

DANNY ROWE



TERREIGN

RULEBOOK



OVERVIEW

The Throne sits empty, your House has chosen you as their champion to fight for the honor to become the new Ruler of the Realm. Duel the other House's champions on various Terrains to gain victory and glory for your House. *TerReign* is played over several rounds with each Player fighting to gain 5 Reign tokens. The first Player who is able to achieve this and secure their Reign tokens until the end of the round is declared the Winner.

HOUSES OF THE REALM



SHIMOTO

She-mo-tow

Motto:

"From the Shadows"

Bio: Skilled warriors from House Shimoto have mastered the ability to strike when least expected. Legend says they can appear then disappear into thin air. Shimoto wishes to bring peace and unity across the Realm by any means necessary.



TAGION

Tay-jin

Motto:

"Death Has Arrived"

Bio: While everyone fears death and disease, House Tagion embraces it. They believe their so called "sickness" gives them an advantage on the battlefield against their foes. Becoming the new rulers will help them spread all across the Realm.



NEVERMSIS

Nev-er-mis-is

Motto:

"Miss Does Not Exist"

Bio: Dedicated to the art of ranged combat, House Nevermsis takes great pride in always hitting their target. These deadly from a distance warriors wish to accurately claim the Throne.



GRYSSEL

Griz-sel

Motto:

"We Are Immortal"

Bio: To live without fear or regret is what it takes to be a Warrior from House Gryssel. Their belief is that combat is the only solution to every problem. The Throne is the ultimate trophy for these fearsome fighters.



DESIRAH

De-zai-rah

Motto:

"What is Yours Is Ours"

Bio: Fueled by greed, House Desirah wishes to claim everything and everyone as their property. The Thrones is no exception to these cunning combatants.



VIEWHING

Vyoo-who-ing

Motto:

"See Without Seeing"

Bio: Known as the "House on the Hill", House Viewhing are the ultimate scouts and are able to find anyone within the Realm. They now have their expert tracking skills set on the Throne.



BENEVOL

Be-nev-al

Motto:

"Give and Receive"

Bio: Life is all about balance, this is the belief of House Benevol. To know when to give, when to receive, when to fight, and when to trade is all apart of their practice. Now the time has come to bring balance to the Realm.



HAMMERSTONE

Ha-mer-stone

Motto:

"Always Prepared"

Bio: House Hammerstone believe Equipment is key. These heavily armed warriors are always ready for a fight. The Throne is the perfect way to forge the future of their House.

SETUP



I. Players claim a HOUSE by choice or random selection. Each House has a unique TRAIT on their House Mat. Each Player receives their House's WARRIOR and DECOY tokens, 1 REIGN token, and a MORALE token placed on their House's maximum Morale.

II. Shuffle the Item deck and Terrain Event cards separately and place them facedown along with the 4 Attack and 4 Defense cards.

III. Shuffle the Terrain tiles, then draw Terrains at random equal to the number of Players and place them face up onto the numbered spaces on the game board starting with the center space. These will be the active Terrains in play.



FIRST PLAYER TOKEN

IV. Players can decide who goes first in the turn order. If the party cannot decide, then the "strongest" among you goes first. That Player receives the FIRST PLAYER TOKEN and turn order proceeds clockwise. (See **GAMEPLAY** pg. 4)

* Example of a 3 Player setup

REFERENCE

1. Item Deck (75)
2. Event Deck (20)
3. Terrain Tile (14)
4. Attack cards (4)
5. Defense cards (4)
6. Warrior token (8)
7. Decoy token (8)
8. Reign Token (35)
9. Morale Token (8)
10. House Mat (8)
11. First Player Token (1)
12. Plague Die (1)
13. Game Board (1)

DETAILS



WARRIOR

This token represents where you are located. Use this token to perform Actions such as Dueling, Searching or Scavenging the Terrain, and using Items. (see **ACTIONS** pg. 5) The terms **You** and **Warrior** are interchangeably used throughout the game and this rulebook when referring to the Player.



DECOY

This token represents a deceptive figure that resembles a Player, but it is **not** the Player. You can use this token to deceive your opponents into thinking you are occupying a Terrain that you are not. Some items allow a Player's Decoy to be used in an aggressive manner, so be sure to place your Decoy token wisely.



REIGN

These tokens represent your claim to the Throne. You gain *honorable* Reign tokens by performing Actions such as **DUELING** and **CHARITY** on your turn. You can also cause Players to **RETREAT** (see below) which can result in gaining an *honorable* Reign token, or you can steal a Reign token making it *dishonorable*. A Player **must** obtain their 5th and final Reign token (*honorably or dishonorably*) during a Duel as the Attacker, and can only have a maximum of 5 Reign tokens at one time. (see **DUELING**, **CHARITY**, and **WINNING THE GAME** on pg. 5)

INVENTORY

Items in a your hand represent your inventory. You can only have a maximum of 5 item cards in your inventory at the end of your turn. (see **ITEM REFERENCE** pg. 7) You must **DROP** items from your inventory if you have more than 5 at the end of your turn

DROP & SCAVENGE

You can drop item cards by sliding them slightly underneath the Terrain your Warrior token currently occupies face up to show the item's name. You can choose to **SCAVENGE** the Terrain that your Warrior token occupies during your Prepare phase or Action phase to pick up any items that may have been dropped there. (see **GAMEPLAY** pg. 4)



MORALE

A Player's Morale represents their will to fight. Your Morale decreases for each point of damage you receive. Once your Morale is depleted to 0 at any point during the game, you must **RETREAT**.



RETREAT

When you have no Morale remaining you **must** Retreat. You'll keep your Inventory, but must **DROP** all of your equipped items, remove both of your House tokens from the board, and flip your Morale token over to the Retreat side. If you cause another Player to Retreat you may *honorably* gain 1 Reign, or if able you may *dishonorably* steal 1 from the Retreated Player instead.

RETURNING TO THE GAME

When you have been forced to Retreat, you must skip your turn in the current Round if you have not had a turn. You'll then return to the game the following Round with 1 less Morale than what you started with at the beginning of the game.

GAMEPLAY

1. TRAVEL PHASE

In clockwise order, each Player places both their Warrior token and Decoy Token facedown on two active Terrains of their choice. A Player's Warrior token and Decoy token **cannot** occupy the same Terrain. **Up to 4 tokens can occupy a Terrain at one time.**

2. REVEAL PHASE

During this phase all Players reveal their Warrior token and Decoy token simultaneously.

3. PREPARE PHASE

After the Reveal phase, the Player with the First Player Token begins their turn. You have two phases during your turn, first is the Prepare phase, you may choose 1 of the following options during this phase:

♣ SEARCH OR SCAVENGE

You can **SEARCH** the Terrain by **drawing** up to 2 cards from the Item deck **OR** **SCAVENGE** the Terrain for 2 items that have been dropped on the Terrain. **Note: Players may **SCAVENGE** their first item, and then **SEARCH** the item deck for their second or vice versa.*

♣ VENTURE

Move your Warrior token onto an adjacent Terrain. You **must** remove your Decoy token if moving to a Terrain your Decoy occupies.

♣ TERRAIN ADVANTAGE

You may use the Advantage of the Terrain your Warrior token occupies. (see **TERRAINS** pg. 9 & 10)

Advantage

If the Terrain your Warrior token occupies has an Advantage, you may use it instead of **SEARCHING**, **SCAVENGING**, or **VENTURING** during your **PREPARE PHASE**

Disadvantage

Terrains with a Disadvantage have certain conditions that are **always** in effect while your Warrior token occupies that Terrain.

4. ACTION PHASE

After your Prepare Phase, you'll continue with your Action Phase. You may perform 2 of the following Actions during this phase.

- **ITEM:** Use an Item from your inventory or the effect of an equipped item. (see **ITEM TYPES** pg. 7)
- **SEARCH OR SCAVENGE:** Draw 1 item from the item deck **OR** Pick up 1 dropped item on the Terrain you occupy.
- **DUEL:** Duel a Player on the same Terrain as your Warrior token. (*Can only perform this Action **once** per Action phase.*)
- **CHARITY:** Discard any 4 of your items in exchange for 1 *honorable* Reign token.
- **REST:** Skip both Actions during your Action phase to restore 1 Morale.

Note: You may perform the same Action with the exception of **DUEL and **REST**. You may also perform any amount of **FREE ACTIONS** (see **FREE ACTIONS** pg. 5)*

END OF THE ROUND

After every Player has taken their turn, the Player with the First Player Token draws 1 card from the Terrain Event deck face up and resolves the effect of the Event. After resolving the Terrain Event, Players then pick up both of their tokens, pass the First Player Token clockwise, and start the next Round beginning with a new **TRAVEL PHASE**.



***Note:** If the Item deck or Event deck is empty, shuffle the appropriate discard pile to create a new Item or Event deck.

WINNING THE GAME

You win the game when you obtain 5 Reign tokens (*honorably or dishonorably*) and keep them secure until the end of the current Round. However, out of the 5 Reign tokens needed, your **final Reign token must be obtained while Dueling as the Attacker** by a VICTORY, a FLAWLESS, Causing your opponent to RETREAT, or any combination of these. (see **DUELING** pg. 6) Remember, you can never have more than 5 Reign Tokens at a time. (see **REIGN** pg. 3) **Note: If you have 4 Reign tokens and are able to Flawless as the Defender or cause a Player to Retreat other than a Duel as the Attacker, you may discard a Reign token from that Player instead of stealing one.*

REIGN TIE

If the Round ends and two Players have 5 Reign tokens. They will enter a final Duel. The Player who reached 5 Reign tokens first will use the Attack cards. If they are successful they win the game. If not, the Defender now becomes the Attacker. This continues until there is a winner.

**Note: Other Players cannot interfere in this final duel.*

ACTIONS

USE ITEM

During your Action Phase, you may use your Actions to play items from your inventory, or the Action of an equipped item if it has one. Items are discarded after use unless it is an equipped item or says otherwise. (see **ITEM REFERENCE** pg. 7)

SEARCH OR SCAVENGE 1 ITEM:

You may SEARCH the Terrain by drawing 1 card from the Item deck or SCAVENGE the Terrain by picking up 1 item that has been dropped on the Terrain that your Warrior token currently occupies each time you use this Action. (see **SCAVENGE** pg. 3)

DUEL

You may Duel an opposing Player on the same Terrain as your Warrior token only **once** per Action Phase. You'll gain an *honorable* Reign token if you can claim a **VICTORY** by playing 2 or more successful Attack cards during the Duel. (see **DUELING** on pg. 6)

CHARITY

You may discard any 4 of your inventory and/or equipped items to gain 1 *honorable* Reign token, but you may only perform this action if you do **not** have any *dishonorable* Reign tokens. You **cannot** gain your winning Reign token this way. (see **WINNING THE GAME** above)

REST

If you have taken damage, you can restore 1 Morale by using the Rest Action. In order to Rest you **must** skip both of your Actions during your Action phase. However, this does not include using **FREE ACTIONS**.

FREE ACTIONS

Allows you to perform tasks without using one of your Actions. They do **not** count as an Action on your turn. Examples of FREE ACTIONS include equipping or dropping items on your turn, using Agility items at any time, and performing a **BARTER**.

○ BARTER (OPTIONAL)

You may Barter as a Free Action with any Player on the same Terrain as your Warrior token during your Action Phase. Any number of items including equipped items can be traded for the same amount of items that you desire. Players can be truthful about their Inventory or may bluff. Both Players will pass their traded item cards facedown to each other during the Barter.

(Recommended for the **House Alliances** game variant. See back of Rulebook for **GAME VARIANTS**)

DUELING

When choosing to Duel another Player, you'll acquire the 4 Attack cards and they'll acquire the 4 Defense cards. As the Attacker you have 3 attempts to successfully bypass your opponent's defense. An **Attempt** is when the Attacker chooses their direction of Attack, while the Defender chooses where they're defending themselves. If an Attack card is successful, the Defender receives 1 damage to their Morale.

HOW TO DUEL

- **Attempt 1:** Players place their first Attack/Defense card face up at the same time and determine success and damage. Players will keep this card face up and ready a second card to be placed for the Attacker's next attempt.
- **Attempt 2:** Players will both place their second Attack/Defense card face up. After placing their second card and determining success and damage for Attempt 2, Players will keep their second card face up and then pick up their first played card as an option for the third and final attempt.
- **Attempt 3:** Players will then place their third card choice, determine success, damage, and if the Attacker claims **VICTORY** (see below). In the example to the right, The Defender took a total of 2 damage to their Morale and must **FLEE** (see below).

** **Damage does not determine success:** Successful attack damage may be negated with specific items during the Duel, but are still considered successful because of the placement of the cards. An item like "PARRY" however can change the placement of the cards, therefore changing the outcome of the Duel. (See **ITEM DETAILS** pg. 8)*

VICTORY

Gain 1 *honorable* Reign by being successful with 2 or more Attack cards during a Duel.

FLAWLESS

If you are successful with all 3 attempts as the Attacker, gain 1 additional Reign or if able, *dishonorably* steal 1 from your opponent. The Defender can also *honorably* gain or *dishonorably* steal 1 Reign, but **only** if they Defend against all 3 Attack attempts.

FLEE

As the Defender, if you lose a Duel you **must** move your Warrior token onto an adjacent Terrain of your choice. If you move to a Terrain with your Decoy token you **must** remove your Decoy from the board. If you are unable, you'll remain on the Terrain you occupy.

- Attackers do **not** FLEE if they are unsuccessful during Duels.

****Note:** If the Defender's Morale is low enough at the start of a Duel that the Attacker forces the Defender to Retreat from their first played Attack card, then the Attacker still claims **VICTORY**. However, if the Defender is able to block the first Attack, but not the second, then the Attacker does **not** claim Victory for the Duel, but still obtains 1 Reign for forcing the Defender to Retreat. (see **RETREAT** pg. 3)*

EXAMPLE



1. Success!

1. Takes 1 Damage

The Attacker attempts a **Head Attack card. The Defender would have to had play a **Head** Defense card in order to block it. They did not, so the Defender takes 1 damage.*



2. Blocked

2. No damage taken

This time the Defender used a **Head/Right defense card to Defend and blocks the Attacker's **Right** attack attempt. Both Players pick up their first Played card.*



3. Success!

3. Takes 1 Damage

Attacker is successful with their **Body attack attempt versus the Defender's **Head/Left** defense making 2 out of the 3 Attack attempts a success.*

ITEM TYPES



EQUIPMENT

You can equip up to 3 of these items by placing the item face up in front of yourself as **FREE ACTIONS** on your turn. You may reuse the effect of an equipped item each turn until it is somehow removed.

After an item is equipped it **cannot** return to your Inventory. Equipped items may also be dropped as a **FREE ACTION** on your turn. Items with the same item name can be equipped at the same time as part of your 3 maximum equipped items, as long as it is not a **WEAPON** or **SHIELD** Equipment item.

WEAPON

Equipment items with a specific **WEAPON** or **SHIELD** plate underneath their name can be very useful in combat. However, you may only have 1 Weapon and/or 1 Shield equipped at a time as part of your 3 equipped item limit.

SHIELD

If you want to equip a new Weapon or Shield, on your turn you **must** drop your current Weapon or Shield first, and then equip your new choice. (see **DROP** pg. 3)



AGILITY

These specific items can be used as **FREE ACTIONS** at any time during the game and then are discarded. Agility items can assist Players in Duels as well as evading damage.



RANGED

These are items that can be used to affect enemy Players on an adjacent Terrain as an Action and discarded after use. Players can use these items to wound, burn, or corrode from afar.



STANDARD

Items without an icon are considered Standard items that can be used as Actions during a Player's Action Phase. Standard items are discarded after being played. These items can help Players in several different ways.



INSTANCE

These items are immediately played when they enter a Player's inventory and then discarded. Instance items do not count as a Player's action, though they can cause some inconveniences and sometimes even damage to a Player.



HYBRID

Items that have 2 types are considered Hybrid items. These items are to be considered both of the item types. For Example, an Equipment and Agility Hybrid item can be reused at any time each turn until it is somehow removed.

Item Type



Item Name

Item Specifics

Item Image

Item Text

Border Color

ITEM DETAILS



TRAP

Choose a Player on a Terrain with your Decoy token that you wish to TRAP. Place this card on top of their House mat. That Player **cannot move** their Warrior token until the next Round after the Reveal Phase then the TRAP will be discarded. Players who are trapped cannot Venture, Flee, or be affected by items or Traits that would move them.



REFLECT

This AGILITY item can be used at any time when receiving damage from another Player. Instead of receiving damage, you can use this item to mimic the same type of damage and item effects to the opposing Player and the Terrain they occupy instead.

Example: If the type of damage is a RANGED item that damages multiple Players, then using REFLECT would inflict that same type of damage to the opposing Player and their Terrain instead of yours. If the opposing Player is on a Terrain that a type of damage doesn't affect, then the damage is **negated** and no Player takes damage.



1 Damage



2 Damage



PLAGUE

Place this card face up in front of you and acquire the 6-sided Plague die. **Next Round, on your Prepare phase**, you'll roll for damage from the PLAGUE. If you take damage from it, discard the PLAGUE. If you do not, you **must** pass the PLAGUE to any Player on the same Terrain as your Warrior token. That Player will roll on their Prepare phase **next Round**. If you are alone, you'll keep the PLAGUE and roll again on your next turn. Damage taken by PLAGUE affects Morale directly and **cannot be negated**. After rolling, you will resume your turn regardless of damage taken. If a Player with PLAGUE Retreats for any reason, PLAGUE is shuffled back into the Item deck.

***Note:** A Player can have more than 1 Plague.



FEINT

This AGILITY item can be used on any attempt during a Duel. After both Players place their Attack/Defense card, a Player in the Duel may use FEINT to restart the current attempt causing both Players to take back their most recently played Attack/Defense card **negating** damage and/or success from that attempt. Both Players will then resume the Duel.

***Note:** This does not add an extra attempt, it simply restarts the attempt it is used on.



USURP

This is an Agility and Instance Hybrid that forces you to **steal** a Reign token obtained by an enemy Player on the same Terrain as you. Keep this card in your inventory until it's Instance effect is triggered, then you **must** use it immediately and then discard it. This item's Instance effect is triggered even after a Duel against you. If your opponent obtains a Reign token (*honorably or dishonorably*) you **must** use USURP to reward it to yourself instead. USURP can allow a Player to gain their 5th and final Reign token without having to Duel as the Attacker.



PARRY

This AGILITY item can be used on any attempt during a Duel. When used you will switch your opponent's most recent played Attack/Defense card with a random Attack/Defense card from your opponent's hand. Damage received from the previous Attack/Defense card is **negated**, and damage for the new Attack/Defense card will be determined after this item has been played.

***Note:** This can also alter the placement of the cards, therefore PARRY can change a previously successful attack into an unsuccessful one or vice versa.

TERRAINS



CAVERN: DISADVANTAGE
 Players who occupy this Terrain **cannot** use Ranged items, but also **cannot** be affected by Ranged items or Ranged damage.



COAST: ADVANTAGE
 Players using the Advantage of the Coast during their Prepare phase allows them to Scavenge up to 2 DROPPED items from any Terrains on the game board.



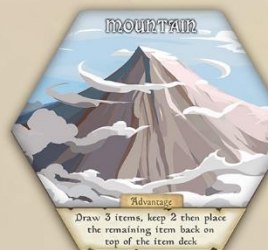
DESERT: DISADVANTAGE
 Players have 1 less Action during their Action phase on the Desert if they have any items equipped. If a Player with an equipped item uses an Action that would place them on the Desert, they would have **no Actions remaining** on their turn.



FARM: ADVANTAGE
 Players may use the Advantage of the Farm to restore 1 Morale during their Prepare phase instead of SEARCHING, SCAVENGING, or VENTURING.



FOREST: DISADVANTAGE
 Players occupying the Forest **cannot** be affected by Ranged items/damage, except for the item FIREBOMB which will cause Players to take double damage.



MOUNTAIN: ADVANTAGE
 This Advantage allows Players to draw 3 cards from the item deck, choose 2 of those items to add to their inventory and place the remaining item back on top of the item deck. **Note: You can choose to place **any** of the drawn items back on top of the item deck regardless of item type or text.*



TOWNE: ADVANTAGE
 Players who use the Towne's Terrain Advantage during their Prepare phase are able to discard any 1 of their items from their inventory or equipment for any 1 item in the discard pile.



PLAIN: NONE

The Plain provides no Advantage or Disadvantage for Players that occupy it.



RIVER: ADVANTAGE

The River's Advantage allows Players to draw 2 items from the item deck, pass any 1 of those items (*regardless of item type or text*) to a Player on an adjacent Terrain, and then draw 1 additional item.

**Note: If there are no adjacent Players then the River's Advantage cannot be used.*



RUIN: DISADVANTAGE

Players who occupy the Ruin who choose to SEARCH THE TERRAIN during their Prepare phase or Action phase **must** draw from the top of the discard pile instead of the item deck.



SHRINE: DISADVANTAGE

Players who occupy the Shrine **cannot** Duel other Players on this Terrain. However, the item ASSASSIN will inflict double damage when used on a Player occupying this Terrain.



SWAMP: DISADVANTAGE

AGILITY items cannot be used by any Player occupying the Swamp.



TOWER: ADVANTAGE

The Tower Advantage allows Players to discard any one of their RANGED items to inflict 1 RANGED damage to all Players on a Terrain of their choice. Terrains like the FOREST and CAVERN cannot be affected by the Tower's Advantage.



PALACE: ADVANTAGE

Players who use the Palace Terrain Advantage during their Prepare phase draw 1 item from the item deck and are granted the power to give any Player including themselves the Turn token next Round. If more than 1 Player uses this Advantage in a Round, the final Player is granted the power.

GAME VARIANTS

HOUSE ALLIANCES

In this variant of TERREIGN, Players form Alliances between their Houses in an attempt to collectively gain **6 Reign tokens**. Players must use teamwork and strategy to defeat any opposing Alliance and obtain enough Reign for their Alliance to rule the Realm. The House Alliances variant can be played in teams of **2 vs 2 / 3 vs 3 / 2 vs 2 vs 2**

SPECIAL RULES

- An Alliance begins the game with 1 (*honorable*) Reign token.
- Teammates should **not** have continuous turns. (Unless a Player has Retreated or otherwise lost their turn.)
- When Players obtain Reign tokens (*honorably or dishonorably*), they are shared among their Alliance collectively, not individually.
- Reign tokens can be taken from any Player on an Alliance regardless if that Player has gained Reign tokens or not for their Alliance.
- Alliances **must obtain their last Reign token while in a Duel as the Attacker**, and **cannot** have more than 6 Reign tokens at a time.
- The optional Free Action **BARTER** is recommended. (see **BARTER** pg. 5)

**Note: Players cannot Duel teammates or use any items on Teammates unless the item specifically says "All Players".*

For example: A Player uses the item FIREBOMB on an adjacent Terrain with two opponents and a teammate.

All Players including the Player's teammate would receive Damage.

BATTLE ROYALE

Reign tokens are not needed in this variant. The Players only goal is to be the sole surviving House in this Elimination game mode. Once a House reaches 0 Morale, they are Eliminated from the game. For each Player eliminated from the game, the numbered Terrain is also removed until there is only the center Terrain remaining and the winner of the Battle Royale variant. **For Example: If there are 7 Players and a Player is eliminated, that Player will Remove both of their Tokens and "Terrain 7" from the game board at the end of the Round after the Terrain Event card is resolved.*

LONGER OR SHORTER GAMES

If you would like to experience a longer game of TerReign, increase the amount of Reign tokens needed to become the Ruler of the Realm. For those who need a quicker game type, either increase the amount of Reign tokens you begin the game with, or decrease the amount of Reign tokens needed to win.

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