



Scenarios Guide

Game Scenarios

Complexity



Introductory Scenario

Favor of the Gods

The passing era will be remembered as a time of peace and prosperity. For thousands of years, the worlds of humans and spirits flourished under the favor of the Gods, and the final contest will be no exception. All secrets of the Universe will be revealed for those who seek wisdom!

We recommend the 'Favor of the Gods' Scenario for your first game of *Fabled*.

Game Setup

- ◆ **TIME BOARD.** Prepare it according to the table below. Its setup differs from the standard one shown in the Game Rules. Note the Milestone Journey tokens specific for the Introductory Scenario.

JOURNEY TOKEN SETUP

	SPACES OF THE TRACK									
	1	2	3	4	5	6	7	8	9	10
◆ 2				🌳	🦋		🔥	🌳		🌳
◆ 3				🌳	🦋		🔥	🌳	🌳	
◆ 4-5			🌳	🦋		🔥	🌳	🌳		

- ◆ **EVENTS.** Not used in this Scenario.
- ◆ **ALLIES.** Before shuffling the Ally deck, return 8 Forest Allies (with the green Forest icon in the center of the card) back to the game box.

The Challenge (Solo & Collective Play): Shuffle the Forest Allies into the deck as usual, but skip them when drawing 3 cards to choose an Ally. Shuffle the Forest Allies you skipped into the deck (as well as the 2 Ally cards you did not choose).

Special Rules

When the Time marker reaches a Milestone token:

MILESTONE A (CHAPTER 3 OR 4). Each player takes 2 Books of Prairies.

MILESTONE B (CHAPTER 7 OR 8). Each player performs up to 3 Conversions.

The Challenge: Only you benefit from the Milestone tokens. The Spirits always ignore any Journey tokens other than Escalation and End of Time.

Epilogue


The winner is determined according to the base rules.





Scenario 1

Cornerstones of the Universe

The Universe is like an enormous building constructed of numerous bricks, with some being crucial for its foundation. By visiting the Fabled Places, the Sages learn the secrets of the worlds of humans and spirits and how to control them. For each piece of wisdom gained, it is another peek into the very essence of the worlds — penetrating down to the cornerstones. However, only the most exceptional among all brotherhoods will be granted the keys to the doors that open into the central hall of the Universe. 

The 'Cornerstones of the Universe' primary Scenario is recommended for most of your games of *Fabled*. It completely follows the base rules. All other Scenarios introduce a variety of changes to the gameplay.

Game Setup

- ◆ **EVENTS.** You may choose any one of the standard Event decks — 'In the World of Spirits' or 'At the Crossroads'.



Special Rules

No special rules.

Epilogue

The winner is determined according to the base rules.




Complexity



Scenario 2

Crumbs of Knowledge

The most divine wisdom can open ways to great knowledge... provided it is interpreted aptly, of course! Those who pursue only the most ambitious discoveries may lose sight of the important minutiae, holding them back from true prosperity. Knowledge has many facets, where the miniscule hides in the great, and the great contains the infinitesimal. 

Game Setup

◆ **EVENTS.** You may choose any one of the standard Event decks — ‘*In the World of Spirits*’ or ‘*At the Crossroads*’.



Special Rules

No special rules.

Epilogue

The winner is determined differently than usual. The player with the most Books of Prairies scores 2 Knowledge points. In case of a tie, each tied player scores 1 Knowledge point. Then, the players score Knowledge points for the most Books of Mountains and Forests in the same way.

Players score 1 Knowledge point for each Book of Sun they have.

The player with the most Knowledge points wins. In case of a tie, determine the winner among the tied players according to the base rules.




Scenario 3

A Thousand Ways

The endless expanses of prairies, the favorite playgrounds for naughty winds. Majestic mountain ridges crowned with vast glaciers. Thick forests inhabited by the creatures never to be seen in the human world. Intricate paths wind through the Prairies, Mountains, and Forests of the spirit world, leading beyond to the infinite. The truth is revealed to those who have traveled a thousand paths and visited places that a mere mortal could hardly imagine before. ✨

Game Setup

◆ **TIME BOARD.** Do not place the End of Time token  on the Time board.

◆ **EVENTS.** You may choose any one of the standard Event decks — *'In the World of Spirits'* or *'At the Crossroads'*.



Special Rules

A Chapter is determined to be the **last Chapter** when a certain number of Locations have left play. This may happen before or after the typical 8–10 Chapters that a normal game has.

2 players: 6 Locations left play.

3 players: 8 Locations left play.


4–5 players: 10 Locations left play.

In the rare case when the Time marker should advance further than the last space of the track — simply do not advance it (the third Event remains active until the Epilogue).

THE 'LONG VOYAGE' OPTIONAL VARIANT. If it is common for your gaming group to add many Locations to the Spirit Land (so it often has 8–10 Locations or more) — during setup, you may agree that the **last Chapter** is the one when there are 2 more Locations left play.

THE 'WORLDS INTERWEAVING' OPTIONAL VARIANT. The *'A Thousand Ways'* Scenario may be played together with the *'Crumbs of Knowledge'* or *'Price of Wisdom'* Scenario. In the latter case, the **'Long Voyage'** variant is recommended to increase the chances that the certain Milestone is reached.

The Challenge:

1. We recommend the **'Long Voyage'** variant if you choose Normal or High Difficulty.
2. Starting with the Chapter marked by the Escalation token  on the Time board, at the beginning of the Spirits' turn count the number of Locations that left play. The **Escalation** begins once the discard pile contains at least the required number of discarded Locations to determine the last Chapter minus 3. Otherwise, the **Escalation** does not begin — check this condition again in the next Chapter.

Epilogue

The winner is determined according to the base rules.






Scenario 4

Price of Wisdom

While the worlds of humans and spirits have much in common, it's hard to say this about their inhabitants. Humans easily get overwhelmed by all-consuming greed or, conversely, by a desire to haphazardly spend what they earn. In their turn, the spirits tend to defy worldly concerns. The ruler of the Universe must be superior both to human and spirits imperfections and able to find a balance between accumulating and spending.

Game Setup

◆ **TIME BOARD.** Place the Milestone token  into a slot connected to space 7 in a 4–5 player game, or to space 8 in a 2–3 player game.

◆ **EVENTS.** Take the 'All Paths Are Open', 'Freedom to Choose', and 'Aided by Spirits' Event cards from the 'In the World of Spirits' deck, and the 'Hidden Paths' and 'Surge of Strength' Event cards from the 'At the Crossroads' deck.



+

Shuffle the selected 5 Event cards face-down. Additionally, you may place any Event card from the 'Wrath of the Winds' deck on top, and draw new Events from the bottom of the deck during the game — allowing you to not know beforehand which deck the next Event belongs to.

◆ **ALLIES.** Find the **Sister of Time** Ally card and return it to the game box.

Special Rules

At the beginning of each your turn, including the Prologue, you receive 1 Book of Prairies.

The Prologue follows the base rules. Starting with the first Chapter, you do not take any actions in the usual way. Instead,

on your turn, you may discard Books of Prairies to take the following actions:

1 Book of Prairies: Perform 1 Conversion (*may be repeated*).

1 Book of Prairies: Take 1 step with any 1 of your Sages (*once per turn for each Sage*).

1 Book of Prairies: You may add 1 Location (*once per turn*). Then pay all required Books of Wisdom as usual.

You may take all of these actions, any, or none, and the 'Perform 1 Conversion' action may be repeated any number of times. If you take no actions on your turn, you still may use your Ally Powers and Features related to the Action Phase normally. After your Action Phase, proceed to the Movement Phase as usual.

MILESTONE (CHAPTER 7 OR 8). In this and all subsequent Chapters, at the beginning of each your turn, you receive 2 Books of Prairies instead of 1.

Epilogue

The winner is determined according to the base rules.







Scenario 5

Wrath of the Winds

The end of time is at the threshold. The furious spirits of the Prairie winds are enraged. The lands look more and more like feathers at the mercy of the restless elements. Forests and Mountains still give protection from the sharp wind, but the Prairies are blown through. Little by little, the rampage becomes reflected in the Books of Prairies, as they contain the powers of winds. The Sages face an uneasy contest, and any mistake can cost one dearly! 🌿

Game Setup

- ◆ **TIME BOARD.** Place the Milestone token  into a slot connected to space 7 in a 4–5 player game, or to space 8 in a 2–3 player game.

If you have played the 'Wrath of the Winds' Scenario before and want to up the stakes, place the Milestone token  one slot earlier on the track – connected to space 6 or 7 respectively.

- ◆ **EVENTS.** Always use the 'Wrath of the Winds' Scenario Event deck.
- ◆ **SAGE BROTHERHOODS.** Each player receives an additional 2 Books of Prairies, 1 Book of Mountains, and 1 Book of Forests.

Special Rules

Sages are not allowed to pass by the House of Winds and Fairy Inn Fabled Places nor *substitute* their effects. However, if 2 Fabled Places are connected to the same Landmark, and one of them is the House of Winds or Fairy Inn, a Sage may choose to visit the other Fabled Place.

The sky and horizon disappeared behind a dust storm, and the sun became a barely visible dirty stain in the sky. Raging hurricanes, the likes of which have never been seen before, rushing through the Prairies, baring down on Mountains and

Forests. The whole world of spirits is shifting, and the lands one by one sink into oblivion. For those who lag behind, there is no way ahead! 🌿

MILESTONE (CHAPTER 7 OR 8). A new special rule comes into force starting with this Chapter.

If no Location left play during your Oblivion Phase, the left-most Location leaves play at the end of your turn. (Meaning, at least 1 Location always leaves play on each player's turn.) The Sages in this Location return to their players' reserves, and no Ally Powers and Features are triggered when this happens.

During any player's turn, for each Sage who returns to your reserve due to a Location leaving play by the special rule, **you must either take 2 Books of Prairies or perform exactly 2 Conversions, tier up only.** You are not allowed to perform less than 2 Conversions or tier down. If you cannot or do not want to convert, you must take 2 Books of Prairies.

SPECIAL CASE: EVENT. If you discard an Ally during the 'Height of the Tempest' Event, return all their tokens to the general supply and place their card at the bottom of the Ally deck.

Epilogue

The very fabric of the Universe is coming apart. Even the trivial knowledge accumulated in the Books of Prairies is stirred up by the winds. These Books now pose a tremendous threat, and only the ability of the Sages to dominate it will determine the outcome of the contest. 🌿

At the beginning of the Epilogue, each player removes 1 of their Sages from the Spirit Land or discards 1 Book of Mountains, Forests, or Sun for each Book of Prairies they have. After that, each player discards all their Books of Prairies. Note that Allies and Events are never active in the Epilogue.

Then the winner is determined according to the base rules.



The Challenge Guide

The Challenge

Solo & Collective Play

You can play *Fabled* solo or in a group of 2–4 human players against the game-controlled opponent – the **Spirits**. This is called **The Challenge**.

The following are the rules of **Solo Play**. It is the basis of The Challenge. The rule changes to **Collective Play** are listed at the end of The Challenge rules (see p. 9).

Opposed by the Spirits

Many Sage brotherhoods, both renowned and novice, have responded to the call of the Gods, eager to compete for the throne of the two worlds. Given the vast number of entrants, the Gods organized a preliminary test of skill to find the worthiest among them to move on to the main contest. The brotherhoods were pitted against inferior spirits whom the Gods had temporarily made into the image and character of ordinary humans.

In **The Challenge**, you follow the base rules of the game (detailed in the *Game Rules booklet*). The Spirits act as another player, but they follow strict principles established by the Gods – after all, not all beings enjoy the same freedom of thought and will as humans! Will you be able to best the Spirits and earn the right to participate in the main contest?

Playing Fabled for the first time: Learn the base rules first. Then read *The Challenge* rules, but do not try to remember everything. Instead, when interacting as the Spirits – follow the steps one at a time as written in *The Challenge* rules. You will quickly learn how to play *The Challenge*.

First time playing in a group: We **highly** recommend that you play one regular competitive game with other players first, and/or play *The Challenge* solo at least once.

Game Overview

The game begins with the Prologue followed by 10 Chapters. **You are the first player.** In the Prologue and during the Chapters you take your turn first, and then the Spirits take their turn.

You play exactly the same way as in a regular game. However, the Spirits follow unique rules detailed in this rulebook.

The Spirits are always considered to be your opponent. For example, when you declare movement, all your Sages in the Locations of the declared type take *2 steps each*, and the Spirits Sages take *1 step each*. When the Spirits declare movement, the opposite happens.

The winner is determined as usual – by the most number of Books of Sun, as described in the base rules.



Game Setup

Setup is performed according to the base rules of *Fabled* (see *Game Rules*, p. 5–6) with some changes, which are listed below. If you are playing **in a group**, also see “Changes in Setup” on page 9.

2. TIME BOARD. Place the **Journey tokens** into the same slots as a regular 2-player game.

Also, place the **Escalation token** into the slot connected to space 8 of the Time board track.

3. SCENARIO. For your first game, we recommend the ‘*Favor of the Gods*’ introductory Scenario. Afterwards, use the ‘*Cornerstones of the Universe*’ or ‘*A Thousand Ways*’ Scenario. Scenarios 2, 4, and 5 are not appropriate for The Challenge. Look for dedicated Scenarios for The Challenge in the future expansions to the core game.



◆ In The Challenge, **only you benefit from Events**. The Spirits completely ignore them.

6. SAGE BROTHERHOODS. Take the **First Player** marker. Your brotherhood setup is the same as a 2-player game. Give the Spirits **7 Sage figures** of any one color, **6 Books of Prairies**, **1 Book of Mountains**, and **1 Book of Forests**.

7. ALLIES. The Spirits never receive **Ally cards**.

8. SPIRITS SETUP. Shuffle the **Trick deck** and place it face-down on the table. Do not add the 2 Trick cards with ‘*Fellowship*’ in the upper-left corner. Give the Spirits **2 Shared Visit tokens**.



9. CHOOSE A DIFFICULTY LEVEL (see p. 8). For your first game, you might want to try the Low difficulty. After that, Normal difficulty and later the High difficulty are recommended.

Gameplay

Prologue

Play your turn according to the base rules. Then the Spirits’ turn starts. They reveal a card from the top of the Ally deck and place it next to the deck. The Location type of this Ally card defines the **Target Territory** (indicated by the Prairie, Mountain, or Forest icon in the center of the card, below the artwork).



Target Territory

The Spirits pay a Book of Wisdom of the **Target Territory type** (for instance, the Book of Forests if they revealed a Forest Ally card) and add a Location of this type to the Spirit Land (see “Action Phase” on p. 3). With that, the Prologue ends.

Chapters

As the first player, at the beginning of each Chapter, advance the Time marker one space along the Time board track and follow the instructions for all connected Journey tokens (one or two). Next, take your turn according to the base rules. Then the Spirits start their turn.

The Spirits’ turn consists of 6 Phases performed in the following order:

1. TARGET TERRITORY. The Spirits reveal a card from the top of the Ally deck and place it on top of the previously revealed Ally card. This card defines the **Target Territory** for the current Chapter – the Location type the Spirits interact with.

The Ally cards revealed by the Spirits are never shuffled back into the deck and are not available to you. These Allies join the Spirits in their quest to test your might and will!

2. ALLY SUPPORT. Only for High difficulty (see p. 8).

3. ACTION PHASE. The Spirits try to add a new Location of the Target Territory type. They must pay Books of Wisdom following the same rules as you do, including paying additional Books of Prairies for the Locations of the same type in the Spirit Land.

The Spirits do not add a new Location and receive 1 Trick card instead, if:

◆ Additional payment is 4 or more Books of Prairies.

- ◆ The Spirits do not have enough Sages in their reserve.
- ◆ The Spirits do not have enough Books of Wisdom.

In the last case (and if this is the only reason), in addition to receiving 1 Trick card, the Spirits also receive 1 Book of Prairies and then, only if able, perform 1 Conversion (see “Conversions” on p. 5). In any of the cases, if Spirits do not add a Location, they immediately proceed to the Movement Phase.

If nothing prevents the Spirits from adding a Location, they pay the required Books of Wisdom to add it. **Then they ‘choose’ the further of the 2 revealed Location cards next to the deck, and search the Spirit Land from left to right for a suitable place for it.**

The following 3 conditions must be met **at the same time** for the new Location that is being added (see example):

CONDITION 1. A Location with your Sages should be on the right of the new Location.

CONDITION 2. It should be possible to move from the new Location to the Location on the right where your Sages are.

CONDITION 3. If there is a Location with Spirits Sages on the left and it is linked to the Location on the right, the new Location should link to the Location with the Spirits Sages on the left.

If there is no suitable place, the Spirits ‘choose’ the closer of the 2 revealed Location cards next to the deck, and repeat the search. If they fail to find a suitable place again, they take a Location card from the top of the deck and add it as the first card in the Spirit Land.

Once the Location is added, the Spirits place 1 Sage (2 Sages in the Mountains) from their reserve on the added Location as per the base rules.

Once the Time marker reaches the Escalation token, the Spirits no longer add new Locations (see “Escalation” on p. 5).

4. MOVEMENT PHASE. The Spirits declare movement in the **Target Territory type**. Movement follows the base rules: Spirits Sages in all Locations of the declared type must take **2 steps each**, and your Sages — **1 step each**.



The Spirits Add a Location

EXAMPLE



1 Not Suitable. Condition 1 is not met: There are none of your Sages in the Prairie on the right.

2 Not Suitable. Condition 2 is not met: The added Prairie will not be linked to the Forest on the right.

3 Not Suitable. Condition 3 is not met: The path for the Spirits Sage in the Forest on the left will become unlinked.

4 Suitable! All conditions are met. The Spirits add the Prairie between the Mountains and the Forest.



*If there are no Spirits Sages in the Locations of the Target Territory type, they search the Spirit Land for the **leftmost** Location that has their Sages and declare movement in its type.*

Each Spirits Sage, who enters a Landmark space, **immediately moves to the connected Fabled Place**. If there are two Fabled Places connected to a Landmark space, the Spirits choose one according to their *Priority list* (see “Fabled Places” on p. 6).

Next, the Spirits Sages **visit the Fabled Places**, just like your Sages do, but in the order described in the “Fabled Places” section.

5. TRICKERY PHASE. One by one, the Spirits play all the Trick cards they have (if any), resolve their effects, and discard them. They also play any new Trick cards received during this Phase.

6. OBLIVION PHASE. Follows base rules. Then, the next Chapter begins.

Escalation

Once the Time marker reaches the Escalation token on the Time board, in this and all following Chapters, the Spirits do not add new Locations during their **Action Phase**. Instead, they receive 1 **Trick card** and proceed to their **Movement Phase**.



Additionally, the Spirits no longer keep a reserve of Books of Wisdom for adding new Locations (see “Conversions” on p. 5).

Epilogue

In the Epilogue, the Spirits perform the following:

- 1. The Spirits exchange their Books of Prairies for Books of Mountains in a ratio of 3:1.** For example, the Spirits have 8 Books of Prairies. They exchange 6 of them for 2 Books of Mountains, with 2 Books of Prairies remaining.
- 2. The Spirits exchange their Books of Mountains for Books of Forests in a ratio of 3:1** using the same principle.
- 3. The Spirits perform up to 4 Conversions**, if able (see “Conversions” on p. 5).

The game ends and the winner is determined (see *Game Rules*, p. 16). If you are victorious, rate how well you proved yourself to the Gods. The higher the difficulty level you chose, the more valuable the win!

A tie resulted in your favor according to the number of Books of Forests, Mountains, or Prairies

You move on to the main contest, but the Gods have little faith in your victory.

You beat the Spirits by 1–2 Books of Sun

Marvelous! You have proven satisfactory before the eyes of the Gods.

You beat the Spirits by 3–4 Books of Sun

Outstanding result! The Gods have no doubt you will shine in the upcoming contest. Perhaps, you might take their place!

You beat the Spirits by 5+ Books of Sun

Have you foiled the Gods? Are you yourself a God in disguise?

Other Rules

Conversions

The Spirits perform *each* Conversion strictly in the ‘Up a Tier’ direction (2 identical Books for 1 Book of the next tier), starting with the higher tiers. With *each* Conversion, they first try to convert 2 Books of Forests into 1 Book of Sun. If this is not possible – 2 Books of Mountains into 1 Book of Forests, and finally – 2 Books of Prairies into 1 Book of Mountains.

When the Spirits cannot perform a Conversion as described, it is wasted.

POSSIBLE CONVERSIONS FOR THE SPIRITS



RESERVE OF BOOKS OF WISDOM. Until the *Escalation*, the Spirits do not perform Conversions that will leave them with less than **3 Books of Prairies**, **1 Book of Mountains**, and **1 Book of Forests**. They keep these Books of Wisdom as a reserve for adding new Locations.



Fabled Places

ENTERING A LANDMARK SPACE. The Spirits Sages, who enter Landmark spaces, **move to the connected Fabled Places**. They never choose to pass by a Fabled Place as your Sages can do.

PRIORITY LIST. When **2 Fabled Places** are connected to the same Landmark, the Spirits follow the *Priority list* printed on the Spirits Reference card.

Note: For the Spirits, there is a difference between the Houses of Stones that provide 1 or 2 Books of Mountains.

When several Spirits Sages are on different Fabled Places, they first visit those that provide Books of Wisdom directly — the *House of Winds*, *House of Stones*, *House of Roots*, and *Fairy Inn*. After that, they visit all other Fabled Places following their *Priority list*.

SUBSTITUTION. When the Spirits are unable to resolve an effect of a Fabled Place, they perform a *Substitution* following the base rules, and receive 1 Trick card in addition.

However, if there is another Fabled Place connected to the same Landmark and the Spirits are able to resolve its effect, their Sage relocates there and visits it instead (this is not possible for a player's Sage).

EFFECTS OF FABLED PLACES. The Spirits resolve the effects of some Fabled Places differently than players do.

Tree Serpent. The Spirits choose a Fabled Place to copy following their *Priority list*. If they would have to *substitute* its effect, they choose the next one available.



Universal Academy. Note that until the *Escalation*, the Spirits keep a reserve of Books of Wisdom for adding new Locations (see “Conversions” on p. 5).



Universal Library, Tower, and Temple. Similar to Conversions, the Spirits first try to transform Books of Wisdom of higher tiers.



Transformations are not Conversions. The Spirits do not keep a reserve of Books of Wisdom in these Fabled Places.

Terrain Portal. The Spirits search the Locations *from left to right* until they find a Location that has their Sage (or Sages) and is not linked to a Location on the right. They ‘choose’ this Location and search for a new place for it, following the procedure of adding a new Location (same as during their Action Phase), but with a 4th condition:



- ◆ When repositioning the chosen Location, it should not happen that any other Location with the Spirits Sages gets unlinked from a Location on its right.

If the Spirits cannot find a Location to reposition or a suitable place in the Spirit Land, they perform a Substitution, as usual.

Menhirs. See “Distributing Steps” on p. 7.



Other Fabled Places. According to the base rules.



Trickery

Like copycats, the Spirits strive to imitate what Sages do.

While the Gods made them look and act like humans, their true nature is different! The Spirits trust that human Sages probably choose the most useful Fabled Places to visit and the safest paths to travel, and so the Spirits follow them. Along the way, the Spirits absorb the crumbs of wisdom left floating behind from where the human Sages have passed, skillfully gaining new knowledge.

Allies and Events give you wonderful advantages. Trickery gives comparable benefits for the Spirits.

Whenever the Spirits fail to do what they intended to, they receive 1 Trick card face-down from the top of the deck. All usual situations are listed below. In unusual situations, if you doubt whether the Spirits receive a Trick card or not, they receive it.

If the Trick deck has run out, reshuffle the discarded cards to form a new deck.



Trick card

The Spirits receive 1 Trick card each time they...

...do not add a new Location during their Action Phase.

...perform a *Substitution*.

...have one of their Sages returned to their reserve.

...are allowed 1 or more Conversions and performed none.

...play a Trick card with no effect (i.e., nothing happened in the game).

Distributing Steps

Whenever the Spirits need to distribute steps, they search the Spirit Land *from left to right* and distribute 1 step per Sage. If there are fewer Spirits Sages than the steps allowed, the Spirits continue to distribute the remaining steps, starting with their leftmost Sage again.

When 2 or more Spirits Sages are in the same Location, they also distribute steps *from left to right* (counting from the beginning of the path). In Mountains, if 2 Sages are on the spaces with the same number on the main and dead-end paths, the first is the Sage on the main path.



The Spirits Distribute Steps

EXAMPLE



The Spirits Sage visited the Menhirs Fabled Place. Now the Spirits have 5 steps to distribute. They distribute them among their 5 Sages in the Spirit Land *from left to right*, 1 step per Sage.



The Sages ① and ② take 1 step each. Sage ③ on the main path moves to the next Location. Sage ④ enters a Landmark and goes to the Universal Library Fabled Place. Sage ⑤ steps from the edge of the Spirit Land and returns to the Spirits' reserve, therefore, they receive a Trick card.

Special Cases

It may happen that at the beginning of the Spirits turn in a Chapter, there are no Spirits Sages in the Spirit Land. First, the Spirits receive 1 Trick card. Then the Gods come to the aid of the unfortunate Spirits and allow them to add 1 Prairie and 1 Mountain for free. If the *Escalation* has begun, they also add 1 Forest for free. After that, the Spirits play their turn normally.

Difficulty Levels

Low Difficulty

Low difficulty is recommended for your first Solo Play, especially if you have not played *Fabled* before.

- ◆ **INTRODUCTORY SCENARIO.** During setup, choose the 'Favor of the Gods' introductory Scenario.
- ◆ **TRICKERY.** When the Spirits play *any* Trick card, its text is replaced with the following: **If the Spirits have 5 or more Books of Prairies, they perform 1 Conversion, and if they have less, they receive 1 Book of Prairies.** Note that, as usual, they keep a reserve of Books of Wisdom until the *Escalation* begins.
- ◆ **EPILOGUE.** The Spirits do not exchange Books of Wisdom and do not perform Conversions.

Note: At the Low difficulty, the Spirits may gather many Books of Prairies and find themselves unable to use or convert them. Do not be surprised – you are opposed by young and inexperienced Spirits!

Normal Difficulty

Follows the rules of The Challenge.

High Difficulty

It is recommended to play on High difficulty when you have won on Normal difficulty. The Spirits will then have their full power in opposing your brotherhood!

- ◆ **THE SPIRITS' TURN. ALLY SUPPORT (PHASE 2).** Applied according to the Target Territory.

The "Shared Visit" Trick card. In a rare case when you have 2 Shared Visit tokens (the Spirits played a card, reshuffled the deck, and played this card again), resolve these tokens one at a time when visiting the next two Fabled Places.

In any situations not described in the rules, do what is more beneficial for the Spirits.

Target Territory

Ally Support

Prairie



The Spirits receive 1 Book of Prairies.

Mountains



The Spirits perform 1 Conversion or, if unable, receive 1 Book of Prairies. As usual, they keep a reserve of Books of Wisdom until the *Escalation* begins.

Forest



The Spirits distribute 1 step among their Sages.

Ally Support is not applied in the Prologue.

- ◆ **THE SPIRITS' TURN. ACTION PHASE (PHASE 4).** The Spirits always add a Forest if they have the required 1 Book of Forests as well as sufficient Books of Prairies for the additional payment (and the *Escalation* has not begun yet).
- ◆ **TRICKERY.** Resolve what is written below the dividing line (on some cards). This usually modifies the text in the upper part of the card.



Collective Play

2-4

The Gods have allowed some Sage brotherhoods to unite in their effort to pass The Challenge. And there are those who want to test their might, competing against both the Spirits and other brotherhoods alike.

You can play The Challenge in a group of 2-4 human players. We highly recommend that you play one regular competitive game with other players first, and/or play The Challenge solo at least once. Also, we recommend **Normal** or **High difficulty**.

Collective Play modes. The human players may oppose the Spirits cooperatively – the *Fellowship* mode, or with everyone against each other – the *Rivalry* mode.

Changes in Setup

2. TIME BOARD. Place the **Journey tokens** in the same way as a regular 3-5 player game, depending on the number of players, with the Spirits counting as 1 player.

Place the **Escalation token** into the slot connected to space 7 of the Time board track.



6. SAGE BROTHERHOODS. Give the **First Player marker** to the human player who has read a printed book most recently. The Spirits are always the last to take their turn. Randomly determine a player who takes the **Fortune token**.

The players setup their brotherhoods according to the base rules. The Spirits receive additional Books of Prairies as the last player usually does. In a 5-player game, where the Spirits take the place of the 5th player, they receive **7 Sage figures** instead of 6.

8. SPIRITS SETUP. If you have chosen the *Fellowship* mode, add the 2 Trick cards with 'Fellowship' in the upper-left corner to the deck. (For an easier Challenge, you may add only one of them – the 'Forgotten Portal' Trick card.)

We recommend that you choose someone who will take the Spirits' turn in each Chapter and, even more importantly, track when the Spirits should receive Trick cards during the turns of the players.

Changes in Gameplay

TRICK CARDS. *Fellowship:* At the beginning of their turn, except for the Prologue, the Spirits receive 1 Trick card in a game with 2 human players, or 2 cards when opposed by 3-4 human players. *Rivalry:* For a greater Challenge, you may allow the Spirits to receive 1 or 2 Trick cards in the same way.

When a Trick card refers to "your" Allies, Sages, or Locations with "your" Sages, the card refers to the human player with the largest number of their Allies, Sages, or Locations with their Sages.

FORTUNE TOKEN. When the Spirits need to make a decision and the solution is not clear, the player with the Fortune token makes the decision. In the situation when this player is a suitable choice (for instance, when the Spirits choose who receives the Shared Visit token), they select themselves as the target. After this, they pass the Fortune token to the next human player clockwise.



ALLIES. In the *Fellowship* mode, the **Sky Wanderer's Fabled Places** are only available to her owner and the Spirits.

Epilogue

FELLOWSHIP. In the Epilogue, the Spirits perform the 3 steps listed on page 5. After that, for each human player who has *less* Books of Sun than the Spirits have or *equal* to theirs, the Spirits receive 1 Book of Sun. Next, they multiply their Books of Sun by the number of human players.

The side that has more Books of Sun in total – the players or the Spirits – wins the game! In case of a tie, the Spirits win.

RIVALRY. In the Epilogue, each human player who has *less* Books of Sun than the Spirits have, loses the game, and their brotherhood returns to their homeland in shame. The Spirits receive 1 Book of Forests for each losing player (or 1 Book of Sun at High Difficulty). Next, the Spirits perform the 3 steps listed on page 5.

Determine the ultimate winner by the base rules (see *Game Rules*, p. 16) – one of the remaining human players or the Spirits. When tied for Books of Prairies, the Spirits win.

