



Darkleaf Gambit

Laws of Haggedorn



A Two-Player Duel of Strategy & Luck
on a Chessboard

Table of Contents

| | |
|---|-----------|
| Introduction | 3 |
| Once Upon a Time | 4 |
| Gameplay Overview | 5 |
| Rulebook Organization | 5 |
| Components | 6 |
| Clan Board Example | 7 |
| Clan Guide Example | 7 |
| Game Setup | 8 |
| Clan Starting Order | 8 |
| Sequence of Play | 9 |
| Phase 1: Upkeep | 9 |
| Phase 2: Declare Intent | 9 |
| Phase 3: Roll & Execute | 9 |
| Phase 4: Slot Bones | 9 |
| Phase 5: Acquire Power | 9 |
| Rules & Clarifications | 10 |
| Core Rules & Concepts | 10 |
| On Journeying | 11 |
| On Unit Interactions | 11 |
| On Slotting Bones | 11 |
| On Acquiring Power | 12 |
| On Haggedorn's Will | 12 |
| Tips & Tricks | 12 |
| Chessboard Terminology | 13 |
| Darkleaf Gambit Icons | 13 |
| Direction Terminology | 13 |
| Clan Compendiums | 14 |
| Huldra | 14 |
| The Murg | 16 |
| Ferrymen | 18 |
| Erde | 20 |
| Wildero Wibo | 22 |
| Hexen | 24 |
| Glossary | 26 |
| Credits | 27 |



What Is Darkleaf Gambit?

Darkleaf Gambit is a two-player, turn-based, asymmetrical game played on a common chessboard. While Darkleaf Gambit uses a chessboard and chess pieces, no experience with chess or understanding of chess's rules is needed. Due to the component sizes of Darkleaf Gambit, a chessboard with squares 1.5 inches or larger is recommended. And if your chess pieces are magnetized, the game's fate chips, which have a metal core, will attach to the unit bases with a satisfying click. However, any chess set is compatible with Darkleaf Gambit!



Once Upon a Time...

Listen to this truth. The Light of Haggedorn is fading.

Not by flickers, but by great vast spills. Haggedorn—that fabled *weald* from which all good and all evil grows—is fading. Can you not feel the Woods tremble? If you haven't yet, you surely will.

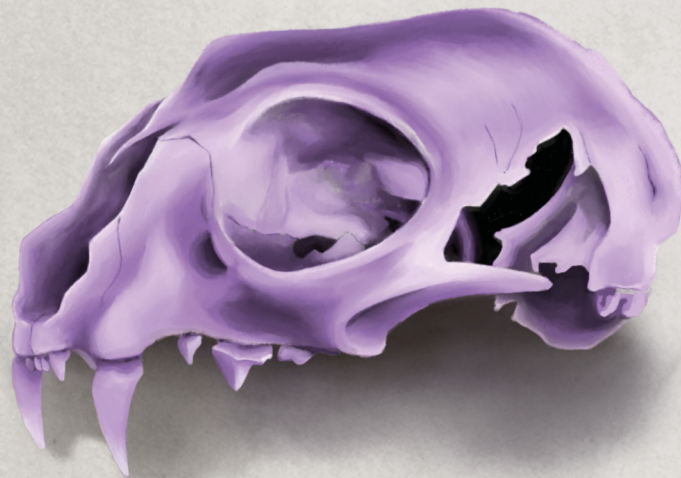
Picture a crystal ball made of the purest glass. Inside this glass, light of every color swirls. Millions of particles dance and mingle and sometimes collide. Sometimes snuff one another out. A death, of sorts, but still the crystal remains unbroken. Even as one light dwindles, its energy becomes another. Light, you see, is eternal. As so are the beings who dwell beneath Haggedorn's thick canopy. Creatures and beasts who live not in our world, unless counting our fairy tales, our daydreams, our nightmares.

Lean close and hear this whisper. *Something Wretched has to Haggedorn come.* Something twisted. Something that disrupts the balance of good and evil, life and death. Cracks in the crystal, at first unseen, have multiplied and grown large enough that light is escaping. The first of Haggedorn's clans to realize this—to realize that death, and not life, was now eternal—hid themselves in the shadows. When the next clan discovered the cracks, they slaughtered that first clan without remorse. It seemed the only thing to do, to vanquish another's light to protect your own.

The wretchedness fed in this way. And the cracks grew.

War is blooming in Haggedorn. One by one, its clans waken to this new reality. Knowledge does not bring understanding, but instead breeds distrust, if not hate. The clans of beasts and clans of people and clans of monsters do not band together to fight the darkness. Each devises or divines a unique path to victory, and each believes only their path will save Haggedorn. It is a tale as old as time, played upon a board as old as civilization.

And yet this battle is somehow made new. Bones roll and clans fall. Only when the last clan stands, will we know if theirs was the way of righteousness or the will of Darkleaf. For this is the name the clans of Haggedorn have bestowed the wretchedness. Whisper it with me once more. *Darkleaf.*



Gameplay Overview

Welcome to Haggedorn! Take control of one of six clans as a duel for the soul of the woodland is about to begin. Choose your clan wisely as each possesses a unique set of abilities, strengths, and weaknesses. Although champions from one clan to the next share similar shapes—pawns and rooks, knights and sages—the way in which these units move around Haggedorn varies dramatically. More importantly, no two deeds that a unit may perform are alike. Some units protect while others manipulate the terrain while others seek only to destroy.

Every clan's path to victory is also different. You may be forced to protect your royal from the ranged attack of the Huldra or a close confrontation with The Murg. Ferryman seek to push units into the void, while Erde care only for claiming Haggedorn's sacred territories. Wildero Wibo transform your units into pawns of their own, while Hexen curse the very ground upon which you walk.

Strategy is elemental as you move around the board to accomplish your objective. Luck is woven into every action as your clan's dice define what can be accomplished by both journey and deed. Luck and strategy converge when slotting dice into your clan board, unlocking powerful skills that will turn the tide in your favor. Be the first to reach your clan's victory condition to ascend as the final keeper of Haggedorn's light!



Rulebook Organization

Powered by a simple set of rules and a comprehensive suite of player aids, after an initial read of this rulebook, all the information needed to play Darkleaf Gambit is provided on the clan boards and double-sided clan guides.

Players new to Darkleaf Gambit will find the instructions in the first half of this rulebook, such as game setup and sequence of play, easily accessible. Once these core rules are understood, starting a game is the best way to gain familiarity with the complexities that are characteristic of any asymmetrical game.

The latter half of the rulebook (beginning on page 10 with *Rules & Clarifications*) is organized by topic and provides the game's core rules. The rulebook concludes with a series of 2-page, all-inclusive compendiums describing each clan's units and abilities. While the first page of these compendiums compiles information from other game components, the second page delves deeper into deed fundamentals, timing complexities, and clan-specific clarifications. This is your ultimate resource when resolving the most advanced questions of gameplay.

Darkleaf Gambit uses a handful of unique terms to describe the physical parts of the game, rule mechanics, and clan-specific actions. If you encounter a word that is unfamiliar, head to the glossary in the back for a definition.

Components



6 Clan Boards



6 Clan Guides

2 Player Aids



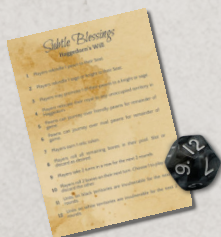
36 Fate Chips



20 Relic Tokens



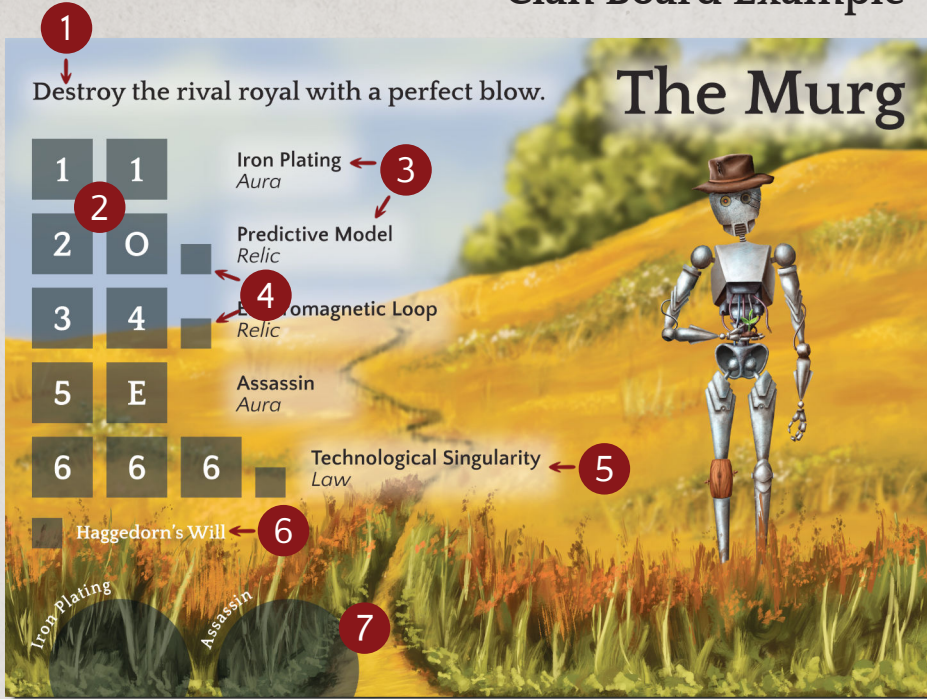
36 Bones (6 per clan)



1 Hagedorn's Will Card + d12 Bone

Darkleaf Gambit requires a chess set to be played, which is not included in this box. However, a print and play chess board and pieces are available from the [Only Then Studios](http://OnlyThenStudios.com) website.

Clan Board Example



1. Path to Victory (abridged).
2. Bone slots for placing rolled bones and acquiring skills.
3. Skill name and type. Full explanation of skill's effect is provided on clan guide (see A).
4. Relic slot for tracking previously earned relic tokens.
5. Clan's Law that, once activated, establishes a lasting advantage for the remainder of the game.
6. Hagedorn's Will token tracking.
7. Fate chip slot for assigning fate chip color to a specific skill.

Clan Guide Example, Front & Back

- A. Full explanation of skill's effect and execution.
- B. Unit's allowed direction of journey.
- C. Unit's allowed direction of deed.
- D. Unit's ability, providing a unique advantage to how the unit moves and acts.
- E. Clan's deed and explanation of how to execute.
- F. Clan's trait that affects all units.
- G. Path to Victory (unabridged). Provides the specific rules and criteria for victory!
- H. Symbol and bone type.
- I. Starting units and placement in Hagedorn.

The Murg

Skills

Iron Plating, Aura
Pawn that would be vanquished removes this aura instead.

Predictive Model, Relic
Roll first and then declare intent to journey or Destroy.

Electromagnetic Loop, Relic
Take 2 turns in a row.

Assassin, Aura
Sage's Ambush can Destroy rival royal.

Technological Singularity, Law
Roll needed to Destroy rival royal is reduced to 5.

| | | | | |
|--|---------|---|---------|---|
| Pawn | Journey | ☀ | Destroy | ☀ |
| None. | | | | |
| Sage | Journey | ☀ | Destroy | 🚫 |
| <i>Ambush: Automatically Destroy non-royal rival unit occupying the territory at sage's journey destination.</i> | | | | |
| Knight | Journey | ☀ | Destroy | ☀ |
| <i>Target Lock: Destroy may target 2 non-royal units, but roll must be a 4 or higher. Knight moves into either vanquished rival's territory.</i> | | | | |
| Rook | Journey | ☀ | Destroy | 🚫 |
| Invulnerable. | | | | |
| King | Journey | ☀ | Destroy | 🚫 |
| <i>Sanctioned Violence: When adjacent to Murg rook, king may perform Destroy.</i> | | | | |

E Deed: Destroy
Vanquish an adjacent rival unit by rolling a 3 or higher. Upon successful Destroy, Murg unit moves into vanquished rival's territory.

F Clan Trait
If the Assassin skill is earned after both Murg sages have been vanquished, a Murg pawn may be sacrificed and a sage with an Assassin aura rekindled in its place. Activate this trait only once per game.

G Path to Victory
Destroy rival royal by rolling a 6.

H **6**

I The Murg Starting Positions

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | ♠ | | | ♠ | | |
| ♠ | ♠ | ♠ | ♠ | ♠ | ♠ | ♠ | ♠ |
| | | ♠ | | ♠ | ♠ | | |

Is this your first game? Huldra and The Murg are the most straightforward clans to learn. Playing several matches between these two is suggested before moving on to the more complicated ones. Hexen are the most complex of all the clans.

Game Setup

1. Place an empty chessboard in the center of the table. This is now the mythical forest of Haggedorn!

Steps 2 through 5 are performed at the same time by both players.

2. Select a clan and collect its components, including 1 clan board, 1 clan guide, and the appropriate 6 bones. Place these and a player aid (if needed) on your side of Haggedorn.

3. Assemble your chess pieces around Haggedorn as depicted on your clan guide. Place unused pawns, knights, and sages into Haggedorn's graveyard.

4. Gather the fate chip sets needed to power your clan's skills, placing 1 of the 6 chips into the round slot on your clan board and reserving the other 5 for play. Note that chips are not clan-specific, and any color can be assigned to any skill.

5. Place 1 relic token into the Haggedorn's Will slot on your clan board, and place the remaining relic tokens within reach of both players.

6. The player who lost last (in this or any other game) chooses whether to play Blessings or Curses for Haggedorn's Will. Place the card between both players, along with the 12-sided bone.

7. Determine who goes first by reviewing clan choices against the table to the right. Whichever clan is closest to the top of the list goes first.

7 Starting Order

| | |
|----------------|-------|
| 1 Hexen | First |
| 2 Wildero Wibo | ↓ |
| 3 The Murg | |
| 4 Ferrymen | |
| 5 Erde | |
| 6 Huldra | Last |



Sequence of Play

Each player's turn is divided into 5 short phases. During each phase, and depending on the clans in play and the current state of units in Haggdorn, no action may be required, possible, or desired. Players may choose not to act during a phase if there is no specific requirement to do so.

Phase 1: Upkeep

Perform any or all of the following in order:

- **Advance counters that are currently active for your clan.** Darkleaf Gambit minimizes the use of turn counting, but a few clans have skills with multi-turn impacts. Haggdorn's Will may also last several rounds. Counters for active skills tick down during this phase, and any counters that reach 0 resolve their effect immediately.
- **Spend Relic Tokens.** Activate a skill's effect by spending a previously-earned relic token. Unless the skill specifies use during a different phase, a relic token must be spent before declaring intent.
- **Activate Haggdorn's Will.** Spend a Haggdorn's Will token and roll the d12 bone to determine what blessings or curses Haggdorn bestows upon you and your rival.

Phase 2: Declare Intent

Declare your intent to perform 1 of the following:

- **Journey:** Your clan will spend this turn moving. No need to specify which unit will journey until the next phase.
- **Deed:** One of your units will attempt your clan's deed. Specific units involved must be specified. For example: "My Wildero Wibo knight will attempt to Morph this Erde pawn."

While simple in nature, this phase executes differently for each clan depending on clan traits and deeds. For example, the Ferrymen's deed is automatically activated after a journey and the Huldra's clan trait negates the need to declare intent at all. See Clan Compendiums (pages 14-25) for specifics of how each clan declares intent.

Darkleaf Gambit is a fast-paced game. If a player

rolls without declaring intent, the default is to apply the roll value to journey. Or, with consent from the rival player, the roll may be canceled, intent declared, and a reroll performed.

Phase 3: Roll & Execute

Roll a bone from your pool and apply the value toward your declared intent.

- **Journey:** Select a unit to move to a territory by considering the roll's value, the unit's movement ability, and any clan traits. If there is no available or desirable destination, the journey may be canceled and player proceeds to the next phase.
- **Deed:** Review roll value and determine whether the deed has succeeded or failed. If successful, execute the outcome. If failed, simply proceed to the next phase.

Phase 4: Slot Bones

Place the rolled bone into a numerically valid slot on your clan board. Rows can be filled in any order, left to right or right to left. See On Slotting Bones (page 11) for a comprehensive list of restrictions and allowances.

Phase 5: Acquire Power

Review your clan board for skills that are fully paid. Return any completed row's bones to your pool and execute according to the skill type:

- **Miracles:** Execute the effect immediately.
- **Relics:** Place a relic token in the associated slot for later use.
- **Aura:** Place a fate chip in Haggdorn on an appropriate unit or territory.
- **Law:** Place a relic token in the associated slot. The Law takes immediate effect and lasts for the remainder of the game.

Rules & Clarifications

The following subsections provide the balance of rules needed to play Darkleaf Gambit. Divided by game topic, these 4 pages present players with a few core rules, provide a deeper look into game terminology, and offer clarification for basic situations that every clan will encounter.

Core Rules & Concepts

- **Prohibited cohabitation:** Two units can never occupy the same territory. A unit may enter an occupied territory when initiating a journey, executing a unit ability, or undertaking certain deeds. Upon resolution of these actions, only 1 unit may remain in any given territory.
- **Next best territory placement:** If a clan skill or unit ability involves placement on a territory that is occupied or unavailable, placement occurs on the next closest territory as decided by the moving player. Two examples. If a unit is to be rekindled to The Seat, but there are no unoccupied territories in The Seat, the player places the unit in a territory 1 rank above The Seat. If a unit is to be placed adjacent to the rook, but the rook is surrounded, then the unit is placed in any territory adjacent to these occupied territories.
- **Unit maximums:** The maximum number of units a clan may have in play is dictated by the number of chess pieces in a standard chess set, not by the clan's starting numbers. This is why unused pawns, knights, and sages are placed in the graveyard during setup. Some abilities allow a player to return a vanquished unit to Haggdorn. As long as the player has a unit available in the graveyard of the correct type, it can be put into play per the ability's direction. Royals and rooks are the exception. The maximum number of rooks, queens, or kings that each clan may have in play is consistent with the clan's starting number.
- **Not stating the obvious:** Rules, clan guides, and player aids do not over-specify "valid" or "legal." It should be understood that only "valid" actions can be taken. For example, most instructions involving unit movement state "move unit into territory" rather than "move unit into an unoccupied territory."
- **May vs must:** Pay careful attention to skills and actions that include "may," as these indicate an option for the player. For example, Huldra's Long Bow allows a player to choose between the roll value and roll value +1. When "may" is not included, the instruction is definitive. Ferrymen's Calm Waters, for example, lowers all journey rolls by a mandatory -1.
- **Golden rule:** While playing asymmetrical games, in particular, complexities may be encountered that create rule contradictions. If this happens, instructions provided in the clan guides and attributed to individual units trump the general rules provided in this book.
- **Counters:** A handful of clan skills and Haggdorn's Will require counting rounds. Given the infrequent use of counters and that most skills resolve within 1 or 2 rounds, players may utilize fate chips, spare bones, or memory to ensure count is properly kept.



On Journeying

While each clan has distinct journey requirements and many units have unique movement abilities, some common rules for journey exist. Unless explicitly stated otherwise, these are the standards:

→ **Exactitude:** Bone roll is applied as exact movement distance. A precise roll is needed to execute a journey from 1 territory to another. If a roll is too high and obstructed by another unit or Haggedorn's edge, that unit may not journey.



Note that some units possess the powerful ability of moving any distance less than (or equal to) the journey's roll value. This is indicated by the icon to the left.

→ **Straight lines:** Journey occurs in a straight line in any available direction specified for the unit on the clan guide. Some units may not journey backward, while others may not move diagonally.

→ **Leap frog prohibition:** With only a few exceptions, units cannot move over each other.

On Unit Interactions

→ **Invulnerability:** An invulnerable unit cannot be vanquished. It can still be acted upon by other, non-vanquishing abilities. For example, Ferry-men can flow a rival rook to another territory, but not off Haggedorn's edge.

→ **Vanquished units:** Units that are vanquished from Haggedorn are placed in the graveyard. Haggedorn is an unforgiving land, and units may be vanquished directly by other units, clan miracles, Haggedorn's Will, and even sacrifice.



On Slotting Bones

→ **Numerically valid:** If the slot has a single number, only that value bone can fill that slot. If there are 2 numbers separated by a dash, either value can be used. E indicates an even number and O an odd.

→ **Aggregates:** "Sum Between" includes the numbers identified. For example, "Sum Between 9 and 11" may use a sum of 9 or 10 or 11 to power the skill. All bone slots must be filled to reach this value. The icon to the right indicates *sum between*.



→ **Successive rolls:** If multiple bones are rolled during Phase 3 only the last bone is slotted.

→ **Failed rolls:** If a deed failed or a journey was not taken, the bone may still be slotted. Failed rolls should not be overly mourned as progress is still made toward acquiring power!

→ **Player's choice:** If no desirable option for slotting exists, the bone may return to the bone pool rather than being slotted.

→ **Relic token overload:** If relic token slots are already filled, a bone may still be added to that skill as long as it does not power the skill. At least 1 relic slot must be empty before completing the row.

→ **One in reserve:** One bone must always be available for use during Phase 3, Roll & Execute. If slotting the last bone from the bone pool would not result in acquiring power (and returning those bones to the pool), then it cannot be slotted.

→ **Returning slotted bones:** If a skill becomes no longer applicable, the player may immediately return any bones slotted in that skill to their pool. For example, if a skill targets a knight and your last knight is vanquished, those bones can be removed from the clan board.

On Acquiring Power

→ **Multiple auras:** A single unit may have multiple auras, but no more than 1 of any type.

On Haggedorn's Will

→ **Activating:** Haggedorn's Will offers a chance for players to turn the tide with randomized blessings and curses that impact both players. Each player begins with 1 Haggedorn's Will token that can be activated during Phase 1, Upkeep, of any turn throughout the game. There is no requirement for a player to use Haggedorn's Will before the end of the game.

→ **Executing:** If Haggedorn's Will cannot be executed for any reason, such as there are no valid target units to rekindle or vanquish, no action is taken by that player. Rival player must still execute Haggedorn's Will if possible.

→ **Timing:** The rival player resolves all Haggedorn's Will actions first, and the player who rolled for Haggedorn's Will resolves second.

→ **Remainder of the game:** A Haggedorn's Will outcome that lasts for the remainder of the game is marked as active by placing a token on the Will's number.



Tips & Tricks

→ **Optional handicap:** Odds may be introduced when playing consecutive games or teaching new players Darkleaf Gambit. As part of game setup, one player may preemptively roll and slot 2 bones in their clan board. This may be increased up to the rolling of 5 bones, as agreed upon by both players. While slotting the preemptive bones toward a miracle is allowed, activating a miracle during setup is prohibited.

→ **Tournament play:** Although Darkleaf Gambit is a 2-player game, the components included in a single box support having 3 games and 6 players playing simultaneously. Fate chips are the limiting factor, but most clans do not require the full quantity of chips and some clans, such as Wildero Wibo, require no chips. Now all you'll need are 3 chessboards!

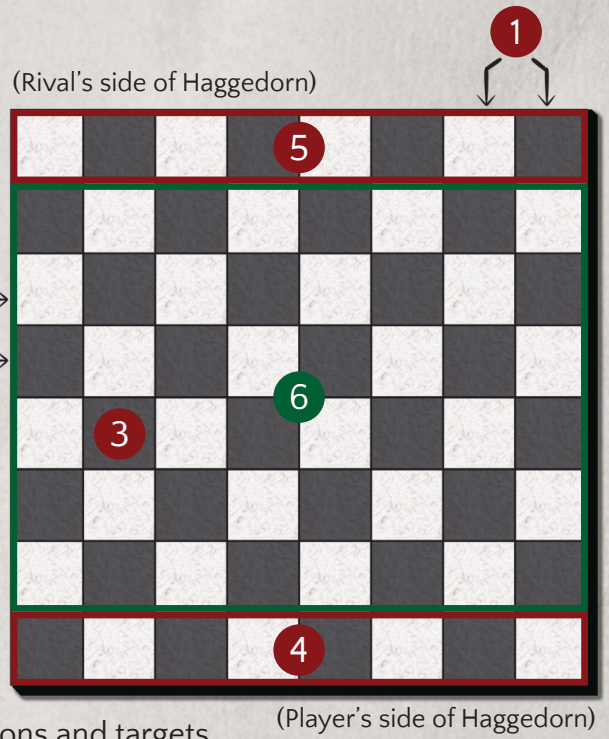
After the following page (which details chessboard and direction terminology), the remainder of this rulebook provides 2-page compendiums for each of the 6 clans. These compendiums begin with comprehensive information about clan skills, units, and story that has been compiled from the clan's board and guide.

Each compendium concludes with an exploration of some common (and uncommon!) scenarios that are specific to the clan: informing how the deed is fundamentally performed, clarifying how skills are executed, and taking a look at timing complexities. Players should seek resolution to any clan-specific questions here. This information should also be consulted when resolving other uncommon (or rare!) scenarios that could not be fully cataloged within this rulebook.

Chessboard Terminology

1. File: Any of the 8 vertical columns on the chessboard.
2. Rank: Any of the 8 horizontal rows on the chessboard.
3. Territory: One of 64 squares on the chessboard.
4. The Seat: Rank nearest to the player.
5. The Range: Rank farthest from the player.
6. The Woods: All territories between The Seat and Range.

A note about The Seat and Range: Because players sit on both sides of Haggdorn, one player's Seat is the other player's Range, and vice versa. Skills and abilities that reference The Seat or The Range are referencing the acting player's Seat or Range.



Darkleaf Gambit Icons

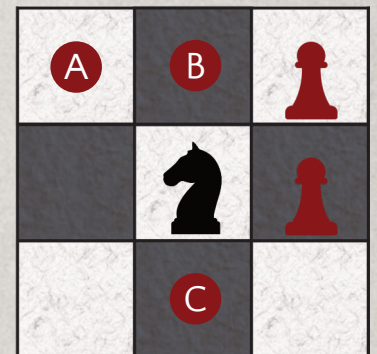
Darkleaf Gambit relies on icons to denote available directions and targets when performing journey or deed.

- Indicates journey or deed is not allowed for this unit.
- Indicates all directions are available for journey or deed (i.e., adjacent).
- Indicates only vertical and horizontal directions are available (i.e., neighboring).
- Indicates only diagonal directions are available (i.e., diagonal).
- Indicates journey distance for unit can be less than or equal to roll value.
- Indicates sum of slotted bones must be between 2 numbers. Range includes numbers identified.

Direction Terminology

Darkleaf Gambit uses 3 terms to describe all unit and territory directions, interactions, and placements.

- **Adjacent:** This is the most encompassing term. Adjacent territories are any of the 8 territories surrounding a single territory. A unit that is adjacent to another unit is 1 territory away in any direction. Both pawns and A, B, and C are adjacent to the knight.
- **Neighboring:** Neighboring territories are directly horizontal or vertical to one another. Units that are neighboring one another are directly horizontal or vertical. Think: north, south, east, west. The black territory pawn and B and C are neighboring to the knight.
- **Diagonal:** Diagonal territories and units are directly adjacent to one another at an angle. Think: northwest and southeast. The white territory pawn and A are diagonal to the knight.



Huldra

Huldra use stealth and cunning to vanquish their enemies from a distance. Although each Huldra unit has limitations on attack angles, bones are assigned as journey or Hunt after the roll, encouraging strategic placement of units stalking multiple targets at once. Victory is achieved by Hunting the royal 3 times, which can be accomplished by positioning units at varying distance from the royal or sending in 1 unit for a lucky shot, which has a 25% chance of success. The queen rules the Huldra with her ability to automatically transfer from anywhere in Hagedorn to her castle.

Path to Victory

Hunt rival royal 3 times. Mark rival royal with 1 fate chip for each successful Hunt.

Bones & Starting Positions



Unit Guide

| | | | | |
|-------------|---------|--|------|--|
| Pawn | Journey | | Hunt | |
| None. | | | | |

| | | | | |
|-------------|---------|--|------|--|
| Sage | Journey | | Hunt | |
| None. | | | | |

| | | | | |
|---|---------|--|------|--|
| Knight | Journey | | Hunt | |
| <i>Arc Shot:</i> Hunt may pass over obstructing pawns to target a rival unit. | | | | |

| | | | | | |
|----------------------|---------|--|--|------|--|
| Rook | Journey | | | Hunt | |
| <i>Invulnerable.</i> | | | | | |

| | | | | | |
|--|---------|--|------|--|--|
| Queen | Journey | | Hunt | | |
| <i>Leap:</i> When not adjacent to Huldra rook, queen may relocate to a territory neighboring the rook. May activate with any roll value. | | | | | |

Clan Trait

Roll first and then declare intent to journey, Hunt, or Leap.

Skills

Long Bow, *Aura*

Pawn may Hunt with +1 range and diagonally.

Pivot, *Aura*

Sage may end journey early and apply remaining roll value to Hunt. Direction of Hunt may differ from journey.

Renewal, *Miracle*

Remove 1 slotted bone from rival's clan board.

Tweak, *Relic*

Spend after rolling. Reroll 1 bone.

Adapt, *Law*

Swap 1 bone with rival for remainder of game.

Deed: Hunt

Vanquish a rival unit occupying a territory at distance equivalent to roll value. Line of sight from Huldra unit to rival target must be unobstructed by other units.

Deed Fundamentals

- ✓ **Angle limitations:** Hunt is a powerful deed that is limited by the angle of attack, which differs from one Huldra unit to another. Remain mindful of which units can Hunt at which angles.

Timing Complexities

None.

Clarifications

- ✓ **Renewal and relic tokens:** Removing bones from the rival's clan board does not impact previously earned relic tokens.
- ✓ **Adapt and slotting a different bone:** Swapped bones may still be slotted even though they do not geometrically fit the clan board. Bones must still meet the numerical requirement.

East of sun and west of moon...

Beautiful and shy, to merely glimpse a Huldra is an omen of luck. They spend their days, carefree, singing songs to make the tree's roots grow and flowers bloom, absorbing magics from all around. Precious to the gods who ruled Haggedorn, it is forbidden to harm a Huldra. No creature dares break this rule. No creature desires to break this rule. Or so it was thought.

One day, a Huldra was discovered, dead and gutted, deep in the forest where Haggedorn's fast waters become swamp. Another beheaded one week later. And another and another and another. Crucified to a rotting tree's stump. Cold, lifeless eyes staring into nothing. Something hunts the Huldra, and the gods—despite their laws—do nothing.

And so the Huldra gather together in their sacred grove, pick up the weapons of their enemies, and begin to protect themselves.



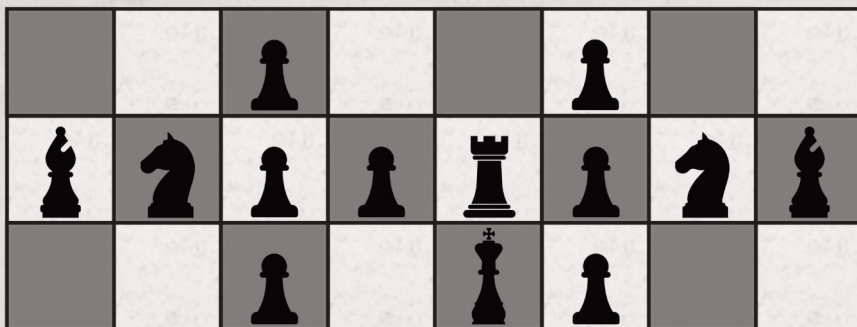
The Murg

The Murg dominate Haggedorn with dignity and brute force. Units must spend one turn journeying into position before vanquishing a rival unit, leaving them vulnerable in the interim. Several skills minimize this vulnerability by allowing a pawn to survive vanquish, changing how a roll is applied, and even affording the chance to take multiple turns in a row. Once a unit is in position, havoc can be wrought on rival units, from one territory to another, including a poorly positioned royal, who must be vanquished with a perfect roll to achieve victory.

Path to Victory

Destroy rival royal by rolling a 6.

Bones & Starting Positions



Unit Guide

| | | |
|-------------|---------|---------|
| Pawn | Journey | Destroy |
| None. | | |

| | | |
|--|---------|---------|
| Sage | Journey | Destroy |
| <i>Ambush:</i> Automatically Destroy non-royal rival unit occupying the territory at sage's journey destination. | | |

| | | |
|--|---------|---------|
| Knight | Journey | Destroy |
| <i>Target Lock:</i> Destroy may target 2 non-royal units, but roll must be a 4 or higher. Knight moves into either vanquished rival's territory. | | |

| | | |
|----------------------|---------|---------|
| Rook | Journey | Destroy |
| <i>Invulnerable.</i> | | |

| | | |
|---|---------|---------|
| King | Journey | Destroy |
| <i>Sanctioned Violence:</i> When adjacent to Murg rook, king may perform Destroy. | | |

Clan Trait

If the Assassin skill is earned after both Murg sages have been vanquished, a Murg pawn may be sacrificed and a sage with an Assassin aura rekindled in its place. Activate this trait only once per game.

Skills

Iron Plating, Aura
Pawn that would be vanquished removes this aura instead.

Predictive Model, Relic
Roll first and then declare intent to journey or Destroy.

Electromagnetic Loop, Relic
Take 2 turns in a row.

Assassin, Aura
Sage's Ambush can Destroy rival royal.

Technological Singularity, Law
Roll needed to Destroy rival royal is reduced to 5.

Deed: Destroy

Vanquish an adjacent rival unit by rolling a 3 or higher. Upon successful Destroy, Murg unit moves into vanquished rival's territory.

Deed Fundamentals

- ✓ **Capacity to Destroy:** Only pawns and knights have an innate ability to attempt Destroy. However, kings and sages can also vanquish rival units under specific conditions.

Timing Complexities

- ✓ **Importance of declaring intent:** Phase 2, Declare Intent, is particularly important and easy to forget when playing The Murg. Also note that both of The Murg's relic skills—Predictive Model (to roll first) and Electromagnetic Loop (to take 2 turns)—must be used before declaring intent.

Clarifications

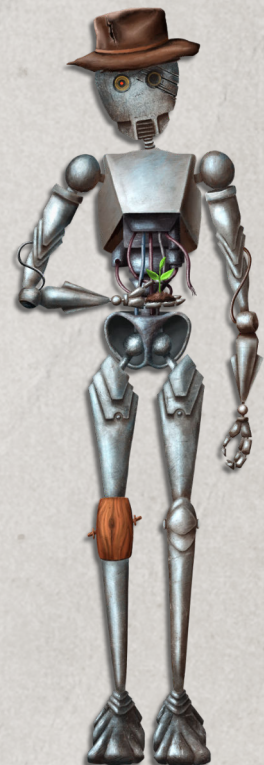
- ✓ **Ambush targets:** The sage's Ambush can only be used against vulnerable targets residing on a valid territory destination. For example, the sage cannot Ambush a rook (which is invulnerable) or an Erde pawn on a Reclaimed territory (because Murg journey cannot end here.)
- ✓ **Assassinating a royal:** With the Assassin aura attached, the sage can Destroy the rival royal (and claim victory!) from any distance. A 6 does not need to be rolled while executing this maneuver.
- ✓ **Aura of protection:** Iron Plating protects a unit from a single vanquishing action and is then removed. Depending on the type of action, there may be additional impact to the unit, such as relocation. See the rival clan's compendium for details about such impacts.

From a time long past, a memory all but faded...

Even the centuries-old oak trembles before The Murg's axe. Metallic arms with wires—blue, black, crimson—where tendons and skin should be, heft and swing. The crack reverberates throughout Haggedorf, across and between the trees left standing.

Robots from a bygone era, The Murg were abandoned by their makers so long ago that their origin is no longer known. Whether they are powered by science or magic is also unknown. Their destruction is not wanton. The lumber they harvest is used by all in Haggedorf. And for each tree The Murg remove, a new seed is planted, is nurtured, is cherished. Whether this is their programming or their nature...

A story tells of when The Murg arrived in Haggedorf, of how the sound of their axes scared away the birds. Their glowing eyes kept the wolves at bay. And the sound of their gears clinking awakened the forest's sleeping demons. Now, they wish only to restore the balance—no matter what it takes.



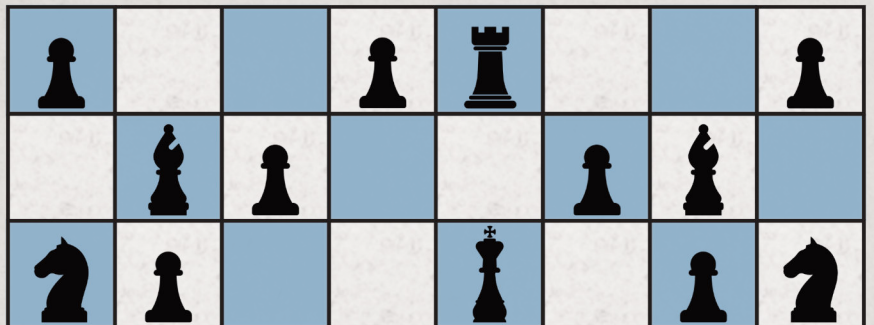
Ferrymen

As **Ferrymen** move across Haggedorn, journey and deed are one. Rival units occupying a Ferrymen's final location are Flowed away. The unwary who linger at Haggedorn's edges are pushed into the nothingness beyond and vanquished. While pushing a royal into this void twice is how victory is claimed, Ferrymen grow stronger by passing through The Range, magically, back to The Seat. Skills provide formidable miracles that Flow enemies in any direction, even pulling a royal out of safety and immobilizing them for a turn. All of this comes at a price: pawns and sages cannot move backward, only forward, ever forward.

Path to Victory

Flow rival royal off Haggedorn's edge 2 times. The first time royal is pushed off, place it anywhere in The Seat marked with 1 fate chip.

Bones & Starting Positions



Unit Guide

| | | | | |
|-------------|---------|--|------|--------------------------|
| Pawn | Journey | | Flow | Per direction of journey |
| None. | | | | |

| | | | | |
|---|---------|--|------|--------------------------|
| Sage | Journey | | Flow | Per direction of journey |
| Wave Rider: Sage may journey over Ferrymen units. | | | | |

| | | | | |
|---------------|---------|--|------|--------------------------|
| Knight | Journey | | Flow | Per direction of journey |
| None. | | | | |

| | | | | |
|---------------|---------|--|------|--|
| Rook | Journey | | Flow | |
| Invulnerable. | | | | |

| | | | | |
|--|---------|--|------|--|
| King | Journey | | Flow | |
| Belay: After journey, adjacent Ferrymen unit may be relocated to any other territory adjacent to king. | | | | |

Deed: Flow

Flow is automatically initiated at the end of every journey, impacting 1 rival unit per the following:

- Landing *ahead* of an adjacent, rival unit pushes it 1 territory away in direction of journey.
- Landing *upon* rival unit pushes it 1 territory in any chosen direction.

Flow is only possible if no unit blocks direction of push. Units pushed off Haggedorn's edge are vanquished.

Clan Trait #1

Units able to perform Flow may end journey on a territory occupied by a rival unit.

Clan Trait #2

If a pawn or sage reaches The Range, journey may continue forward to The Seat as if Range and Seat were adjoined. Upon crossing, attach 1 of these auras to journeying unit:

- *Barbaric*: Flow may push unit 2 territories rather than 1.
- *Ripple Effect*: Flow may push 2 units that are in a line.

Skills

Unrelenting Tide, Relic

Slide rival royal in any 1 direction until obstacle or Haggedorn's edge is met. Royal cannot journey or relocate next turn.

Master the Current, Miracle

Flow any 2 pawns in Haggedorn 1 territory in the same direction.

Eddy, Miracle

Swap locations of 1 Ferrymen pawn with 1 rival pawn.

Big Wave, Miracle

Flow all adjacent rival units 1 territory away from the unit that just journeyed. Auras do not increase this effect.

Calm Waters, Law

Journey rolls receive a -1 value.

Deed Fundamentals

- ✓ **Reflexes:** Flow is unique among deeds in that it activates automatically at the end of every journey. There is, therefore, no need to declare intent when playing Ferrymen.
- ✓ **Ahead of:** Landing ahead of an adjacent, rival unit means that the rival unit is located within the trajectory of the Ferrymen's journey, essentially blocking journey's progress if the roll had been higher. A rival unit that is adjacent to the Ferrymen unit's final location, but not in the direction of travel, will not be affected by Flow.
- ✓ **Core rule applicability:** "Next best territory placement" does not apply when initiating Flow. If a rival unit cannot be pushed as detailed in the deed description, then Flow cannot occur.
- ✓ **Range to Seat limitation:** Although The Range and Seat are adjoined for the purpose of pawn and sage journey, a Ferrymen unit ending its journey in The Range does not Flow a rival unit in The Seat.

Timing Complexities

- ✓ **Journey-earned auras:** Earning the Barbaric and Ripple Effect auras is immediate when crossing from Range to Seat. These auras can impact the unit's Flow at journey's end.

Clarifications

- ✓ **Vanquishing units:** Any skill or ability that involves Flow can push a rival unit off Haggedorf's edge and vanquish it. Going off Haggedorf's edge counts as moving 1 territory.
- ✓ **Managing invulnerability:** While Flow may move units with invulnerability, such as most clans' rooks, these units may not be pushed off Haggedorf's edge.
- ✓ **Aura of protection:** Rival units with an aura of protection, such as The Murg's Iron Plating, that are Flowed off Haggedorf's edge have their aura removed and are returned to the territory where Flow initiated (if unoccupied) or else a neighboring edge territory (as chosen by Ferrymen).
- ✓ **"Away" further defined:** Some skills, such as Big Wave, push units *away*. Away is not tied to journey direction in this instance. Rather, each affected unit is pushed back from the Ferrymen unit in the direction of its current bearing.
- ✓ **Zero journey:** Once Calm Waters is activated, a roll of 1 results in a journey of 0 territories. While no unit moves when this occurs, this is still considered a journey. Flow may be initiated by any able Ferrymen, pushing 1 adjacent rival unit *away*. Diagonal rival units may be targeted, as a 0 journey has no direction. Skills such as Big Wave may be initiated from the unit that performed the 0 journey. Calm Waters is, therefore, an artfully powerful law.
- ✓ **Ripple Effect and landing upon:** As usual, a unit with Ripple Effect that lands upon a rival unit may Flow that unit in any direction. If another rival unit is in line of this trajectory, Ripple Effect pushes this second unit as well in the same, chosen direction.

In a land that never was, in a time that could never be...

Humans—at least, that's what they appear to be—mastered the streams and rivers that crisscross Haggedorf. They are called to the water, by the water, and speak to it in soft whispers and sighs. With rafts of knotted timber, they ferry the creatures and objects who inhabit these woods to whichever destination they choose, for the water runs everywhere. No fee is charged for this service. Most are willing to trade a story, for which the Ferrymen greedily listen.

Rumors abound that they are mapping these waterways, that humans never meant to come to these lands, that they are attempting to escape. While on a Ferrymen's raft, each river's end connects to its beginning, creating an endless, inescapable loop. Why the woods bestowed this gift, this *machte*, upon a lesser being, riled the denizens of the forest.

The Ferrymen know better though. This is no gift. This is a curse.



Erde

Erde victory is earned by Reclaiming the center 4 territories of Haggedorn, and moving the king to this sequestered land. Two, and sometimes even 3, units may journey each turn, but backward movement is not possible for most units. With no attack or retreat abilities, pawns make easy targets. To protect these weaker units while they attempt to Reclaim territory, sages can join rank with rooks to create a wall of invulnerability. Miraculous skills can either instantly vanquish rival units or reconstruct broken pawns. The king holds privilege over Haggedorn and is invulnerable to many of the other clans' vanquishing abilities.

Path to Victory

Reclaim center 4 territories of Haggedorn, and then journey Erde king to 1 of these territories. King cannot journey onto these territories until all 4 are Reclaimed.

Bones & Starting Positions



Unit Guide

| | | |
|-------------|---------|---------|
| Pawn | Journey | Reclaim |
| None. | | |

| | | |
|---|---------|---------|
| Sage | Journey | Reclaim |
| <i>Lock Arms:</i> When neighboring to Erde rook and both units are in The Woods, sage is also invulnerable. | | |

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|---|---------|---------|
| Knight | Journey | Reclaim |
| <i>Tremor:</i> After journey, all adjacent units are pushed 1 territory away from knight's location in every direction not blocked, for example, by another unit or Haggedorn's edge. | | |

| | | |
|---------------|---------|---------|
| Rook | Journey | Reclaim |
| Invulnerable. | | |

| | | |
|---|---------|---------|
| King | Journey | Reclaim |
| <i>Thick Skin:</i> Immune to vanquish unless rival clan's path to victory specifies royal as the target. May still be target of non-vanquishing skills and abilities. | | |

Clan Trait #1

Journey roll value may be split between 2 units.

Clan Trait #2

Rival units may journey through, but not end on, a Reclaimed territory. Erde units starting on a Reclaimed territory may journey in any direction.

Skills

Banish, Relic

Relocate all rival units from center 4 territories to anywhere in The Woods.

That Which Cannot Be Destroyed, Miracle

Rekindle 1 pawn to a territory adjacent to Erde rook.

Metamorphic, Relic

Spend after rolling 3 or higher for journey. Split the move between 3 units.

Sink, Miracle

Vanquish 1 rival unit.

One With the Land, Law

Roll needed to Reclaim is reduced to 5.

Deed: Reclaim

Lay claim to 1 of Haggedorn's 4 center territories by rolling a 6 or higher. Pawn must be located on the territory to Reclaim it. Upon successful Reclaim, mark the territory with a fate chip and relocate the pawn to a territory adjacent to Erde king.

Deed Fundamentals

- ✓ **Reclaimed territory protections and limitations:** While Reclaimed territories offer some protection for Erde units, it does not make them invulnerable. For example, the Wildero Wibo may still attempt to Morph an Erde unit on a Reclaimed territory. In the event of a successful Morph, the new Wibo pawn would be moved 1 territory away per the "next best territory placement" rule. A Murg unit can still Destroy an Erde unit on a Reclaimed territory, but would not move into the Reclaimed territory after.

Timing Complexities

- ✓ **Importance of declaring intent:** Phase 2, Declare Intent, is particularly important and easy to forget when playing Erde.

Clarifications

- ✓ **Thick Skin:** Erde are special in requiring movement of their king as a second aspect to obtaining victory. To prevent other clans from claiming a pseudo-win, the king is immune to vanquishing actions by a clan whose path to victory does not specifically include vanquishing the royal. For example, the Erde king can be vanquished by The Murg and Huldra as this is their clan objective, but cannot be the target of Wibo's Morph and is invulnerable to Hexen Hexes.
- ✓ **Tremor and Reclaimed territory:** While Tremor may push an Erde unit onto a Reclaimed territory, a rival unit that would end on a Reclaimed territory is not impacted by Tremor, as the Reclaimed territory is considered blocked to rival units.

Hill and vale do not come together, but the children of stone do...

What can be said of stone that is not already known? Everlasting and wise, indeed, but also lifeless, uncaring, cold. Erde, formed of Haggedorn's oldest rocks, embody the lithic. Silent and still. Haggedorn's most renowned scholars have failed to answer this simple musing: does the Erde's soul pull together the rock that comprises its body, or has the will of these ancient rocks trapped the Erde's magic in its service?

It was a question of little importance... until now. For the Erde had no ambition until now. Now, their ambition is clear: to return to the First Space, to reclaim the most sacred—and powerful—territory in Haggedorn.

Erde do not attack, do not bludgeon, do not kill. Instead, the land shifts and opens beneath their adversaries, as if by miracle, swallowing them whole. *Crushing* them whole. Blood does not sully the stone.



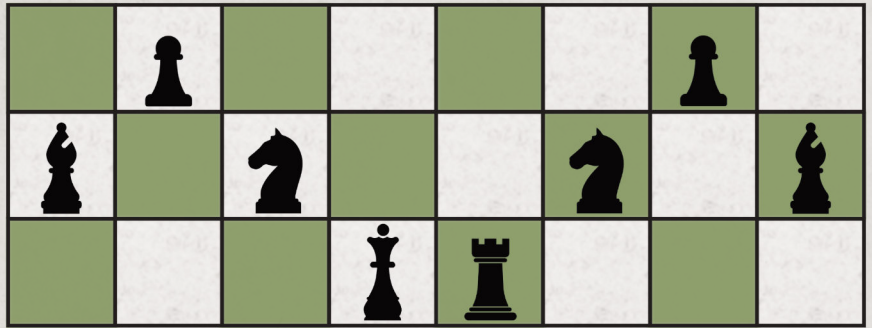
Wildero Wibo

Wildero Wibo begin with only a handful of units, none of which can attack or kill. This is not their purpose. Instead, they convert unwary units into their clan with the goal of returning 6 of these pawns to The Seat. The more units converted, the more units will be converted. Up to 3 bones may be rolled each turn to perform journey, then Morph, and finally retreat. Only the final roll is slotted, and so the Wibo may decide to end rolling and slot early to power specific skills, including a law that shields pawns in The Seat, making them invulnerable and unusable as they are absorbed back into the moss.

Path to Victory

End your turn with 6 Wibo pawns in The Seat.

Bones & Starting Positions



Unit Guide

| | | |
|-------------|---------|-------|
| Pawn | Journey | Morph |
| None. | | |

| | | |
|---|---------|-------|
| Sage | Journey | Morph |
| <i>Mass Morph:</i> Morph roll may apply toward a second, diagonal unit as well. New pawns cannot retreat this turn. | | |

| | | |
|---|---------|-------|
| Knight | Journey | Morph |
| <i>Hasty Retreat:</i> After successful Morph, pawn and knight may retreat together from knight's location. Pawn resumes play on a territory neighboring the knight. | | |

| | | |
|--|---------|-------|
| Rook | Journey | Morph |
| <i>Invulnerable.</i> <i>Biotic Refuge:</i> Diagonal Wibo pawns are also invulnerable. | | |

| | | |
|--|---------|-------|
| Queen | Journey | Morph |
| <i>Deep Roots:</i> Regardless of roll value, may only journey 1 territory or, alternatively, swap locations with adjacent Wibo pawn. Movement caused by a rival skill is also reduced to a maximum of 1 territory. | | |

Clan Trait

Morph of rival royal returns Wibo pawn directly to The Seat.

Skills

Hallucinogenic Spores, *Miracle*

Relocate 1 pawn to any territory in Haggedorn.

Rival Regrowth, *Miracle*

Rekindle 1 rival pawn to a territory adjacent to Wibo rook. Rival still controls pawn, but it cannot be used or moved for 1 turn.

Starter Seed, *Relic*

Spend after journey. Roll is not required to Morph.

Scatter, *Miracle*

Remove an aura from rival unit.

The Endless, *Law*

Wibo pawns in The Seat are invulnerable and cannot be moved, relocated, or otherwise used.

Deed: Morph

Convert a neighboring rival unit into a Wibo pawn by rolling a 3 or higher. Morph may only be attempted with a second roll immediately after unit's journey. Upon successful Morph, rival unit is vanquished and new Wibo pawn may choose to retreat with a third roll. Only slot the final roll in this progression.

Deed Fundamentals

- ✓ **Running start:** Morph can only be attempted *after* a journey. A Wibo unit that starts its turn neighboring a rival unit cannot Morph that unit without journeying away (or around) first.
- ✓ **Morphed retreat:** Newly Morphed pawns have the option to roll again to retreat. Retreat may be diagonal, but must be in the direction of The Seat. Lateral movement or movement toward The Range is not allowed.

Timing Complexities

- ✓ **Pawn stasis:** Wibo pawns in The Seat after The Endless is activated become invulnerable, but can no longer be moved (by any player) or used in any way. This stasis takes effect at the end of Phase 3, Roll & Execute, allowing a pawn that journeys into The Seat a last chance to Morph a rival unit (if available).

Clarifications

- ✓ **Gaining invulnerability mid-game:** After The Endless law is activated, once vulnerable Wibo pawns become invulnerable by moving to The Seat. Conditions that would result in vanquish are also removed. For example, a pawn that journeys into The Seat with a Hexen's Witch's Ladder attached dispels the curse upon arrival.
- ✓ **Remaining vulnerability:** The Endless does not prohibit other actions in The Seat that would impact non-pawn units. For example, Hexen may still cast a Poison Garden in The Seat, vanquishing any non-pawn units.
- ✓ **Mass Morph's required roll:** The Wibo sage's ability allows the "Morph roll" to be applied to a second unit. Starter Seed negates the need to roll; therefore, Starter Seed cannot be used to execute the sage's Mass Morph ability.
- ✓ **Queen's limited mobility:** Deep Roots prevents the Wibo queen from moving more than 1 territory in a single action. This includes both elected journey and suffering rival abilities, such as the Ferrymen's Unrelenting Tide.
- ✓ **Aura of protection:** Rival units with an aura of protection, such as The Murg's Iron Plating, have their aura removed following a successful Morph, but are otherwise unaffected.

When the forest floor spoke and man was silent...

No one knew the Wibo even existed. A carpet of moss, perhaps growing where moss shouldn't. A short pulse. A rhythm of heartbeat. Or just a beat. Booted feet and cloven hooves tread upon the Wibo. Trimmed its leaves, grown with such purpose and care. Ignored its vibrations, its *pleas*, to be known.

It was, all of it, an injustice that could not be tolerated. And so the Wibo evolved, assuming the shape of their foes. And growing hidden teeth.

One trick the gentle beings of Haggardorn use to escape the forest's monsters is to simply close their eyes. Most monsters, no matter how monstrous, will pass a cowering creature by. Not the Wibo. One of the first lessons the Wibo learned in its new form was that a creature with its eyes closed is just as tasty as one with eyes open.



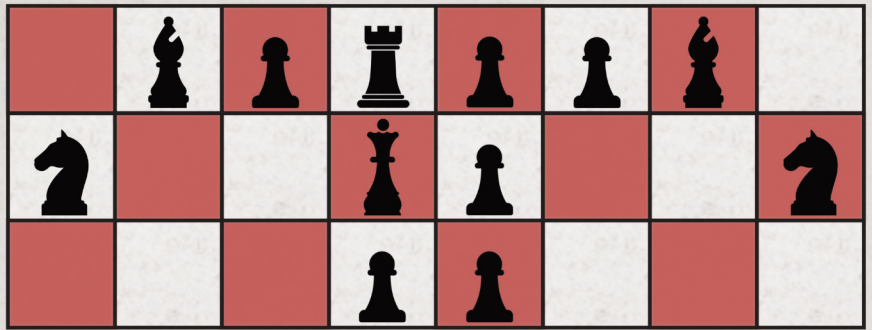
Hexen

Hexen divine journey from an 8-sided bone, like reading the 8 points of a compass, to determine which direction Haggedorn wills them. While limiting at first, once a direction is revealed, the unit can move as far as Haggedorn allows. At the end of the journey, the unit may cast as many Hexes as are available on their clan board. These Hexes have no immediate effect, and so strategy is required to ensnare rival units between multiple spells. In the end, only 2 target units, as chosen by the Hexen, need to be vanquished to assert victory.

Path to Victory

Designate 2 non-royal rival units in the farthest 2 ranks as Divine Quarry before game begins. Vanquish both Divine Quarry.

Bones & Starting Positions



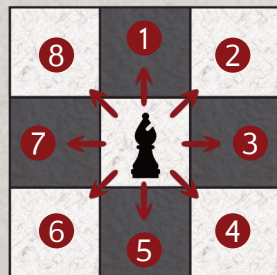
Unit Guide

| | | | | | |
|---|---------|--|-----|--------------------------|--------------------------|
| Pawn | Journey | | Hex | <input type="radio"/> PG | <input type="radio"/> WL |
| None. | | | | | |
| Sage | Journey | | Hex | <input type="radio"/> PG | <input type="radio"/> WL |
| From the Shadows: May Hex every turn, even if sage did not journey. | | | | | |
| Knight | Journey | | Hex | <input type="radio"/> PG | <input type="radio"/> WL |
| Two-Headed Snake: May journey in opposite direction of roll. | | | | | |

| | | | | | |
|--|---------|--|-----|--------------------------|--------------------------|
| Rook | Journey | | Hex | <input type="radio"/> PG | <input type="radio"/> WL |
| Invulnerable. Place of Power: Unit whose journey ends adjacent to rook may cast Witch's Ladder twice for cost of 1 relic token. | | | | | |
| Queen | Journey | | Hex | <input type="radio"/> PG | <input type="radio"/> WL |
| Master Gardener: May cast Poison Garden to resolve in 2 rounds rather than 3. | | | | | |

Clan Trait #1

When journeying, bone roll is applied as movement direction rather than distance. Each roll value corresponds to 1 of the 8 directions radiating out from a unit. Counting clockwise: 1 is directly forward, 2 is diagonally forward-right, 3 is directly right, and so on. Unit may journey as many territories in a straight line as desired or until blocked, for example, by another unit or Haggedorn's edge.



Clan Trait #2

Relic tokens may be spent on the turn in which they are earned.

Skills

Poison Garden, Relic

Mark territory beneath Hexing unit. Vanquish rival units on or adjacent to territory after 3 rounds.

Witch's Ladder, Relic

Mark non-Quarry, rival unit diagonally at any distance. Vanquish unit after 2 rounds. Upon vanquish, Witch's Ladder may restart on any adjacent unit, which can be a Quarry or Hexen unit.

Haggedorn Hoc Vult, Miracle

Relocate any unit to any territory in Haggedorn.

Waxing Moon, Miracle

Lower active Hex counters by 1. If final counter is removed, resolve the Hex's effect.

Celestial Compass, Law

Units may journey in +1 or -1 directions.

Deed: Hex

Cast Poison Garden and/or Witch's Ladder from unit that journeyed by spending available relic tokens.

Deed Fundamentals

- ✓ **Hexing after journey and relics as miracles:** With the exception of sages, Hexen units must first journey to be able to cast Poison Garden and Witch's Ladder. However, these relics may be spent immediately upon receipt, essentially acting as miracles.
- ✓ **Casting Witch's Ladder:** This vanquishing curse cannot be cast on the 2 Divine Quarry, but it can spread to them by proximity and good timing. Unlike most other skills, Witch's Ladder can target a more distant rival unit regardless of units obstructing the curse's path.
- ✓ **Witch's Ladder vs aura of protection:** Rival units with an aura of protection, such as The Murg's Iron Plating, that would be vanquished by Witch's Ladder have their aura removed instead. Then, Witch's Ladder either transfers to an adjacent unit or dispels. It cannot remain on the unit that lost its aura.
- ✓ **Witch's Ladder vs invulnerability:** If a rival unit is invulnerable when Witch's Ladder resolves, the unit is not vanquished and the Hex does not restart on an adjacent unit. The Erde king's ability, Thick Skin, prevents it from being transferred a Witch's Ladder.
- ✓ **Untimely demise:** If a unit with Witch's Ladder is vanquished before the Hex resolves, the curse leaves Haggedorn with the vanquished unit. Rival players must be ready to make some hard choices, such as an Erde Sinking its own unit to stop the Hex's spread.
- ✓ **Marking territory or unit:** Poison Garden and Witch's Ladder are marked on Haggedorn using fate chips, which double as counters and are removed during Hexen Phase 1, Upkeep.

Timing Complexities

- ✓ **First Things First:** Hexen game setup involves the additional step of selecting 2 rivals as Divine Quarry. Be sure to do this before rolling that first bone.
- ✓ **Hidden intent:** Hexen deed can only be performed after a unit's journey. There is, therefore, no need to declare intent when playing Hexen.
- ✓ **Hex counting:** Removal of Hex counters and subsequent vanquish occurs during Hexen Phase 1, Upkeep. Poison Garden, for example, is cast with 3 counters at the end of Hexen's turn, and the first counter is removed at the beginning of Hexen's next turn.
- ✓ **Hex resolution:** Order of Hex counter removal is at Hexen discretion. There may be benefits to resolving Witch's Ladder before resolving Poison Garden if both resolve on the same turn.

Clarifications

- ✓ **Selecting Divine Quarry:** Invulnerable units, such as rooks, cannot be chosen as Divine Quarry as they cannot be vanquished. Special care should also be taken to not select units with the potential to become invulnerable, such as Erde's sage or a Wibo pawn. As a royal, the Erde king cannot be selected. Finally, while The Murg pawn may be chosen, this is ill-advised; with replenishable Iron Plating auras, the pawn may require multiple vanquishing before leaving Haggedorn.

For nights when fire burned cold and a spell might still be cast...

The Hexen brought with them the first seed and the wisdom for growing it. A hawthorn—most cherished among their floras. Berries, leaves, and branches imbued with the most powerful sort of magic. And from this one tree the rest of Haggedorn grew. Everywhere was light, even beneath the canopy.

As the forest expanded, so did its number of inhabitants. Immortal among mortals, the Hexen watched for millennia as the trees grew, flourished, faded, and grew again. They watched the petty rivalries between clans become violence, bloodshed, brutality. The Hexen slipped into the shadows, for this was not their way. Yet in the shadows, they fell into darkness. Until one day, their immortality began to fade. Their magic began to fade.

And so, from the darkness, they return to reclaim what has been taken.



Glossary

Game Components

- Bones:** Dice
- Bone Pool:** Bones available for rolling and slotting
- Bone Slot:** Large slot on clan board for placing bones used to acquire skills
- Clan:** One of the 6 playable, asymmetrical factions inhabiting Haggedorn
- Clan Board:** Dual-layer, clan-specific gameboard that tracks each player's game progress
- Clan Guide:** Clan-specific reference card providing information about how units move, how skills are executed, and how the clan is played
- Fate Chip:** Poker-style chip for marking auras, damage, and various powers in Haggedorn
- Fate Chip Slot:** Round slot on clan board for assigning fate chip color to a specific skill
- File:** Vertical column on the chessboard
- Graveyard:** Area next to chessboard where unused and vanquished units reside
- Haggedorn:** Mythical forest that overlays an ordinary chessboard
- Knight:** Knight
- Pawn:** Pawn
- Player Aid:** Collection of all 6 clans' basic information to assist in understanding rival's actions
- Rank:** Horizontal row on the chessboard
- Relic Slot:** Small slot on clan board for tracking previously earned relic tokens
- Relic Token:** Cubes used to indicate that a relic skill is ready for use
- Rook:** Rook
- Royal:** King or Queen
- Sage:** Bishop
- Territory:** One square on the chessboard
- The Range:** Rank farthest from the player
- The Seat:** Rank nearest to the player
- The Woods:** All territories between The Seat and Range
- Unit:** Encompassing name for any chess piece

Clan Powers

- Ability:** An advantage to journey or deed that is unique to a unit
- Aura:** Skill that immediately attaches to a unit or territory in Haggedorn
- Haggedorn's Will:** Variety of miracles that affect all of Haggedorn
- Law:** Skill that establishes a lasting advantage for the remainder of the game
- Miracle:** Skill that executes immediately
- Relic:** Skill that can be reserved for later use
- Skills:** Miracles, relics, auras, and laws that are earned by slotting bones and tracked on a clan board
- Spend:** Use a token to activate associated relic power
- Trait:** An ability that empowers some or all of a clan's units

Unit Actions

- Deed:** Action taken by a unit, specific to each clan
- Invulnerable:** Unit cannot be vanquished, but may still be the target of other actions or abilities
- Journey:** Movement of a unit between Haggedorn's territories
- Rekindle:** Return a vanquished unit to Haggedorn
- Relocate:** Movement of a unit without journeying
- Retreat:** Unit movement back toward the player's Seat
- Vanquish:** Defeat a unit, removing it from Haggedorn

Mechanics

- Adjacent:** Indicates any of the 8 territories or units that surround a single territory or unit
- Away:** Direction defined by 2 units' current bearing
- Diagonal:** Adjacent only at an angled direction
- May:** Optional action that is not required
- Neighboring:** Adjacent only in a horizontal or vertical direction
- Players:** You and your opponent
- Rival:** Your opponent
- Round:** Two-player sequence of consecutive turns
- Slot:** Place a bone or relic token in an empty slot on your clan board
- Turn:** One player's complete set of actions

Credits

Game Design Jamison & Jessica Klagmann
Illustration Jessica Klagmann
Story Jamison Klagmann
Lead Playtester Corey Pappas
Videography Northern Pine Productions

Prototype Playtesters

Bethany & Matt Adelman, Angus Geider, Jake Gunderson, Brian Keenan, Helena & Collin Klagmann, Ashlynn Love, Beth & Seth Myers, Jade & Nick Myers, Michael Stech



A Note From the Designers

Chess originated in India nearly one and a half millennia ago. The game's rules and shapes of the chess pieces were modified, tweaked, and transformed as the tradition spread from one country to another. Our world's combined cultures, religions, and legends have shaped the game we know today. At one point in chess's past, some 8 or 9 centuries ago, the game even involved dice! The story of chess is the story of human civilization, and Only Then Studios is humbled to acknowledge this and hopes Darkleaf Gambit adds another layer of richness to chess's already rich history.

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199 Central Park Sq, #648,
Los Alamos, NM 87544
www.onlythenstudios.com

