

Rulebook



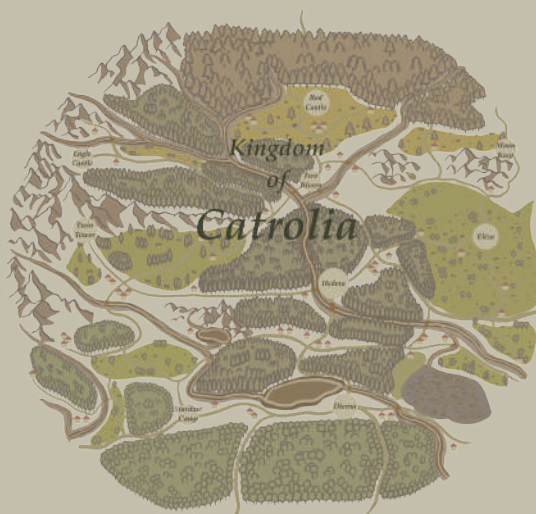
A Legend born from Chaos

In the world of Venos, the **Kingdom of Catrolia** is in a time of chaos.

In the realm of Venos, the Magic Era's 612th year sees the Kingdom of Catrolia engulfed in strife. The king's assassination at Moon Keep, Catrolia's eastern bastion, sent shockwaves through the kingdom's heart, **Hedera**. His failure to name an heir left a void ripe for ambitious factions. Each faction hesitated to draw arms openly, fearing the unification of their adversaries and the central army's wrath. Instead, spies, mercenaries, and allies are deployed to strike from the shadows, vying for the upper hand in regional skirmishes. Catrolia's fate now hangs in the balance as factions dance with conspiracy and deception, setting Catrolia's destiny in turmoil.

As a citizen of Catrolia, although you are not a member of the four major factions, you want to end this kingdom crisis as soon as possible or take this opportunity to make a name for yourself.

YOU need to use your intelligence in this complex political conspiracy network and help the faction who share your ideals to gain control of the kingdom as early as possible in the various conflict battlefields.



Goal of the Game

Chesney is a game for 4 - 10 players filled with elements of strategy, social deduction, and factions that may change throughout the game.

At the start of the game, your Faction and Character (Advanced Mode) are not revealed. On your turn, you take different actions through your hand cards or Character Card: **Appear** → **Plan** → **Declare** → **Rest** to find potential allies or defeat hidden enemies. In addition, since factions are not fixed, coupled with the Two-faction cards system, you have the opportunity to change your own or another's faction after observing the situation. Chesney is absolutely a chaotic yet compelling faction game.

Your Goal is to **become one of the Last Faction** on the battlefield of the conflict between 4 factions. During the game, players will use Faction Judgement to determine whether they met the victory conditions. You only need to answer truthfully during the Faction Judgement, and you are free to talk about almost anything, to lie, speculate or keep silent during the game.

Challenge your social skills and strategic thinking (or maybe your luck), and become a legend in the Kingdom of Catrolia!

Game Concept

Factions - Owned Faction & Public Faction

Bear Head



A tribe that is skilled in utilizing the abundant forest resources and located in the Red Castle in front of the large forest to the north of the kingdom.

Fox Tail



A military group of skilled scouts and guerrilla fighters located in the city of Eliza in the jungle to the east of the kingdom.

Deer Antlers



A merchant family engaged in water and land trade and located in the city of Dierna, the transportation hub to the south of the kingdom.

Dragon Wings



A religious order that controls the Magic City, Twin-Tower, located in the mountain range to the west of the kingdom.

Each player has different preferences towards the 4 major factions due to their interests and connections. Each player has 2 Faction Cards representing the player's current faction:

- 1 2 Faction Cards belong to the same faction, then that faction is the player's **Owned Faction**.
- 2 2 Faction Cards belong to different factions, then the faction with the **larger card number** is the player's **Owned Faction**.
- 3 2 different Faction Cards have the **same card number**, then the player becomes a **Dual-faction**, representing belonging to two factions at the same time.

The **Public Faction** only counts the player's revealed Faction Cards with the larger card numbers, which may differ from the player's Owned Faction.

Please note that players cannot arbitrarily change the position of Faction Cards to avoid confusion and affect the progress of the game.

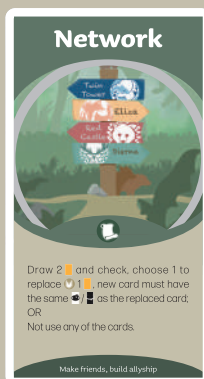
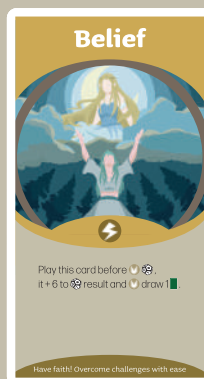
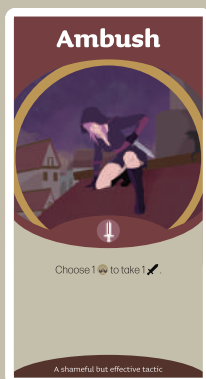
Player Tactics

Each player will be distributed 3 Action Cards as everyone's hand. The Action Card is the player's means, and effective use can secure allies and eliminate enemies in the game. There are 82 Action Cards, and they can be divided into 3 colours: **Red**, **Yellow**, and **Green**:

Red Card

Yellow Card

Green Card



Red : Damage on Non-wounded Players

Yellow : Can be played during any turn under specified condition for immediate reaction

Green : Strategic function

Non-wounded Player & Wounded Player

Each player starts as a **Non-wounded Player** with 3 HP, represented by three pieces of HP Markers, which is the maximum HP of each player, and the minimum HP of each player is 0 HP. Players take turns to perform according to the **Battlefield Turn**. When damaged by 1 point, return one piece of HP Marker in the blank space on the Main Board to indicate the remaining 2 HP, and so on.

When a player loses all HP (0 HP), they become a **Wounded Player** but will not exit the game. The Wounded Player continues the game, and the Turn changes from the Battlefield Turn to the **Supporter Turn**.

Please note that Wounded Players still have a chance to win, score, and continue contributing to the game.



Flexible Gaming - 8 Unique Ways to Play

This game has flexible setups with 8 different ways to play, allowing for varying player numbers, challenge levels, and game durations:

No. of Players	Game Mode	Victory Score
<p>4 - 5 players</p> <p>Only use Faction Cards 1 - 6; Remove all cards for 6 or more players</p>	<p>Basic Mode</p> <p>No Character Cards; Simpler rules</p>	<p>Adventurer</p> <p>Play 1 round with simple scoring; Quick win</p>
<p>6 - 10 players</p> <p>Use all Faction Cards</p>	<p>Advanced Mode</p> <p>Use Character & Skill Cards; Rich rules and gameplay</p>	<p>Legend</p> <p>Play 3 rounds with competitive scoring; Longer game length</p>

8 ways to play:

4 - 5 players



6 - 10 players



Simple ←————→ Strategic

Components



1 Main Board



10 Player Mats



36 Faction Cards
4 Factions: **Fox Tail**, **Bear Head**,
Deer Antlers and **Dragon Wings**
Numbered 1-9



30 Character Cards
20 Normal Cards
10 Master Cards



82 Action Cards



40 Faction Tokens
10 Tokens for each faction



10 Hint Cards



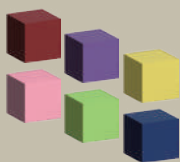
5 Event Cards



12 Skill Cards



1 D12 Dice



10 Score Markers



4 Encounter Tokens



1 Round Marker
2 Skill Markers



30 HP Markers

Game Setup

Basic Mode (6 - 10 players)

- 1 Place the **Main Board** in the center of the table.
- 2 Each player picks **1 Player Mat**, **1 Faction Token for each faction**, and **1 Hint Card**.
- 3 Shuffle all Faction Cards and deal **2 Faction Cards** to each player. Place the remaining Faction Cards in the Faction Card Draw Pile on the Main Board. Each player places their Faction Cards face down on the left and right sides of their Player Mat to indicate their Owned Faction.
- 4 Each player picks **3 HP Markers** and places them at the top of their Player Mat to indicate 3 HP.
- 5 Shuffle 82 Action Cards, deal **3 Action Cards** to each player as their starting hand, and place the remaining Action Cards in the Action Card Draw Pile on the Main Board.
- 6 Place **2 Random Event Cards** face down in the Action Card Draw Pile, with one at the bottom and one in the middle.
- 7 Each player places their **Score Markers** (according to Player Mat colour) on the Score Column on the Main Board (only for Legend Scoring).
- 8 Place the **Round Marker** on the Game Rounds on the Main Board (only for Legend Scoring).
- 9 Place the D12 Dice, Encounter Tokens, and unused Event Cards aside for reserve.

Adjustments for small group

Basic Mode (4 - 5 players)

Set according to the above **1** to **9**, but the following 2 points need to be adjusted:

- 1 Only Faction Cards numbered 1 to 6, 24 cards in total, will be used. Remove the other Faction Cards from the game.
- 2 Remove the "Encounter" cards (with the symbol **6+** in the top left corner) from the Action Cards and the corresponding Encounter Tokens. Only 80 Action Cards will be used.

Main Board

Action Card Draw Pile (5)

Faction Card Draw Pile (1)

Game Rounds (1-8)

Action Card Discard Pile

Scoring (Legend)

- +3 / +2
- +1 / +2

Faction Card Discard Pile

Score Column (1-15)

Reserve (Die, Tokens, Card)

Player Mat

Player Colour

Hand Slots (3 cards each)

Reserve (3 cards)

Battlefield Turn

Supporter Turn

QR Code

Gameplay

Starting Player

In the first game, a randomly chosen player starts.

Non-wounded Players - Battlefield Turn

Non-wounded Players perform 4 actions in the Battlefield Turn in the following orders, and some are optional:

1) Appear (Optional) (only applicable in Advanced Mode, see p.15 for details)



Flip the Character Card face up to activate the character skill.

2) Plan (Mandatory)

Players perform 1 of the following actions:



2.1 Play 1 or 2 Action Cards (hand cards) and activate their effects in order, placing them in the Play Area. **Red** and **Green** Action Cards can only be used once each, while **Yellow** Action Cards do not count towards the limit of cards played.

2.2 Discard 1 to 3 hand cards face down into the discard pile. Cards in the discard pile cannot be checked.

3) Declare  (Optional)



Execute 1 Faction Judgement (see p.9 for details).

If no faction wins, the player declares failure and immediately becomes a Wounded Player.

4) Rest (Mandatory)

The player draws cards from the Action Card Draw Pile until their hand size is 3. Non-wounded Players can only keep 3 hand cards. If extra cards are obtained during the game, they must be discarded face down into the discard pile at the end of the player's turn.

Players take their turns in clockwise order.



Game Flow

During the player's turn, players may take different actions with their hand or Character Cards to find potential allies or defeat potential enemies. Attacking other players can cause direct damage and narrow the base number of players for Faction Judgement. However, players may produce more impactful results by changing factions in various ways, increasing their chances of victory.

The end condition of each round may vary, players may work together to achieve a goal, or players may win individually. Players must pay attention to the special effects of the cards and make various decisions among players to find the best opportunity for ultimate victory.

Becoming a Wounded Player

Whenever a player loses their last point of HP, follow these steps in order:

1. Check if any "Elixir" or "Struggle" cards to use or any character skills (Advanced Mode) can be activated
2. If there are no means to restore HP or avoid damage, the player becomes a **Wounded Player**
3. Discard all hand cards
4. Execute **Faction Judgement**

Note that when multiple players become Wounded as a result of a card effect, these players should execute Faction Judgement together after all effects have been resolved.

Faction Judgement

Faction Judgement is a unique mechanism used to determine whether the game ends. When a town or village is controlled by a faction, the conflict ends. It means that when all Non-wounded Players are left with only 1 faction, that faction becomes the **Last Faction** and all players in that faction win.

One or more players who have just become Wounded will execute Faction Judgement. **All Non-wounded Players** hold their **Faction Tokens** of their **Owned Faction** in their hands truthfully and close their eyes. The player executing Faction Judgement instructs all Non-wounded Players to show their Faction Tokens in their hand for inspection when all are ready. The game ends if **the number of tokens for any Faction is the same as the number of Non-wounded Players present**. Note that Dual-faction Players represent 2 factions and therefore display 2 Faction Tokens, either of which can fulfil the condition. The Victory Score is then settled.

If none of the above conditions is met, players are instructed to retract their hands, open their eyes and continue the game. The player executing Faction Judgement draws 2 Action Cards as their new hand.

If there are other Wounded Players from earlier, close their eyes during the latest Faction Judgement, but they do not need to show their Faction Tokens.

Each player may perform Declare to execute Faction Judgement during their Battlefield Turn. The declarer must show the Faction Token of their Owned Faction and check other players' tokens for inspection.



Examples of Faction Judgement

Example 1

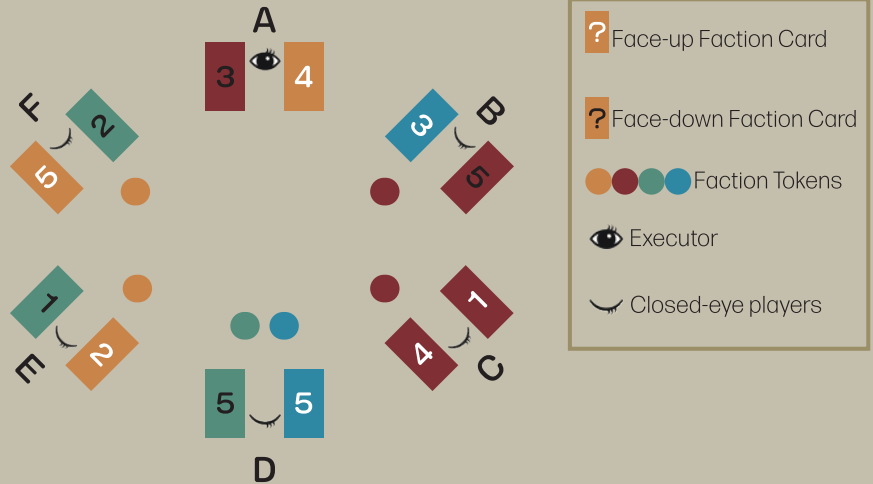
1. Player A has just become Wounded and executes a Faction Judgement.

2. All Non-wounded Players show their Faction Tokens.

- Player B's Owned Faction is the face-down Faction Card, so they show their Faction Tokens for the **Bear Head**.

- Player D has a Dual-faction, so they show 2 Faction Tokens: **Deer Antlers** and **Dragon Wings**.

3. In this situation, none of Faction Tokens has the same number as the Non-wounded Players in the game, so the game continues.



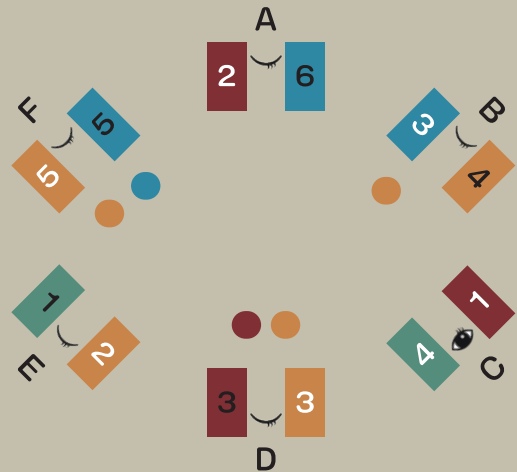
Example 2

1. Player C has just become Wounded and executes a Faction Judgement.

2. Players A and E are already Wounded Players, so they simply close their eyes without showing their Faction Tokens.

3. Players D and F have Dual-faction, so they must show 2 Faction Tokens.

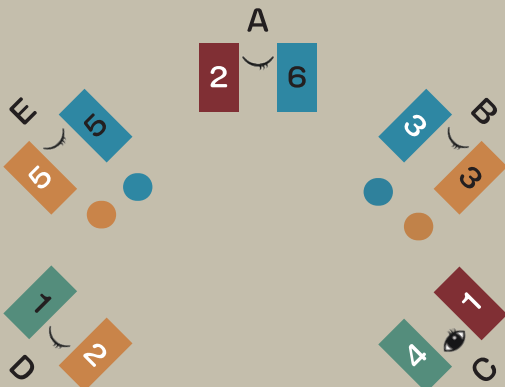
4. In this situation, there are 3 **Fox Tail** Faction Tokens, equal to the number of Non-wounded Players in the game. Player C declares the **Fox Tail** is the Last Faction, and the game ends.



Example 3

1. In this situation, only players B and E are Non-wounded Players.

2. Both players have Dual-faction, and since at least one colour of Faction Tokens has the same number as the Non-wounded Players in the game, the game ends. However, since no faction controls the game, no faction is declared as the Last Faction, and no Faction wins.



Wounded Player - Supporter Turn

When a player loses all their HP, they become a Wounded Player. Although they lose their attack abilities and cannot use character skills, they can still participate in the game as a supporter outside the battlefield.

In the Supporter Turn, the Wounded Player perform 2 actions in the following order:

1. Interfere

Players perform up to 2 of the following actions, but they are not repeatable:

1.1 Play 1 **Green** Action Card. **Yellow** Action Cards do not count towards the limit of cards played.

1.2 Give 1 hand card to 1 Non-wounded Player.

1.3 Discard 1 hand card.



2. Resupply

The player draws cards from the Action Card Draw Pile until their hand size is 2. Wounded Players can only keep 2 hand cards. Discard any extra cards face down into the discard pile at the end of the player's turn.

Players take their turns in clockwise order.

Shuffling the Deck

1. When the Action Card Draw Pile is empty, shuffle the used Action Cards from the Play Area and Action Card Discard Pile to form a new deck. Then, place the new deck face down in the Action Card Draw Pile on the Main Board.

After forming a new Action Card Draw Pile, randomly select 2 Event Cards from the unused Event Cards and place them face down in the Action Card Draw Pile, with one at the bottom and one in the middle.

2. When the Faction Card Draw Pile is empty, shuffle the used Faction Cards from the Faction Card Discard Pile to form a new deck. Then, place the new deck face down in the Faction Card Draw Pile on the Main Board.

Trigger Event

The game has 5 Event Cards that bring unexpected effects and intensify the game. Whenever a player draws an Event Card, they explain the contents of the card and place it face up in a space on the Main Board for all players to review.

The corresponding action on the Event Card (if any) must be immediately executed. After completing the effect of the Event Card, the player who triggered the Event Card continues with their original card drawing.

The effects of Event Cards are accumulated and not removed even if new Event Cards are triggered during the game until the end of the game round.

Furthermore, a maximum of 4 Event Cards can be triggered during each round. If the game has not ended after the 4th Event Card has been resolved, the round will end immediately.

Final Victory Score

Players choose from 2 options for victory scoring based on the challenge level and game duration:

"Adventurer" Scoring: Suitable for players who enjoy quick battles and only want to play 1 round to determine the winner.

"Legend" Scoring: Suitable for players who enjoy competition and want to play 3 rounds to accumulate points and determine the final winner through scoring.

Adventurer

The game is played for only 1 round, and the players of the Last Faction win.

All players from the Last Faction are considered winners, including Wounded Players and Dual-faction Players.

Unless one of the following conditions arises, the game ends in a draw:

- All players are Wounded Players when the game ends.
- No faction controls the situation, and only Dual-faction Players are left (see Example 3 on p.10 for more details) when the game ends.
- When the 4th Event Card is triggered and has not ended after being resolved, the game will end immediately.

Legend (Recommended)

After 3 rounds, the player with the highest score is the final winner. The scoring method for each round of the game is as follows:

1) Faction Victory : +3 Points, or Dual-faction Victory : +2 Points

All players from the Last Faction receive the relevant points, including Wounded Players. However, Dual-faction Players receive 1 point less than players who win with a single faction. Unless one of the following conditions arises, no player gets faction points:

- All players are Wounded Players when the games ends.
- No faction controls the situation, and only Dual-faction Players are left (see Example 3 on p.10 for more details) when the game ends.
- When the 4th Event Card is triggered and has not ended after being resolved, the game will end immediately.

2) Successful Declaration of Game End: +1 point

3) Completion of Honour on Character Card (Advanced Mode): +2 points

This only applies to Advanced Mode, and players receive this score regardless of faction victory, Non-wounded or Wounded, and the facing of Character Card. Each player can only receive Honour points once per round.

Recording Scores and Next Game















Each player marks their score on the scoring column on the Main Board. Some Characters can receive the Honour points immediately during the game when the mission is completed, while others must be scored at the end of the game.

After completing 1 round of the game, all cards and accessories need to be reset, except for the players' Score Markers. The player with the lowest score starts the next round. If multiple players have the same score, rolling dice determine which player starts, and the player with the higher roll starts the game.





If the final scores are tied after 3 rounds of the game, the player with the highest total sum of Faction Cards numbers at the end of the third round wins.



Basic Symbols

	Faction Card		Action Card		Character Card
	HP		Wounded (0 HP)		Damage
	Flip up		Flip down		Rolling Dice
	Face-up		Face-down		For 6 or more players
	You / Your		Another player, including Wounded Player (Target Non-wounded Player only when using Red Action Cards)		

Advanced Symbols

-  **Active Skill:** The skill can only be used once immediately when you flip the Character Card face up during your turn.
-  **Passive Skill:** A persistent effect while the Character Card is face-up unless the Character Card is flipped face-down.
-  **Special Skill:** The skill can only be used once by flipping the Character Card face up and meeting specific conditions.
-  **Honour:** Personal mission of the character, which grants extra points upon completion (only applicable during the Legend Scoring).

Terms


- Owned Faction:** The faction with the higher number among your 2 Faction Cards, regardless of the card's face.
- Public Faction:** Counts the player's revealed Faction Cards with the larger card numbers only, which may differ from the player's Owned Faction.
- Wounded Player:** A player with 0 HP remains in the game.
- Dual-faction:** 2 different Faction Cards have the same card number.
- Faction Judgement:** When a player becomes Wounded, the players immediately check the Faction Tokens of all Non-wounded Players to determine if the game ends.

After understanding the game setup and flow, players can start to experience the game by entering the world of "Catrolia". If players want to learn about the effects and details of each card, they may refer to the card introduction section in the second half of the rulebook.

Advanced Mode

The **Advanced Mode** is designed for players who have already mastered the survival techniques in "Catrolia". Once players are familiar with the game rules and flow, this mode increases competitiveness and requires more strategic considerations, providing a more exciting game experience.

The main feature is the addition of **Character Cards**, which not only give each player additional abilities but also add more action combinations to the game. Players need to be more careful in considering the impact of each action and how to maximize their score (in conjunction with the Legend Scoring).

- 1. Adding Character Cards:** Shuffle the Character Cards (Recommended to use 20 Normal Cards first, i.e. cards without the Master Card symbol  in the top left corner). After completing Setting up Basic Mode Point 3, deal 2 Character Cars to each player, and they choose 1 and place it face down in the center position of their Player Mat.
- 2. Skill Cards & Skill Markers:** Place 12 Skill Cards and 2 Skill Markers aside from Main Board for later use.
- 3. Additional Scoring Methods:** The Honour on the Character Cards is a personal mission, which is scored in conjunction with the Legend Scoring.

Character Cards

Normal



Skill Content

Honour

Master



Master Card Symbol


Skill Types

Each Character Card represents a specialization or title, allowing players to be varied from different abilities in the game.


The addition of **Appear** Action allows players to choose to reveal their Character Card during the **Battlefield Turn** to activate their skills, but they must meet certain conditions.


However, players becoming Wounded invalidates their character skills (like being injured in the wilderness and unable to use one's expertise effectively).

Character Card skills are divided into three types, which can be distinguished based on the symbol:

 **Active Skill:** The skill can only be used once immediately when you flip the Character Card face up during your turn.

 **Passive Skill:** A persistent effect while the Character Card is face-up unless the Character Card is flipped face-down.

 **Special Skill:** The skill can only be used once by flipping the Character Card face up and meeting specific conditions.

 **Honour:** Each player has a personal mission under **Legend Scoring**. Some Characters can receive the points immediately during the game when the mission is completed, while others must be scored at the end of the game. These points can be earned regardless of the outcome of the faction victory, Non-wounded or Wounded, and the facing of the Character Card.

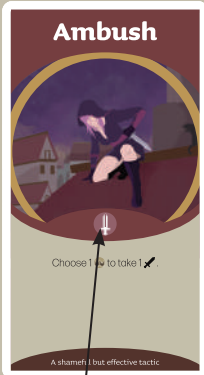
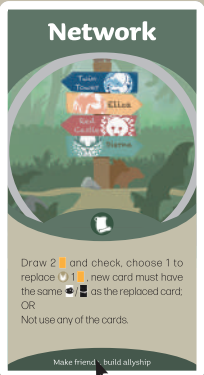





Cards Introduction

The following rules apply to all cards:

1. When playing an Action Card, please place it in the Play Area in the center of the Main Board. Please keep it in the center for all players to review.
2. Red Action Cards can only be used on Non-wounded Players.
3. If multiple players need to roll dice, the player who played the card goes first and then processes in clockwise order.
4. When multiple players become Wounded as a result of a card effect, these players should execute Faction Judgement together after all effects have been resolved.
5. Any replaced or unused cards should be placed face-down in the appropriate discard pile during the game.

Action Cards

Action Cards are the means by which each player can effectively secure allies and eliminate enemies in the game. The 82 Action Cards can be divided into 3 colours: **Red**, **Yellow**, and **Green**:

Red Card	Yellow Card	Green Card	
 <p>Ambush</p> <p>Choose 1 to take 1.</p> <p>A shameful but effective tactic.</p>	 <p>Belief</p> <p>Play this card before [dice]. If +6 to [dice] result and draw 1.</p> <p>Have faith! Overcome challenges with ease.</p>	 <p>Network</p> <p>Draw 2 and check, choose 1 to replace [dice]. New card must have the same [dice] as the replaced card. OR. Not use any of the cards.</p> <p>Make friend, build allyship.</p>	<p>Red: Damage on Non-wounded Players</p> <p> Single Damage  Mass Damage</p> <p>Yellow: Can be played during any turn under specified condition for immediate reaction</p> <p> Flash</p> <p>Green: Strategic function</p> <p> Faction Swap  Hand Control</p> <p> Intelligence  Heal</p> <p> Preserve</p>
Card Types	Card Effects	Description	

Emissary x 6

Check 1 Faction Card from 1 chosen player.

Meditation x 4

Flip 1 of your own Faction Cards face down; or flip your own Character Card face down (Advanced Mode).

Notice x 4

Flip 1 Faction Card face up from 1 chosen player, as selected by that player.

Robbery x 3

Take all cards from 1 player's hand. That player immediately draws 3 Action Cards.

Butterfly Effect x 1

Choose a passing direction (left or right) to pass the cards. Each player chooses 1 Faction Card and simultaneously passes it to the next player in the chosen direction while keeping the cards in their original facing.

Deed x 4

Choose 1 player, and each of you selects 1 Faction Card to exchange. Both players must keep the cards in their original facing.

Network x 6

Draw 2 Faction Cards and check. Choose 1 to replace 1 of your own Faction Cards, the new card must have the same facing as the replaced card; or not use any of the cards. For example, if the replaced card is face-up, the new card must also be face-up. If the replaced card is face-down, the new card must also be face-down.

Persuade x 4

Draw 2 Faction Cards and check. Choose 1 and replace 1 Faction Card from 1 chosen player with the new card while keeping the new card face-down. If the opponent refuses, you must have a dice duel. If your result is lower than the opponent's, you cannot proceed with the effect.

Plot x 3

Draw 1 Faction Card and check. You must replace 1 of your own Faction Cards with the new card while keeping the new card face-down.

Reflection x 2

Choose 1 player to have a dice duel with. If your result is higher than the opponent's, you may exchange 2 Faction Cards with that player while keeping the cards in their original facing. If the result is the same as or lower than the opponent's, you must flip 2 of your own Faction Cards face up.

Runestone x 1

Choose a passing direction (left or right) and a position (left or right) for the Faction Cards to pass. Each player simultaneously passes the Faction Card in the corresponding position to the next player in the chosen direction while keeping the cards in their original facing.

Inn x 4

Choose yourself or 1 player to restore 1 HP; or during a Supporter Turn, restore 1 HP to yourself and draw 2 Action Cards. Then, proceed with your Battlefield Turn.

Fabulous Beast x 1

Place this card in front of your Player Mat. This will protect you from all damage from other players until the beginning of your next turn, at which point you must discard the card. While the card is in effect, if any player tries to deal damage to you, the damage will be ignored and not resolved.

Trap x 2

Choose 1 player and place this card in front of their Player Mat. It prevents the player from using red Action Cards and activating character skills (Advanced Mode), until the end of their next turn. The player may only discard this card at the end of their turn.

Belief x 6

Play this card before rolling your dice. It adds 6 to your dice result and allows you to draw 1 Action Card immediately.

Elixir x 4

When you have only 1 HP left and take damage from a player, play this card to restore 1 HP to yourself without becoming Wounded, and draw 1 Action Card immediately.

Struggle x 2

When you have only 1 HP left and take damage from a player, play this card and choose 1 player who dealt damage to you. That player takes 1 damage.

Ambush x 4

Choose 1 player to attack. That player takes 1 damage.

Duel x 6

Choose 1 player to have a dice duel with. Depending on the result of your dice roll, the following effects will take place:

- 1) If the result is the same as or lower than the opponent's result, both sides take 1 damage;
- 2) If the result is greater than the opponent's result by 1 to 9 points, the opponent takes 1 damage;
- 3) If the result is greater than the opponent's result by 10 or more points, the opponent takes 2 damage.

Sweep x 6

Perform a Loyalty Check using your Public Faction.

- 1.1) Point to your Public Faction;
- 1.2) If you do not have a face-up Faction Card, you need to flip 1 face up to become your Public Faction;
- 1.3) If you already have a face-up Faction Card, you may flip another one face up, but the new card must have a higher number and become your Public Faction;
- 1.4) If you have Dual-faction, you may choose 1 of the factions as your Public Faction.

Each player take turns performing the following checks in order:

- 2.1) Firstly, a player flips up or points to a Faction Card that matches the Public Faction, they pass the Loyalty Check;
- 2.2) If a player has at least 1 face-down Faction Card, they may choose to roll a dice. If they roll 7 or higher, they pass the Loyalty Check;
- 2.3) If a player cannot flip up or point to a Faction Card that matches the Public Faction, and they cannot pass the Loyalty Check by rolling a dice, they take 1 damage.

Betray x 3

Discard 1 Faction Card of your Public Faction and deal 1 damage to the other players with the same Public Faction. Then, draw 2 Faction Cards, choose 1 to replace the one you just discarded while keeping the new card face-up. You cannot use this card if you do not have any face-up Faction Cards.

Estrange x 4

Choose 2 players to engage in a dice duel. The player with the higher result wins, and the loser takes 1 damage. If both players roll the same number, they both take 1 damage. Note that the player who causes the damage is not the player who used this card, but the other player who engaged in the dice duel.

Encounter x 2

At least 2 Public Factions are required in the game to play this card. Engage in an Encounter battle:

- 1) Draw 2 Encounter Tokens from the Public Factions in the game (if there are Public Factions of Fox Tail, Bear Head, and Deer Antlers, draw 2 tokens from the 3 tokens at random), and then proceed to the duel.
- 2) Each player of the duelling Factions (determined by their Public Faction) takes turns rolling a dice. The Faction with the higher total wins, and each player of the losing Faction takes 1 damage. If both Factions roll the same number, each player of both Factions takes 1 damage.
- 3) If one of the duelling Factions is involved in a player's Dual-faction, that player also joins the duel. If both Factions are involved, the player must choose which Faction to represent.

Note that the player who causes the damage is not the player who used this card, but the other players who engaged in the dice duel.



Event Cards

Chronic Wounds

The "Elixir" card cannot be used in this round. If any player still has this card in their hand, they must immediately discard it face-up next to the Main Board and draw 1 Action Card in clockwise order from the player who triggered the Event Card. If a player later draws the "Elixir" card, they must also immediately discard it and draw another card.

Exposed Tracks

Players cannot pass the Loyalty Check by rolling a dice when using the "Sweep" card in this round.

Inn Damaged

The "Inn" card cannot be used in this round. If any player still has this card in their hand, they must immediately discard it face-up next to the Main Board and draw 1 Action Card in clockwise order from the player who triggered the Event Card. If a player later draws the "Inn" card, they must immediately discard it and draw another card.

Secret Revealed

All players (including Wounded Players) must flip an additional Faction Card face up.

Storm Strikes

All players (except for Wounded Players) take turns roll a dice. If they roll 8 points or less, they take 1 damage.

Character Cards

Captain

Active Skill - Rally

You can point to your Public Faction or flip 1 of your Faction Cards face up as your Public Faction. Choose one other Public Faction in the field with which to engage in an "Encounter" (refer to Action Card), and add 10 to your dice result.

Honour

At the end of the game, both of your Faction Cards are face-up.

Reaper

Passive Skill - Blade of Fear

When both of your Faction Cards are face-up, playing a Single Damage  Action Card can deal 1 extra damage when the opponent takes damage.

Honour

Use Single Damage  Action Card to make 1 player Wounded.



Priestess

Active Skill - Blessing of the Moon

Choose 1 player (including Wounded Player) and yourself to restore 1 HP each.

Honour

Restore 1 HP to 1 Wounded Player.



Mothmancer

Active Skill - Swarm Attack

All Non-wounded Players, including yourself, take turns drawing and revealing 1 Action Card. If other players draw a Red Action Card, they take 1 damage. If you draw a Red Action Card, you restore 1 HP. Then, all revealed Action Cards are discarded.

Honour

Use the character skill to restore 1 HP to yourself

Spirit Charmer

Passive Skill - Spirit Beast Blessing

If you have a Faction Card face-up belonging to Dragon Wings or Fox Tail, you can increase your dice result:

1 card: + 3

2 cards: + 6

Honour

At the end of the game, your Owned Faction belongs to Dragon Wings or Fox Tail.

Ranger

Active Skill - Keen Smell

Perform "Sweep" (refer to Action Card) once. Other players cannot roll dice to pass the Loyalty Check to avoid damage, and you cannot use "Sweep" card in this turn.

Honour

At the end of the game, both of your Faction Cards are the same Faction.



Oathkeeper

Passive Skill - Unwavering Loyalty

Lock your 2 Faction Cards. Other players can only check or reveal but cannot move your Faction Cards (including using character skills). If all players are moving Faction Cards, skip your position.

Honour

At the end of the game, both of your Faction Cards belong to the same Faction.

Druid

Passive Skill - Animal Sensing

If you have a Faction Card face-up belonging to Bear Head or Deer Antlers, you can increase your dice result:

1 card: + 3


2 cards: + 6

Honour

At the end of the game, your Owned Faction belongs to Bear Head or Deer Antlers.

Sword Master

Passive Skill - Sword Intent

When you take damage from a Single Damage  Action Card, you can deal 1 damage to the player who dealt you the damage. For example, when your Character Card is face-up, if a player plays a "Duel" Card against you and you roll lower points, taking 1 damage, that player can also take 1 damage.

Honour

At the end of the game, you must have at least 1 HP.

Bard

Passive Skill - Melody of Fate

At the beginning of each turn, you can choose to roll the dice once. If the result is 8 or higher, you can use an extra Action Card this turn. Additionally, you can use either a Green or Red Action Card as your third Action Card.

Honour

Roll a 12 (without using a "Belief" card) at any point during the game, regardless of whose turn it is.

Hunter

Active Skill - Precision Shot

Choose 1 player to take 1 damage and prevent them from using character skills or "Struggle" card immediately after this effect. For example, even if the targeted player is a Berserker, they cannot activate their character skill.

Honour

Use the character skill to make 1 player Wounded.

Paladin

Passive Skill - Light of Faith

During your turn, you can choose to play "Belief" card and change its effect to restore 1 HP to yourself. This played card counted as playing 1 Green Action Card.

Honour

At the end of the game, your must have at least 1 HP.

Merchant

Passive Skill - Market Power

At the end of your turn, draw cards until your hand size is 4. You can only have up to 4 cards in your hand at the end of your turn.

Honour


At the end of the game, you are Dual-faction and you do not lose points if Faction victory. (You can still earn 3 points in Legend Scoring)

Traveller

Active Skill - Journey

Flip both of your Faction Cards face down.

Passive Skill - Stray

When both of your Faction Cards are face-down, you are immune to Mass Damage  Action Cards, such as "Sweep" card.

Honour

At the end of the game, both of your Faction Cards are face-down.

Thief

Passive Skill - Sleight of Hand

At the beginning of each turn, you can discard 1 card from your hand to draw 1 card from a chosen player. The chosen player immediately draws 1 Action Card.

Honour

Use the character skill to obtain 1 Yellow Action Card. Show the card to other players for verification when you get it.



Master of Disguise

Active Skill - Smoke Screen

Flip both of your Faction Cards face down and take 8 "Disguise Faction" Skill Cards from the Reserve. These cards are not counted as part of your hand and do not count towards the maximum hand limit.

Passive Skill - Deception

When your Faction Cards are checked or revealed, you can use any "Disguise Faction" Skill Cards to replace the original one. For example, you can use a Skill Card to replace a Faction Card when it is revealed and place it on top of the original Faction Card. When other players check your Faction Cards, you can choose a Skill Card for them.

If Faction Card needs to be passed to another player, the Skill Cards cannot be passed along with it. If you receive a face-down Faction Card from another player, maintain your disguise. If you receive a face-up Faction Card, you must remove the Skill Card to your backup. If you need to flip a Faction Card face down during your turn, you can use the Skill Card previously used as a backup. Note that when executing Faction Judgement, you must show your Faction Tokens of Owned Faction.

Honour

At the end of the game, 2 Skill Cards are placed on top of your Faction Cards.

Skill Card - "Disguise Faction"

When your Faction Card is checked or revealed, you can use this card to replace the original Faction Card.

Pyromancer

Active Skill - Flame Magic

Add 2 "Flame Magic" Skill Cards from the Reserve to your hand, and they counted as Red Action Cards. Your hand card limit remains at 3 at the end of your turn.

Honour

Use the Skill Card to make 1 player Wounded.

Skill Card - Flame Magic: Bursting Blast

Choose 1 player to take 1 damage. Additionally, the player's neighbours (counting the position of Wounded Player) also take 1 damage. You also take 1 damage. It means the maximum damages are 4.

Skill Card - Flame Magic: Fireball

Choose 2 players to take 1 damage each.

Pugilist

Active Skill - Cat Combo

Choose 1 player to play 3 rounds of rock-paper-scissors games (ties count as a round). The results of each round determine the damage dealt:

- 1 win, all losses, or all ties: the player takes 1 damage.
- 2 wins: the player takes 2 damage.
- 3 wins: the player takes 3 damage.

Honour

Use the character skill to make 1 player Wounded.

Maiden (Chesney)

Active Skill - True Sight

All players, including Wounded Players, show their Faction Tokens to you for inspection. The process is as follows:

- 1) Each player holds their Faction Tokens of their Owned Faction in hand and closes their eyes.
- 2) When all players are ready, you instruct them to show tokens in their hands.
- 3) After you have finished the inspection, instruct players to retract their hands and open their eyes
- 4) Continue with your turn.

Honour

Use the character skill 2 times.

Fox Girl

Active Skill - Allure

Choose 1 player to be allured by you, place a corresponding Skill Marker (lips) in front of the allured player's Player Mat. That player cannot directly damage you for the rest of the game. For example, an allured player cannot use "Ambush" card or character skills against you. However, the player can still deal damage to you using cards like "Estrange" card that do not cause direct damage.

You can only allure up to 2 players per game. The allured player must retreat from the "Encounter" when you are involved in the opposite side.

Honour

Use the character skill 2 times.

Spellcaster

Active Skill - Arcane Field

All players, including yourself, take 1 damage.

Honour

Use the character skill to make 2 players Wounded (one of them can be yourself).

Berserker

Special Skill - Rage


When you have only 1 HP left and take damage from a player, you can flip this card face up to restore 2 HP immediately and avoid becoming Wounded. During the next turn, you can only use Red Action Cards.

Honour

Use the character skill 2 times.

Agent Rabbit

Passive Skill - Spy Network


When playing the Intelligence  Action Cards, you can activate its effect twice on the same player or once on 2 different players. For example, when using the "Emissary" card, you can check 2 Faction Cards of the same player or 1 Faction Card of 2 different players.

Honour

Flip 2 face-down Faction Cards face up of 1 player in 1 turn.

Counsellor

Passive Skill - Strategy

If you play a Faction Swap  Action Card first, your second Action Card can be either a Green or Red card.

Honour

Use 2 Faction Swap  Action Cards in 1 turn.

Alchemist

Active Skill - Poisoning

Take 2 "Poison" Skill Cards from the Reserve and place them face-up in the Action Card Draw Pile at any position without stacking them. You are immune to the effects of "Poison" Skill Cards.

Honour

Use the Skill Card to make 1 player Wounded.

Skill Card - "Poison"

When drawn, the player takes 1 damage and immediately draws 1 Action Card. That player cannot use "Elixir" card or "Struggle" card immediately after the drawing.

Hypnotist

Active Skill - Hypnosis

Choose 1 player and exchange 1 or 2 Faction Cards. You choose which Faction Cards to exchange and must keep the cards in their original facing.

Honour

At the end of the game, you are Dual-faction and you do not lose points if Faction victory. (You can still earn 3 points in Legend Scoring)

Assassin

Active Skill - Backstab

Choose 1 player with their Character Card face-up and deal 2 damage. During this turn, you cannot use Red Action Cards.

Honour

Use the character skill to make 1 player Wounded.

Illusionist

Special Skill - Illusion

When you take damage from a player, you can flip this card face up and transfer all the damage to 1 player of your choice, except for the player who dealt damage to you. For example, if the Pugilist attacks you with their skill while your Character Card is face-down, you can flip this card face up and transfer the 1-3 damage you would have taken to another player.

Honour

Use the character skill to make 1 player Wounded.

Elite Guard

Special Skill - Deadly Counterattack

When you have only 1 HP left and take damage from a player, you can flip this card face up to negate the damage and deal 1 damage to the player who dealt the damage. The opponent cannot use "Elixir" card immediately after this effect.

Honour

Use the character skill to make 1 player Wounded.

Enchanter

Active Skill - Oath

You can flip 1 or 2 of your Faction Cards face up.

Passive Skill - Enchanting

When both of your Faction Cards are face-up, you can choose to roll an additional dice after you and other players have rolled their dice. If the result of the additional dice is 7 or above, add 3 to the original result of the dice.

There is no limit to the number of times this skill can be used in a single turn. For example, during a "Sweep" action, a player rolls a dice and gets 5, normally resulting in taking 1 damage. However, you can use the "Enchanting" skill to roll an additional dice. If the result of the additional dice is 7 or above, the player's final roll result will be 8 and they will not take any damage. During the same turn, you can still use your skills to help other players or yourself.

Honour

At the end of the game, both of your Faction Cards are of the same Faction.

Chesney's Backstory

Chesney was born into a scholarly family of demi-humans in Vanoravilla, southwest of the kingdom. Her parents are scholars and instilled in her a strong appreciation for knowledge and education. Like her parents, Chesney has cat-like ears and a literary flair, making her stand out among her peers.

As she grew up, Chesney exhibited exceptional intelligence and a keen interest in ancient history. She constantly studied ancient documents and historical records and received extensive literary knowledge under her parents' guidance. She lived a typical teenage life with a vague idea of her future, but deep down, she always hoped for an opportunity to change her circumstances and embark on her adventure.

It wasn't until she was 16 years old when the kingdom's king was assassinated, that Chesney heard the voice of a mysterious black cat in her village - a life-changing voice. In this adventure, she discovered a whole new perspective and untapped abilities. The magical powers both excited and frightened her, unaware that this moment was a significant turning point for her destiny and people.

Encouraged by the voice in her ear, Chesney bravely set out on an adventure, armed with a wand and limited knowledge of spells, leaving her hometown to embark on a journey full of challenges and unknowns. She sought reliable teammates during the conflicts and transformed into a wondrous new life amid the chaotic era, all in pursuit of her mission and the potential future.



Credits

Game Design: Manuel Cheung
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