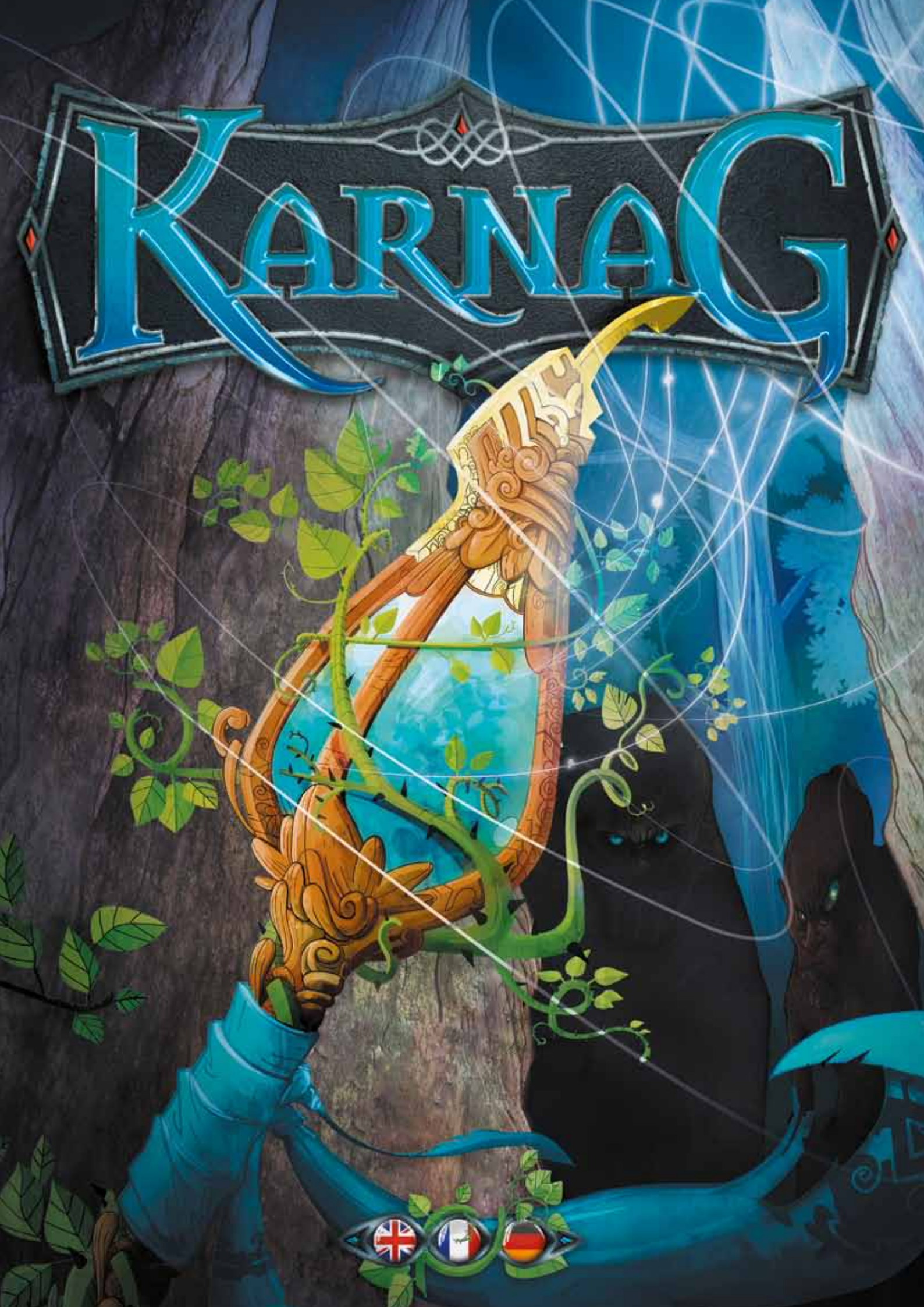
KARNAG


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9
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x15
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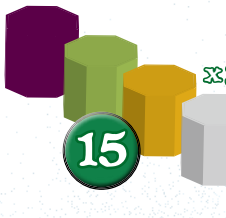
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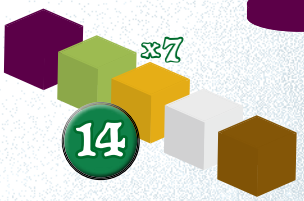
x7
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x6
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3
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KARNAG
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x1


I
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+4
x5
x5


I-2
+2
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x6
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7
x2
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10
x2
x2
+5
+5
+5

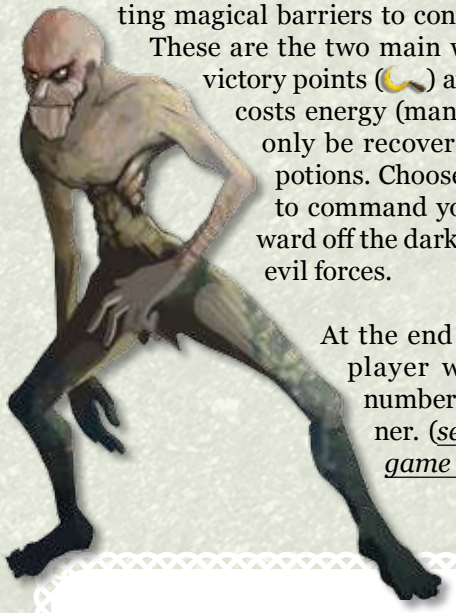
KARNAG

Designer: Pascal Cadot Artist: Yuio

Starting from Ker Ys, the sunken city, dark troops are progressing to gain a foothold on human earth. Sent by the terrifying Ankou, a horde of evil beings writhe through the crevices to emerge in the middle of the forest. To their surprise, however, the Sylvan council of Karnag was aware of their arrival and had already sent its druids to counter them. Using their sylvan spells, these human Elects, conscious of being the final barrier, try to contain the invasion surfacing from the very depths.

1. Principle and aim of the game

The druids gather around a glade where an evil force prevents them from approaching Ker Ys gate, a chasm vomiting hordes of creatures. They use their Sylvan powers to capture the monsters, whilst erecting magical barriers to contain the invasion. These are the two main ways of obtaining victory points (🌙) at Karnag. But this costs energy (mana, 🌈), which can only be recovered by concocting potions. Choose the right actions to command your druids and so ward off the dark aspirations of the evil forces.



At the end of the game, the player with the highest number of 🌙 is the winner. (*see "8 • End of the game", page 14*)

2. Content

1. 1 set of rules and 6 quick reference guides in 3 languages (FR, EN, DE),
2. 1 board,
3. 1 die with sides numbered 2-3-3-3-4-4,
4. 30 Creature tokens: 15 golems, 5 ghouls, 5 black shadows, 5 najas,
5. 6 Action tiles,
6. 6 chips to mask disallowed actions, depending on the number of players,
7. 4 tiles to modify the number of places on the Cauldron spaces,
8. 1 red disk (to indicate the number of the round),
9. 8 black cubes,
10. 36 cards,
11. 13 obstacle tiles , (6 Rock, 3 Swamp, 4 Rock-Swamp mix),
12. 3 druids x 5 colours,
13. 5 disks x 5 colours,
14. 8 cubes x 5 colours,
15. 3 gemstones x 5 colours,
16. 7 menhirs x 5 colours.

THE FOLLOWING RULES ARE VALID THROUGHOUT THE ENTIRE GAME:

There can only be one druid per square on the path.

It is forbidden to move the druids and gemstones of your opponents.

All moves are orthogonal, never diagonal.

3. Set up

Each player chooses a colour and takes the corresponding material.

The red disk is placed on level 1 of the round counter. The number of rounds per game depends on the number of players:

- For 2-3 players, a game consists of 6 rounds
- For 4-5 players, a game consists of 5 rounds

Each player places a cube on level 10 of their Mana track, and another cube on level 0 of the track.

The Power cards are shuffled to form a deck, cards face down.

You may place the Obstacle tiles as for the basic game (see illustration below) or using the advanced rules (see *"10 • Optional rule : Advanced set up", page 16*).

The Creature tokens are mixed and placed to form several piles, tokens face down.

To determine the order of play of the first round, one of the players takes a cube of each participating colour, mixes them and places them randomly on the Play order track.

4 Creature tokens are randomly drawn by the first player and randomly placed, face down, on the 4 squares of Ker Ys gate (one creature per square). They are then shown and moved (see *"4.2.2 • New creatures arrive", page 6*)

The evil creatures against which your druids have to fight are:

- **Golems ○ Made of clay and rock flakes, these massive, ferocious creatures advance clumsily. They represent the biggest part of Ker Ys forces.**
- **Ghouls ○ At home in swamps, these amphibious creatures leave their baleful aura behind them.**
- **Rajas ○ Vaguely human-shaped, these elusive creatures slither, stretch and appear suddenly to grasp you in the throes of death.**
- **Dark shadows ○ Furtive emanations of the purest evil, these hideous ghosts, once in contact with you, pierce you with thousands of invisible stings.**

The first player places one of their druids on the path. During the setting-up phase, druids can only be placed on the squares near the Cauldron spaces (of a darker colour). Two places are available on each small side of the glade, and 6 on each large side. The next player then places one of their druids, and so on until all players have placed their 3 druids on the path. The game may now begin...



4. A game round

Important: The present rules are for a game of 4 players. If you are 2, 3 or 5 players, please refer to section *"9 • Modification of rules depending on the number of players", page 16* ? of the present booklet, to know which modifications to apply.

The game ends after the fifth round. Every round is composed of the 6 following phases, to be carried out in the order below:

- **Phase A** • Determination of the order of play
- **Phase B** • Progression of the creatures
- **Phase C** • Preparation of the Action cards
- **Phase D** • Choice of the actions
- **Phase E** • Performing of the actions
- **Phase F** • Activation of gemstones
- **Phase G** • The Sylvan council

4.1. Phase A: Determination of the order of play

Important: do not perform this phase during the first round, since the order of play is randomly determined.

The new order of play corresponds to the reverse order on the track. The player with the least becomes first player. Players with the same number of keep the same relative position to each other as in the previous round.

4.2. Phase B ○ Progression of the creatures

The creatures move automatically. The first player of the round is responsible for moving the creatures.



In green, a golem; in brown, a ghoul; in grey, a naja; in blue, a dark shadow. The arrow on the border indicates the direction change of the creature in the event of an obstacle. The number of that is earned when the creature is captured isindicated. A symbol is an illustration of the power the creature may have.

4.2.1 Creatures already on the board

Black cubes still on Creature tokens are returned to the reserve.

The die is not used to move the creatures that are already on the board. These move only one square forward in the direction of the nearest border of the glade (the druid path). Start to move the creatures that are the closest to the border in order to make room for the moves of the following creatures.

Creatures move orthogonally and only on free squares. Creatures cannot pass through another creature, a gemstone, a menhir, rocks, swamps or the Ker Ys gate.

Exception: dark shadows can pass through rocks or stop in rocks, ghouls can pass through swamps or stop in swamps and najas can pass through gemstones and menhirs or stop in gemstones and menhirs (place the Creature token under the gemstone or the menhir).

Remark: if a creature is equi-distant from the two closest borders of the glade, then the move follows the direction indicated by the arrow on the gate square which corresponds to the quarter of the board in which this creature is to be found.

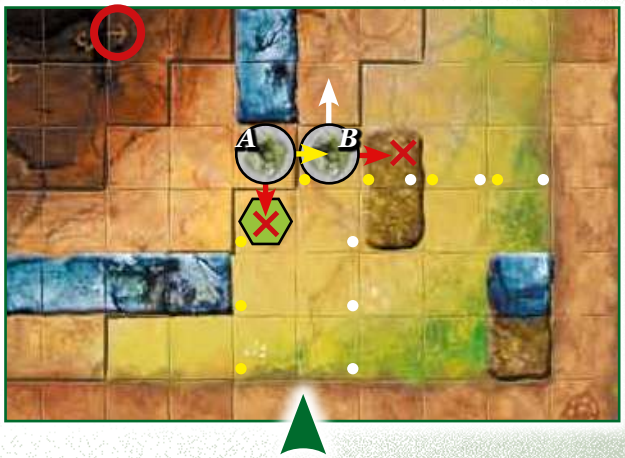
If a creature cannot progress towards the closest border of the glade because it faces an obstacle, then it turns to the right or the left to make the move, according to the direction indicated by the arrow on the border of the token.



The naja is 3 squares away from the two closest borders of the glade. It must then follow the direction indicated by the arrow on the gate square which corresponds to the quarter of the glade in which it finds itself. Following this direction, it faces an obstacle, and then moves one square to the right.

If the moves of several creatures obstruct each other, then priority is given to the creature that is closest to the border of the glade, taking into consideration the total number of squares that the creature would need to reach the two closest borders of the glade (see example). If the total number of squares is equal for all colliding creatures, then they must be moved according to the following order: golem first, then ghoul, dark shadow and finally naja. If it concerns creatures of the same type, they do not move.

It may happen that a creature is blocked and cannot move further with an automatic move. It should then remain there unless it is captured or moved by the telepathic power of a druid.



The two golems are both 3 squares away from their closest border and should thus move simultaneously. Golem A faces a gemstone and should move to the left. Golem B is equi-distant from the two closest borders. It should therefore follow the direction of the arrow on the gate square that corresponds to the quarter of the board in which it finds itself. The golem that moves first is the one that requires the lowest total of squares in order to reach the two closest borders of the glade. Golem B needs 6 squares (white dots) and Golem A, 7 squares (yellow dots). Thus, golem B moves first avoiding the obstacle before him (white arrow), followed by golem A (yellow arrow).

When a creature, be it via automatic move or the action of a player, ends its move on a free square of the druid path, it is removed from the game.

One may imagine that this creature could escape and begin ravaging the region. It is a failure for the druids that were close to the escaping creature, as they could have intervened sooner.

Each druid located up to 5 squares from the escape square of the creature receives a penalty (druids in a Cauldron space or at the Sylvan council are not affected):

- a player whose druid is located on a square that is adjacent to the escape square loses 3.
- a player whose druid could reach the escape square by 2 or 3 moves loses 2.
- a player whose druid could reach the escape square by 4 or 5 moves loses 1.





The dark shadow escapes. The green player, whose druid is directly adjacent to the escape square, loses 3. The purple player, whose druid is slightly further, 2 squares away, loses 2. Then the green player also loses 1 because of the other green druid. The yellow player meanwhile was safe and it was in his interest that the creature escape from the glade.

Remark: a druid on the path is an obstacle. A creature cannot escape through a druid and the obstacle rules apply (see above).

It is not possible to have less than 0 on the score track.

4.2.2 New creatures arrive

The first player rolls the die. The upper side of the die indicates:

- The number of new creatures that arrive through Ker Ys gate,
- as well as the number of the square of Ker Ys gate on which the first creature is placed face down, the following ones being placed clockwise, one creature per square. Draw them one by one.

Remark: during the set up (see *"3 • Set up", page 3*), 4 creatures always arrive and move according to the move rules below. The creature on square number 1 moves first.

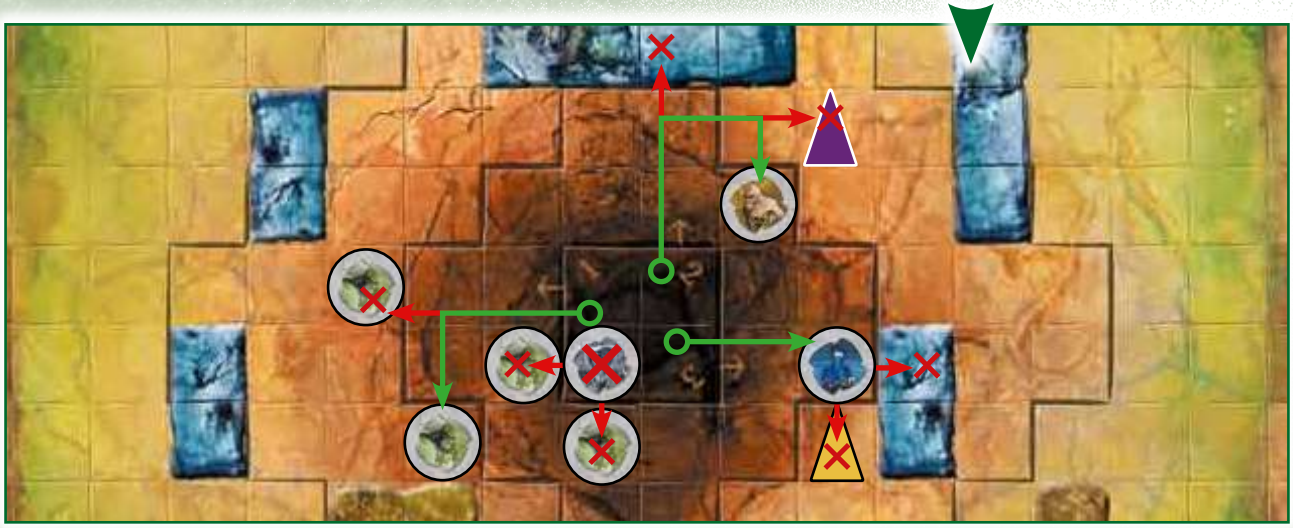
These newly arrived creatures then move. Starting from the one that had been placed first (which depends on the upper side of the die, see above) and then clockwise, the first player rolls the die for each creature to determine the number of squares the creature will be allowed to move. For this first move, the creatures depart through the Ker Ys gate by following the arrow linked to their Ker Ys gate square and proceeding straight ahead.

If the creature encounters an obstacle, it turns according to the rules explained above and continues its move in this new direction. However, a creature

cannot pass twice through the same square during the same move.

If a creature cannot leave Ker Ys gate, blocked by a gemstone, a menhir or another creature, it may try to leave Ker Ys gate through the other side of its start square (the side with no arrow) and then follow the direction indicated by the arrow linked to its start square. If both sides of the start square are blocked, then the creature is removed from the game.

Four creatures have arrived at the Ker Ys gate. The golem must move 4 squares forward. It encounters an obstacle, turns to the left and continues in this new direction until the 4 Move points have been used up. The ghoul must also move 4 squares forward in total. It encounters an obstacle, turns to the right, moves 1 square and again encounters an obstacle, which forces it to turn once again to the right. The dark shadow has the possibility of moving 3 squares forward ; it encounters an obstacle after the second square, turns to the right, but again faces an obstacle. Its move is then interrupted as it cannot go back onto the previous square during the same move. Lastly, the naja cannot go out of the gate since both sides of its Starting square are blocked. This naja token is removed from the game.



4.3. Phase C ○ Preparation of the Action cards

The 6 Action cards are shuffled and aligned one by one, face up. Take care to choose the right faces corresponding to the number of players (the colour of the leaves on the cards will help you).

4.4. Phase D ○ Choice of the actions

Every Action card is divided into two parts : the main action in the upper part and the secondary action in the lower part. Every action has a limited number of dedicated spaces for cubes. In a 4-player game, there are 2 places for the main action and 3 places for the secondary action. You may use the small chips provided to mask the upper action of the Action cards to show that these actions are not available in a 4-player game.

Every player has 5 cubes to select the actions he wishes to carry out. Following the order of play, players place one cube at a time on the Action cards, until all players have played their 5 cubes.

A cube may be placed on any unoccupied space.

The same player may choose the same action several times, be it main or secondary.

4.5. Phase E ○ Performing the actions

For a description of the different actions, see *"2 • The Action tiles", page 9*.

4.5.1 General rule

All main actions are performed before the secondary actions. Performing the actions occurs from left to right. For a given action, one starts from the upper cube down to the lower one.

If there are two alternatives for a given action, the player announces which one he wishes to perform. Choosing one of the alternatives does not oblige the following player (be it themselves or another player) to choose the other, remaining alternative.

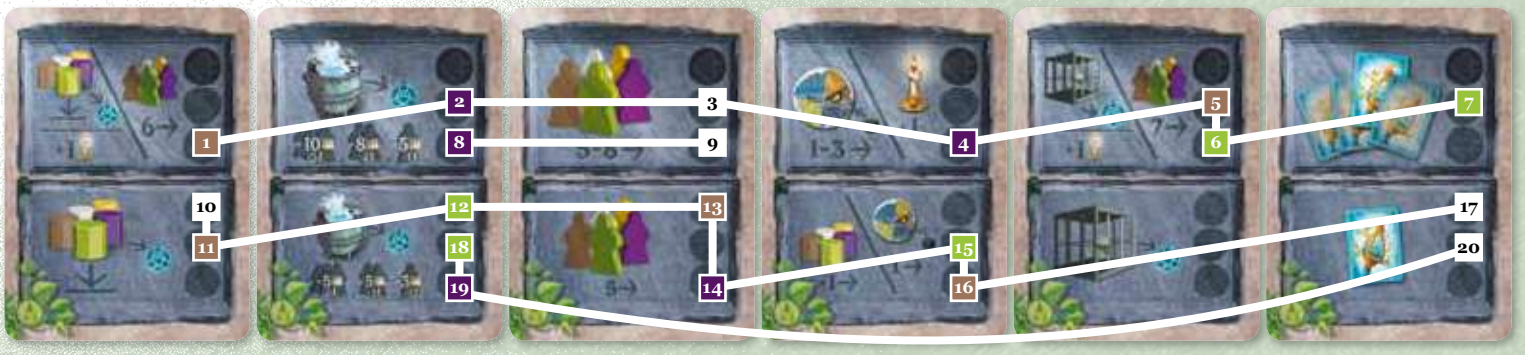
Note : We recommend that the player, when carrying out an action, slips the cube to the left and does not remove it from the tile. By doing so, it is easy to remember whether a given player has already performed the same action during the same phase E, which is important for the next point (see *"4.5.2 • Particular case", page 8*).

When all main actions have been performed, remove the corresponding cubes before beginning the secondary actions.

4.5.2 Particular case

If a player has chosen the same action several times (the cubes are not necessarily sequential), then the performing of this action stops as soon as the second cube is met, and the next Action tile is taken into consideration. Once the whole row of actions (main or secondary) has been performed, then the same row is reviewed in order to perform the actions that could not be performed before due to the blockades. The same rule applies if the player has put a third cube on the same action.

This is an example, in a 4-player game, of how to perform the actions. On Action tile 2, the second cube is of the same colour (purple) as the first cube, then the second action of tile 2 is temporarily blocked and the resolution goes to the next tile. The same applies for the third tile. These two blocked actions are carried out before going to the secondary actions. Considering tile 2, the second cube on the secondary action is of the same colour (green) as the first one, which temporarily blocks the performing of this action on this tile, even for the purple cube on the third place. We shall come back to these blocked cubes after the last Action tile has been reached.



Important: it may happen that a player cannot perform the action, or does not want to perform it. In both cases, the player receives 1 by way of compensation.

The player does not receive any if the action is performed, even if only partially.

4.6 Phase F ○ Activation of gemstones

Two or 3 gemstones of the same colour and orthogonally aligned are automatically changed into menhirs (menhirs have a special property that will be activated at the end of the game; see *"8 • End of the game", page 15*)

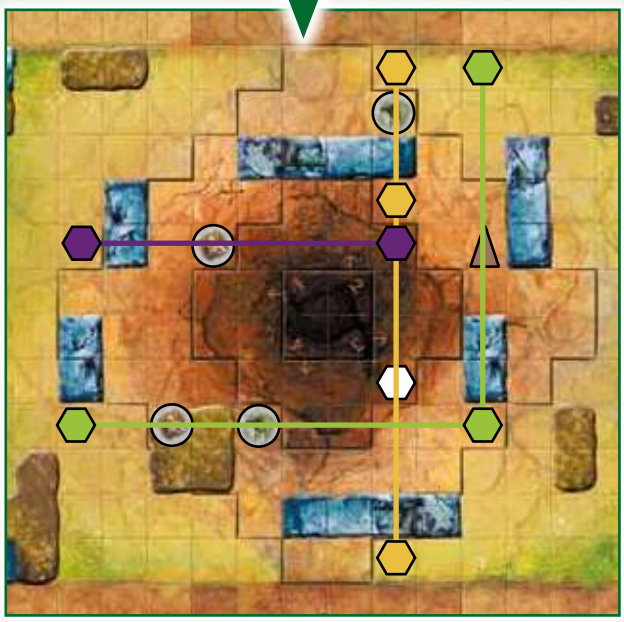
One gemstone alone is never transformed into a menhir.

The menhirs are taken from the corresponding player's reserve and replace the gemstones on the board. The gemstones go back into the player's reserve.

After the transformation into menhirs, the corresponding player is awarded :

- As many as the number of squares comprising the menhir alignment (including the squares on which the menhirs appear).
- In addition, the player scores 7 for each new menhir situated inside the light brown region of the glade.

Two purple gemstones are aligned and become menhirs (taken from Purple's reserve). Purple scores 22 in this case (8 squares + the bonus for the menhir in the dark brown region). Green had placed 3 gemstones, forming a polygonal chain with a right angle. All squares included in the complete chain are counted once, which gives 25 to Green (18 squares + the bonus for the menhir in the light brown region). Yellow had put 3 gemstones on the same line. They are all transformed into menhirs. The squares forming the line are counted once, which gives 19 to Yellow (12 squares + the bonus for the menhir in the light brown region). The menhirs that replace the gemstones on the board are taken from the respective player's reserve. Please note that no obstacle prevents the transformation of gemstones into menhirs.



- The player also scores 14 for each new menhir situated inside the dark brown region of the glade.

The green / yellow region of the glade does not give any bonus.

Important: no obstacle inside the alignment can prevent the gemstones from becoming menhirs.
Once positioned, it is impossible to move a menhir.

After a player has placed their 7 menhirs, any subsequent gemstone alignment of this player is ignored. They cannot recover the gemstones in their reserve.

4.7 Phase G • The Sylvan council

During this last phase of the round, each player receives as many as the number of their own druids at the Sylvan council at this time. In addition, the player having the highest number of druids at the Sylvan council may move up one step in one of the knowledge tracks (See *"7 • The knowledge tracks", page 14*). In the event of a tie, all players may move up in the knowledge track of their choice.

Important: Druids go to the Sylvan council after any of the three following actions:

- Capture of a creature: every druid having captured a creature goes to the council.
- Setting of a gemstone: one of the two druids having created a gemstone goes to the council.
- Preparation of a magical potion: every druid having prepared a magical potion goes to the council.

Important: a druid may stay at the Sylvan council for as long as the player wishes. He can also immediately return around the glade, without waiting for phase G to happen. To go back around the glade, the druid enters the path through one of the four corner squares (the symbol of the Sylvan council is shown) – by using a Druid move action or playing a card allowing druids to move. Entering the path counts as moving one square forward. If the corner is occupied, the druid may jump over it and begin the move at the next square.

After the phase of the Sylvan council is finished, the game stops if it was the last round. Otherwise, every player takes their 5 Action cubes back, and a new round begins at phase A.

5. Description of the Action cards



5.1. Druid moves

5.1.1 Main action

Move your druids forward for a total of 5 to 8 squares.

This total can be shared out among several druids.

Druids never go into the glade. They can only turn around it, stay on the druid path or go onto a Cauldron space.

During the same action, a given druid can only go in one direction. Moves back and forth are not allowed.

A given druid makes its move at once. The player cannot take it again during the same action.

Occupied squares are not counted. Instead, druids jump over them and go directly onto the next free square. It is possible to jump over several occupied squares at once.

Entering a Cauldron space also counts as a move of one square forward and it is possible to reach it by jumping over a druid placed just before the entrance. Two places are available at the Cauldron spaces situated along the largest borders of the glade, with only one place for the Cauldron spaces at the smallest borders.

A Cauldron space cannot be used as a shunt. Any druid entering a Cauldron space stays there until it prepares a magical potion and proceeds to the Sylvan council (see *"5.5 • Preparation of magical potions", page 12*).

It is mandatory to use all possible moves chosen. A Cauldron space does not "absorb" potential remaining squares. Entering a Cauldron space counts strictly as a move of one square forward.

5.1.2. Secondary action.

Move your druids forward for a total of 5 squares, according to the rules above.

5.2. Creation of gemstones



5.2.1 Main action

The player must choose between the following two actions:

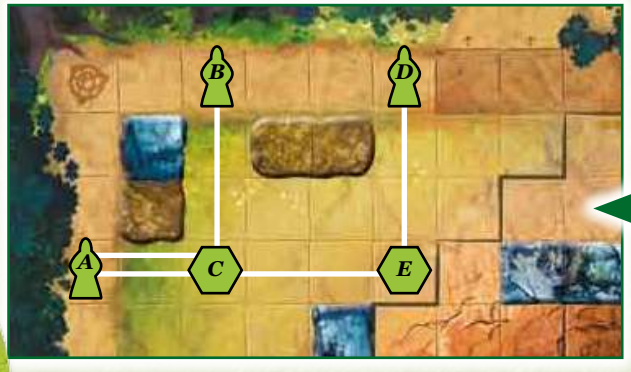
- Either move their druids forward for a total of 6 squares.
- Or create a gemstone and / or progress one level up in one knowledge track (see *"7 • The knowledge tracks", page 14*). It is possible first to progress in knowledge and then to create the gemstone. One may also progress in knowledge only, without creating a gemstone.

  To create a gemstone, the druids of the player who has chosen this action look at the glade from the druid path and emit magical lightning of pure energy. At the intersection of two magical lightning flashes (from druids of the same player only), a gemstone is created. Therefore, a gemstone from the player's reserve is placed at this intersection. It is never obligatory to create a gemstone. This costs equal to the number of squares that the two lightning flashes cover to reach the intersection, plus the square where the gemstone is set (the squares of the druid path, where the druids are located, are not counted). Those are immediately deducted from the mana level of the corresponding player. Caution: it is not possible to have less than 0 . If this would be the case, then the action is not performed.

  The magical lightning flashes are prevented from passing through the creatures, the rocks, the swamps, the Ker Ys gate, the menhirs and the gemstones on the board. Having certain creatures in your reserve (see *"5.4 • Capturing creatures", page 10*) and having some Power cards in your possession (see *"6 • The Power cards", page 13*) may help in ignoring these blockades.

  A gemstone can only be created on a **totally** free square.

  It is possible to create two gemstones with the same action if the three druids are correctly placed. The cost in is the sum of the of the two events considered independently.



Druids A and D create gemstone E for 7 in energy cost; druid D is then sent to the Sylvan council. Druid A and druid B are still there and correctly placed to create another gemstone (gemstone C) for 4 in energy cost. Then Druid B is sent to the Sylvan council. These two gemstones have been created during the same action (one cube on the Action card).

When a gemstone has been created, the Sylvan council must be informed. For this, one of the two druids having created the gemstone (the player chooses which one) must go to the council. The druid chosen by the player is directly placed at the council table on the board.

5.2.2 Secondary action

The secondary action consists of creating a gemstone, according to the rules described in the previous section.

5.3 Capturing creatures



5.3.1 Main action

The player has the choice between:

- Either moving their druids forward for a total of 7 squares or capturing one or several creatures,
- and / or progressing one level up in one of the knowledge tracks (see *"7 • The knowledge tracks", page 14*). It is possible first to progress in knowledge and then to capture a creature. One may also progress in knowledge only, without capturing.

  A player can capture a creature if this creature is in front of one of their druids. The druid uses its magical lightning of pure energy to capture the creature, which in turn imposes all rules concerning the lightning (see *"5.2 • Creation of gemstones", page 10*). The cost in is equal to the number of squares between the druid and the creature (including the square of the creature, but not the square of the druid). The cost in is immediately deducted from the mana level of the corresponding player. Caution: it is not possible to have less than 0 . If this would be the case, then the action is not performed.



When a druid has captured a creature, the Sylvan council must be informed. For this purpose, the druid that has just captured a creature is directly placed at the Sylvan council.

It is theoretically possible for a player to capture up to 3 creatures with the same action. Indeed, a player has 3 druids, and each of them can capture 1 creature if they are correctly placed.

They are never obliged to capture a creature, however, even if they all face one.

The creatures that have been captured are placed in the player's reserve.

Capturing a creature immediately earns :

- 2 for a ghoul, a dark shadow or a naja.
- 5 for a golem.

Properties of some creatures :

A player can use the property of the creatures that are in their reserve. This can be useful to create gemstones or capture creatures that are behind or inside an obstacle. These properties can be combined, including with Power cards. The player does not lose the creature when using its property.

- A dark shadow grants, during each action, the power for the magical lightning to pass through 1 Rock square (2 dark shadows for 2 Rock square, etc.).
- A ghoul grants, during each action, the power for the magical lightning to pass through 1 Swamp square (2 ghouls for 2 Swamp squares, etc.).
- A naja grants, during each action, the power for the magical lightning to pass through a square occupied by a gemstone or a menhir (2 naja for 2 squares occupied by a gemstone or a menhir, etc.).

Golems do not grant any power, but they give more !

5.3.2 Secondary action

The player captures one or several creatures, according to the rules described in the previous section.

5.4 Move of a creature or a gemstone



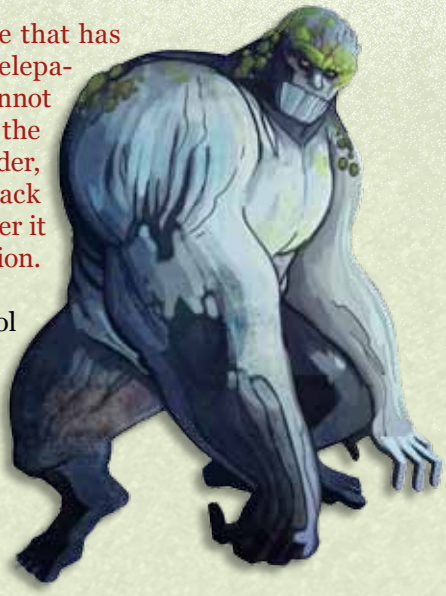
5.4.1 Main action

The player has the choice between :

- Either progressing one level up in a knowledge track (see *"7 • The knowledge tracks, page 5*).
- Or moving a single creature 1, 2 or 3 squares forward by using the druid's telepathic power.

  The player chooses which creature on the board will be moved. This creature can only move around on free squares. This move is due to the telepathic power of the druid, and as such is not linked to the rules of the automatic moves. Obstacles remain obstacles, but the special properties of the creatures apply (ex : the ghoul moves around and stays in the swamps). It is possible to make the creature reach the druid path with this action (See *"4.2 • Phase B : progression of the creatures", page 5*).

Important : a creature that has been moved with the telepathic power of a druid cannot be moved again during the same round. As a reminder, immediately place a black cube on the creature after it has moved with this action.



If one or several Control of a creature card(s) is (are) played at the same time when this action is performed, then the effect may apply to the same creature.

5.4.2. Secondary action

The player has the choice between :

- Either moving one of their gemstones in the glade to an adjacent free square (but not on the druid path),
- Or moving a creature 1 square forward with telepathic power. After the move, place a black cube on this creature to indicate that it has already moved during this round. It is possible to make the creature reach the druid path with this action (See *"4.2 • Phase B : progression of the creatures", page 5*).

  If one or several Control of a creature card(s) is (are) played at the same time when this action is performed, then the effect may apply to the same creature.

5.5. Preparation of magical potions

5.5.1 Main action

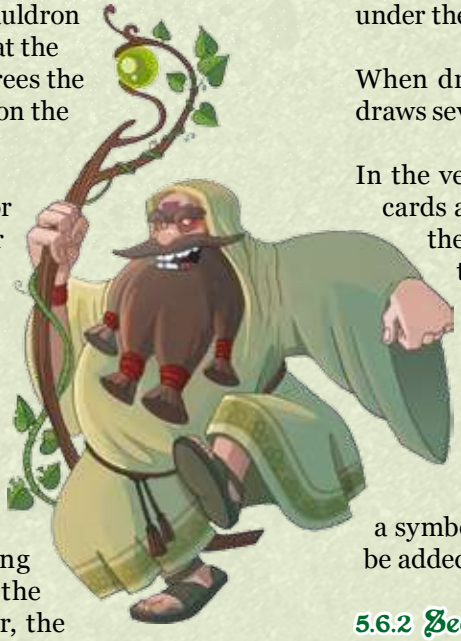


- Recover and acquire knowledge with the druids who are present in Cauldron spaces. These druids are preparing magical potions that earn:
  - 5 if the player has only one druid in a Cauldron space
  - 8 if the player has two druids in a Cauldron space (not necessarily the same Cauldron space)
  - 10 if the player has 3 druids in Cauldron spaces.

  On the energy track, it is not possible to exceed 20. All extra are lost.

- For each druid on a Cauldron space, the player also progresses 1 level up in one of the knowledge tracks.

- Lastly, every druid of the player that was present on a Cauldron space is directly placed at the Sylvan council, and so frees the place he was occupying on the Cauldron space.



The action is mandatory for all the druids of this player that are at a Cauldron space at that particular moment.

5.5.2. Secondary action

This action allows the recovery of, the acquisition of knowledge before the druids are sent to the Sylvan council, according to the rules indicated in the previous section. However, the number of that are earned is different:

- 3 if the player has only one druid in a Cauldron space
- 5 if the player has two druids in a Cauldron space (not necessarily the same Cauldron space)
- Still 5 if the player has three druids in cauldron spaces.

The third druid does not earn, but still allows the progression in one knowledge track before reaching the Sylvan council.

5.6 Draw a Power card

5.6.1 Main action



Draw 4 Power cards, keep one of them and place back the others under the deck.

A player's hand is not limited.

A card drawn can be played immediately.

Power cards with a symbol on the back



There are 6 Power cards with a symbol on the back. These cards are counted when the player draws 4 cards, but they can never be kept in the player's hand. If the player chooses such a card, they show it to the other players and play it immediately. The effect of such a card is always the same: sending a creature from the player's reserve back to Ker Ys with a magical spell, which earns 5. This type of card exists only for ghouls, dark shadows and najas and is specific, which means, for example, that the player cannot send back a naja with a card showing a ghoul. The creature token is taken from the player's reserve and removed from the game. The card is put back under the deck.

When drawing 4 cards, it may be that the player draws several such cards, but they may only play one.

In the very rare case where a player draws 4 such cards and does not wish to play any of them, then they are allowed to draw a further 4 cards after the 4 previous cards are placed back under the deck. If a player draws 3 such cards out of the 4 cards drawn and does not wish to play any of them, then the player is obliged to choose the 4th card (to be played immediately or included in the player's hand).

When a player has chosen to play a card with a symbol on the back, this means that no card can be added to their hand.

5.6.2 Secondary action

Draw 1 Power card (to be played immediately or to be included in the player's hand).

If the player draws a card with a symbol on the back and does not wish to use it, then it is placed back under the deck and a new card may be drawn. This can be done as long as the player draws such a card and does not use it.

6. The Power cards

Before, during or after an action, but well before the next action is performed, a player may play as many Power cards as they wish and in any order.

Caution : the effect of a card cannot be fragmented, which means an action cannot be performed partially, only to be concluded at a later stage (after the effect of another card or after the very action itself).

A played card is replaced under the deck.

6.1 Through rocks/swamps 5 copies



Playing this card gives the possibility for the magical lightning of a druid to pass through 1 Rock square OR 1 Swamp square. Several of these cards can be combined to pass through several Rock / Swamp squares. Such cards can also be combined with the properties of the najas, dark shadows and ghouls.

6.2 Acceleration/deceleration 5 copies



Playing this card gives the possibility for the player to add or subtract 1 to 3 squares to / from the total number of squares during a Move action.

This card can also be played independently of a Move action. In such a case, it allows the player to move their druids 1 to 3 squares forward.

Important : Any bonus from the "Bonus to move the druids" knowledge track does not apply when this card is played alone, independently of a Move action of an Action card.

6.3 Extra 5 copies



Playing this card immediately earns 4 .

6.4 Move gemstones 5 copies



Playing this card allows the player to move one of their gemstones 1 or 2 squares forward or two gemstones 1 square forward. The squares on which the gemstones move around must be free.

6.5. Increased knowledge 5 copies



Playing this card allows the player to progress two levels up in one of the knowledge tracks, or one level up in two different knowledge tracks.

6.6. Control of a creature 5 copies



Playing this card allows the player to move a single creature on the board 1 to 3 free squares forward. This move is due to the telepathic power of the druid and as such is exempt from the rules of the automatic moves. Obstacles remain obstacles, but the special properties of the creatures apply (ex : the ghoul moves around and stays in the swamps) (See *"4.2 • Phase B : progression of the creatures", page 5*). Several such cards played at the same time may apply to the same creature.

Important : a creature that has been moved with the telepathic power of a druid cannot be moved again during the same round. As a reminder, immediately place a black cube on the creature after it has moved with this Power card.

6.7. Elimination of a creature 6 copies



Such cards exist for three types of creatures : ghouls, dark shadows and najas. These cards are marked on the back as an indication that they can never be found in any player's hand but must be played immediately once drawn if the player wishes to use this power (See *"5.6 • Draw a Power card", page 12*).

Playing such a card allows the player to send a creature from their reserve back to Ker Ys (discard the creature token). Since the player loses the property afforded by the creature, 5 are immediately given to this player in compensation.



7. The knowledge tracks

At the beginning of the game, every player places one disc below every knowledge track. The first level of every track has no effect but is mandatory.

If the last level of a track has been reached, then it is not possible to choose this track any more to progress in knowledge.

7.1 Tracks with permanent effect

Once acquired, the bonuses earned by these tracks are valid immediately and until the end of the game.

7.1.1 Bonus for the capture of creature(s)

Depending on the level reached on this track by their respective markers, additional are earned when the player captures a creature (see *"5.3 • Capturing creatures", page 10*). The bonus is awarded when the action of capturing creatures is performed, regardless of the number of creatures that are captured. However, the upper levels of the track also earn extra for each captured creature.

7.1.2 Bonus to move the druids

Depending on the level reached on this track by their respective markers, an additional (but optional) number of squares is awarded to the player to move the druids. This bonus applies every time a Move action is carried out for the druids of this player (see *"5.1 • Druid moves", page 9*).

Important: this bonus can only increase the number of squares for a druid move. It cannot be used to decrease it. Also, this bonus does not apply to the Acceleration / deceleration Power card if this card is played alone, independently of a Move action of an Action card.

7.1.3 Bonus for the at the Sylvan council

Depending on the level reached on this track by their respective markers, additional VPs are awarded to the player during the Sylvan council phase (see *"4.7 • Phase G: The Sylvan council", page 9*). The three numbers at each level of the track indicate the bonus in VPs awarded to the first, second and third druid of the player if they are present at the council.

Important: If the player has only 1 druid at the council and has reached the last level of this track, no bonus is awarded for the second and third druids, since these druids are not present at the council.

This bonus is not taken into account in calculating the majority at the Sylvan council.

7.2 Tracks with immediate effect

These effects are only awarded at the moment the marker of a player moves one level up in a track. If the marker moves several levels up in the same track, then each level is taken into account and not only the effect of the level that the marker reaches.

7.2.1 Move gemstones

At each level on this track, the player may move their own gemstones according to the number of (free) squares indicated. The number of squares may be shared out among several gemstones, but the total number must be used.

7.2.2 Recovery of

At each level on this track, the player receives as many as the number indicated.

Some levels also give the possibility of progressing one level up in one of the other knowledge tracks (as shown by a parchment).



7.1.1 7.1.2 7.1.3 7.2.1 7.2.2

8 End of the game

The ultimate goal of the druids was to surround the Ker Ys gate with the menhirs they placed. Indeed, these menhirs are activated at the end of the druids' mission and form magical barriers that will contain the invasion. If the druids fail to encircle the chasm completely, then only the best creature hunters will be able to continue the struggle.

On completion of the last round (depending on the number of players; see *"3 • Set up", page 4*), the game stops and a final count is made.

In addition to the earned during the game, the players are granted:

- 1 per Power card still in hand
- 1 for each gemstone in the green / yellow region of the glade, 4 for each gemstone in the light brown region of the glade, 8 for each gemstone in the dark brown region of the glade
- If the Ker YS gate is completely encircled by the magical power of the menhirs (see example), then 4 are awarded to each menhir taking part in the encircling of the gate, 2 are awarded to each menhir in the glade but not taking part in the encircling, and 1 is awarded per creature still in the player's reserve.

  If the Ker Ys gate cannot be totally encircled by the magical power of the menhirs (see example), then 2 are awarded per creature still in the player's reserve, and 1 is awarded to each menhir in the glade.

  The creatures remaining in the glade at this stage of the game have no influence on the outcome of the encircling in any way (we may assume that they are all sucked back into the Ker Ys gate when the menhirs are activated).

Complete encircling of the Ker Ys gate

The gate is considered totally encircled by the magical power of the menhirs if it is possible to draw a closed figure around it by orthogonally joining several menhirs in the glade by way of a polygonal line (starting from a given menhir, the connecting line must end up on the same menhir). A minimum of 4 menhirs is required.

For the attribution of the , the encircling solution that covers the fewest squares is taken into account. If several such solutions exist, then all are validated. But even if a menhir is part of several solutions, it scores only once.

A virtual magical line between two menhirs cannot be formed over the Ker Ys gate.



This is an example of complete surrounding. Eight menhirs join to surround the Ker Ys gate. Another possibility exists with the two lower purple menhirs, but this would include a higher number of squares than the solution that has been taken into account.



Here, the disposition of the menhirs does not allow the players to surround the Ker Ys gate. Please note that the possibility of obtaining a closed figure would imply that one magical line would pass over the Ker Ys gate, which is not valid.

After the final count, the player with the highest number of wins. In the event of a tie, the one among the ex-aequos with the highest level of wins. If there is still a tie, then the victory is shared.

9. Modifications of the rules for a different number of players

9.1 For 2 players

A game lasts 6 rounds.

There is only one available cauldron in the Cauldron spaces of the large side. Cover the space showing two cauldrons with the tile showing one cauldron.

Action cards have 2 secondary actions and 1 or 2 main actions, depending on the position of the card in the row. The first, third and fifth card in the row have 2 main actions, and the second, fourth and sixth ones show only 1 action. Use the small chips provided to mask the actions that are not available during the round.

9.2 For 3 players

A game lasts 6 rounds

The Action cards are composed of 2 main actions and 2 secondary actions.

9.3 For 5 players

There are two cauldrons in the Cauldron spaces of the small sides. Cover the space showing one cauldron with the tile showing two cauldrons.

Action cards are composed of 3 main actions and 3 secondary actions.

10. Optional rule: advanced set up

The advanced set up allows the players to place the obstacles (Rock and Swamp tiles) themselves, as they wish.

All obstacles are shown face up by the board. The four first obstacles to be placed on the board are the mix ones (rock and swamp). Then the others can be placed.

Important:

- Obstacles cannot be in contact with each other, neither side by side, nor corner to corner.
- No obstacle can touch the Ker Ys gate, which means that an obstacle cannot overlap one of the squares of the gate and no part of it can overlap one of the squares directly surrounding the Ker Ys gate.
- No obstacle can overlap a square of the druid path.

The first player (see *"4.1 • Phase A : Play order", page 5*) chooses first a mix tile and places it on the board so that the tile overlaps one of the corner squares of the glade. It is then the turn of the next player, until the 4 mix tiles have been placed on the board.

Still respecting the order of play, the next player may now place one of the remaining obstacles (rock or swamp), and so on, until all obstacles have been placed in the glade.



Credits

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