist of both Crests on collected Tomes and Crest Tokens.



End of the Campaign

Once all 3 games (*Architects*, *Paladins* and *Viscounts*) have been played, the campaign is over. Players count all their collected Tomes (*both faceup and facedown*). The player with the most Tomes wins! In the case of a tie, the tied player with the most Victory Tomes (*facedown Tomes*) is the winner. If still tied, the tied player with the highest score in *Viscounts* is the winner.

Tomesaga Campaign Scoring Example

Below you can see the 9 Tomes and 1 Crest Token collected by 1 player. This is how they collected them:

Architects: They came second in a minor victory, collecting 1 facedown Victory Tome. They also collected 8 Marble before anyone else, claiming that Objective Tome.

Paladins: They claimed 2 Objective Tomes and came in third, claiming a Crest Token.

Viscounts: This time they won the game in a major victory and achieved 1 Objective. They also collected a Bonus Tome for being the first player to gain 3 Crests of 1 type.



ARCHITECTS CO-OP SCENARIO

Overview

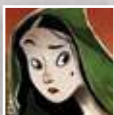
In this scenario, players will be working together to build the city while under constant tyranny from the King's most trusted ally - a brutal and vile overlord, hellbent on outworking the King's commands, at any cost.

At the end of each round (*once all players have each had 1 turn*), the Overlord will have his turn. His main objective will be oppressing Workers and rounding up anyone he pleases. Once the game ends, all players will either win or lose the game, based on their collective score.

Setup

Set up Architects as described in the original rulebook, with a few changes:

1. Use the [Variable Setup](#). Once all players have chosen a Player Board, shuffle the Scoundrel/Clergyman Apprentices and deal 1 to each player. Return any unused cards to the box. Each player must now choose which side of the card they will use for the entire game (*either the Scoundrel or Clergyman*).



Scoundrel

Make up to 2 Donations when using the Black Market.



Clergyman

Make a number of Donations when using the Guildhall, equal to your level on the Cathedral.

These Apprentices function like any other Apprentice. They count towards Apprentice limits, can be removed through effects and be equipped with Tools in Age of Artisans.

2. In reverse turn order, each player then hires (*at no cost*), 1 faceup Apprentice from the Main Board. Once all players have chosen an Apprentice, reveal new Apprentice Cards to replace those that were taken. Be sure to lose or gain Virtue from these Apprentices if necessary.
3. Rather than drafting Building Cards, deal each player 4 Building Cards and have them discard 1, keeping the other 3 in their hand.
4. Place the King's Storehouse and Guardhouse Overlay Tiles on the Main board, ensuring that the art lines up.
5. Select a difficulty level and place the appropriate Overlord Board to the left of the player going last in turn order. It will work best if they control the Overlord's actions.

Overlord Blue Board = Standard Mode

Overlord Red Board = Hard Mode

6. Separate the Overlord Scheme Cards into 2 piles (*Brown Starting Schemes and Black Future Schemes*). If not using the Age of Artisans expansion, return its unique card  to the box.

Shuffle all Starting Schemes and place them facedown on the left space of the Overlord Board, forming the “Scheme Draw Pile”. Find the “Final” Future Scheme Card  and place it facedown above the Overlord Board. Shuffle all other Future Scheme Cards and place them facedown on top of the “Final” Future Scheme Card. This is referred to as the “Future Scheme Draw Pile”.



7. Find the Overlord Demand Cards. There are 2 cards of each level, noted by the number on the back of each card. Randomly place 1 card from each level facedown in a row nearby the Main Board. Return the other 4 cards to the box unseen. Reveal the level 1 Demand Card.
8. Shuffle the Event Cards and create a facedown Draw Pile near the Overlord Demand Cards. The number of cards in this pile is determined by the chosen difficulty (*4 or 6 cards*). Place the required number of cards and return the rest to the box unseen.

Changes to Player Turns

The majority of player turns remain unchanged. However, there are some notable changes:

- Players cannot capture each other. Instead, they may use their capture actions to capture either their own Workers or the Overlord's Workers. Each capture action allows them to do so at any "large circle" location on the Main Board.

For example, if they had 4 captures to make, they might capture their own Workers from the Mines, the Overlord's Workers from the King's Storehouse, plus their own Workers and the Overlord's Workers from the Quarry.

- Players can send Overlord Workers to Prison. As noted on the Guardhouse Overlay Tile, players gain 2 Silver per Overlord Worker.

- Players can now free other players' Workers at the Guardhouse. Each Worker colour they wish to release requires 1 action.
- Players can Donate items to other players and to the Overlord's Demand Cards.

Black Market Reset

While the Overlord cannot gain Debts or lose Virtue, having his Workers in Prison can prevent players from gaining Debts. If the Overlord has more Workers in Prison during a reset than any other player, no Debt is given to the players. Likewise, if the Overlord is tied for the most, he will not gain a Debt, but the tied players will.

Note: Any time the Overlord would place Workers in the Black Market, he always places in the right-most empty space.

Donations

As mentioned above, players can now Donate items. For each Donation action they gain, they may gift 1 item. This may include giving items to other players, or placing them onto revealed Overlord Demand Cards. If players have multiple Donations available on the same turn, they may gift items to different players or Overlord Demand Cards in any combination.



Only the following items may be Donated:

Silver, Clay, Stone, Wood, Gold, Marble, Buildings Plans (*not constructed Buildings*), Debts (*paid and unpaid*). No other items or game components may be Donated.

Overlord Demand Cards

Once revealed, these will cause all players to either gain, or lose points at the game's end. To fulfill these demands, players will collectively need to Donate a number of items onto the cards. This number is listed on each Overlord Demand Card and varies depending on the player count. Note that the Overlord does not count as a player.

For example, this level 1 Overlord Demand Card requires Clay. If playing with 4 players, a total of 12 Clay would need to be Donated here to succeed. If the players succeed they will each gain 1 VP, but should they fail, they will each lose 5 VP.

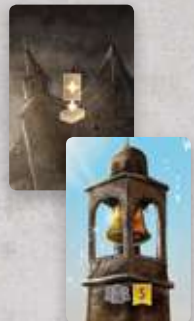


Important note: Players can only Donate physical items and therefore, character abilities and other effects cannot influence the items being Donated.

For Example, Therese can usually treat Gold and Marble as the same resource. However, she cannot place Gold onto the Demand Card that requires Marble. She cannot optionally swap out Gold and Marble as she pleases with the supply either.

Event Cards

When revealed, these may punish players in some way. They also affect the difficulty level. If an Event Card ever needs to be drawn, and there are none, the game ends immediately and each player loses 10VP. However, if the game ends and there are still Event Cards remaining, each player will gain 5 VP per unrevealed Event Card.



Overlord Turns

The Overlord takes 1 turn each round (*after all players have had 1 turn each*). On his turn, reveal the top card from his Scheme Draw Pile, placing it faceup in the discard pile to the right. Should his Draw Pile ever run out, simply shuffle all discards to form a new Draw Pile.



Starting at the top of the revealed Scheme Card and progressing downwards, complete all the actions as printed. Each time it shows a Worker and a location name, place 1 of the Overlord's Workers at that location. If he ever has no Workers left to place, first recall all his Workers, then continue his turn. *This includes from Player Boards and the Prison, but excludes the Guildhall and Black Market.*

Notice that some Scheme Cards have a location with an arrow pointing towards the right (see "King's Storehouse" on the card above). When this lines up with 1 of the 2 sections on the Overlord Board, also follow those instructions. This will always involve either capturing Workers or sending Workers to Prison.

In the example above, the Overlord would first place 1 Worker into the Guildhall, blocking that space and advancing the game's end. Next he would place a Worker at the King's Storehouse. He would first attempt to capture Workers there. If there were no Workers, he would instead send any previously captured Worker to the Prison. If that is also not possible, he would skip that step and end his turn.

New Iconography

A lot of the icons will make sense after playing the original game. However, there are a few new ones to understand:



This affects all players.



This affects just 1 player (*players may choose who*).



Reveal the next Overlord Demand Card. If all 4 have been revealed, ignore this effect.



Permanently remove 1 Worker (*never an Artisan*) from the Prison for the rest of the game. If an affected player has none in Prison, they ignore this effect.



Permanently remove 1 Worker (*never an Artisan*) for the rest of the game. This must come from Player Boards first if possible, then from anywhere on the Main Board, excluding the Guildhall and Black Market.



Reveal and resolve the next Event Card.



Reveal and resolve the next Overlord Scheme Card.



Add the top Future Scheme Card to the discard pile. If there are no more Future Scheme Cards, ignore this effect.



Add the top Future Scheme Card facedown on top of Scheme Draw Pile. If there are no more Future Scheme Cards, ignore this effect.



If there is 4 or more Silver in the Tax Stand, all players lose 1 Virtue. Also return all Tax back into the Main Supply.

Overlord Captures

Anytime the Overlord captures Workers, he captures 2 Workers of each player, for each Worker that he has at that location.

Note for Age of Artisans: The Overlord will always capture Artisans over regular Workers, if given the choice.

End of the Game

The game can still end the same way, with the final Worker being placed in the Guildhall. In this case, follow the rules of the original game for the final round. The game can also end if players are required to reveal an Event Card and there are none left to draw. In this case, the game ends immediately and each player loses an additional 10 VP each.

Scoring

Players add up their individual scores in the same manner as the original game. However, they will also lose or gain points from Overlord Demand Cards. Note that if the game ends before the last Demand Card is revealed, each player will score an additional 5 VP (*as shown on the back of the card*). Likewise, players will also gain 5 VP for each unrevealed Event Card.

Players combine all their scores together to get a final score. The target they are trying to reach is outlined on the Overlord Board. This will be either 10 VP or 12 VP per Overlord Worker in the Guildhall, per player in the game (*remembering that the Overlord does not count as a player*).

For example, in the standard difficulty with 4 players, if the Overlord had 6 Workers in the Guildhall, the target would be 240 VP (10 x 4 x 6).

PALADINS CO-OP SCENARIO

Overview

In this scenario, players will be working together to defend the city and the outlying settlements while under constant tyranny from the King's most trusted ally - a brutal and vile overlord, hellbent on outworking the King's commands, at any cost.

At the beginning of each Round, players will reveal 1 or more Threat Cards. These will indicate certain tasks that the Overlord wants players to fulfill as soon as possible. At the end of each Round, players may lose Honour or suffer other consequences for not dealing with the Threats. Once the game ends, all players will either win or lose the game, based on their collective score.

Setup

Set up Paladins as described in the original rulebook, with a few changes:

1. Replace the original King's Order Cards with the new ones for this scenario, placing 3 randomly facedown on the Main Board as per the original rules.
2. Place the Outsider Threat Card (*Round 1-4 side, faceup*) directly below the left-most King's Order Card. Place the King's Threat Card facedown below the right-most King's Favour Card. Lastly, shuffle all the Overlord Threat Cards and place 1 facedown below all the other King's Orders and King's Favours that don't already have Threat Cards below them. Return any unused Threat Cards to the box unseen.
3. Give each player 1 Honour Marker. These should be placed at the top space of players' Attribute Tracks.
4. Place the 20 Overlord Workers in a general supply.



5. Before drafting Townsfolk from above the Main Board, give each player 1 of the new Starting Townsfolk. These can be dealt randomly, or chosen strategically. After this, players should also collect the Board Overlay Tile, which matches their Starting Townsfolk Card. The Overlay Tiles should be placed below the Pray action on Player Boards, so that the art lines up.

Honour

Honour is another Attribute that players will need to manage, but only takes effect during end-game scoring.



Anytime players gain Honour, they should move their Honour Marker 1 space up their Attribute Track. Players can never have more than 12 Honour.



Anytime players lose Honour, they should move their Honour Marker 1 space down their Attribute Track. Players can never have less than 0 Honour.

Each player has a new Starting Townsfolk Card that will gain them 1 Honour when taking a particular action. These also remind players that they will lose 1 Honour during each Inquisition when they have 2 or more Suspicion. Players also have a new action on their Player Boards which they can use to gain 1 Honour and remove 1 Suspicion.

Co-operation

This scenario allows players to directly help each other. When taking an action (*and paying all its costs*) on the **left side** of their Player Boards, players may let another player gain the rewards/effects of that action.

If the current player has an ability to discount this action (*such as Samson's ability to discount the Develop action*), it still activates. Likewise, if the receiving player has an ability that rewards a particular action (*such as the Architect's rewards from the Develop action*), it also activates. However, the reverse of this is not true. If the receiving player had Samson, they would not discount the current player's cost in taking the action.

Here are some examples:

- A player may Conspire, but let another player gain the Criminal and Suspicion Card.
- A player may Trade, and let another player gain the Silver.
- A player may use their new "Gain Honour" action and let another player Gain 1 Honour and lose 1 Suspicion.

Using King's Favours Multiple Times

Another change to the original rules is that players may now use King's Favours multiple times each Round. However, when doing this, the current player must lose 1 Honour for each Worker previously placed on the chosen card.

Start of the Round

At the start of each Round, after revealing any King's Orders and King's Favours, also reveal any facedown Threat Cards below those cards. Also, in Round 5, remember to turn over the Outsider Threat to the "Round 5-7 side".

In Round 1, there are no facedown Threat Cards to reveal. Players only have the Outsider Threat Card to deal with.

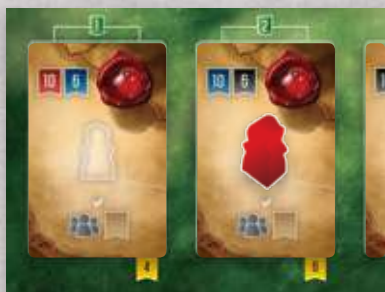
In Rounds 2-6, place Overlord Workers from the supply onto all newly revealed Overlord Threat Cards. The number of Workers to place is dependent on the player count and can be found on each Threat Card.

In Round 7, turn over the King's Threat Card. Once revealed, this Threat makes all King's Orders harder to achieve. In Round 7, all players require 2 more of each Attribute to complete King's Orders.

King's Orders

The new King's Order Cards require players to complete them by using an action to place a Worker at a time when their Attributes reach the required minimum (*this may include Paladin bonuses*). Once a player places a Worker on a King's Order Card, it remains there for the rest of the game. Only 1 player needs to complete each King's Order for all players to benefit from its completion. However, if no one completes a King's Order, all players will lose the points printed below it on the Main Board.

For example, no players completed the 1st King's Order. Therefore, all players would lose 4 VP. However, while having at least 10 Influence and 6 Faith, 1 player placed a Worker onto the 2nd King's Order, scoring 6 VP for each player.



Also, any time players complete a King's Order, all players gain 1 Honour.

New Iconography

A lot of the icons will make sense after playing the original game. However, there are a few new ones to understand:



This affects all players.



Lose 1 Worker at the end of the Round *(if possible)*.



Gain 1 Suspicion. This should be resolved in turn order from the current first player.



Remove 1 Workshop from the right side of Player Boards, back into the game box *(if possible)*.

Dealing with Threats

As previously mentioned, Overlord Threat Cards receive a number of Workers when first revealed. To avoid suffering the effects of these Threats, players can focus to remove the Workers from them. Once all Workers have been removed, the Overlord Threat Card can also be removed from the game.

At the top of each Overlord Threat Card is an icon, referencing a particular action. Any time players take an action pictured on the top of an Overlord Threat Card, they must remove 1 Worker from the card, returning it to the supply.



For example, this Overlord Threat Card currently has 3 Workers on it. Each time a player takes a Fortify action, 1 Worker will be removed. If players cannot remove all the Workers from this card by the end of the Round, all players will have to lose 1 Honour or 1 Strength.

End of the Round

At the end of each Round, players must resolve all faceup Threat Cards, from left to right across the bottom of the Main Board.



The red Outsider Threat Card will always be there. This requires players to deal with a number of Outsiders each Round. This number is dependent on the player count and will increase once the card flips at the beginning of Round 5. If players have not removed the minimum required Outsiders from below the right side of the Main Board (*through Attacking and Converting*), they will all lose 1 Honour. If they have dealt with the Threat, then they ignore this effect.



The brown Overlord Threat Cards will only remain so long as they have Workers on top of them. For each Overlord Threat Card remaining at the end of each Round, players must resolve the potential Honour loss or other effect. Some of these cards provide an option. Players must resolve 1 of the effects. Only if they cannot resolve at least 1 of them, may they ignore its effects.

For example, with the card above, all players must lose either 1 Honour or 1 Silver.



The black King's Threat Card makes all King's Orders harder to complete. It will also cause all players to lose 3 VP per Overlord Worker remaining on Threat cards at the end of the game.

End of the Game and Scoring

The game ends in the same manner as the original game, at the end of Round 7.

Players then immediately move any Attribute Markers that currently sit higher than their Honour, down to where their Honour sits. In this way, players can lose a lot of points from their Attribute Track if they do not maintain their Honour well. *For example, if a player had 11 Faith, but only 9 Honour, they would reduce their Faith down to 9 as well.*

Note that players do not score VPs for their Honour Marker.

Players add up their individual scores in the same manner as the original game, remembering that any uncompleted King's Orders cause players to lose the printed Victory Points below them.

Players also lose 3 VP each per Overlord Worker still remaining on any Overlord Threat Cards.

Players combine all their scores together to get a final score. The target they are trying to reach is 70 VP per player, as reminded on the King's Threat Card.

For example, with 3 players, the target would be 210 VP.

Increased Difficulty

Need a more challenging difficulty? Try these:

Hard = During Setup, place 1 additional Overlord Threat Card facedown below the 3 right-most Overlord Threat Cards. These will also be revealed in Rounds 4-6.

Insane = In addition to the rules for Hard Mode, also add 1 Worker back onto each Overlord Threat Card at the end of each Round that hasn't been removed. This will make them much harder to remove.

VISCOUNTS CO-OP SCENARIO

Overview

In this scenario, players will be working together to increase their influence while the King seeks to regain control of the kingdom. To do this he has sent his most trusted ally - a brutal and vile overlord, hellbent on outworking the King's commands, at any cost.

At the end of each player's turn, the Overlord will move around, either displacing players' Workers, or placing his own. This is all in an effort to get all 20 of his Workers onto the board, or just 1 into the third tier of the Castle, causing all players to lose immediately. However, if players can hold him off long enough for the kingdom to reach Poverty or Prosperity, they may stand a chance at beating him.

Setup

Set up Viscounts as described in the original rulebook, with a few changes:

1. Place the Overlord Card near the Game Board and all 20 Overlord Workers in a supply nearby.
2. Before selecting Player Cards and Hero Townsfolk Cards, deal out the Reference Cards to players. Players can openly discuss who should get which ones, but how they are distributed varies on the player count (*see the next page*). Players should place their Reference Cards alongside the top right of their Player Boards to line up with the green "turn flow" bar along the top part of their Boards.

Distribute the Reference Cards as follows:

4 Players - Give each player 1 Reference Card.

3 Players - Give each player 1 Reference Card and return the unchosen Reference Card to the box.

2 Players - Give each player 2 Reference Cards. However, only the bottom of 1 of these cards will be used. *Players should stack them like the image below. Which card goes on top is their decision.*



3. Once all players have chosen their Player Cards and Hero Townsfolk Cards, place the Overlord Token at the location indicated on the unchosen Player Card. That card, along with the Hero Townsfolk Card can then be returned to the box. Of the remaining Player Cards (*those not used during Setup*), reveal a number of cards (1, 3 or 5), based on the desired difficulty (*see the back of the Overlord Card*). Place 1 Overlord Worker from the supply onto the indicated space of the Main Board for each revealed Player Card.
4. Replace the original Poverty and Prosperity Cards with the new ones for this scenario.

Player Turns

There are now new effects that can take place on and off players' turns. These are listed at the top and bottom of the Reference Cards.



The top indicates a resource they will receive when any player writes a Manuscript of the indicated type.

The bottom indicates new effects for players to resolve when taking particular primary actions.



When resolving the bottom effects to remove an Overlord Worker, they are removed from the current player's location, and returned to the supply.



When resolving the bottom effects to place a player Worker, the current player places 1 of their Workers at their location (*yes, the Workers that usually only get placed in the Castle will also be placed onto the Game Board in this scenario*). Players can only place their own Workers if there are no Overlord Workers currently at their location.

Important Rule:

The Overlord protects all of their Workers from their current location and all other locations, leading into the third tier of the Castle in a straight line. Therefore, players cannot remove Overlord Workers from locations, or bump them off the Castle while they are protected. There are icons printed on the Overlord Token to remind players of this.

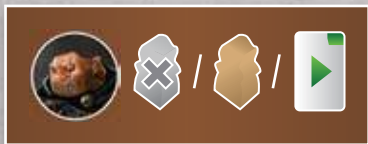


There are no limits to how many Workers may be at a single location. However, there can never be both Overlord Workers and player Workers.

Overlord Turn

The Overlord will take their turn at the end of each player's turn (*after they have drawn cards*). The Overlord will only ever move clockwise around the outside path of the Main Board. The number of spaces he moves is determined by the Silver value of the Townsfolk Card adjacent to his current location.

Note: The Overlord is not Viscount and therefore does not grant players a Rearrange action when he moves onto the same space as their Viscounts.



Once the Overlord reaches their new location, they will take 1 of 3 actions, depending on what other Workers are present at their new location:

- 1 or more Player Workers: Remove 1 Player Worker and return it to that player's supply. If there are Workers of multiple players present, they can decide which Worker is removed.
- No Workers: Place 1 Overlord Worker at that location.
- 1 or more Overlord Workers: Dismiss the Townsfolk Card adjacent to the Overlord's location and resolve its effect.
These effects are described on page 31.

Advancement Order

If at the end of the Overlord's Turn, there are 3 or more Overlord Workers at a single location, they take an Advancement Order.

Players should follow these steps:

1. Move 1 Overlord Worker from this location, 1 space clockwise and another Overlord Worker from this location 1 space counter-clockwise around the outside of the Main Board.
2. Move 1 Overlord Worker from this location in a straight line towards the centre of the Castle. If there are no Workers on the inside path of the Board, place the Overlord Worker there. If there is 1 or more Player Workers there, remove 1 (*just as it would on the outside path*) and return the Overlord Worker to the supply. If there is already an Overlord Worker on the inner path of the Game Board, it will focus on moving the Worker into the Castle. If there is no Overlord Worker in the first tier, place it there. If there is already an Overlord Worker in the first tier, place it in the second tier. And if there is already an Overlord Worker there, place it in the third tier (*this will also immediately cause all players to lose the game*).
3. If there are any other locations on the outside path with 3 or more Overlord Workers, repeat the steps above.

Bumping Workers in the Castle

If there are more than 3 total Workers in a single section of the Castle (*after the Overlord finishes their turn*), the Overlord bumps off 1 of each player Worker from that section. Players do not gain any Silver, Virtue or Resources when being bumped off by the Overlord. Players will need to work together to bump Overlord Workers off the Castle. The Overlord gains no rewards when being bumped off the Castle.

Overlord Townsfolk Dismissal

As previously mentioned, if the Overlord moves to a location where they already have 1 or more Overlord Workers present, they will dismiss the adjacent faceup Townsfolk Card and resolve its effects. These are as follows:



=



Place 2 Overlord Workers at their current location.



=



Place 1 Overlord Worker at their current location. The current player also gains 1 Debt.



=



Place 2 Overlord Workers at the location 1 space counter-clockwise from their current location.



=



Place 2 Overlord Workers at the location 1 space clockwise from their current location.



=

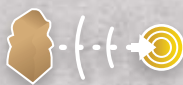


Place 1 Overlord Worker at the location 1 space counter-clockwise from their current location and also 1

Overlord Worker at the location 1 space clockwise from their current location.



=



Rather than placing a new Worker, the Overlord will instead advance 1 of its Workers from their current

location, towards the centre of the Castle. This movement follows the exact same rules as described previously under point 2 of the Advancement Order rules.

Important Rule: Any time the Overlord tries to place a Worker at a location where there is already 1 or more Player Workers, they will always remove 1 Player Worker, rather than placing 1 of their own (*note that this does not apply on the Castle*). When there are multiple Player Workers, players can decide which Worker is removed. This rule applies for all Townsfolk Dismissal effects as well.

Poverty and Prosperity Cards

Any time players reveal the Poverty Card or Prosperity Card, players must remove 1



Overlord Worker from each location on the Main Board where there is exactly 2 Overlord Workers present. These Workers are returned to the supply.

End of the Game

The game can still end the same way, with the Poverty or Prosperity Cards being revealed. In this case, follow the rules of the original game for the final round. However, it is still possible for the game to end prematurely during this final round.

The game can also end if the Overlord places 1 of its Workers in the centre of the Castle, or if when attempting to place Workers, it has none left in its supply. In both cases, the game ends immediately and all players lose.

Scoring

If players manage to end the game in the normal way (*not by the Overlord ending it*), they may stand a chance of winning. Players add up their scores in the same manner as the original game, with the exception of how points are scored from the Poverty and Prosperity Cards. Rather than players scoring for the majorities of flipped cards, each flipped card scores a set number of points, as printed on the Poverty and Prosperity Cards.



Players combine all their scores together to get a final score. The target they are trying to reach is 160 VP, as reminded at the top of the Overlord Card. If they are unable to reach this target, the Overlord still wins.



BONUS CONTENT

Architects Player Boards

These can be added into any game of Architects, including the Co-operative Scenario.



Emma

Begins the game with 14 Workers in Prison, 11 Silver, no Virtue, 1 Gold and 1 Marble. Each time she gains a Debt, she also gains 1 Silver and 1 Clay.



Guntram

Begins the game with 12 Workers in Prison, 9 Silver, no Virtue, 1 Debt and 2 Gold. He also gains 1 Silver each time he gains 1 Virtue.



Judith

Begins the game with 10 Workers in Prison, 8 Silver, 1 Virtue and 3 Building Cards (*after the initial draft*). She may always choose to discard Building Cards in place of resources whenever they are required.

Note: You cannot use Judith's ability in the co-op scenario to Donate Building Cards in place of resources.

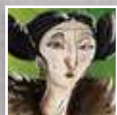


Merovech

Begins the game with 12 Workers in Prison, 10 Silver, 1 Virtue, 1 Stone, 1 Wood and 1 Clay. He may also discard Building Cards in place of losing Virtue at any time. His hand limit is also increased to 8.

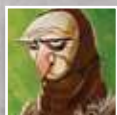
Paladins Townsolk Cards

These can be added into any game of Paladins, including the Tomesaga Campaign and Co-operative Scenario.



Aristocrat

Gain the indicated reward after using a King's Favour.



Swindler

Gain the indicated reward when gaining a Debt.

Viscount Hero Townsfolk Cards

These can be added into any game of Viscounts, including the Tomesaga Campaign and Co-operative Scenario.



Caroline

Immediate: Gain 1 Corruption, 1 Virtue and a Rearrange.



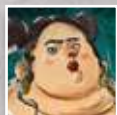
Gisela

Ongoing: Gain a Free Hire or 2 Silver after taking a Noble action.



Hugo

Drop-off: Gain 1 Corruption and any 2 resources.



Larena

Ongoing: Pay 1 less Silver to hire or dismiss Townsfolk Cards.



Samson

Drop-off: Gain 1 Card Flip and Shuffle.



Walaric

Immediate: Gain 2 Silver



GAME DESIGN – SHEM PHILLIPS & S J MACDONALD
ILLUSTRATION – MIHAJLO DIMITRIEVSKI
GRAPHIC DESIGN & LAYOUTS – SHEM PHILLIPS

COPYRIGHT 2020 GARPHILL GAMES
WWW.GARPHILL.COM