

VINDICATION[®]



UNIFIED RULEBOOK & VISUAL GUIDE

VINDICATION BASE GAME ▴ GUILDS & MONUMENTS ▴ MYTHS & WONDERS
LEADERS & ALLIANCES ▴ CHRONICLES ▴ VILLAGES & HAMLETS
ODYSSEY ▴ SOLO ADVENTURE MODES

The Story Begins...

The Premise

You are wretched...but that is not the end of your story. After a life spent chasing wealth and excess, your cruelty and corruption have finally caught up with you. That's why you were thrown overboard by your shipmates—left to die in the icy black sea. But in this world of surprises, that was not your destiny.

Moments before vanishing into endless darkness, you wash ashore amid the ruins of a remote island where you are revived by a traveler. As you open your eyes to your bizarre new home, you find that something better—something stronger—has awakened inside you.

Now, there is work to be done. You have nothing but the beating of your heart, the breath in your lungs, and a tarnished past pleading to be rewritten.

Game Overview

In a Nutshell

In Vindication, you'll explore the various regions on the island looking for opportunities to expand your influence and gain honor.

You and your companions will create a unique storyline — which may include acquiring relics, attaining traits, defeating monsters, controlling regions, and performing secret quests, among other things in your journey to attain the most honor.

Each game will evolve very differently as you and other players pursue your own distinct adventure—until one or more of the unique end-game conditions are met.



The Main Objective : Honor

You've led a wretched life until now. The goal is to regain as much honor as possible before the end of the epoch. The player who has the most honor at the end of the game wins.



Use Influence and Gain Attributes (p.10-11)

You'll exert your influence (colored blocks) to attain the common attributes of inspiration, knowledge and strength, using them to take actions that will increase your honor.

You can also convert these common attributes to gain the heroic attributes of courage, vision, and wisdom, to unlock more powerful actions.



Perform Quests (p.18)

Should you choose, you may perform secret quests to gain honor that your opponents know nothing about. *They'll never know how ready you really are when they trigger the end of the game.*



Discover, Visit, and Control Map Regions (p.8-9)



Each region on the island has something unique to offer. You can discover and visit regions to gain the benefits offered there.

Players who control these regions gain honor when other players visit them.

Vindicate Yourself (p.19)

During the course of the game you'll have the opportunity to regain your reputation as well as your honor.

Doing so will grant you an honor boost and double your personal attribute-generating power.



Add Companions (p.12-13)

If you choose to visit an inn, you can add companions to your party to gain new abilities.

Each companion is unique, and you can activate one of them each turn to gain their attributes as well as their ability.



Acquire Relics (p.15)

Using vision at the Arcane Tower will allow you to acquire and use influence to charge limited-use relics with powerful abilities.

Once the influence is gone, you can visit the tower again to recharge them.



Gain Proficiencies (p.18)

If you choose, you may use your various attributes to gain proficiencies in those attributes.

Proficiencies will increase your mastery totals in the hopes of gaining the substantial end-game bonuses for each attribute.



Attain Mastery (p.18)

At the end of the game, mastery tiles will be awarded to the player who has demonstrated the most prowess in each attribute category.

Gaining cards and proficiencies of each corresponding color will allow you to compete for these mastery tiles.



Defeat Monsters (p.16)

Feeling courageous? Delve into the Gaping Maw and face whatever monstrosity awaits you there. Each of your victories there will grant you end-game bonuses.



Attain Traits (p.14)

Using wisdom at the Ancient Tomb has the potential to gain your character traits which have passive or triggered abilities that make everything you do much more rewarding.



Trigger the End of the Game (p.19)

The game begins with 2 active end-game triggers. Each end-game trigger has unique criteria that could potentially end the game.

When any player meets the requirements of one of them, the next round becomes the final round, so you must be wary as new triggers are added when a player passes a trigger token on the scoring track.



Base Game Setup

Before you Begin...

Be sure to first read the setup instructions for any expansions or modules you wish to include, as they may slightly alter these setup instructions (expanded content instructions begin on p.24).

IMPORTANT

For optimal balance, companions with this icon in the upper left corner cannot be used as starting companions.



It is recommended to remove all cards with **any** icon in the upper left corner before players have placed their starting companions in step 9. These can be shuffled into the card stacks in step 10.

If you forget, players who draw a companion with an icon should draw until they get a replacement without an icon, shuffling the rest back into the stack.



- 1 Main Board**
Place the main game board in the center of the table (the beginner side has visual cues for initial setup). Sort all cards into stacks by color.
- 2 Power Boards & Trayz**
Each player takes a game tray with components and the corresponding power board. There is no strategic difference between colors.
- 3 Player Tiles**
Each player takes the character tile from his/her tray and places it next to their power board (guilt-ridden scumbag side up).
- 4 Speed Tiles**
Each player takes the speed tile with speed "2" and places it next to their character tile, as shown.
- Journey Cards (brown)**

Randomly deal one journey card to each player, who follows its instructions:
- 5** Place your metal player medallion on the designated map triangle.
- 6** Place your wooden scoring disc on the scoring track at space 15.
- 7** On your power board, place 8 of your wooden blocks into your potential, and 8 into your influence, and 2 into conviction.
- 8** Place 1 of your wooden blocks onto the main board in each of the attribute circles for inspiration, knowledge and strength.
- 9** Draw the top face-down companion card of the color shown on your journey card, gain its honor (upper right), and place it next to your power board.

Place all journey cards back into the box.

10 Companion, Relic, Trait, and Monster Cards



Shuffle and stack these cards face-down on the main board to the left of the attribute sphere of the matching color. Then, flip the top cards face up to the right of each sphere.

11 Secret Quests



Shuffle the secret quest cards and deal 2 to each player, who keeps 1 of them face-down, returning the other to the stack. Each player may look at their own secret quest at any time.

12 Region Tiles & Pouch

Place the 19 hexagonal core region tiles into the cloth pouch and set it beside the main board (not shown).

13 Mastery Tiles

Arrange the 6 large mastery tiles into the lid of the community game tray.

14 Proficiency Tiles

For each color, place 1 less proficiency tile than the number of players in a stack on the main board beneath the related attribute circle. (e.g. in a 3-player game, use 2 tiles of each color, 12 total).

15 Trigger Tokens

From the community tray, place the 4 round, metal trigger tokens on the scoring track at the 30, 45, 60, and 75 spaces. It does not matter which side goes up.

16 End-Game Trigger Cards



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

17 Community Tray

Leave the dice and the extra components in the community tray; these can be accessed when needed.

18 Promo Cards, Modules, and Expansions

If playing with any extra cards (such as loot cards, pet cards, infused crystal cards, chronicle cards, etc.), stack these cards to the side of the main board.

Follow the setup instructions in this guide for any expansion or modules you wish to now include.







Beginning Game Play



Initial Placement

After the game is set up and players have placed their tokens on the starting locations indicated on their journey card, reveal the regions adjacent to the players by drawing from the pouch.

The player on the lowest-numbered space gets the starting player miniature (Sestra, Lorekeeper) and goes first.

Starting the Game

Play begins with the player at the lowest numbered space. Play continues clockwise (players, not tokens) until the end of the game is triggered.

Turn Summary

Players may take each of these actions once, and may do so in any order:

- *Activate* (p. 15)
- *Move* (p. 8-9)
- *Visit a region or rest* (p. 8-9)

Additionally, players may take bonus actions any time during their turn:

- *Convert heroic attributes* (p.13)
- *Gain a proficiency* (p.20)
- *Gain control of a region* (p.11)
- ***Recover influence* (p.8)**
- *Vindicate Yourself* (p.20)

Turn Actions

Perform 3 Actions in Any Order: Activate, Move, Visit/Rest

On your turn, you may perform these 3 actions in the order you feel is most advantageous to you.

1 Activate

- Activate your character for free (no influence blocks required) or place 1 block from your influence sphere onto a companion's sphere (p.15).
- Gain the attributes that character or companion generates for your party. (Here, *Beast-Mistress Veroa* grants 2 strength.)
- Optional: use the companion's special ability during your current turn. (Here, *Beast-Mistress Veroa* allows you to upgrade your mount—if adjacent to a command post—for 1 strength instead of 3.)



2 Move

- You must move at least 1 space each turn
- Move on the triangles between the hex tiles (p.9).
- Move a number of spaces on the map up to your speed. Your normal speed is 2 until you've upgraded your mount at the command post (p.19).



3 Visit or Rest

Visit a Region...

- Choose 1 adjacent hex tile to perform its associated action (p. 10-11).

...or Rest

- Do not visit a region and instead augment 1 power (p.12).



Bonus Actions

Convert Heroic Attributes

- Converting common attributes to heroic attributes can be performed at any time, an unlimited number of times (p.11).

Gain a Proficiency

- Using attributes to gain a proficiency can be performed once on your turn (p.18).

Control a Region

- When visiting a region, you may pay the associated conviction cost to also gain control of the region (p.9).

Recover Influence

- At any time on your turn, you may recover a block to your influence sphere from anywhere in the game — except from your potential. You may also dilute power from conviction to influence (p.10).

Vindicate Yourself

- Once you've met the criteria, you may flip your character tile over from wretched to vindicated, unlocking increased attribute gains plus a 1-time honor bonus (p.19).

Movement

Discovering and Visiting Regions

Movement Limit

You may move a number of spaces on the map up to your speed.

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

Movement Rules

- Movement occurs on the triangular spaces between the hexagonal map tiles.
- Your normal movement speed is equal to your speed tile.
- You start the game with a speed of 2 and can upgrade your speed tile for 3 strength at the command post:



- Companions and other cards may increase your movement beyond your normal speed.
- You may move through other players but you may not stop on spaces occupied by other players.

Entrapment

- In the very rare case you become trapped with opponents blocking all legal movements, you may add up to 2 to your movement. This act of desperation causes you to dilute 1 power (p.12).



Regions

Region tiles each have a unique ability players can leverage by using the “visit” action on that region. Players reveal regions as they pass them on the map.

Discovering and Placing Regions

For each open space discovered as you move, you must draw 1 region from the bag and place it on the open hex. Place these tiles in the order you discovered them, after you complete your movement.



In the sample above, let's assume that the active player has a movement of 3. They could start their movement at (A), and immediately complete their movement at (B).

Then, they'd draw a region tile and place it on space (1), then draw and place another region on space (2), and finally draw and place a third region on space (3) before any other actions could be taken. Play would not stop between those tile placements.

The active player could then choose to visit either the region on space (2) or space (3), but not space (1), as they would no longer be adjacent to it.

Visiting Regions

Visiting a region allows you to take the action on the region tile. In most cases, region actions can be performed once per turn. **Exceptions do exist** (p.20-21).

Gaining Cards from Regions

Controlling Regions

Acquiring Cards

Some regions offer cards (traits, relics, monsters, companions, etc).

Normally, when you acquire a card type, you may choose from the face-up card or draw blind from the face-down stack. If there are no face-up cards in a stack, simply flip the top face-down card to reveal it.

If an effect would cause more than one face-up card in a stack, only the top card would be available—if that card were to be acquired by a player, the card below it would become available—no new cards would be flipped.

Empowered Draw

If you wish to have more control over your destiny you may choose to take an empowered draw instead of a normal draw.

If you use **1 conviction** just before acquiring a card, you may draw the top 3 cards from the face-down stack **and** the face-up card.

You may choose from any of these 4 cards. Take your chosen card and shuffle the remaining cards into the stack, then flip a new face-up card. (Using conviction simply requires moving a block from your conviction sphere to your influence sphere).

Card Honor

When you acquire any card, you gain (or lose) it's honor immediately.

If you lose or abandon a card, the card is removed from the game, and you immediately lose any positive honor on the card.

However, the reverse is not true—if you lose or abandon a card with negative honor, you do **not** gain the honor back.

IMPORTANT

Honor on cards is gained or lost immediately.

However, if you lose or abandon a card with negative honor, you do not gain the honor back.



Area Control Overview

- You immediately gain 2 honor when taking control of a region.
- You gain 2 honor at the end of the game for each region you still control.
- As long as you control the region, you gain 2 honor when another player visits that region.
- If you visit a region controlled by another player, that player gains 2 honor.
- If you visit a region you control, you gain no honor—you cannot honor yourself.

You may not gain control of one region and visit another region on the same turn (unless otherwise specified by an effect or ability).

Gaining Control of a Region

To gain control of a region:

- You must visit the region in order to control it. However, you may take control of a region first, and visit it after (this could affect honor gains).
- If the region is uncontrolled, you may use 1 conviction and place it on the region to denote your control.
- To gain control of a region controlled by another player, you must use 2 conviction—1 to knock them out (return this conviction to your influence) and the other to denote your control (place this on the region).
- Gaining control of a region is a bonus action. You may gain control of a region, and then immediately visit that region, or vice versa.

Losing Control of a Region

If you lose control of a region, nothing happens except returning your block back to your influence sphere (not your conviction sphere).

Takeover Example

- Orange uses 2 conviction to knock green out and take control of this library.
- Orange gains 2 honor and places one of the conviction she spent onto the region to denote control, returning the other to her influence sphere.
- Green, dejected, relinquishes control, returning his block to the influence sphere on his power board.
- Orange may now also visit this region to study and gain 2 knowledge.



Fortifying Regions

Regions are placed with the non-fortified side face-up by default. However, regions can be fortified in the Guilds & Monuments expansion (p.38-39).

Players cannot perform a takeover on a fortified region (p. 10).

Once fortified, regions are flipped from unfortified to fortified, as indicated here:

UNFORTIFIED

An unfortified region has one small sphere:



FORTIFIED

A fortified region has 3 spheres:



The Power Board



Potential

This sphere has the capacity to increase the number of blocks you can use in the game. Until potential is unlocked by augmenting your power, it's worthless.

Rest or visit a Monastery to augment blocks from potential to influence.

Influence

Influence is the primary resource in the game. Each player controls all influence (colored blocks) of one color.

Blocks can be moved from your influence sphere to the spheres on the board to track your attributes, to the spheres on your companions to activate them, to the spheres on relics to track their charges, or be augmented to conviction on your power board.

Conviction

Conviction is your ability to overcome difficult outcomes through willpower, confidence and resolve.

Use conviction to gain control of regions (p.9), prevent a champion from being killed by a monster (p.16), or to gain an empowered draw on any stack on the main board (p.9).



Augmenting Power

- *Augmenting your power means moving a block from one sphere of your dashboard to the sphere on its right.*
- *When augmenting power, you may choose to augment influence or to augment conviction.*



Augmenting Influence

- *Augmenting your influence means moving it from potential to influence only.*
- If you have no potential remaining, you may not augment influence.*



Augmenting Conviction

- *Augmenting your conviction means moving it from influence to conviction only.*
- If you have no influence remaining, you may recover influence first (p.7).*



Diluting Power

- *Diluting your power means moving a block from one sphere of your dashboard to the sphere on its left.*

IMPORTANT

Any time blocks are returned to your power board, they always go into the center sphere (influence).

RECOVERING INFLUENCE

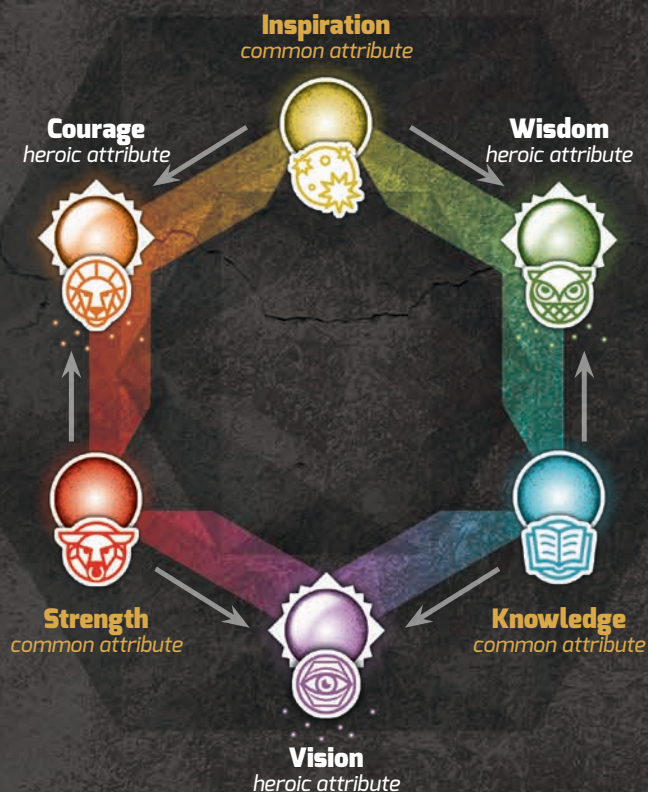
At any time on your turn, you may recover a block to your influence sphere from anywhere in the game — except from your potential. You may also dilute power from conviction to influence.

If you recover influence from a companion, immediately return all influence from that companion, the card is removed from the game, and you lose that companion's honor.

There is no limit on recovering influence, aside from the inherent loss of value.

Attributes

Each attribute works like specialized influence. For example: when you study at a library, some of your influence temporarily moves from your influence sphere to the knowledge sphere on the board, where it remains until used. If you choose to use that knowledge to perform an action, those blocks **return to your influence sphere** to be exerted later as other attributes, or augmented into conviction.



Inspiration

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



Knowledge

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



Strength

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



Courage

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



Vision

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



Wisdom

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

Attribute Conversion

Conversion is a key part of the game—it allows you to upgrade your common attributes to heroic attributes.

This is used to perform new actions and acquire different cards.

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

In the example to the left, yellow and red make orange. Therefore, 1 strength combined with 1 inspiration yields 1 courage.

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

Converting to Courage



Converting to Wisdom



Converting to Vision



IMPORTANT

Conversion is a bonus action and can be used at any time, any number of times.

Companions



Party Time—Adding Companions

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

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

When adding a companion by visiting an inn, players may either take one of the 3 face-up companions (red, yellow, or blue), or draw the face-down companion from one of those stacks and add that card to their tableau. The cost is the same in either case.

Add companions to your party at an Inn



Yellow companions

You may use 2 **inspiration** to add a yellow companion to your party.



Blue companions

You may use 2 **knowledge** to add a blue companion to your party.



Red companions

You may use 2 **strength** to add a red companion to your party.

Starting Companions

At the start of the game, you'll draw a journey card which will instruct you to draw a companion card of a specific color and add it to your party.

This is the companion who revived you when you washed ashore the island.

IMPORTANT



Companions with this icon cannot be starting companions (remove them prior to drawing starting companions, or draw until you get a companion without this icon, shuffling the rest back into the stack).

Activating Companions

Here's how it works:

- Place a block from the influence sphere on your power board to the sphere on the companion card.
- Gain the attributes shown on the upper left of the card (moving blocks from the influence sphere on your power board to the attribute spheres on the main board).
- Optional: use the special ability at the bottom of the card during that turn only.

Notes About Companions

- There is no limit to the number of companions you can have in your party.
- Companions count towards mastery of their attribute at the end of the game. (e.g. yellow companions count towards inspiration mastery, etc.)
- Companions who are activated repeatedly over the course of several turns will accumulate more and more of your influence to keep them loyal; you can use your inspiration at the shrine (p.10) to motivate your companions and return influence back to your power board.

Companions with this icon may not be starting companions

Initiative
(See defeating monsters, p.16)

Honor gained immediately when this companion is added to your party

Companion name & title
(Titles are flavor text only—they have no game function)

Attributes gained when this companion is activated
(here: 2 strength)

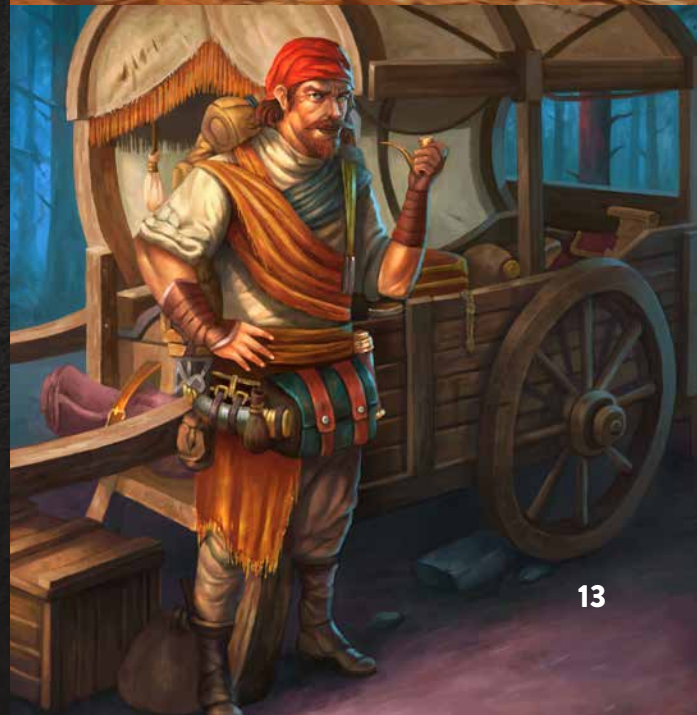
Companion color (frame)

Optional companion ability

Influence sphere where 1 influence block is placed each time this companion is activated

IMPORTANT

Companion abilities can only be used on the same turn they are activated.





Trait name



Honor gained immediately when this trait is attained



Unique trait ability
(traits with triggered abilities happen when triggered; traits with passive abilities may be used once per turn)

Attain traits at the Ancient Tomb

About Traits

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

Attaining a Trait

There is only 1 unique map region in the game where traits can be attained: the Ancient Tomb.

Learn from the exalted ones who came before you in this hallowed place to evolve your in-game powers.

- You must be adjacent to the Tomb of the Ancients and use 2 wisdom to attain a trait.
- When attaining a trait, you can either draw the face-up trait, or draw the face-down trait. The cost is the same in either case.
- Honor is gained (or lost) immediately when a trait is attained — it is not gained when the trait is used.
- Trait abilities can be used immediately.
- Traits with triggered abilities can be used more than once per turn.
- Passive traits can be used once per turn.
- There is no limit to the number of traits you can attain.
- Traits count toward wisdom mastery at the end of the game (green).



Acquire relics at the Arcane Tower

Fancy, Shiny Trinkets

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

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

Recharging Relics

When visiting the Arcane Tower, you may recharge any number of relics by adding influence to them.

IMPORTANT

When you visit the Arcane Tower, you can acquire a new relic and then recharge any or all of your relics as part of the same action on the same turn.

Notes About Relics

- You must be adjacent to the Arcane Tower and use 2 vision to acquire a relic.
- When acquiring a relic, you can either draw the face-up relic, or draw the face-down relic. The cost is the same in either case.
- Relics require influence in order to use them. When acquiring these relics, that influence must immediately be placed on the relic from the influence sphere.
- Honor is gained immediately when a relic is acquired—it is not gained each time the relic is used.
- Relic abilities can be used immediately, but only once per turn.
- There is no limit to the number of relics you can acquire or use on each turn.
- Relics count toward vision mastery at the end of the game (purple).

Relic name

Honor gained immediately when this relic is acquired



Power sphere where influence is placed to empower this relic

Relic

Limited-use power

(Once influence is consumed you must return to the tower to recharge a relic)





Monster name

Honor gained immediately for facing this hideous beast

Roll the monster's black attack die to determine what bad things just happened to you

Roll the white attribute die to see what attribute you just gained

Unique, conditional bonus gained at the end of the game



Defeat monsters at the Gaping Maw

Thrashing Brutes

If you fancy yourself the courageous one willing to delve into the Gaping Maw, let's hope you can at least keep your wits about you. Trousing the evil there and sending it shrieking back into the darkness will net you a hulking load of honor and additional attributes to boot.

Notes About Defeating Monsters

- Identify your champion — this is the companion in your party with the lowest initiative (see card anatomy p.15). Denote your champion by placing a black block on the your champion's card. *If you do not have any companions, you cannot fight monsters.*
- You always win. So long as you have a champion, you will always defeat a monster, though you may take losses during the fight.
- Honor is gained immediately.
- You must be adjacent to the Gaping Maw and use 2 courage to defeat a monster.
- When defeating a monster, you can either draw the face-up monster, or confront the face-down monster.
- There is no limit to the number of monsters a player can defeat.
- Defeated monsters count toward courage mastery at the end of the game (orange).

Losses and Ultimate Victory (roll the black and white dice)

The monster attacks you: roll the black die to determine your losses:



Fatigue. A long, grueling fight causes fatigue. You must add 2 influence to your champion (you may recover influence if necessary, p.8).



Death. Eternal rest. However you want to say it. Your champion and his/her honor is lost, those blocks are returned to your influence sphere (return the card to the box).

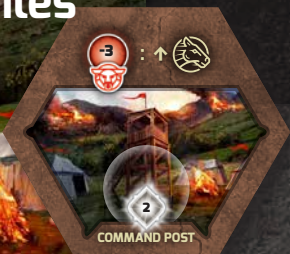


Miss! You somehow manage to evade the creature's attack.

But then...you respond with vigor! Defeat the monster, roll the white attribute die, and gain that attribute immediately.



Speed & Mount Tiles



Upgrading Your Speed

Once per turn, you may visit a command post and use 3 strength to tame a new mount and increase your speed.

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

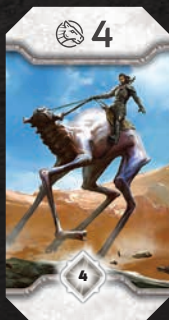
You may upgrade your mount as many times as you can afford on a turn.



Pedestrian

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

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



Beast Strider

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

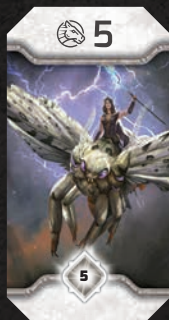
Your strider upgrade allows you to move 4 spaces per turn and hauls in 4 honor for you.



Charger Mount

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

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



Giant Moth

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

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

Loot



Non-Magical Items

Don't sleep on loot...it's not that these items have no power, it's that the magical powers have been drained, but are coming back to life. Although loot cannot be charged at the Arcane Tower, you can use your personal energy to tinker with the item and unlock the abilities hidden within.

Notes About Loot

- In most cases, you must be adjacent to the Curio Shoppe or Trifles N' Trinkets to acquire a relic.
- When acquiring loot, draw the top face-down loot card.
- Most (but not all) loot requires a dilution of power in order to use the ability.
- Honor is gained immediately when loot is acquired—it is not gained each time the loot is used.
- Loot abilities can be used immediately, but only once per turn.
- There is no limit to the number of loot cards you can acquire or use on each turn.
- Loot cards do not count toward mastery at the end of the game.

Loot name

Honor gained immediately when this loot is acquired



Ability often requires the dilution of power as the item attempts to recharge magical energy



Secret Quests

Secret Quests

In the base game, you'll have 1 secret quest card to pursue during the course of the game if you choose.



The primary benefit of secret quests is that your opponents won't know whether or not you've completed your quests, and thus won't know exactly what your honor total is.

There are 2 quests on the card, each of which is optional. You may complete 1 or both of them and gain the honor for each completed quest at the end of the game.

You do not lose honor for any incomplete quests.

Proficiency and Mastery Tiles

Proficiency Tiles

Bonus Action

Once per turn (as a bonus action, and only on your turn) you may choose to use your attributes to gain (1) proficiency tile. Simply turn in 3 of any attribute to acquire its associated proficiency tile, if one is available.

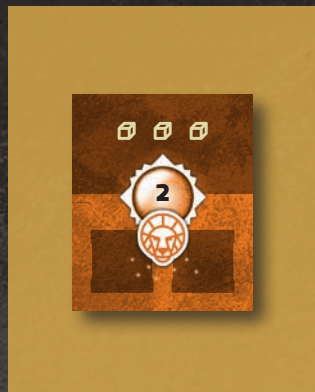
A proficiency tile counts as 2 cards for its corresponding color, increasing your end game mastery total for that attribute by 2.

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

Example

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

You may at any time choose to discard it and immediately gain 2 wisdom back, but sacrificing its end-game mastery value.



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

Mastery Tiles

At the end of the game, mastery tiles will be awarded for each of the 6 attributes. The single player who has accumulated the most cards and proficiency tiles associated with a particular attribute will win the mastery tile. In a tie, nobody gets it. Life is hard. Work harder.

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

- Cards of that color
- Proficiency tile values of that color
- Any mastery bonuses from other cards

Calculating Mastery Totals

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

This vision mastery total is 4:



1 Proficiency Tile (counts as 2 cards)



Relics (1 each)

Vindication

Vindication

There are 2 criteria which must be met in order to vindicate your character:

- You must augment all of your potential so that none remain in your potential sphere
- You must have at least 25 honor

Once you've met these criteria, you may flip your character tile over from wretched to vindicated, unlocking increased attribute gains and a one-time honor bonus.



IMPORTANT

Once you're vindicated you're always vindicated, even if you dilute influence back into your potential sphere or fall below 25 honor.

Ending the Game

End-Game Triggers

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

When a player advances to a trigger token on the scoring track (located on the 30, 45, 60, and 75 spots) that player takes the token and a new trigger is added to the active triggers.



Ending the Game

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

End-Game Honor Bonuses

- Award honor for mastery tiles (p.18)
- Award honor for end-game bonuses (i.e. monsters, p.16)
- Award honor for secret quests (p.18)
- Award 2 honor for each region controlled (p.9)

Tiebreakers

In the event of a tie, the following criteria should be applied (in order) until a winner is determined:

- The player with the most conviction
- The player with the least amount of potential remaining
- The player with the least amount of end-game trigger tokens

Regions

ALPHABETICALLY



Academy

Roll the attribute (white) die and gain that attribute. Then, if you did not already have that attribute, roll the die a maximum of one more time and gain that attribute also.



Ancient Tomb

Use 2 wisdom to attain a trait. You may take the face-up card, or draw the top card on the pile (more: p.14).



Arcane Tower

Use 2 vision to obtain a relic. You may take the face-up card, or draw the top card on the pile. You may also recharge any number of your relics for free (more: p.15).



Bazaar of Sol

Discard any number of loot cards and/or exotic pet cards. Gain honor equal to the honor total of those cards.



Building Site

Building site tiles introduce an alternative method of adding region tiles to the map (more: p.27).



Chronogate

Dilute 3 conviction to potential, then take an extra turn (more: p.27).



Command Post

Use 3 strength to upgrade your mount and increase your speed. You may perform this upgrade only once per turn (more: p.17).



Curio Shoppe

Use any 2 attributes to look at the top 2 loot cards, keep 1, and shuffle the other back into the stack.



Crystal Mine

Gain 1 crystal token (more: p.27).



Dobney's Wish

Requires Villages & Hamlets. When drawn, the active player draws tiles from the villages bag to fill any empty spaces on the Dobney's Wish board (more: p.35).



Dreamwood (The)

Cannot be visited or controlled. When adjacent, offers an attribute check for a chance at an enchanted acorn token (more: p.28).



Elder Tower 1

Cannot be controlled. Can be visited by only one player at a time, and must be played in sequence (more: p.28).



Elder Tower 2

Cannot be controlled. Can be visited by only one player at a time, and must be played in sequence (more: p.28).



Elder Tower 3

Cannot be controlled. Can be visited by only one player at a time, and must be played in sequence (more: p.28).



Farm

Cannot be fortified. Use any 2 attributes to augment 2 potential to influence.



Fear Gauntlet

Cannot be controlled. Perform an attribute check. On 5 or more hits, gain 9 honor.



Fort

Train to gain 2 strength.



Gaping Maw (The)

Use 2 courage to confront either the face-up monster or the top face-down monster (more: p.16).



Hidden Ruins

Found only on the Forgotten Isle. Used to dig for empowered runes (more: p.36).



Holy Spire

Meditate to gain 2 inspiration.



Inn

Use 2 inspiration, 2 knowledge, or 2 strength to add a companion of that color to your party. (e.g. add a red companion with strength; more: p.12-13).



Jewelcrafter

Must be played with the crystal mine regions. Turn in 3 attributes of the same type and 1 crystal to create an infused crystal gemstone (more: p.27).



Library

Study to gain 2 knowledge.



Mausoleum

Cannot be controlled. Perform an attribute check. For each hit, you may augment 1 influence to conviction.



Menagerie

Use 1 inspiration, 1 knowledge, and 1 strength to choose 1 pet from the pet market, or draw the top face-down pet (more: p.26).



Mercenary Camp

Cannot be fortified.
The controller of this region controls the mercenary (more: p. xx).



Monastery

Use 1 knowledge to augment 1 power. You may repeat this process as many times as you can afford it. You may augment the same blocks used to pay for the effect.



Myths & Wonders (Side A: Ronak)

Requires the Myths & Wonders expansion. Can be replaced with a miniature (more: p.32-33).



Myths & Wonders (Side B: Tuuk-Tuuk)

Requires the Myths & Wonders expansion. Can be replaced with a miniature (more: p.32-33).



Obelisk (The)

Cannot be fortified.
Convert exactly 2 attributes to any other 2 attributes.



Reformatory

Requires treachery cards. Return any number of your curse or treachery cards to the box and gain 5 honor for each. No loss of honor occurs for this action.



Sacred Stones

Teleport to another location based on certain factors (more: p.26).



Sanctum

Use any 2 attributes to augment 2 influence to conviction.



Shrine

Use 1 inspiration to return 2 influence from companions you control to your influence sphere. You may repeat this process as many times as you can afford it.



Tarcee's Riddle

Requires Villages & Hamlets. When drawn, the active player draws tiles from the villages bag to fill any empty spaces on the Tarcee's Riddle board (more: p.35).



Temple of Legends

Choose one: donate an empowered rune for 5 honor, or gain 1 rune map token (more: p.36).



Temple Ruins

Draw 2 secret quests and keep 1, shuffling the other back into the stack (more: p.26).



Theater

Perform an attribute check. For each hit, you may return 2 influence from companions.



Treacherous Lair

Cannot be controlled.
Requires treachery cards. Use any 2 attributes to choose 1 card stack: relics, traits, pets, or any of the companions. Gain the first-revealed curse or treachery card (black border), then shuffle that stack.



Trifles N' Trinkets

Dilute 1 power to look at the top 2 loot cards, keep 1, and shuffle the other back into the stack.



Venfero's Secret

Requires Villages & Hamlets. When drawn, the active player draws tiles from the villages bag to fill any empty spaces on the Venfero's Secret board (more: p.35).



Well of Wishes

Gain 1 of the 3 available wish tokens, then replace that wish token (more: p.26).



White Raven

Retire any number of companions and gain 3 honor for each (more: p.27).

Required Regions

Required for Every Game:



Ancient Tomb
(x1)



Arcane Tower
(x1)



Gaping Maw
(x1)



Shrine
(x1)



Command Post
(x1)



Monastery
(x1)



Inn
(x2)

Always Use an Equal Number of Shrines, Command Posts, and Monasteries

These regions are tied to the balance of attributes, so be sure to use them in equal numbers.

Chronicles Regions

Required for the Chronicles Expansion:



Ancient Tomb
(x1)



Arcane Tower
(x1)



Gaping Maw
(x1)



Shrine
(x1)



Command Post
(x1)



Monastery
(x1)



Inn
(x2)



Academy
(x1)



Curio Shoppe
(x1)



Menagerie
(x1)

Add 8 of the optional tiles to complete a set of 19 tiles

Villages & Hamlets Regions

Required for the Villages & Hamlets Module:



Ancient Tomb
(x1)



Arcane Tower
(x1)



Gaping Maw
(x1)



Shrine
(x1)



Command Post
(x1)



Monastery
(x1)



Inn
(x2)



Temple of Legends
(x1)



Village/Hamlet Tiles (3)

Place 14 optional tiles into the villages bag and add 7 more into the scumbag. This game will consist of 33 tiles total, not counting hidden ruins and building site tiles.



Hidden Ruins
(x3 of 6)



Building Site
(x3)

Optional Regions

Optional Regions with Requirements

You'll need at least 19 tiles each time you play Vindication®. Any expansion regions you choose to play may replace other regions — just be sure you're always using a minimum of 19.

Regions That Are Always Optional:



Chronogate
(x1)



Sanctum
(x1)



Farm
(x1)



Temple Ruins
(x1)



Menagerie
(x1)



Trifles N' Trinkets
(x1)



Mercenary Camp
(x1)



Well of Wishes
(x1)



Obelisk
(x1)



White Raven Inn
(x1)

Play with any number.

(3 of these are required for Villages & Hamlets)



Building Site
(x6)

Benefits slightly from playing with the Pet Menagerie



Bazaar of Sol
(x1)



Jewelcrafter
(x1)

Must be played together as a set of 3 tiles



Crystal Mine
(x2)



Mausoleum
(x1)



Dreamwood
(x1)

Require attribute check dice



Fear Gauntlet
(x1)



Theater
(x1)

Always Use an Equal Number of Forts, Libraries, and Holy Spires

These regions are tied to the balance of attributes, so be sure to use them in equal numbers.



Fort
(x2)



Library
(x2)



Holy Spire
(x2)



Treacherous Lair
(x1)

Treachery Cards Are Required



Reformatory
(x1)



Elder Tower 3
(x1)



Elder Tower 2
(x1)



Elder Tower 1
(x1)

Must be played together as a set of 3 tiles.

Only put Elder Tower 1 in the scumbag. When drawn, place the other 2 tiles from the box.



Myths & Wonders
(x1)

Requires Myths & Wonders Module

Both must be played together as a set of 2 tiles



Sacred Stones
(x2)

For a current index of all card names, abilities, errata, rules changes, and other notes, visit:

OrangeNebula.com/vindicationdb



In some souls churns a hunger for something more. Different paths to new horizons. To go deeper into:
expansions / modules / promotional content



Sacred Stones

2 EXPANSION TILES

Visiting the Sacred Stones

Visiting the sacred stones region works like this:

→ If you control **none** of the sacred stones regions when using your visit action there, you may teleport to any unoccupied space adjacent to either sacred stones region—in place of your normal movement action.

If you have already used your movement action and you don't control a sacred stones region, you may visit / gain control of the sacred stones, but you may not gain the teleport benefit this turn.

→ If you control **one** of the sacred stones regions when using your visit action there, you may teleport to any space adjacent to either sacred stones region—and then take a movement action in addition to your normal movement action.

→ If you control **both** sacred stones regions when using your visit action there, you may teleport to any unoccupied space on the map.

This does not consume your normal movement action.



Temple Ruins

1 EXPANSION TILE

Visiting the Temple Ruins

When visiting the temple ruins, you may draw 2 secret quests and keep 1, shuffling the other back into the stack.

There is no limit to the amount of secret quests you can accept, and there is no penalty for incomplete quest cards.



Well of Wishes

1 EXPANSION TILE

Setting Up

When setting up a game with the well of wishes, turn all 15 wish tokens so that the wishing well side is up beside the main board. Then randomly flip 3 wish tokens over and place them on the well of wishes region tile.

Visiting the Well of Wishes

When visiting the well of wishes, you may select 1 of the 3 available wish tokens and immediately gain the attributes or honor.

Then, randomize the selected token back into the pool of tokens and place a new wish token on the well, so that there are always 3 tokens there.

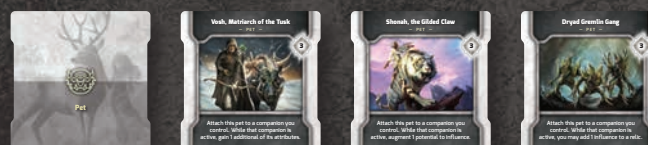


Menagerie

1 EXPANSION TILE

Setting Up

When setting up a game with the menagerie, flip 3 exotic pet cards face-up next to the face-down stack. This is known as the pet market.



Visiting the Menagerie

- Use 1 inspiration (lightbulb icon), 1 knowledge (book icon), and 1 strength (muscle icon).
- Choose 1 pet from the market, or draw the top face-down pet.

Most pets attach permanently to your companions. When you gain a new pet, attach that pet to a companion you control, who becomes its master.

Some pet abilities activate when you activate their master, and some are passive, staying active as long as both the pet and its master are in your party. Things to note:

- You may move a pet to a new master by adding 1 influence to the new master. In this way, you may trade pets between companions.
- If an effect controlled by an opponent causes you to lose a pet's master or it is killed by a monster, you may move the pet to another companion you control for free.
- If you abandon a pet's master, you abandon the pet also—it cannot be moved to your character or another companion. Doing so causes you to lose the honor of both the companion and the pet.
- If you lose all of your companions, you may place the pet beneath your character tile, but the pet's abilities cannot be used until the pet finds a new master (another companion).

Building Sites

6 EXPANSION TILES

Adjustable Tile Set

Building sites allow players to affect when certain region expansion tiles come out during game play instead of drawing them blind from the scumbag.

Setting Up

At the beginning of the game, select the expansion tiles you wish to make available and place them face-up next to the game board.

Then, use the guide (p.34) to remove an equal number of core tiles from the bag and replace them with an equal number of building site tiles.

Example:

Available to Build Face-Up on the Table: (4)



Building Site Tiles Put Into the scumbag: (4)



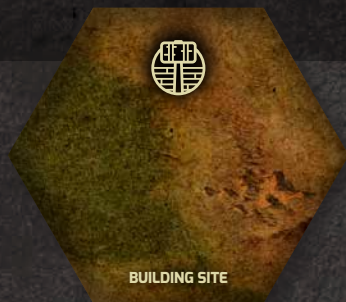
Using Building Sites

When a player draws a building site tile from the bag, it is placed normally. That player may then use 1 conviction to choose one of the available expansion region tiles and build it there. Doing so automatically grants that player control of that region.

If that player chooses to not build on the site, another player may use their map action (on their turn) to build there.

Using Building Sites with the Villages & Hamlets Module

The Villages & Hamlets module requires 3 building site tiles when using the Forgotten Isle, so be sure to set those aside before using additional building site region tiles.



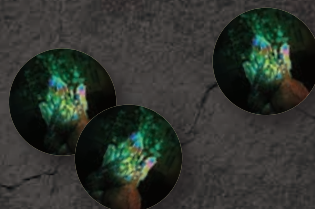
Jewelcrafter & Crystal Mines

3 EXPANSION TILES

Jewelcrafting

The jewelcrafter 3-tile set includes 1 jewelcrafter tile and 2 crystal mines. It is important to play with these tiles as a complete set.

When visiting the crystal mine, gain 1 crystal, plus 1 crystal for each mine you control. When used, return all crystals to the supply on the board.



Crystals

Up to 20 crystals can be used as follows:

- Use 1 crystal to pay off a companion and return 2 influence from that companion back to your influence sphere.
- Turn in 3 crystals to the jewelcrafter to gain 2 honor.
- Turn in 3 attributes of the same type and 1 crystal to create an infused crystal (gemstone).

Infused Crystals (Gemstones)

Infused crystals count as permanent attributes.

For example, you could defeat a monster using 1 courage from the board, and the courage-infused crystal in place of the other courage. Each gemstone can only be used once per turn.



Chronogate

1 EXPANSION TILE

Visiting the Chronogate

When visiting the chronogate region:

- Dilute 3 conviction to potential, then gain an extra turn after the current one.
- The extra turn must happen immediately after the current turn.
- A player may visit the chronogate, trigger the extra turn, then complete their initial turn before taking the extra turn.



White Raven

1 EXPANSION TILE

Visiting the White Raven

When visiting the white raven region:

- Retire any number of companions and gain 3 honor for each.
- Retiring a companion is not the same as losing or abandoning a companion—there is no loss of honor.
- Retired companions go back into the box, (not shuffled into the stacks).



The Dreamwood

1 EXPANSION TILE

Benefits of The Dreamwood

Cannot be visited or controlled

If adjacent to this location when you end your movement, you may perform an attribute check (p. 33) as a bonus action. If you hit at least once, gain a maximum of one enchanted acorn.

Enchanted Acorn Tokens

Enchanted acorns have 2 uses — they can be placed on a companion, returning all influence on that companion to your pool

— or —

they can be flipped at any time to gain 1 honor immediately. Once flipped, they cannot flip back.



Mercenary Camp

1 EXPANSION TILE

Controlling the Mercenary Camp

Cannot be fortified

There is no benefit to visiting this region unless gaining control of it. The controller of this region controls the mercenary token, which has movement equal to the controlling player's mount tile (exactly).

When this region first comes under control, the controlling player places the mercenary token on an unoccupied space adjacent to the mercenary camp. On future turns, the mercenary remains where it is when control changes. The mercenary token is under the same movement rules and restrictions as players.

Each turn, the controlling player moves either their own standee or the mercenary standee. That player may choose visit actions adjacent to either the mercenary standee or their own standee, regardless of which has moved that turn.



Mercenary Standees

There are 2 Mercenary tokens — these are merely cosmetic. Only 1 mercenary token is used.

The Elder Tower

3 EXPANSION TILES

Visiting the Elder Tower

Cannot be controlled

When playing with the Elder Tower regions, only Elder Tower 1 is placed into the scumbag. Set the other 2 Tower regions aside.

When Elder Tower 1 tile is drawn, stack it on top of the other 2 Elder Tower tiles on the map region space where it was discovered.

Visiting this region offers rewards based on how many sequential visits you make. When visiting, place 1 influence on the tile to denote who is ascending the tower. This influence does not denote control, and must be returned when the visiting player leaves the tower.

Each time you visit, simply place the current tower level on top of the stack.

- Only 1 player may visit the Elder Tower at a time.
- You must enter the tower on the lowest level, but you may exit at any time.
- You may not take subsequent actions on the same level of the tower — you must either ascend to the next level, or exit.
- Reaching the top of the tower requires 3 sequential visits. If you leave the tower to take a different visit action, you may climb the tower again, but you must start over from level 1.



First visit — Tower 1:
Dilute 1 conviction to influence:
gain any 2 attributes.

Second consecutive visit — Tower 2:
Dilute 1 conviction to influence:
gain 4 honor.

Third consecutive visit — Tower 3:
Dilute 1 conviction to influence: gain 6 honor, then teleport to any location on the main board (not the Forgotten Isle).



Return the influence marker to your influence sphere when you leave the Elder Tower.

Treachery Card Expansion



Some treacherous companions cause a 1-time loss of honor when they join your party.

This honor is never regained unless explicitly stated.

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



Treachery cards are optional to play.

If played, they're shuffled into their corresponding decks so that they are drawn randomly.

They can be identified by a black border on the front of the card.

Treachery Expansion Cards

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

Treachery cards can be identified by the black border on the front of the card. Some treachery cards include the words "curse" or "cursed". As new promotional cards are released, the pool of treachery cards continues to grow.

Distribution of Treachery Cards

After all players have completed their journey cards at the start of the game, treachery cards can be shuffled into the card stacks with matching backs. It's that simple.

For example, treacherous traits have normal green trait backs, and are simply shuffled into the trait stack at the beginning of the game.

Messin' With Your Mojo

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

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

IMPORTANT: ADJACENCY

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

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



Guilds & Monuments Expansion

SETUP & RULES FOR PLAY

Setting Up

After the basic setup of the game, each player takes the Guilds & Monuments expansion board matching their color and the triangular medallion with the same guild icon. *There are no strategic differences between the guilds or colors.*



Fellowship of the Light

The monks of the Light are diplomatic with strong leadership skill. They are zealous protectors of light and generally seek peaceful outcomes.



Circle of the Unbound Mind

Wise and mysterious, the mages of the Circle are masters of illusion and magic. Their towering intellect allows them to control complex outcomes.



Order of the Folded Leaf

The Order has a deep connectedness to nature. They live in harmony with things organic and wild, although they prefer to keep to themselves.



Clan of the Echoing Blade

The soldiers of the Echoing Blade find strength in numbers, can be aggressive and fearless, but have little understanding of all things magical.



The Twilight Brotherhood

The Brotherhood is a network of rogues and mercenaries. Operating mostly at night, their covert activities create disruptions everywhere they go.

Thinking the world cursed, they secretly work to destroy all civilization and bring an end to human existence so that everyone may enjoy the paradise that awaits.



Using Guild Favor

You have somehow earned the favor of one of the island's guilds, wretched as you may be. Perhaps it was due to the whisperings of the companion who revived you. Perhaps it's due to manipulative discussions from a sealed room somewhere—all to seize your talents for...another agenda. In any event, you may now utilize the favor of your guild.

You now have a 4th action each turn—placing your guild favor token.

- You may not place your guild favor token in the same place 2 turns in a row—you must move it.
- The token remains active where it is placed until it is moved—even during other players' turns.
- You may not place your guild favor token where another one exists.

Fortifying Regions

Place your guild favor token on a region you control, then flip the region tile to the side with 3 spheres to indicate that it is fortified.

Fortified regions cannot be controlled by another player for the duration of the game, even after your guild favor token is removed.

Non-fortified side (1 sphere):



Fortified side (3 spheres):



Diplomacy

Use guild favor on an opponent's tile: until your next turn, when you or any other player visit this tile, you and the player who controls the region split the honor—1 each.

Barricade

Use guild favor on an open space: as long as your guild favor token is here, gain 2 honor whenever an opponent lands on, or passes through, this space.

Leadership

Use guild favor on your power board: augment 1 block from potential to influence, or from influence to conviction (depending on where you place the guild favor token).

Guild favor also acts in your favor against treachery.

Effects controlled by other players cannot cause you to dilute power in the area where your guild favor token is.

In the example below: if an effect controlled by another player would cause you to dilute influence to potential, your guild favor token (placed in the lower left of the power board) would prevent it.



Monument Reconstruction

Use guild favor on your monument: this turn, you may contribute any number of proficiencies and attributes towards the reconstruction of this monument to honor your guild.

Attributes are taken directly from the spheres on the main board, and conviction is placed from your conviction sphere on your power board.

- The 2 proficiencies used here cannot be the same.
- You may not use or recover influence, attributes, proficiencies or conviction from an incomplete monument.

Once completed, score 15 honor and return all of these assets back to their original locations, including attributes to the main board.



Allegiance

Use guild favor on a companion you control: this turn, that companion returns 1 influence to your pool when activated instead of requiring you to add 1 from your influence sphere.



Empowerment

Use guild favor on a relic you control: this turn, you may add 1 charge to the relic when using its power instead of returning 1 influence back to your influence sphere.



Commendation

Use guild favor on one of your traits: gain 1 honor whenever it is used or triggered while the guild favor token is on it.



Destiny's Fate

Use guild favor on a monster you have defeated: instead of rolling a die (for any reason), roll it twice and choose from the results. This effect does not stack with other reroll effects.



Optional Rules Variant

Variant Rules

The Vindication®: Leaders & Alliances monument variant is an additional experience that can be added into games using the Guilds & Monuments expansion with the upgraded monument miniatures (see page 38 in the main rulebook).

Once you have constructed a monument, you may place it directly onto any region that only you control. Doing so will grant you “esteemed” guild status.

Esteemed Guild Status

Once your monument has been placed on the map, that region cannot be controlled by another player by any means (including the guild perk “Return to the Wilds”). That region, and all adjacent regions you control, grant double honor to you when visited by other players and at the end of the game.

Example

- In this illustration, blue player has constructed a monument on the Fort.
- Blue player also controls the Ancient Tomb and an Inn.

Whenever another player visits this Fort, the Ancient Tomb, or this Inn, blue player will gain 4 honor instead of 2.

At the end of the game, blue player will score 12 honor for these 3 map regions.

There is no effect on the Gaping Maw, the Holy Spire, the Library, or the Shrine, all of which are controlled by other players. There is no effect on the Command Post, Temple Ruins, or Well of Wishes, which are out of range.



Myths & Wonders Expansion

SETUP & RULES FOR PLAY

Setting Up

After the basic setup of the game:

- Set the Myths & Wonders board next to the main board.

Use the side appropriate to the number of players — the red flag in the upper right for 2-3 players and the blue flag for 4-5 players.

- Remove either the Academy region tile or one of the inn region tiles from the game so that there are only 18 region tiles in the bag.



- Place the Myths & Wonders region tile — Ronak, the Earth Trembler side up — on the center of the map on the game board, or place the Ronak miniature there.

(Ronak is the giant dragon-looking-thing. Tuuk-Tuuk, Boulder Hulk is the rock-monster-looking-thing. That side goes face-down).

- Place 6 black treachery blocks on the intersections surrounding Ronak.
- Start the game.

The Objective

The objective of the event is to provoke Ronak, the Earth Trembler, attack him, and survive until you are rescued by Tuuk-Tuuk, Boulder Hulk — Guardian of the Ancients.

Once all of the areas on the Myths & Wonders board are filled by player attributes and conviction, Tuuk-Tuuk arrives to deal the final blows, sending Ronak on a permanent vacation.



Provoking Ronak

The game is played as normal with the following exception: when a player ends his/her movement on an intersection with a treachery block, move it onto the Ronak region tile (passing over a block does not move the block).

When all 6 blocks have been moved onto the Ronak region tile, he emerges, ready to unleash his wrath upon you and the rest of humanity. Move Ronak's miniature onto his region tile to signify that he is active.

The player who triggers the emergence of Ronak may finish their turn.



Preparations

Once Ronak is active, a sub-game begins. All players remain stationary on the map and participate in the event until it is complete. Once Ronak has been defeated, play resumes as normal, starting with the player who has the Sestra, Lorekeeper miniature.

The event begins as follows:

- The player who would be next takes the Sestra, Lorekeeper miniature to denote their starting player status once the event is over.



- All players may augment 3 influence to conviction at the start of the event.

Determining Initiative

To determine initiative, place a black treachery block on the companion in your party with the lowest initiative — this is your champion.

The champion with the lowest initiative plays first.

Play then continues clockwise.

Initiative is located beneath the companion name, to the right of their title. (Krajik's initiative is 21).



Fighting Ronak

Unlike normal play, you will not move on the board or visit regions until Ronak has been defeated. Instead, you will take these 3 actions per turn:

1) Generate Attributes

Each turn, generate attributes by activating any 1 of your companions (or your character). You may convert attributes at any time as normal.

You may not recover influence from the Myths & Wonders board at any time.

2) Contribute Attributes

To contribute attributes to a battle, move an attribute from the main board (or conviction from your power board) onto the Myths & Wonders battle board into a corresponding sphere of your choice. For example, you may contribute 1 of your courage from the main board into the bottom sphere in the courage ring to gain 2 honor. Only courage can be used in the 3 spheres in the courage ring.

3) Roll the Monster (black) and Attribute (white) Dice

Whether or not you contribute to the battle, you will gain bonus attributes for being in the fight—and Ronak will counterattack.

Each turn, your champion will lead your attack: roll both dice. Gain the attribute on the white die, and suffer the consequence on the black die. If your champion dies, the companion in your party with the next lowest initiative becomes your new champion. If all of your companions are all killed, you must skip your turns until Ronak has been defeated. Remember, conviction can be used to prevent the death of a champion.

If all companions are killed, Ronak wins and the event completely resets. Return all blocks from the Myths & Wonders board to players' influence spheres and reset the treachery blocks.

The Guardian Returns

Once all of the spheres on the battle board are filled, Tuuk-Tuuk, Boulder Hulk returns to deliver the final blows to Ronak, sending him sprawling into the Gaping Maw.

Flip the tile on the center of the map from Ronak to Tuuk-Tuuk, or place his miniature there.

Visiting Tuuk-Tuuk

For the duration of the game, you may visit this tile as you would any other region. This region cannot be controlled by players.

When you visit Tuuk-Tuuk, you may gain 1 of any attribute that you don't already have.

Dispersing Loot

Flip loot cards face up — two more than the number of players. Players now take turns selecting loot from this market.

In 4-player and 5-player games, the player who selected the "pick first loot" sphere picks first. The player with the **highest** initiative companion picks next, then the **next highest**, and so on. In a 2 or 3-player games, the companion with the highest initiative picks first.

After each player has selected 1 loot, place all remaining loot cards back into the box and return to the main game!



Return 2 influence from companions to your power board.



Augment 1 potential to influence on your power board.



Augment 1 influence to conviction on your power board.



Take a teleportation token. This can be used only once to teleport to any unoccupied space.



Pick first when loot is awarded after the event (only available in 4-player and 5-player games).



Clone an effect that is no longer available in the attribute rings.

For example, if both teleport token spheres were already taken in the strength ring, you could contribute to the upper left sphere in the wisdom ring to gain a teleport token.



Villages & Hamlets Expansion

SETUP

In a Nutshell

The Vindication®: Villages & Hamlets module is an additional experience that can be added to expand any configuration of the base game, which is required to play.

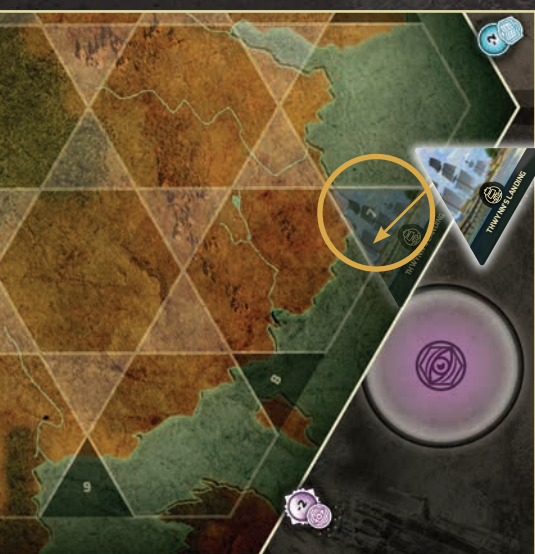
This module adds new map region tiles and introduces new ways to interact with the gaming space, including the use of 14 additional map regions in a single game, for a total of 33, not including hidden ruins or building site tiles.

Setup

Before base game setup, place the Forgotten Isle to the side of the main board. Place a building site tile on each of the 3 region areas, then randomly place a hidden ruins tile on top of each, making sure to not reveal the back. The remaining building site and hidden ruins tiles can be returned to the box — they will not be used.



Setup the base game up as normal. After player have drawn their Journey cards, reveal 1 additional journey card, and place the triangular tile called “Thwynn’s Landing” on that space, as shown. This is the port that can be used to reach the Forgotten Isle.



Players who end their movement on Thwynn's Landing (port) may place their token on any 3 of the outer intersections on the Forgotten Isle.

→ Place the following 12 required tiles into the **black scumbag**:



- As a group, determine the remaining 21 map regions you wish to play with (see complete list p. 23).
 - Place the 3 large village and hamlet boards on the table.
 - As a group, choose whether to pre-configure the village and hamlet boards. If the group chooses to pre-configure the boards, fill the region spaces with map region tiles.
- Otherwise, randomly place 14 tiles into the burgundy villages bag, and the rest into the black scumbag. 11 of the 14 regions in the villages bag will be used on the village and hamlet boards, and 3 will be available to build on the building sites on the Forgotten Isle.
- Set the 3 large village and hamlet boards beside the main board so that they are as accessible to players as possible.



Villages & Hamlets Expansion

BOARDS & TILES

Village and Hamlet Regions

When any of the 3 village or hamlet map region tiles are drawn from the scumbag, the active player places the tile on the main map, and then draws tiles from the villages bag to fill the empty spaces on the corresponding village or hamlet board.

Visiting the hex tile on the main map allows players to perform a visit action on any one of the regions on its board.

Control Issues

Players may gain and lose control of regions within villages or hamlets in the same way they would on the main board.

The player who controls the most regions within a village or hamlet gains control of it, placing an influence in the sphere above the village or hamlet name (just like controlling regions). In a tie, the player who first held the majority retains control.

The end-game scoring bonus ("X") for controlling a village or hamlet is equal to the number of regions controlled by that player on that board. Therefore, if the controlling player controlled 3 of the 5 regions in Venfero's Secret, the bonus would be 3.



Villages & Hamlets Expansion

THE FORGOTTEN ISLE, THE TEMPLE OF LEGENDS, RUNE MAPS, AND EMPOWERED RUNES

Reaching the Forgotten Isle

- Players with a rank 5 mount (moth) may consume their movement to place their token on any intersection on the Forgotten Isle.



- Players who end their movement on Thwynn's Landing (port) may place their token on any 3 of the outer intersections on the Forgotten Isle, and vice versa.



Using Building Sites on the Forgotten Isle

- If you are adjacent to an area with a building site, you may use your visit action and 1 conviction to choose any region tile from the Villages bag and build it there.

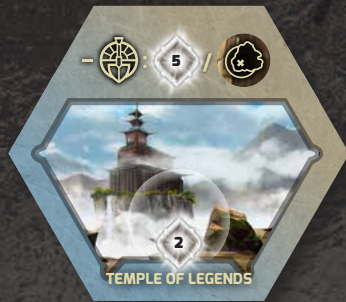
(In this case you'll choose from the villages bag instead of a previously-set-aside group of region tiles. The result is the same, in that you may choose the tile you'd like to build).

- You automatically gain control of this region (if it is controllable).
- You may use a building site if adjacent to it, even if there is a hidden ruins tile above it for which you have no rune map.

In this case, simply place the hidden ruins tile below the building site (or the map region you have built).



The Temple of Legends



Visiting the Temple of Legends

When visiting the Temple of Legends, you may choose one: donate an empowered rune for 5 honor, or gain 1 rune map token.



Rune Map Tokens

Rune Map tokens are required for players to dig for empowered runes in the hidden ruins on the Forgotten Isle.

They are either consumed in that process, or are wasted.

Players may only carry 1 rune map token at a time.



Accessing Hidden Ruins

- Each region space on the Forgotten Isle contains a hidden ruins region tile. Players may consume a rune map Token and a visit action to unearth an empowered rune.
- Digging for empowered Runes at a Hidden Ruins consumes both a visit action and a rune map, which are available at the Temple of Legends. Unused rune maps are worthless.
- When digging for an empowered rune, simply turn the hidden ruins tile over and place it in your tableau. That power is now available to you.
- You may consume a visit action at the Temple of Legends to donate empowered runes for 5 honor each.

Empowered Runes

(these are found on the back of the hidden ruins tiles)



While this rune is in your possession:
Augment 1 power when you visit map regions already under your control.

Empowered Rune of Benevolence

While this rune is in your possession:
Augment 1 power when you visit a map region already under your control. Does not count on the same turn you gained control of a region.



While this rune is in your possession:
Once per turn, you may place 1 of your potential on a companion.

Empowered Rune of Ingenuity

While this rune is in your possession:
Once per turn, you may place 1 of your potential on a companion.



While this rune is in your possession:
You may use 2 conviction to take a second visit action on the same turn.

Empowered Rune of Devotion

While this rune is in your possession:
You may use 2 conviction to take a second visit action on the same turn.

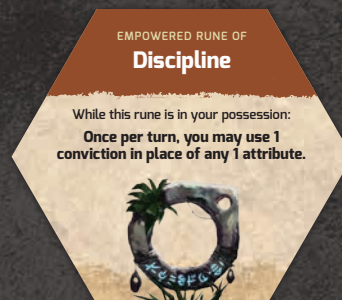


While this rune is in your possession:
When you activate yourself, you may remove 1 influence from any companion.

Empowered Rune of Leadership

While this rune is in your possession:
When you activate yourself, you may remove 1 influence from any companion.

Can be used on other players' companions.



While this rune is in your possession:
Once per turn, you may use 1 conviction in place of any 1 attribute.

Empowered Rune of Discipline

While this rune is in your possession:
Once per turn, you may use 1 conviction in place of any 1 attribute.



While this rune is in your possession:
Each of your proficiencies increases your mounted speed by 1.

Empowered Rune of Zeal

While this rune is in your possession:
Each of your proficiencies increases your mounted speed by 1.

This total has no limit, and stacks with other effects.

Villages & Hamlets Expansion

ATTRIBUTE CHECKS

Attribute Checks



A new feature in the Villages & Hamlets module is the ability to perform attribute checks to attain certain perks or rewards, using the dice provided. Here's how it works:

→ STEP 1

When a player performs an attribute check, they will roll the dice associated with the attributes they currently have on the main board. Only 1 die per attribute is rolled, regardless of how many of that attribute a player has. Each result that shows an icon counts as a "hit" and each result that shows a blank counts as a miss. The number in the hexagon is the number of hits required to pass the check.

→ STEP 2

On any miss result, players may consume up to one of each of the attributes that missed, to convert them to hits.

Examples:



The Theater

Return 2 influence from companions for each hit on an attribute check.

Gray player has 6 inspiration, 1 vision, 2 knowledge, and 1 wisdom. He rolls those 4 dice (once each), hitting on all of them except inspiration.

He returns 6 influence from his companions, and may consume 1 inspiration to return an additional 2, should he choose to.



The Fear Gauntlet

Gain 9 honor for 5 hits on an attribute check (this requires the player to have a minimum of 5 different attributes on the board to attempt).

Green player has 1 of each attribute, and rolls all 6 dice, missing on strength, knowledge, and vision, but hitting on the other 3.

Rather than lose the opportunity, green player chooses to consume 1 strength and 1 knowledge to convert them to hits, for a total of 5.



The Mausoleum

Augment 1 influence to conviction for each hit on an attribute check.

Blue player has 3 strength, 1 vision, and 1 courage. She rolls those 3 dice (once each), hitting on strength only.

She augments 1 block for the strength hit, and may now choose to consume her vision and/or her courage to augment more (she may not consume strength, as it already hit).

Chronicles Expansion

SETUP

In a Nutshell

The Vindication®: Chronicles expansion is an additional experience that can be added to any configuration of the base game, which is required to play. This expansion adds a more story-driven experience to each player's journey, documenting the interesting choices and events that occur on their path to vindication.

Setup

- Place the Firewind festival board to the side of the play area.



- Place 6 of the firewind vendor tokens, face-down and randomized into the 6 spaces on the festival board, and stack the rest at the top-right of the board. Then flip the 6 vendor tokens on the bottom of the board face-up.
- Each player takes one character sheet and briefly fills in the upper-right section.



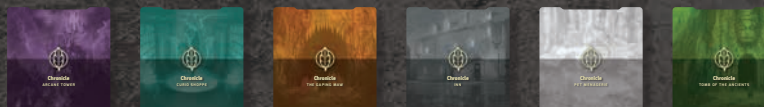
- Setup the base game up as normal, with the following exception: the **academy**, the **curio shoppe**, and the **menagerie** map regions are required.



- Stack the legendary title cards by type to the side of the play area:



- Shuffle and stack the chronicle cards by type to the side of the play area:



- Stack the event cards to the side of the play area and flip 2 of them face-up onto 2 of the event boards for up to 3 players; add a third of each for 4 or 5 players. Place the corresponding event tokens onto the top of each event board in their standees:



- Set the renown and dark agent tokens near the play area.



Chronicles Expansion

CHARACTER SHEET & RENOWN

Your Character Sheet — Recording Your Journey

Your character sheet tracks your journey's milestones, indicating your progress toward 3 reward types: renown, honor, and legendary powers.



(A-D) Gaining Renown from Your Character Sheet

Renown tokens are gained by gaining multiples of specific card types (e.g. obtaining 2 relics, gaining 2 traits, defeating 2 monsters, gaining companions of a new type, etc). Doing it once might be viewed as luck.

→ **How it works example:** when you acquire your first relic, draw a checkmark in the first column, in the circle next to the relic card (A). When you acquire your second relic, check that circle (B), then gain one renown token. You may not gain any more renown for acquiring relics this game.

→ **Companions:** companions work slightly differently — you are awarded renown for party diversity — having companions of different types/colors in your party.

You start the game with 1 companion. When you acquire a second companion, if it does not match the color of your first companion, draw a checkmark in the first column (C). If the new companion is the same color as your starting companion, do not check the circle.

Any time you acquire a subsequent companion, check that circle (D), if the new companion does not match the first two companions.

In this way you would gain one renown token when you had a companion of each color in your party, and you would not gain renown for acquiring additional companions.

(E) End-Game Honor Bonuses

At the end of the game, you will gain 1 honor for each checked circle in columns for which you have placed renown (e.g. if column 1 had a renown token placed above the honor icon, you would gain 1 honor for each checked circle above it (E)).

→ **How it works:** once per turn, as a bonus action, you may place a renown token wherever you see it's outlined icon. As it relates to the honor section of this character sheet, placing it into one of the two columns awards 1 honor at the end of the game for each checked circle in the column.

(F) Gaining Legendary Titles

Legendary titles are gained by completing Chronicle and Event Cards. As your story unfolds, tales of your heroism will spread, and your legend will grow. At a certain point, you will become known for specific heroic attributes, and will attain a Legendary Title, which comes with a powerful ability.

→ **How it works:** whenever you complete an action on a Chronicle or Event card, you will progress your legendary status. When you see one of these 6 icons, check the first unchecked circle closest to that particular attribute. In this way, the 3rd circle checked in each attribute will grant a Legendary card of that type/color.

Example: when you get your third checkmark on the Courage track, draw a card from the Legendary Courage stack.



Bonus Honor: Gain 1 honor each time you would place a checkmark into a track that is already filled (F).

→ **Placing Renown:** placing renown into the center of your legendary status track (F) allows you to place a checkmark into any two circles on different tracks. You may only place 1 renown token here, and you may not gain bonus honor in this way — both circles must be unchecked.

Gaining Renown

Renown is a new resource in Vindication. It is primarily gained by either resolving Event cards, or by acquiring card sets. Renown can be gained wherever the token is shown in full color like this:



4 Ways to Leverage Your Renown

Leveraging renown will grant you access to 4 special perks:

- End-game honor bonuses on your character sheet
- Progression toward legendary status on your character sheet
- Access to special vendors at the Firewind Festival board
- The ability to use legendary powers on legendary title cards

Placing Renown Tokens

You leverage your renown by permanently placing your renown tokens in one of the 4 ways mentioned above. You place renown whenever the token's outline is shown icon like this:



∞ INFINITY ICON:

The infinity icon indicates that the action can be repeated. If this icon is not present, only 1 renown can exist here.

Chronicles Expansion

LEGENDARY CARDS



Legendary Cards

Once you have filled all 3 progression circles on a track for a particular attribute (on your character sheet) you may draw a Legendary card for that type/color, gaining 7 honor in the process.

Using Legendary Powers

Legendary powers can be used on your turn as bonus actions, but are limited. You may only use a legendary power:

- Immediately when you gain the legendary card
- When you place a renown into the space on the bottom of the card

Leveraging Renown to Progress Legendary Status

When the circumstances allow, you may continue to leverage the power of your renown. Each time you do, add the renown to the leftmost open space at the bottom, gaining the honor at the time you activate your legendary power (e.g. using renown to activate your power in the final space would earn you 5 honor). In this way, you may only activate a legendary power a maximum of 4 times: once when you gain it, and 3 additional times using renown. Unless of course, you choose to abuse your power...

Abusing Legendary Powers

Your power is yours alone, and you have every right to abuse it, should it prove beneficial to you in the moment. If your own legendary card has all 3 of it's spaces filled, you may still opt to use the power.

Doing so will require you to flip one of the renown tokens on the card to it's reverse, resulting in an immediate honor loss.



Chronicles Expansion

CHRONICLE CARDS

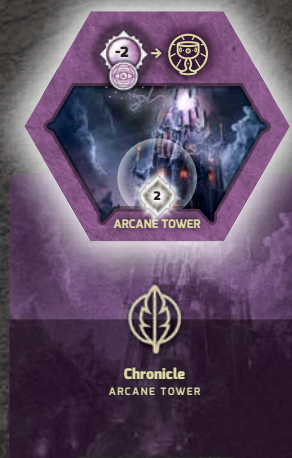
Chronicle Cards

In Vindication, you do a great many things. The Chronicles expansion unfolds the layers, textures, and details of how you've done those things—how you've interacted with the various characters and mysterious objects on the island, hopefully on your way back to a more honorable status. Over the course of the game, your chronicles will build a history of your journey right in your tableau, reflecting the stories and deeds that led you on your quest to vindication.

Whenever you gain one of the primary 6 card types (relics, loot, traits, companions, monsters, and exotic pets) you'll draw a chronicle card and the player to your right will read the story and options to you aloud; this will force you to make choices based on your own instincts. Once made, the result of your choice will impact your progression towards legendary status.

Drawing Chronicle Cards

When you gain a card into your tableau, the player to your right will draw a Chronicle card from the associated stack. Each card stack denotes which map region it is associated with:



A3

Echoes of the Consumed

You sit alone at the end of a long corridor. Voices whisper to you from under a barred door, and you can't tell whether the feeling that arises in you is terror of death or the soft release of homecoming.

Push the door open.

Stagger back, covering your ears.

Whoever the voices belong to, they're certainly calling your name.

You run. All that matters is keeping the whispers from reaching your mind.

To safeguard my sanity, I've resolved to focus on growing my ____.

A thousand mouths spoke, and then my spirit spoke. I am driven by ____ above all else.

Resolving Chronicle Cards

- The player to your right will read the card's title and story to you aloud, along with the 2 bold-text options (A) and details (B) for how you may respond. They will not read the results (C) until you've made your choice.
- After you've made your choice, read the details and results, then turn the card 90° and place the appropriate result beneath the card you just acquired in this process (C).
- You may now place a checkmark in the circle associated with the choice you made. In this case, you would advance in the legendary strength track on your sheet.

Had you chosen to "Stagger back, covering your ears," you'd have progressed 1 mark toward legendary strength on your character sheet. This chronicle details your journey toward acquiring the patience trait.

Bonus! You'd gain 3 honor each time you would place a new checkmark into a track that is already filled with 3 checkmarks.



To safeguard my sanity, I've resolved to focus on growing my ____.



The Shroud (FOR SOLO PLAY)

A3

Echoes of the Consumed

You sit alone at the end of a long corridor. Voices whisper to you from under a barred door, and you can't tell whether the feeling that arises in you is terror of death or the soft release of homecoming.

Push the door open.

Stagger back, covering your ears.

Using Chronicles in Solo Player Mode

When playing solo, you will use the "shroud" — the cardboard sleeve designed to obscure the details (B) and results (C) of the card until you've made your choice for the option (A).

- When drawing a chronicle card, keep that card face-down
- Place the card face-down in the shroud so that you can't see the text side
- Once placed, reveal, read, and choose your response
- After you've made your choice, read the details and results, then turn the card 90° and place the appropriate result beneath the card you just acquired in this process (C).



A thousand mouths spoke, and then my spirit spoke. I am driven by ____ above all else.



Had you chosen to "Push the door open," you'd have progressed 1 mark toward legendary vision on your character sheet. This chronicle details your journey toward acquiring the patience trait.

Chronicles Expansion

EVENT CARDS

Event cards

Our world is wondrous and filled with opportunity. At times, it is also dark and full of pain, sadness, and injustice. You know this firsthand, due to your history of scars and shadows — but those are, of course, in your past. The event card timeline reflects a constant stream of 2-3 opportunities that exist on the island — chances for you to perform heroic deeds that will drive away those shadows and set the stage for a better world. These cards will affect the game state for all players — everyone should familiarize themselves with them as they are revealed.

Advancing Event Cards

- Event cards exist in a timeline (with the newest event on the left and the oldest event on the far right) until a player resolves one of them or an end-game trigger token is reached.
- When a player resolves an event, that player takes the event card into their tableau and the empty event board moves to the front. The remaining event boards advance (left-to-right) and a new event card is placed on the leftmost event board. All relevant event tokens would be returned, then distributed as outlined on the new event.
- Example: This is the default state of the timeline (with 4+ players):



- If a player would resolve the event on event board (2, “A Darkness Below”), that card would go into their tableau, board (2) would move to the front and reveal a new event, board (1) would advance to the right, and board (3) would remain unchanged:



TIME AND MISSED OPPORTUNITIES:
When an end-game trigger token is reached, the rightmost (oldest) event is placed on the bottom of the stack and replaced, the remaining event boards advance.

In this case, board (3) would move to the front, and boards (2) and (1) would advance to the right.

Chronicles Expansion

DARK AGENTS

A Darkness Below

Several monks have reported a disturbing presence somewhere in a chain of subterranean passageways connecting the monasteries.

Until today, we didn't even know the tunnels existed at all. Nothing surprises us anymore about those monks.

B

Place event markers and 2 dark agent tokens on each of the **monasteries**.

Players may not visit **monasteries** until this event has been removed.

C

HEROIC DEED

A player adjacent to this monastery may vanquish 1 dark agent to gain the reward. When none remain, remove this event.

REWARD

E



Dark Agents

The Twilight Brotherhood wants to serve mankind by ending its existence and sending everyone to the paradise that awaits after death. Not everyone appears ready for this transition, including you.

Dark agents will occasionally appear in various places through global events, and will need to be addressed as a matter of urgency.

- If any dark agent tokens are on a region, they must be vanquished before that region can be visited.
- Vanquishing a dark agent simply requires using 2 of any attributes in any combination as a free action.
- Players who vanquish dark agents will gain honor for doing so, keeping the tokens in their tableau for end-game scoring of 1 honor each.

Event Card Anatomy

- A** **Title and story.** Understanding the nuances of the situation will provide insights as to how you might handle it.
- B** **Setup and clarifications.** Visuals and descriptions of how to alter the play space for the event.
- C** **Requirements.** You may choose 1 of 2 options when meeting the requirements for resolving an event. The left column (F) shows a flat attribute cost. However, having specific card types can sometimes make your party particularly well-suited to handle some events. The right column (G) offers a more efficient option to resolve the event if your party qualifies (in this case, a relic).
- D** **Rewards.** Generally, this will be a renown token and progression towards legendary status, but may include other reward types.

Resolving Events

One player should read event cards aloud as they are added to the timeline so that everyone is familiar with them.

At any time on their turn, players can resolve an event card as a bonus action, if they meet the requirements and are adjacent to the event location. When this occurs, the player:

- Uses attributes and pays costs
- Removes any event tokens or danger blocks
- Updates the event timeline (see left)
- Gains the rewards

Timing Conflicts

- If there is a conflict between an event card and any other card type, the event card always takes precedence.
- If a new event card directly conflicts with an existing one, the older one is discarded and the events advance.

Chronicles Expansion

THE FIREWIND FESTIVAL

As you gain renown, you may find that certain opportunities and perks become available to you at the festival that might not otherwise have presented themselves. Such is the power of renown and heroism.

Conceptually, the festival is filled with games, contests, tournaments and other challenges that players can engage in. These challenges are both wonderful and sometimes dangerous.

The Firewind Festival

- Anytime you are on the shoreline at the edge of the map (indicated by the numbered spaces), you may use your visit action and place 1 renown to attend the Firewind festival and take an action on the festival board.



- Any number of renown can be placed on the Firewind festival board, as indicated by the infinity icon (B).
- Choose one vendor token for which you have the prerequisite attribute (you may not choose a perk in a sphere for which you don't have an attribute on the main board). Gain the selected token to your tableau — it can be used at any time on your turns.
- Optionally, you may also invest 1 conviction into the top portion of the board to make a community investment and mingle with the attendees — this activity will enhance your future visits. You may only have a maximum of 1 conviction at the festival at any time (you may not both benefit from and invest conviction on the same turn).
- After selecting a perk, put it into your tableau for use at any time on one of your turns (then replace the empty space on the board from the extra tokens at the top of the board).
- When you use a perk from your tableau, shuffle the token into the stack of tokens the top of the festival board (A)

Community Investment

There are 2 primary benefits to investing in the community at the Firewind festival:

- Once during your visit, as a bonus action, you may remove your conviction to draw 2 perks instead of 1. You must qualify with appropriate attributes for both.
- Once during your visit, as a bonus action, you may remove your conviction to randomize any vendor tokens on the board for which you have attributes, and replace them as done in game setup.



Twice per year, in the seasons of planting and reaping, a vast gathering of people from everywhere move to the island's edges to connect in a human ring around the island. Here, as a community of one mind and heart, they light great bonfires on the windy beaches at twilight to salute the endlessness of the ocean, and to celebrate the gift of life. Paper lanterns, colorful tents, and a great chorus of voices fill the spirit for days on end.

They call it **Firewind: the Festival of Breath.**



This token is wild and clones the effect of any other vendor token.



Roll the white die and gain that attribute; if you didn't already have it, roll one more time.



Augment 2 influence to conviction.



Augment any 2 power.



Augment 2 potential to influence.



Gain 2 crystal tokens.



Teleport to any unoccupied space.



Take the top face-down loot card (no honor gain).



Take the top face-down pet card (no honor gain).



Return up to 4 influence from companions.



Gain 3 honor. Obviously.



Upgrade your mount.

Odyssey Module

SETUP & RULES OF PLAY

As your wretchedness affected the lives of those around you, so too does your journey of renewal, its light spilling forth to illuminate the way for the journeys of others.

You start to understand your path as not yours alone, your story as a thread in a larger tapestry. You see, in the surging virtue that surrounds you, your road to redemption as a fragment of a larger whole, a movement greater than any one narrative—*of vindication for honor itself.*

Setup

More than great places to gain companions, inns also provide excellent means to send them away—at least for a while—on epic odysseys to acquire honor via one of five different card types. It will take influence (and time). Some companions are better suited to specific tasks than others—time your dispatches (and your meddling) wisely. Any companions who do not return by the end of the game do not count toward their player's honor total.

Put the odyssey board on the table. Well done. Odysseys can be used with any module configuration, so all you need to do is set out the pet and loot decks if they are not out already. *It is not necessary to play with the Curio Shoppe and/or Menagerie.*

Odysseys

When you are playing with the odyssey module, inns have an additional effect:

Add one companion to your party, send one companion from your party on an odyssey, or both (in either order).



Sending Companions on Odysseys

To send a companion on an odyssey:

- Visit an Inn region tile. Place a companion from your party (along with any influence on it below an available (unoccupied) odyssey.
- On the odyssey board, place additional influence to fill the unmarked gray spaces along the top of that odyssey section (2 blocks for pets and loot; 3 for traits, relics, monsters).
- If your companion meets the requirements of the last space, add an influence to that space as well — that companion is ill-suited to that odyssey type so it takes one turn longer. (Here, a red companion would take longer).
- Draw cards equal to the number of influence you have placed — these cards must be of the same type the odyssey seeks. (In this example, draw 3 cards. If the companion were red, you'd draw 4 cards). Select 1, place it above the Odyssey board face-down, and return the others to the bottom of their stacks.

Meddling with Odysseys

On your turn, as a free action, you may place one influence in the meddle space of any odyssey. That player will have to use a turn to remove that influence before the odyssey is complete, causing it to take more time. **If meddled with, the odyssey card is flipped face-up for everyone to see.**

Completing an Odyssey

Once per turn (starting the turn **after** the odyssey is initiated) remove 1 influence from each of your active odysseys—they are independent of each other. If an odyssey has been meddled with, that influence is removed last. In this way, each odyssey can only be meddled with once. When the final influence is removed, return your companion and your new card to your tableau. Gain the new card's honor immediately, and **also score the honor for the companion who undertook the odyssey.** If the game ends and your companion has not returned, reduce your honor total by the companion's honor amount.

You may abandon an Odyssey at any time as a free action but your companion (and any associated pets & honor) will be lost. Each odyssey may be undertaken by only one companion at a time. At maximum of 5 total companions will be on odysseys at a given time. You may gain a companion and send them on an odyssey as part of the same visit action at an Inn. **You may not activate companions on odysseys—they are not currently in your party.**

Special Card Abilities

Pet Spirits—instead of attaching to companions as normal, these pets enter your tableau independently. They do not require activation, their abilities are always available to you.

Forfeit—Cards with a forfeit ability can consume other cards. You do not lose the honor of cards lost to a forfeit ability unless directly stated by card text.

Leaders & Alliances Expansion

SETUP

In a Nutshell

The **Vindication®: Leaders & Alliances** expansion is an additional experience that can be added to any configuration of the base game, which is required to play.

This expansion adds new abilities and extends the options players have by adding a bonus action each turn. Many of these are designed to create positive tension with the original game rule set.

Each turn, players will have the option of gaining the rapport of guild leaders, using that rapport to gain powerful guild perks, or stockpiling that rapport to initiate guild alliances for honor.

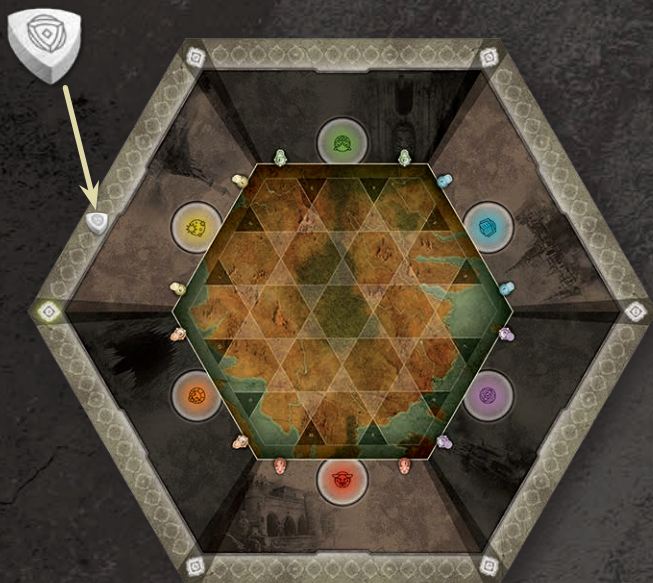
Setup

Place each of the 6 guild leader boards out in a row.



Each player takes 3 triangular wooden rapport markers of his/her color (*the same color as the wooden blocks and scoring disc*) and places them in their personal supply.

Place the white rapport threshold token on space 20. (*At the start of the game, all players may opt to place this token elsewhere — 20 is a recommendation*).



Leaders & Alliances Expansion

GUILD LEADER RAPPORT

Unlocking Guild Leader Rapport

Once a player's scoring token has reached the rapport threshold (by gaining honor), they've unlocked the ability to gain rapport with the guild leaders.

1 rapport marker is placed onto the top numberless space on the track of their corresponding guild leader, as shown. Players may gain rapport with any leaders they choose but begin with rapport in the guild of their color. Each turn, that player may now perform 1 of the following bonus action types as many times as they can afford: **gain rapport, use a guild perk, or initiate a guild alliance.**



Gain Rapport

To gain rapport with one or more guild leaders, contribute as many attributes as you wish (return them back to your influence sphere) and move your rapport token up that leader's track according to the rates shown here:



Gain 1 Rapport

For each inspiration, knowledge, or strength, move up 1 track 1 space



Gain 2 Rapport

For each courage, vision, or wisdom, move up 1 track 2 spaces

Use Guild Perks

You may use as many guild perks as you can afford each turn. However, each perk may only be used once per turn.

To use a guild perk, move your rapport token down on the track as many times as required to gain that perk.

For example, you may move your marker down 2 spaces (and thus off the board in this case) to use "Martial Occupation".

Initiate Alliance

You may only initiate 1 alliance per game.

To initiate an alliance, gain honor equal to the numbered spaces beneath two of your rapport markers on 2 different leader boards.

If your rapport marker is not on a numbered space, you do not have enough rapport to initiate an alliance.

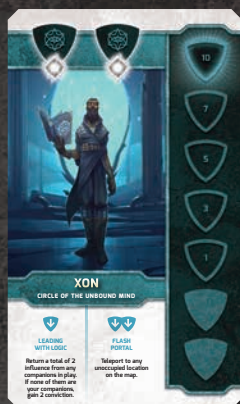
Then, move your rapport markers onto open alliance spaces above the guild leader portraits on those boards.

If no open alliance spaces remain, an alliance cannot be initiated there.



Leaders & Alliances Expansion

GUILD PERKS



Leading with Logic

Return a total of 2 influence from any companions in play. If none of them are your companions, gain 2 conviction. You choose each companion, moving 1 influence on each back to its owner's influence sphere. This can come in handy with your own companions but can also slow down opponents who may want to add blocks on certain companions in order to use special abilities.

Flash Portal

Teleport to any unoccupied location on the map. This action has no relation to your normal movement, and can be used in addition to it.

Spirit Projection

Your visit action this turn does not require adjacency.

You may visit any map region in play, regardless of how far away it is. Any applicable honor bonuses still apply (if an opponent controls that region they receive honor as normal).

Call to the Light

Dismiss any companion. Its owner gains an empowered draw on any companion stack. No honor is gained or lost in these actions. This action can be used on yourself, or on another player. All influence on dismissed companions return to the owner's influence sphere.

Master of Secrets

Draw 2 secret quests and keep 1.

This ability costs 1 rapport for each secret quest you have. For example, if you have 3 secret quests, using this ability requires 3 rapport.

Dirty Deeds

Place a black treachery block on any card; its text is nullified until the block is removed for 1 conviction. This ability negates all face-up card abilities for pets, companions, relics, loot cards, traits, infused crystals, and end-game bonuses for defeated monsters. It does not negate end-game trigger cards or secret quest cards.

Undying Resolve

Augment one potential directly to conviction. You may augment influence to conviction, but only after none of your potential remain.

Martial Occupation

Add 1 influence to an adjacent region that you do not control. You may control or co-control that region.

Co-control example: if green player visits a region controlled by orange and purple players, both orange and purple players gain 2 honor. If orange player visits the region, only purple player gains 2 honor. Both purple and orange player gain end-game honor for this region.

One with Nature

Gain 1 courage, vision, or wisdom. This ability assists greatly with players wishing to diversify in order to gain specific heroic attributes.

Return to the Wilds

Remove all control and fortification from an adjacent map region. This ability removes all players (including oneself) from that map region, as well as removing fortification.

This ability cannot affect a map region with a monument on it (see monument expanded rules).

Corner the Market

Freely redistribute up to 7 of your inspiration, knowledge, and/or strength. This ability allows you to freely move your current attributes of those types from one sphere to another.

Example: you may move 5 of your 7 inspiration and 2 of your 3 strength to knowledge, then visit a monastery to augment several blocks at once.

Free Looter

Draw 3 loot cards and keep one. Shuffle the others back into the stack. No honor is gained.

3-Turn Example:



Turn 1 : Gain Rapport

Gray player has recently acquired a trait using 2 Wisdom. She ended up with 2 extra Knowledge, and decides to use it to raise her rapport with Xon 2 spaces.

She also chooses to use 1 Vision and 2 Strength to raise her rapport with El-Gishar 4 spaces.

Turn 2 : Guild Perks

Gray player **could** now initiate an alliance between these 2 guilds for a whopping **17 honor**.

However, she deems it more advantageous for her to use guild perks to assist her this turn, so she uses 1 rapport to use the **One with Nature** guild perk, gaining a second Wisdom.

She also uses 2 rapport to use the **Return to the Wilds** guild perk, causing orange player to lose control of the Ancient Tomb, allowing her to visit it without paying honor to the Orange player, then utilize her Wisdom to attain a heroic trait, and subsequently control the Ancient Tomb for herself.

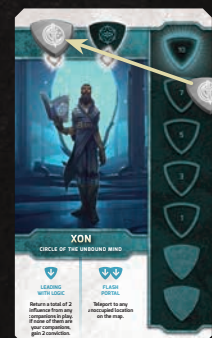
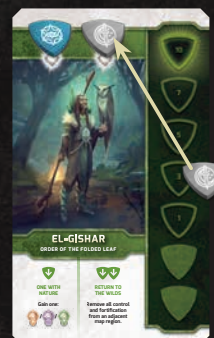
She could also use perks (once each) from other guilds this turn, but chooses not to.

Turn 3 : Initiate an Alliance

Gray player chooses to use her guild leader rapport to initiate an alliance between the Order of the Folded Leaf (green) and the Circle of the Unbound Mind (blue). She currently has 3 rapport with El-Gishar (green) and 7 rapport with Xon (blue).

She moves her marker from the green track to the last open alliance space above El-Gishar's portrait, locking it for the remainder of the game, and scoring 3 honor. **No new alliances may be initiated with this guild.**

She also moves her marker from the blue track to the first open alliance space above Xon's portrait, locking it for the remainder of the game, and scoring 7 honor. **Only 1 new alliance may be initiated with this guild.**



Summary : Opportunity Cost

Using guild perks instead of an earlier alliance inherently cost Gray player 7 honor. However, the **One with Nature** perk allowed her to attain a trait (5 honor), and the **Return to the Wilds** perk gained her 2 honor now plus 2 honor at the end of the game, and cost the Orange player 2 honor at game's end, for an 11-honor comparative yield.

Solo Adventures

PRE-PLAY SETUP

Solo Mode Setup Notes

Vindication® was originally designed as a competitive multi-player experience. As such, some setup is required to play either solo adventure, as many of the cards reference other players. However, once setup properly, both modes are proven to be both a challenging and exciting single-player experience.

In general terms, setup simply requires removing all cards that reference *other players, proficiencies, or mastery*.

Option 1: Recommended Setup

To get the deepest experience, set aside all cards with an icon in the upper left, and manually remove all of the cards that reference other players, proficiencies, or mastery.

Though meticulous, this task can be accomplished in under 10 minutes, and is worthwhile for players who play solo often or exclusively.

If you want a cheat sheet, an updated list of recommended cards to remove can be found at:

orangenebula.com/vindicationdb

Option 2: Simple Play Setup

The quickest way to setup for a solo adventure mode is to remove all promotional cards with an icon in the upper left, such as these:



Then remove the cards shown to the right.

Note: cards with the “advanced” icon are part of the base game. There are no promotional cards with this icon:



After removing all cards shown on the right, any remaining cards with this icon can remain in the stacks.



Yellow Companions

- Ambassador Kaladre
- Kheya, the Ascended
- Oneth, of the Folded Leaf
- The Black Dove
- The Zharyan Sisters



Red Companions

- Herk
- Ga'nok, Son of Ve'nok
- Groll, Heart of Flame
- Nalin, Dangerously Debonair
- Yanos, the Lost Aspiration



Blue Companions

- Adena, the Living Journal
- Adren, the Methodical
- Durgle, the Determined
- Storytellers Hira and Gan
- Zinh, Wind in the Trees



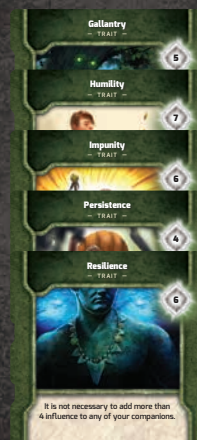
Monsters

- Drogas, the Living Darkness
- Drurg, Wanton Smasher
- Mornak, Lost in Shadow
- Smoldering Fright Crawler
- Twin Voices of Fear and Despair



Relics

- Mirror of Alternate Realities
- Pouch of Glowberries
- Taker of Stars
- That Which Was Broken
- Timeworn Mask of the Invader



Traits

- Gallantry
- Humility
- Impunity
- Persistence
- Resilience

Solo Adventure 1: "The Awakening"

SETUP

"The Awakening" Overview

The Awakening is more than magic reborn, it is the soul of the land in crisis. Ronak, Earth Trembler, roams free, defiling the land and spreading annihilation in his wake.

Your journey for redemption comes alongside that of the island itself as you join its returning Guardians, seek to banish the darkness, and usher in a bold new age of light.

In this mode, your goal is to join Tik-Tik, your tiny new Guardian friend, in lighting pillars of spirit fire around the island, calling forth a resurgence of magic to summon and strengthen the ancient Guardian Tuuk-Tuuk and then prove yourself honorable enough that he heed your call to banish Ronak from the land.

- Build magical "spirit fires" to summon Tuuk-Tuuk and unlock his abilities.
- Hold back the spread of defilement across the land.
- Obtain three honor tokens by exploring the land; building a party of companions, defeating monsters, developing traits and acquiring relics.
- Once you have lit all of the spirit fires and attained enough honor, you'll trigger Tuuk-Tuuk's final ability and banish Ronak from the realm!

Game Setup

The game sets up as normal with the following exceptions:

Secret Quests, End-Game Triggers, Journey Cards, Expansions, Promos

These items are not used and should remain in the box.

Track Board & Tuuk-Tuuk

Place the track board near the main board in easy reach, along with the Tuuk-Tuuk hex tile (you may opt to use a Tuuk-Tuuk miniature instead).

Spirit Fire Tokens

Place 7 spirit fire tokens in the slots on the lower track.



Companion, Relic, Monster, Trait Cards

Remove cards according to the guide on page 49.

Tik-Tik

Do not draw a starting companion. Instead, attach the pet card "Tik-Tik, the Gleaming" to your player tile.

Defilement Blocks

Place 9 black blocks from the community tray beside the main board. This is the "defilement" supply.



Ronak Miniature & Academy Tile

Place the Academy region tile in the center of the map and the Ronak miniature on top of it.



Annihilation Blocks

Place 10 gray annihilation blocks from the gray player tray beside the adventure track. This is Ronak's "annihilation" supply. Return remaining gray components to the box.



Destroyed Region Tiles

Place the six building site tiles beside the board and within reach. For the purposes of this mode these are "destroyed region tiles".



Dice

Set the white die from Vindication base game, and both dice from the Leaders & Alliances expansion beside the board. Return the standard black die to the box.

Player Standee

Place your standee on the triangular starting position (spaces numbered 1-12 around the edge of the map) of your choice. There is no strategic difference between starting positions.

Honor Tokens (Trigger Tokens)

Place 3 trigger tokens on the honor track spaces marked 30, 45, and 60. You will not need the 4th. For the purposes of this mode these are "honor tokens."

When your scoring disc reaches an honor token on the scoring track, you have earned that honor token. Place it in the designated area on the track board.



Proficiency Tiles

Proficiency tiles are acquired as normal, (use 3 of that attribute), but are spent on powerful boons (p. 14-15).

NO CONTROLLED REGIONS

Area control is not used in this mode. You cannot take control of regions.

Conviction in this mode is primarily used to light spirit fires.



Solo Adventure 1: "The Awakening"

RULES OF PLAY

Gameplay

Gameplay proceeds as in the base game, except as noted below.

Victory Conditions

You immediately win the game if:

- You initiate Tuuk-Tuuk's "Final Banishment" ability before any of the defeat conditions are met.

Defeat Conditions

You immediately lose the game if:

- All defilement blocks are in play.
- All 6 destroyed region (building site) tiles are in play.
- Ronak's annihilation blocks overtake your spirit fire tokens on the annihilation track.

The Track Board

The spirit fire (lower) track denotes Tuuk-Tuuk's return to the realm and Ronak's quest to defeat him before he reaches full power!

As you light spirit fires, you will move these tokens from this track onto the main board, summoning Tuuk-Tuuk and unlocking his abilities as you go.

Meanwhile, Ronak will be adding his own destructive power blocks to the annihilation track, attempting to overtake and quench the fires before they can be lit. If Ronak's annihilation blocks catch (reach alignment with) the spirit fire tokens on the other track, you lose immediately.

Spirit Fire

At the start of the game there are 7 spirit fire tokens in the slots of the bottom track. Each time you light a fire on the map, the left-most spirit fire token is moved to the main board.

Lighting Spirit Fires

To light a spirit fire the following criteria must be met:

- Your player standee is adjacent to three "open" regions (tiles are not destroyed, contain no spirit fires, contain no defilement).
- Ronak is not on any adjacent regions.

If the above are true, you may (as a bonus action) use 1 conviction to light a spirit fire. Move the left-most fire token from the track board onto any of the 3 adjacent regions.

Snuffing Spirit Fires

Spirit fires may be snuffed out in the following ways:

- Ronak or Tuuk-Tuuk move onto a region containing a spirit fire token.
- Ronak executes his "Drain the Earth" ability while adjacent to spirit fire token(s).

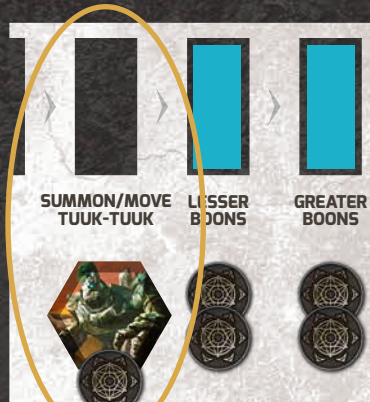
When a spirit fire is snuffed out, return the fire token to the right-most slot of the track board that does not already contain a fire token. If the slot above it contains a Ronak annihilation block, you immediately lose the game.

Spirit Fire Track Unlocks

Some spaces on the spirit fire track are associated with events and/or Tuuk-Tuuk abilities. When the spirit fire token in that slot is placed on the main board, take the associated ability card. If a spirit fire token is returned to those slots as the result of being snuffed out, those unlocks become locked again.

When the spirit fire token in the slot marked with "Summon and Move Tuuk-Tuuk" is transferred to the main board, take the "Move" ability card.

Tuuk-Tuuk is then summoned onto one of the 3 open map regions (the spirit fire onto another). If a spirit fire token later refills this slot, Tuuk-Tuuk immediately leaves play.



Ronak's Annihilation Power

When certain conditions are met, increase the annihilation level. Add one gray block to the left-most empty slot on the annihilation track. Ronak's annihilation level increases by 1 each time he:

- Kills one of your companions.
- Delivers a blow to Tuuk-Tuuk.
- Destroys a region.

If Ronak's annihilation blocks catch (reach alignment with) the spirit fire tokens on the tracks, you immediately lose the game.

Defilement Blocks

As Ronak moves across the map, he leaves black defilement blocks on the map regions.

- When Ronak moves, place a block on the region he just left.
- A defiled region cannot be visited (you must remove the defilement to take a visit action on that region).
- If ever you need to place a defilement block but cannot (all 9 blocks are in play) you immediately lose the game.
- Defilement can be removed by Tik-Tik and Tuuk-Tuuk.
- Defilement on Tik-Tik counts as "in play" for purposes of defeat conditions.

Destroyed Regions

If Ronak moves onto a region that is already defiled (has a black block on it) that region becomes destroyed.

- Increase the annihilation level by 1.
- Return the defilement block to the supply.
- Cover that region with a "destroyed region" tile, placing Ronak on top.
- This region cannot be used for the remainder of the game unless through a Tuuk-Tuuk boon.
- Destroyed regions cannot be repaired or rebuilt.
- Destroyed regions do not accrue defilement.

Ronak Movement

Regular Movement

Ronak moves on the region tiles. Move Ronak one tile in the direction of the attribute circle indicated on the primary movement die. If there is not a clear movement choice (two tiles are equally viable), roll the secondary movement die to augment the first roll (p. 16-17).

Rolling Opposites: Root Pull

If the icon on the secondary die is directly opposite the primary die (directly across from each other on the board) it triggers Ronak's root pull ability. Ronak doesn't move, instead:

- Move your standee to the nearest space adjacent to Ronak (p. 16-17).

Rolling Doubles: Drain the Earth

If the icon(s) on the primary and secondary dice match, it triggers Ronak's Drain the Earth ability (p. 16-17). Instead of moving, Ronak:

- Snuffs out all adjacent spirit fires (return these to right-most open slots on the spirit fire track).
- Destroys the region Ronak occupies if not already destroyed (cover region with "destroyed region" tile, increase annihilation level by 1).
- If you are adjacent: kills highest initiative companion (increase annihilation level by 1).
- If Tuuk-Tuuk is adjacent: Tuuk-Tuuk suffers a blow (increase annihilation level by 1).



Dead End: Panic

If Ronak is at the edge of the map, and cannot complete his movement in the direction indicated by the primary die (he is already up against that color's circle) he immediately executes a shriek (p. 17) and then retries his move ability: re-roll the primary movement die. Ronak can panic multiple times in a row.

Discovery

Ronak reveals undiscovered regions as he moves onto them. He does not reveal adjacent regions. If Ronak would move onto an undiscovered region, first draw and place a region tile from the bag onto the hex and then place Ronak on top of it. Ronak will never be on a space that does not contain a region tile.

Notes About Ronak Movement:

Ronak leaves a defilement block behind each time he moves off a region and destroys any defiled regions he moves onto.

Snuffing Spirit Fires

Ronak snuffs out any spirit fires on regions he moves on to, returning the spirit fire tokens to the spirit fire track.

Dealing a Blow to Tuuk-Tuuk

If Ronak would move onto a space occupied by Tuuk-Tuuk, Ronak doesn't move. Instead, Tuuk-Tuuk suffers a blow, increasing the annihilation level by 1.



Ronak Turn Abilities



Ronak moves around the island spreading defilement, destroying regions, and dousing spirit fires.

You and Ronak alternate turns. On his turn, **Ronak moves first, then uses an ability.** The abilities are determined by 3 dice:

Ability Die
(Leaders & Alliances black die)

Primary Movement Die
(core game white die)

Secondary Movement Die
(Leaders & Alliances white die)

At the start of Ronak's turn, roll the ability and primary movement dice simultaneously.

(The secondary movement die is only used as necessary and can be set aside until needed.)

Solo Adventure 1: "The Awakening"

RULES OF PLAY

Difficulty Adjustment

Complete one of the following options as the final stage of setup.

Easy Mode

- Place scoring disc on the scoring track at 25.
- Place 3 of each proficiency tile in the appropriate spaces.
- Start Ronak's annihilation at 0 (no blocks on the track).

Standard Mode

- Place scoring disc on the scoring track at 20.
- Place 2 of each proficiency tile in the appropriate spaces.
- Start Ronak's annihilation at 1 (1 block on the track).

Hard Mode

- Place scoring disc on the scoring track at 15.
- Place 1 of each proficiency tile in the appropriate spaces.
- Start Ronak's annihilation at 3 (3 blocks on the track).



Ronak Abilities



SHRIEK: You must add 1 influence to all companions. For each that you do not, that companion flees (back to the box). If Tuuk-Tuuk is adjacent to Ronak, he suffers a blow.



CHARGE: Ronak moves 2 regions instead of 1 (in a straight line) in the direction indicated by the primary die. Use secondary die as necessary.

Charge can result in multiple defilement entering play.

Charge can result in Ronak panicking (see above) if he dead ends.



RAMPAGE: Ronak immediately takes an additional turn.



Tik-Tik

Once per turn, if you have activated your character this turn, Tik-Tik may perform one of two available abilities:

- **Absorb Defilement:** Move a block from an adjacent region onto Tik-Tik's card.
- **Consume Defilement:** Remove a block from Tik-Tik and return it to the defilement supply. You may augment one block this turn.

Notes about Tik-Tik:

- Tik-Tik may never carry more than 3 defilement.
- Tik-Tik must remain attached to your character and may not be transferred.
- Defilement on Tik-Tik is considered "in play."



Tuuk-Tuuk

Summoning Tuuk-Tuuk

As soon as you have lit three spirit fires, Tuuk-Tuuk is immediately summoned and placed on any open region adjacent to your player standee. (You may use the Tuuk-Tuuk tile from the Myths & Wonders expansion, or one of his miniatures. There is no mechanical difference between these options.)

If ever you have less than three spirit fires lit Tuuk-Tuuk recedes from the realm and is removed from the board. He will re-summon as soon as there are three spirit fires lit.

Suffering Blows from Ronak

When summoned, Tuuk-Tuuk is not yet at full strength and is vulnerable to attacks from Ronak. If any of the following occur, Tuuk-Tuuk suffers a blow, increase the annihilation level by 1:

- Tuuk-Tuuk is adjacent to Ronak when he performs his **Drain the Earth** ability.
- Tuuk-Tuuk is adjacent to Ronak when he performs his **Shriek** ability. (Shrieks as the result of a dead-end panic deliver blows as well).
- Ronak attempts to move onto the region Tuuk-Tuuk occupies.

Tuuk-Tuuk's Abilities

On your turn, as a bonus action, you may appeal to Tuuk-Tuuk as much as his current condition and your honor allow.

Tuuk-Tuuk abilities are unlocked by lighting spirit fires. The first ability, "Roam the Island", unlocks at the same time as Tuuk-Tuuk is summoned (take the "Roam the Island" ability card at this time).

To appeal to Tuuk-Tuuk for even this most basic ability you must have demonstrated yourself worthy. To make this appeal you must have 1 honor token. Move that honor token from the track board to the "Roam the Island" card to make the appeal and have Tuuk-Tuuk use that ability.

Honor tokens return to the track board at the end of every turn.

Appeals may be mixed and matched as long as the following are true:

- The abilities in question have been unlocked (enough fires are lit).
- You have enough honor tokens to use the ability.

Solo Adventure 1: "The Awakening"

TUUK-TUUK'S ABILITIES AND BOONS



Roam the Island

- Tuuk-Tuuk moves on the region tiles.
- If Tuuk-Tuuk moves onto an undiscovered region, reveal a tile from the bag and place it beneath him.
- If Tuuk-Tuuk moves onto a region with a spirit fire, the spirit fire is snuffed out and returns to the spirit fire track.
- If Tuuk-Tuuk moves onto a region with defilement on it, remove the defilement from the map and return it to the supply.
- Tuuk-Tuuk cannot rebuild destroyed regions.
- Tuuk-Tuuk cannot move onto a region occupied by Ronak.

Example

You have 2 honor tokens. The spirit fires in the "Roam the Island" and "Lesser Boons" slots are on the map, meaning both of these actions are unlocked.

Roam the Island requires 1 honor token, and Lesser Boons require 2 each.

You may decide to use both tokens to appeal for 'Roam the Island' twice. You may now move Tuuk-Tuuk two regions.



Lesser and Greater Boons

You may appeal to Tuuk-Tuuk for powerful boons based on the attributes you have demonstrated proficiency in.

To use a boon, you must:

- Have unlocked the ability on the spirit fire track.
- Have 2 available honor tokens.
- Have a proficiency tile matching the attribute of the boon you desire.

To receive the boon, use 2 honor tokens (place them on your ability card) and turn in your proficiency (return it to the box, not the game board).



Knowledge Boon

You may visit a destroyed region this turn as if it were not destroyed.

Strength Boon

Reduce annihilation level by 1 (return a gray block from the annihilation track to the supply).

Inspiration Boon

Immediately move 1 spirit fire token from the spirit fire track to any open region.

Vision Boon

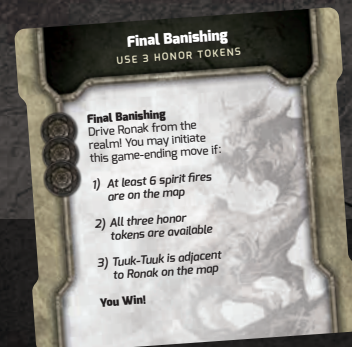
Before rolling a die, you may choose the result without rolling. This affects any of the dice, during any die roll.

Courage Boon

Ronak skips his next turn (you may take a second turn before rolling the dice again).

Wisdom Boon

Return up to 5 influence from companions you control to your influence sphere.



Final Banishing

If the final banishing ability is successfully activated, you win the game!

- Final banishing must be unlocked (at least 6 spirit fires lit)
- You must have all three unexhausted (available) honor tokens
- Tuuk-Tuuk must be adjacent to Ronak

If the above conditions are correct, use all three honor tokens to initiate the banishing — congratulations, you win!

Solo Adventure 1: "The Awakening"

RONAK'S MOVEMENT & ABILITY EXAMPLES

Movement + Charge

Initial & Secondary Rolls:



The primary movement die shows red (strength), so you must move Ronak one region toward the red attribute circle. However, Ronak has two equally viable movement options.

1a In this instance, you roll the secondary die, which results in blue (knowledge). Ronak moves to the Holy Spire. Because Ronak is also using the Charge ability, move again (in a straight line) to the Inn.

1b If the secondary die roll had resulted in orange or yellow, he would have moved to the Library, (then to the Arcane Tower due to Charge ability).

Shriek + Root Pull (if you roll opposites)

Initial & Secondary Rolls:



2 In this instance, you must roll the secondary die as Ronak moves toward red. The result is green (wisdom), so Ronak uses a Root Pull, moving you adjacent to him.

Then, after the white movement dice are resolved, he also uses his Shriek ability, forcing you to add 1 influence to each companion.

Drain the Earth

Initial & Secondary Rolls:



3 In this instance, you must roll the secondary die as Ronak has equal options moving toward purple (opposite of yellow). The result is another purple, so Ronak does not move at all.

Instead, he uses the Drain the Earth ability, snuffing all adjacent spirit fires (in this instance, return the spirit fire token from the arcane tower to the track board. If you are adjacent to Ronak, he also kills your champion (the companion with the lowest initiative number). Then, after movement, he performs the Rampage action, taking another turn!

Dead End : Panic (if Ronak can't complete his movement)

Initial Roll & Panic Reroll:



4 In this instance, Ronak has moved as far as possible on the island and cannot move further in that direction, infuriating him. He Panics, immediately executes using his Shriek ability (forcing you to add influence to each companion).

He then retries his move ability: re-roll the primary movement die—this time it's green, so Ronak moves onto the Monastery. Ronak can panic multiple times in a row.



3 Snuffed Spirit Fire goes back to the track



Solo Adventure 2 : "Vindication"

SETUP

Solo Mode 1: Overview

Magic not seen since the time of the Ancients has returned. As this power seeps back into the land the darkness that has dwelt uncontested for generations begins to stir, sensing this resurgence and a call to secure its foothold in the realm. You encounter Tik-Tik, an emissary of the greater power to come, sent to channel the currents of magic and foster their full return.

Together you venture forth into these uncertain times, seeking to grow in honor and repel the oppressive darkness that seeks to claim you.

In this mode you play a standard game of Vindication, exploring the island, building a party of companions, defeating monsters, developing traits and acquiring relics – all while attempting to keep at bay defilement that spreads throughout the land.

Pursue your goals but be mindful to remove defilement blocks as they enter play (lest the island become overrun) and do it all with an eye toward efficiency – the crucial moment approaches when your honor and mastery-of-self will determine your fate.

Game Setup

The game sets up as normal with the following exceptions:

Secret Quests, End-Game Triggers, Journey Cards, Expansions, Promos

These items are not used and should remain in the box.

End-Game Marker

Place the wooden threshold token from the Guilds & Alliances expansion on the scoring track at space 15. For the purposes of solo mode this token will be referred to as the "end-game marker."



Player Standee

Place your standee on the triangular starting position (spaces numbered 1-12 around the edge of the map) of your choice. There is no strategic difference between starting positions.

Tik-Tik

Do not draw a starting companion. Instead, attach the pet card "Tik-Tik, the Gleaming" to your player tile.



Mastery & Proficiency Tiles

Place the 6 mastery tiles beneath the related attribute circles. Pile 1 matching proficiency tile on top of each mastery tile.

For example, place the green Wisdom mastery tile beneath the green attribute sphere, then place a single green Wisdom proficiency tile on top of it.

Defilement Blocks



Place 9 black blocks beside the board and within reach — this is known as your "defilement" supply.

Destroyed Region Tiles

Place the six building site tiles beside the board and within reach. For the purposes of solo mode, these are "destroyed region tiles".



Companion, Monster, Relic, and Trait Cards

Remove the cards listed on the next page from the game and place them back in the box.

Solo Adventure 2 : "Vindication"

RULES OF PLAY



Gameplay

Gameplay proceeds as in the base game, except as noted below.

End-Game Marker

After every turn, progress the end-game marker along the scoring track two spaces counterclockwise.

For example, after your first turn, move the end-game marker from 15 to 13 on the scoring track.

The end-game marker and your scoring disc advance around the scoring track in opposite directions. When these tokens reach each other (either marker moves onto or past the space occupied by the other) the game ends immediately.

Defiled Regions & Defilement

After visiting a map region, **spread defilement** by placing 2 black defilement blocks on the map—one on each of the 2 adjacent regions you didn't visit.

You may opt to use 1 conviction to prevent both of these defilement blocks from spreading onto the map. Note: using the "rest" action does not spread defilement.

- A region with a defilement block on it cannot be visited.
- Tik-Tik can remove defilement from map regions.
- If you need to place a block and none are available, you immediately lose the game.

Trigger Tokens

Over time, defilement will take its toll on you and your party. When a trigger token is reached (either by the end-game marker or your scoring disc) roll both black dice and apply the following defilement affects:



Death: your champion dies (can be prevented using conviction)



Fatigue: add 1 influence to all companions.



Confusion: move the end-game marker forward 2 spaces.

Destroyed Regions

If a region you place a block on is already defiled (has a black block on it) it becomes destroyed.

- Cover that region with a "destroyed region" tile and place both of the black defilement blocks on it. This region cannot be used for the remainder of the game. A destroyed region cannot have more than 2 defilement at any time.
- Destroyed regions remain destroyed, even if defilement blocks are removed.

Defilement of the Island

- If ever you must place defilement but there are no viable targets (adjacent regions are destroyed) you immediately lose the game.
- At the end of the game, suffer -1 honor for each defilement block in play and -3 honor for each destroyed region.

Removing Defilement

The only way to remove defilement blocks is Tik-Tik, the Gleaming's ability.

Once per turn, if you have activated your character this turn, Tik-Tik may perform one of two actions:

- **Absorb Defilement:** Move a block from an adjacent region onto Tik-Tik.
- **Consume Defilement:** Remove a block from Tik-Tik and return it to the defilement supply. You may augment one block this turn.

Notes About Tik-Tik:

- Tik-Tik may never carry more than 3 defilement blocks.
- Tik-Tik must remain attached to your character and may not be transferred.
- Defilement on Tik-Tik is considered "in play."

Controlling Regions

Area control is not used in this mode. You cannot take control of regions.

Proficiency Tiles

In order to pursue a mastery tile you will need to meet the requirements necessary to unlock the proficiency (remove the proficiency tile). To unlock a proficiency you must:

- Obtain 2 cards of that color through game play.
- After they have been acquired, use two of that attribute, as a bonus action, to unlock the proficiency (remove the proficiency tile from the game).

Mastery Tiles

Once you have unlocked the proficiency, immediately place the mastery tile along the edge of the scoring track (alongside one of the numbered spaces between your scoring marker and the end-game marker).

For example, if your scoring disc is at 63, and the end-game marker is at 75, you may place the mastery tile alongside either the 65 or 70 spaces. In most cases, it's beneficial to place it as close to your scoring disc as possible.

- If your scoring marker successfully reaches (or passes) the space the mastery tile is aligned with, you have earned that mastery and will gain its honor at game end.
- Any unearned mastery tiles will count against your honor total at the end of the game.
- Only one mastery tile may be placed at each numbered space along the track.
- If there are no available numbered spaces between the scoring and end-game markers, mastery tiles may not be placed and thus may not be earned.

Ending the Game

When the end-game and scoring markers meet (one moves onto or past the space occupied by the other) the game ends immediately.

End Game Scoring

Award honor for:

- Mastery tiles earned (honor value shown on tile)
- End-game bonuses on cards (i.e., monsters)

Remove honor for:

- Defilement blocks in play (-1 honor per block)
- Destroyed regions (-3 honor per region)
- Mastery tiles not earned (-honor value shown on tile)

Victory Condition

If your scoring marker is on a space of higher numerical value than the end-game marker — you and have successfully withstood the darkness — you win!

Loss Conditions

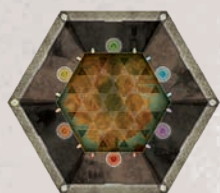
If any of the following occur, the darkness overtakes you and you lose the game immediately.

- 9 defilement blocks are in play (anywhere on the board or on cards)
- Defilement must be placed but there are no viable places to do so
- 6 regions are destroyed
- Scoring disc drops lower on the scoring track than the end-game marker after end-game scoring is completed

"Loaded" Box Content

These components come in the "loaded" version archive of the ancients box.
If you have the "upgrade" version, these components will not be present in your box.

Base Game Content



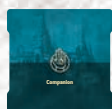
1 Hexagonal Game Board



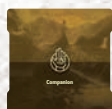
5 Quick-Reference Sheets



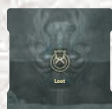
(20) Companions (Red)



(20) Companions (Blue)



(20) Companions (Yellow)



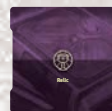
(12) Loot Cards (Teal)



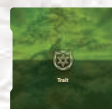
(15) Pets (White)



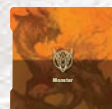
(16) Secret Quests (Lime)



(16) Relics (Purple)



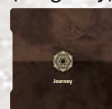
(16) Traits (Green)



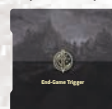
(16) Monsters (Orange)



(6) Infused Crystals (Burgundy)



(12) Journey Cards (Brown)



(12) End-Game Triggers (Grey)



5 Player Power Boards (1 Each of 5 Colors)



6 Mastery Tiles and 24 Proficiency Tiles



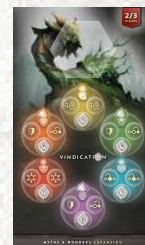
27 Hexagonal Map Region Tiles (17 Different Types)



6 Build Site Tiles



1 Myths & Wonders Tile (Double-Sided)



1 Myths & Wonders Expansion Board



10 Speed/Mount Tiles (Double-Sided)



5 Wretched/Vindicated Player Tiles



15 Octagonal Attribute Tokens, 20 Round Crystal Tokens, and 5 Round Teleport Tokens



5 Triangular Guild Favor Tokens (Punchboard)



5 Guilds & Monuments Expansion Boards (1 Each of 5 Colors)



1 Lore/Art Book



4 Metal End-Game Trigger Tokens



5 Metal Player Medallions with Stands



5 Triangular Guild Favor Tokens (Metal)



1 Sestra, Lorekeeper Miniature



1 Ronak, Earth Trembler Miniature



1 Embroidered "Scumbag" Tile Pouch (one bag pictured front and back)



117 Wooden Blocks (21 Each of 5 Colors + 12 Black)



5 Wooden Scoring Discs (1 Each of 5 Colors)



1 Black Monster Die & 1 White Attribute Die



1 Order Of The Folded Leaf Monument Miniature



1 Fellowship Of The Light Monument Miniature



1 Circle Of The Unbound Mind Monument Miniature



1 Brotherhood Of Twilight Monument Miniature



1 Clan of the echoing Blade Monument Miniature

Includes (15) Treachery Cards
(These cards have the same backs as companions, traits, and relics, but have a black border on the front)

Leaders & Alliances Content



6 Guild Leader Boards



2 Alternate Dice
(rendering only)



1 Gargantuan
Mulberry Scumbag



1 Solo Adventure Track



4 Solo Adventure
Boon Cards



10 Character Standees
with Colored Stands



15 Rapport Tokens and
1 Threshold Marker



7 Spirit Fire Tokens



1 Chronogate and 1
White Raven Region Tile



1 Tik-Tik, the
Gleaming Card

Chronicles Content



5 Pads of Character
Sheets



192 Chronicle Cards



48 Event Cards



30 Legendary
Power Cards



2 Solo Play Card
Shrouds



3 Event Boards



12 Event Tokens
with Stands



1 Firewind Board and
12 Vendor Tokens



32 Renown Tokens



1 Curio Shoppe
Region Tile



24 Dark Agent Tokens

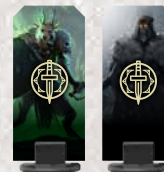
Villages & Hamlets Content



1 Forgotten Isle Board



1 Village Board, 2
Hamlet Boards with
Corresponding
Region Tiles



2 Mercenary Standees
with Stands



14 Enchanted Acorn and
4 Rune Map Tokens



15-Card Loot and
Treachery Promo Packs



(6) 12-Sided
Attribute Dice



1 Villages Cloth Bag



16 Hexagonal Map
Region Tiles, 6 Hidden
Ruins Tiles, and 1
Triangular Port Tile



5 Quick Reference
Sheets

Odyssey Content, Promotional Content, and Promotional Merch



1 Odyssey Board



1 Vision Sticker and 1
Embroidered Patch



Tuuk-Tuuk, Boulder
Hulk and Boulder Hulk
Awakened Miniatures



4 Promotional Promo
Pair Card Sets



Metal Rapport and
Vindication Medallions



The Original 12-Card
2018 Promo Pack



12-Card 2019
Community Pack



15-Card Wintertide
Promo Pack



15-Card 2021
Community Pack



15-Card 2020
Promo Pack

Archive Box Contents

These components come in all versions of the Vindication® : Archive of the Ancients box.

Tray Maps

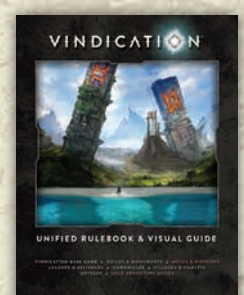
Archive Box Contents

GameTrayz™ Tray System

- 1 Base Tray
- 3 Table Trays (each is slightly different)
- 5 Player Trays



1 Unified Rulebook & Visual Guide



5 Turn Action Trackers with Wooden Markers



24 Dual-Sided Card Dividers



2 Card Storage Boxes (e.g. "Card Trenches")



Note: player dashboards and main board are not included in the "upgrade" version of the Archive of the Ancients box

Miniature Tray Map | Player Tray Map






GameTrayz™ tray system designed by Noah Adelman gametrayz.com



Note: some components shown here are not included in the "upgrade" version of the Archive of the Ancients box

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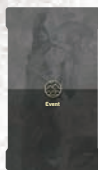
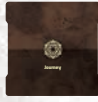
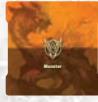
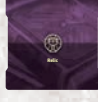
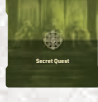
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