

Oath playbook



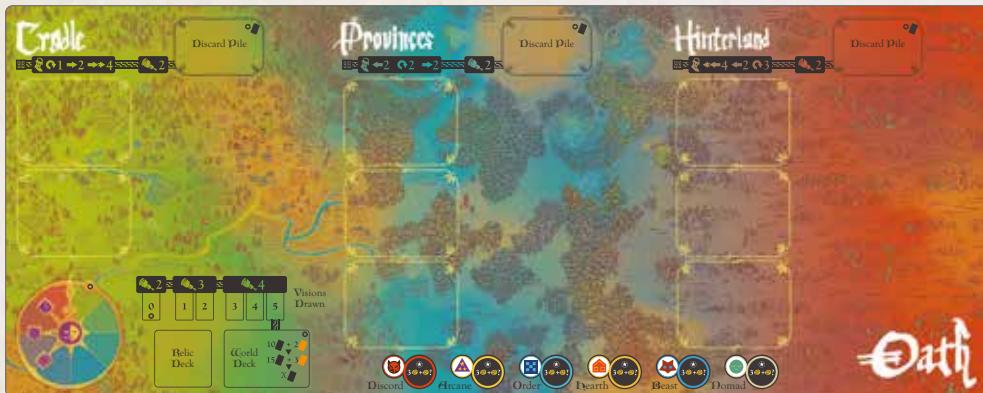
READ ME FIRST

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What's in the Box

Welcome to Oath! All the cards listed here are kept in packets, but do not open them yet! You'll be told to open some during setup and some after your first game.



THE MAP

The map of this land holds many site and denizen cards, the decks and banks of favor tokens you will take from as you play, and various tracks.



23 SITE CARDS

Sites are locations around the map you will travel to and campaign for.



198 DENIZEN CARDS

Denizens are the peoples, places, and ideas of this land.



5 VISION CARDS

Visions are fresh ways to govern this land. You can win by completing one.



6 PAWNS, EACH OF A DIFFERENT COLOR

Your pawn, the character you're playing, will travel from site to site, where you can muster warbands, trade for favor and secrets, and campaign against your enemies.



36 FAVOR TOKENS

Favor represents your influence with this land's various denizens.



20 SECRET TOKENS

Secrets represent your knowledge of ancient truths or well-cloaked lies.



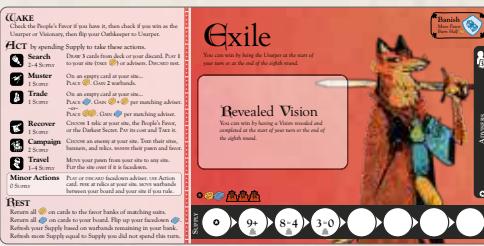
94 WARBANDS 24 PURPLE, 14 EACH OF FIVE COLORS

Warbands are your loyal followers that you'll use to campaign against your enemies and rule sites.



10 ATTACK DICE, 6 DEFENSE DICE, 1 END DIE, AND 8 TRACK MARKERS

These decide the fate of uncertain actions and track play. The dice are not limited by the amount in the box.



CHANCELLOR BOARD (DOUBLE-SIDED)

One player will play the Chancellor, who rules this land. They hope to keep hold on power and pass on their authority to their descendants.



GRAND SCEPTER RELIC CARD

The Chancellor starts with this relic, which gives them the power to turn Exiles into Citizens, and to exile Citizens.



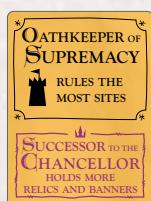
IMPERIAL RELIQUARY BOARD (DOUBLE-SIDED)

The Imperial Reliquary holds many relics, which the holder of the Grand Scepter must promise when offering Citizenship to Exiles.



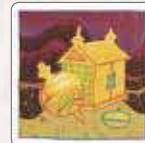
OATHKEEPER TITLE (DOUBLE-SIDED)

The player who currently fulfills the Oathkeeper goal, shown below, holds this title. Holding this title long enough is one way to win the game.



4 GOAL REFERENCES (DOUBLE-SIDED)

Each game will have one Oathkeeper goal and one Successor goal, two ways to win the game, as shown by this reference.



20 RELIC CARDS

Relics are lost artifacts you can recover by calling in favors and whispering secrets. They grant amazing powers and contribute to winning in some ways.



BANNER OF THE DARKEST SECRET

This banner represents your mysterious aura that intrigues and seduces everyone, letting you search for denizens and Visions more easily.



BANNER OF THE PEOPLE'S FAVOR (DOUBLE-SIDED)

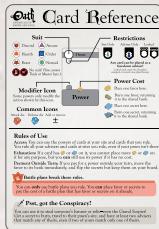
This banner represents the broad support you have in your mission from all around the land, letting you play and discard denizens more flexibly.



6 EDIFICE CARDS (DOUBLE-SIDED)

At the end of the game, the winner might build an edifice, and some edifices on the map may fall into ruin, flipping the card.

BOX ORGANIZERS AND PLAY AIDS



2 PLAYER AID SHEETS (DOUBLE-SIDED)

These references have card anatomies, descriptions of site powers, and a reference for the Campaign action.



8 MULTIPLIER TOKENS

These represent five secrets, which are not limited by the amount in the box.



1 CHRONICLE AID SHEET (DOUBLE-SIDED)

This will help you tear down your game when you're done, saving your world for your next play.



1 WORLD BOX

You'll use this to store the cards still on the map at the end of your game.



8 ARCHIVE DIVIDERS

You'll use these to separate cards in the smaller section of the box once you finish your first game.



10 BANDIT TOKENS (DOUBLE-SIDED)

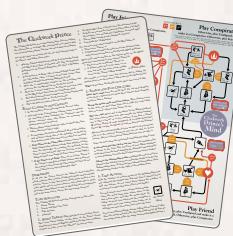
You can optionally put these on empty sites to help show bandits (page 27).



1 CLOCKWORK PRINCE BOARD &

1 PRINCELY RELIQUARY BOARD

These are on the backs of the Chancellor and Imperial Reliquary boards.



1 RULES SHEET & 1 MIND SHEET

The Mind sheet is on the back of the Chronicle aid sheet.



10 MARKERS (DOUBLE-SIDED)

These are on the backs of the bandit tokens.



Learning Oath to Teach Later?

If you're learning Oath before getting together with your group, there are a few ways you can do this, depending on how you like to learn.

If you like learning in a gradual way with lots of examples, read this book.

If you mostly play games like *Catan* and *Pandemic*, this playbook is for you.

If you like learning from strict, literal rules, read the *Law of Oath*. It's a comprehensive reference with few graphics and no examples, so some people will find it overwhelming to read first. If you mostly play games like *Twilight Struggle* and the *18XX* series, this is for you.

If you like learning by doing, use the card-based setup and the walkthrough in this book, as described in "Teaching Oath Right Now!" below. Whether you learn from this book or the *Law of Oath*, we strongly recommend you read the walkthrough or play through it!

You'll find other helpful learning materials on our site: ledergames.com/oath

TIPS AND EXPECTATIONS

Play your first game with three or four players. Whether you're using the walkthrough or not, we strongly recommend this. If you have more than four, you'll want to pair people together.

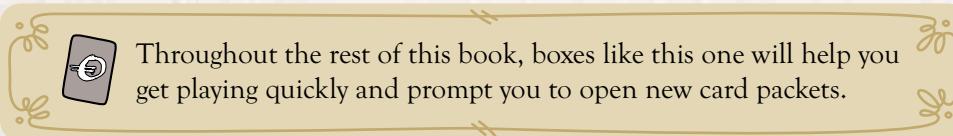
If you want to play Oath with two players, we recommend adding the Clockwork Prince automated player, but we do not recommend using this for your first play.

Expect a range of play times. Oath can end fast or go long. In your first game where you're teaching players who are all new, you will likely play for two or three hours—rarely, four or five hours. Within a few plays, though, you'll be able to finish most games in two hours or less.

Teaching Oath Right Now?

If you're about to teach Oath right now without preparing much beforehand, we recommend using the card-based setup and one-round walkthrough.

Set up the game using the card-based walkthrough. Find the three card packets labeled **PACKETS A, B, AND C**. Open Packet A and flip over the first card to begin setting up. Once you are done, your game should look like the example on the next page.



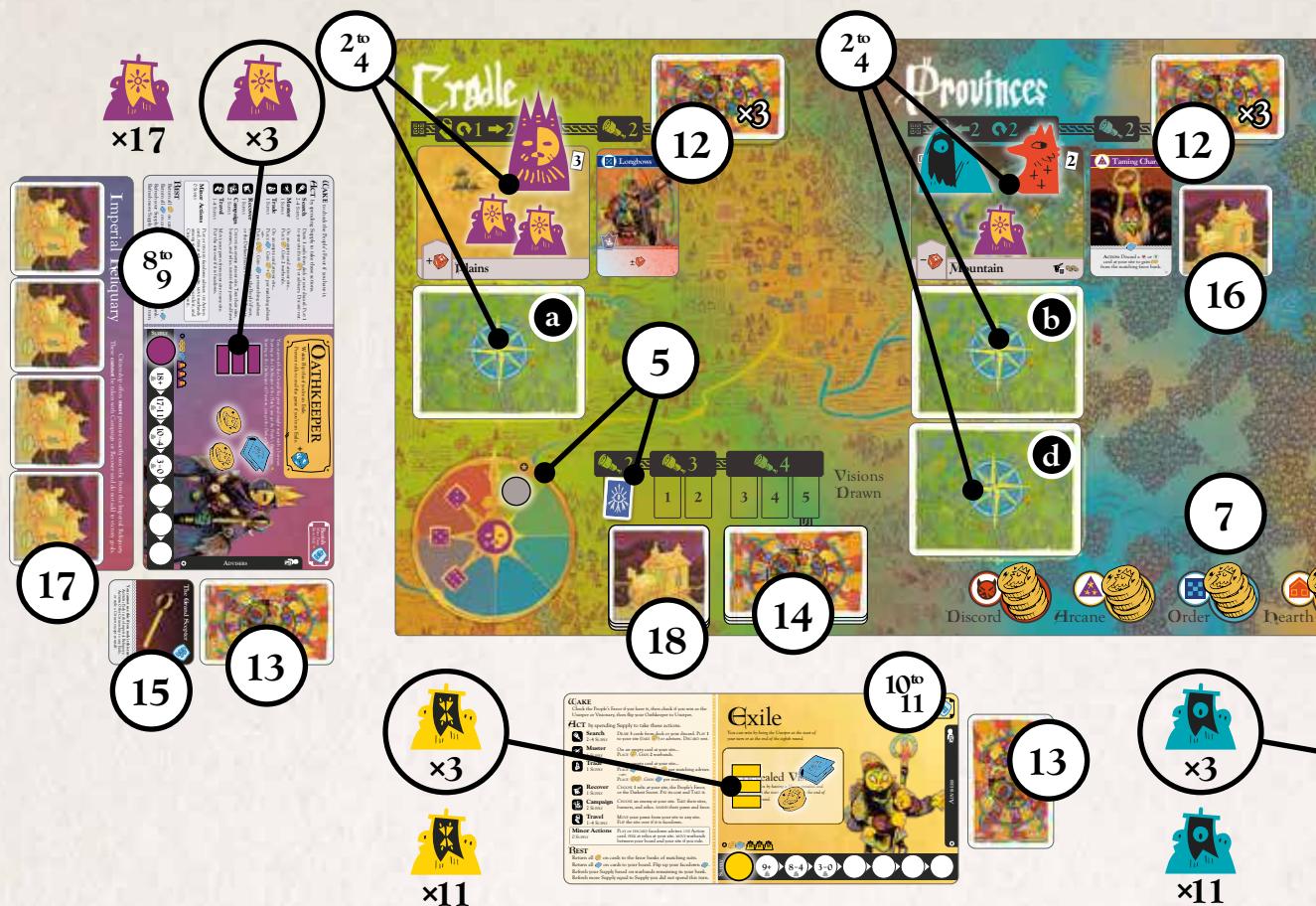
Explain the basics of Oath by reading pages 8–11. These pages contain all the info you'll need to start playing. Read these pages aloud, pointing to relevant pieces as needed.

Skip the detailed actions on pages 12–17. These pages are meant for teachers learning the game before playing. Groups get bogged down explaining everything up front, so skip this!

Follow the walkthrough on pages 18–25. The walkthrough is made for four players, but you can play with three people if one person plays for two. It lasts for only one round, and when you're done you can remove all of the red, blue, or yellow pieces, discard their cards, and keep playing with three players. Here are the play styles that the walkthrough encourages:

- Play the **Chancellor** if you want to rule with an iron fist and manage crisis after crisis.
- Play the **Red Exile** if you want to build a powerful economy.
- Play the **Blue Exile** if you want to cultivate a diverse set of paths to victory.
- Play the **Yellow Exile** if you want to crush your enemies with a strong military.

If you ever need to rebuild the card packets, the cards used in the walkthrough are mentioned on pages 6–7. For a detailed guide, visit our site: ledergames.com/oath

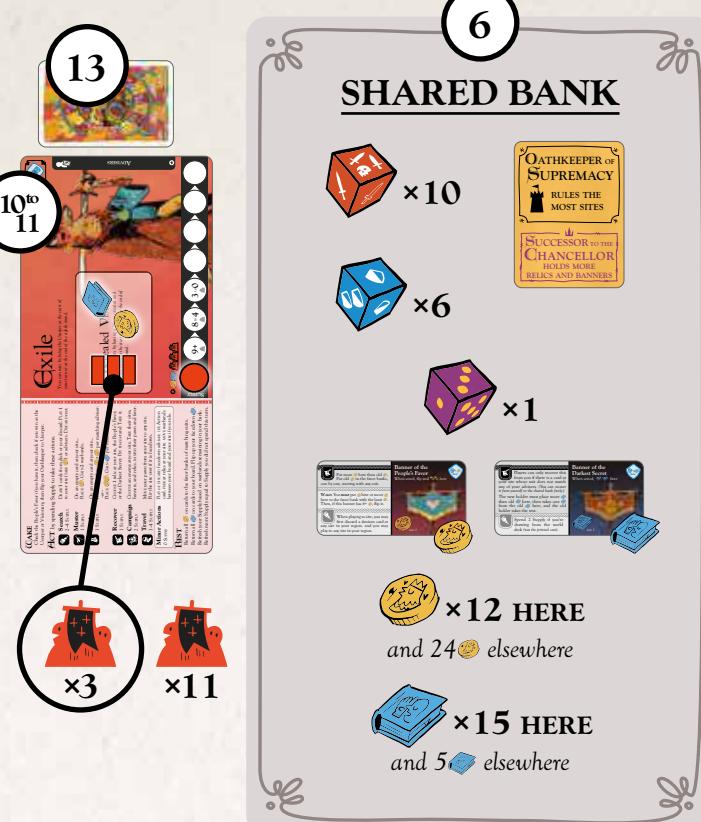
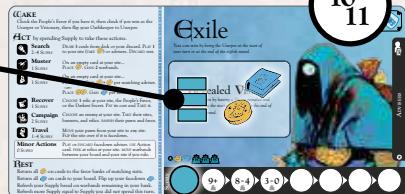


S^{etup for the First Game}

Open PACKET A now to start the card-based setup!

If you want to follow the instructions on this page instead, you'll find the cards you need in the packets listed throughout this page.

1. Unroll the **MAP** and place it on the table.
2. Put the **PLAINS**, **MOUNTAIN**, and **ROCKY COAST SITE CARDS** faceup on the map in the top site slot in the Cradle, Provinces, and Hinterland, respectively. The remaining 5 **SITE CARDS** go facedown in the site slots from **a** to **e**, shown above. (**a** is Lush Coast, **c** is Wastes, **d** is Salt Flats.)
3. Put the **PURPLE PAWN** on the Plains, the **RED** and **BLUE PAWNS** on the Mountain, and **YELLOW PAWN** on the Rocky Coast.
4. Find the 24 **PURPLE WARBANDS**. Put two warbands on the Plains, one warband on the Mountain, and one warband on the Rocky Coast.
5. Put a **TRACK MARKER** on the first space (marked with a star) of the Round track and Visions Drawn track.
6. Collect **THESE PIECES** in a shared bank near the map: 36 favor tokens, 20 secret tokens, 10 attack dice, 6 defense dice, the end die, the Oathkeeper of Supremacy goal reference, and the Banner of the People's Favor (showing the intact banner) and Banner of the Darkest Secret placards. Put 1 **FAVOR TOKEN** on the People's Favor, and put 1 **SECRET TOKEN** on the Darkest Secret.
7. Put 3 **FAVOR TOKENS** in each of the six favor banks on the map.
8. Choose one player to play as the Chancellor. They sit on the short edge of the map near the Cradle title. They take the **CHANCELLOR BOARD** and **IMPERIAL RELIQUARY BOARD**.



9. Chancellor, do the following:
 - Take your 20 PURPLE WARBANDS. Put three on your own board and keep 17 nearby.
 - Put 2 FAVOR TOKENS and 1 SECRET TOKEN on your own board.
 - Put a SUPPLY MARKER on the leftmost Supply track space on your own board.
 - Put the OATHKEEPER TITLE over your Chancellor name on your own board.
10. Seat the three other players and give them the RED, BLUE, and YELLOW EXILE BOARDS. They sit in clockwise order around the map from the Chancellor—Red, Blue, Yellow.
11. Each Exile, do the following:
 - Take your 14 WARBANDS. Put three on your own board and keep 11 nearby.
 - Put 1 FAVOR TOKEN and 1 SECRET TOKEN on your own board.
 - Put a SUPPLY MARKER on the leftmost Supply track space on your own board.
12. Put DENIZEN CARDS on the map as follows.
 - Cradle: Longbows by the Plains site. Three facedown cards in the Cradle discard pile.



- Provinces: Taming Charm by the Mountain site. Three facedown cards in the Provinces discard pile.
- Hinterland: Elders by the Rocky Coast site. Five facedown cards in the Hinterland discard pile.

13. Put these 4 DENIZEN CARDS to the right of the players' boards facedown as follows:
 - Chancellor: Forest Paths
 - Red Exile: Animal Playmates
 - Blue Exile: Naysayers
 - Yellow Exile: A Small Favor
14. Put the remaining 41 DENIZEN and VISION CARDS as ordered in Packet B on the "World Deck" space on the map.
15. Give the GRAND SCEPTER RELIC CARD to the Chancellor. They place it near their board.
16. Put the Ivory Eye RELIC CARD facedown next to the Mountain site.
17. Put the next 4 RELIC CARDS facedown on the four Imperial Reliquary spaces.
18. Put the remaining 15 RELIC CARDS on the "Relic Deck" space on the map.



Who You Are, How to Win

Oath is a game about history. It's about what gets forgotten, who gets left behind, and how power moves from one part of society to another. In each game, players will steer the fate of this land toward their own interests, affecting all the games to come.



In your first game of *Oath*, one player will be the **Chancellor**, and the other players will start as **Exiles**. Some Exiles may become **Citizens** in play.

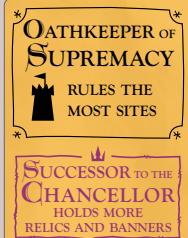
THE CHANCELLOR

In your first game, the Chancellor begins as the Oathkeeper of Supremacy.

To remain the Oathkeeper of Supremacy, the Chancellor must rule the most sites, as shown by the Oathkeeper goal below.



GOAL REFERENCE



Oathkeeper Goal

The bottom goal is explained on page 26.

RULING SITES ON THE MAP



**At the start of the game,
the Chancellor rules three sites.**

As shown above, the map of this land has three **REGIONS**—the Cradle, the Provinces, and the Hinterland. The Cradle contains two **SITES**, while the Provinces and Hinterland each contain three. (We only show the top site of each region above.)

You **RULE** a site if you have any number of your **WARBANDS** on it. A site can only hold warbands of one color at a time, so generally only one player can rule a site at a time.

The Chancellor rules three sites and nobody else rules any, so the Chancellor marks their title as Oathkeeper by taking the Oathkeeper title.



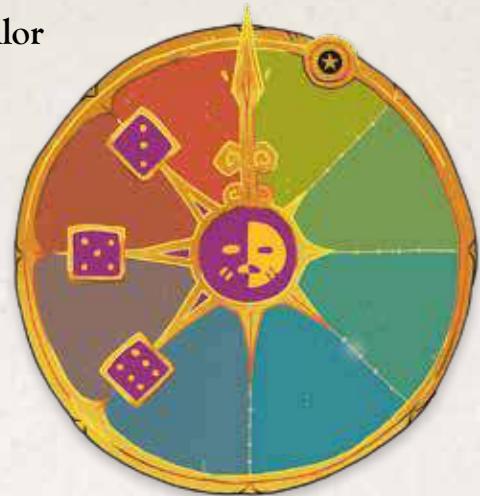
Oath lasts up to eight rounds, but the Chancellor can only win on rounds five through eight.

At the end of the fifth, sixth, and seventh rounds, the Chancellor has a chance to win. If they are the Oathkeeper, they roll a six-sided die to determine whether the game ends:

- **End of fifth round:** Game ends on die roll of 6
- **End of sixth round:** Game ends on die roll of 5–6
- **End of seventh round:** Game ends on die roll of 3–6
- **End of eighth round:** Game always ends

The Chancellor wins if the die roll ends the game or if they're the Oathkeeper at the end of the eighth round.

If any Exiles have become Citizens, they might win instead of the Chancellor. You'll learn about them on page 26!



THE EXILES

An Exile can become the Oathkeeper, but they must become the Usurper to win.

If an Exile rules the most sites, they take the Oathkeeper title from its current holder. If they ever start their turn as the Oathkeeper, their title flips to Usurper.



If the Exile remains the Usurper until the start of their next turn, they win! They also win if they're the Usurper at the end of the eighth round.

The Exiles have a second path to victory—becoming a Visionary.

In each game of *Oath*, you play with only one of the four possible Oathkeeper goals—in this game, the Oathkeeper of Supremacy. But you'll always play with all four true Visions, which mirror the four Oathkeeper goals. For example, the Vision of Conquest lets you win

if you rule the most sites, mirroring the Oathkeeper of Supremacy goal. As you search for cards, you might find a Vision!

An Exile wins if they have a Vision played and its goal fulfilled at the start of their turn. They also win in this way at the end of round eight as long as the Chancellor isn't the Oathkeeper.

Often, the Exiles will try to be the Oathkeeper—which stops the Chancellor from rolling the die to win—while also working to complete a Vision.

You'll learn more about the fifth, false Vision—the Conspiracy—on page 27.

THIS VISION MIRRORS THIS OATH





The Broad Strokes of Play

On your turn, you'll do three phases—Wake, Act, then Rest. Once you're done, the next player in clockwise order takes their turn. Once each player has taken a turn, the round ends. Keep playing like this until someone wins or you finish the eighth round!

THE WAKE PHASE

Only Exiles do much in this phase. As an Exile, you'll check whether you win as the Usurper or Visionary, then if you have the Oathkeeper title, you'll flip it to Usurper. Whether you're an Exile or not, you might also use **WAKE** powers on the few cards that have them.

THE ACT PHASE

In this phase, the main part of the game, you can take these **MAJOR ACTIONS**:

	SEARCH: Draw three cards, discard two, and play one. You can draw from the deck or from the discard pile of the region your pawn is in, giving you more powers and ways to win. If you play to your site, you also get a favor!	+ +
	MUSTER: Gain warbands from a card at your site. You'll need to spend favor to get warbands if you want to campaign effectively and defend yourself against your enemies.	+
	TRADE: Gain favor or secrets from a card at your site. Favor and secrets are resources you'll spend to do many actions. You'll need favor to get secrets, and you'll need secrets to get favor.	+ or
	RECOVER: Take a relic from your site. Relics will cost you some favor or secrets, but they'll give you great powers and add to some victory goals.	+
	CAMPAIGN: Attack sites, relics, banners, and pawns. If your enemies have what you desire, campaign against them to take it. However, you may find that victory costs you dearly...	VS
	TRAVEL: Move your pawn to a different site. You'll need to travel, moving your pawn around the map, so you can use strong cards and take your other actions effectively.	

You can take any number of actions in any order.

Even the same one multiple times or none at all!

Every major action costs 1 to 4 Supply.

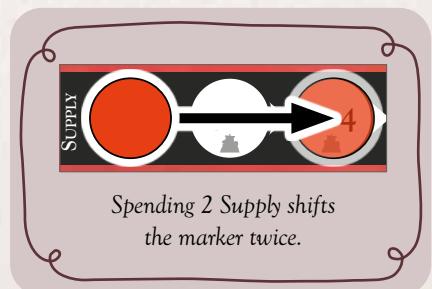
Each time you spend a **SUPPLY**, shift your Supply marker on your board once to the right. These Supply costs are listed in “The Actions” (pages 12–17).

Most major actions refer to YOUR SITE.

This term means the site that your pawn is at.

You can take various minor actions, which cost no Supply.

Some minor actions include flipping over facedown cards to play faceup, peeking at relics at your site, and picking up and dropping off warbands at your site if you rule it (page 17).



Many cards in Oath give new actions.

These cost no Supply, but some cost favor or secrets, which usually you'll put on the card. Generally, you can't put favor or secrets on a card with favor or secrets on it already!

Almost all cards live either at a site or in a player's **ADVISERS**, which is a personal set of cards to the right of their board.

You can only use a card's power if...

- Your pawn is at the site that has the card, or—
- You rule the card, even if your pawn isn't at the site with it. You rule all cards in your advisers and at sites you rule.

There are a few other kinds of card powers.

Some modify the six major actions, some only happen once when played, and some can only be used if you rule them, regardless of whether your pawn is at the card's site or not.



This card has a new action you can take by placing one favor on it.



Action Modifiers. For example, this power modifies the Travel action.



When Played Powers. This happens when the card is played.



Battle Plans. The crown shows you must rule this card to use its power.

THE REST PHASE

In this phase, favor tokens on cards return to the six favor banks on the map, going to the bank that matches the card's suit. Secret tokens on cards, however, return to your own board! As you'll learn, secrets are your main way to get favor, so try not to lose your last one in play.



Favor on cards returns to the matching bank.



Secrets on cards return to your board!



After this, you'll refresh your Supply. The amount you refresh depends on how many warbands are left in your personal bank next to your board—that is, not on the map or on your board.

The fewer warbands you've mustered and need to feed, the more Supply you'll have for yourself.

If you don't spend all your Supply on your turn, you get to save it for your next turn!

For each Supply you didn't spend, refresh your Supply one extra space to the left.



You have two warbands left in your personal bank next to your board...



...so you refresh to the "3 to 0" space, meaning you have 3 to 0 warbands.



But if you had spent two less Supply, you would have refreshed two more spaces.

The Actions



SEARCH

Draw three cards, discard two, and play one.
Cost: 2 to 4 Supply, as shown to right

Draw three cards. You can draw either from the world deck or from the discard pile of the region that your pawn is in.

Then, discard two cards. If your pawn is in the Cradle, discard to the top of the Provinces discard pile. If you're in the Provinces, discard to the Hinterland pile. If you're in the Hinterland, discard to the Cradle pile.

Finally, play one card. Play the remaining card to your site or your advisers—or you can discard it. If the card shows a tree (Tree), you can only play it to your site. If it shows a person (Person), you can only play it to your advisers.

When you play to a site, take one favor (Favor) from the favor bank matching the suit of the card you played. **You cannot play to a site that is at full card capacity**, as shown to the right.

When you play to your advisers, you can place the card faceup or facedown, saving it to play faceup later (page 17). **You can have up to three advisers**, faceup or facedown. You must discard one if you're playing a fourth.

VISIONS!



Visions are special cards with a different back and some extra rules.

- If you draw a Vision card from the world deck, stop drawing and advance the Visions Drawn marker on its track one space. You won't draw any more cards during this Search.
- Anyone can play Visions as facedown advisers, but only Exiles can play them faceup to gain a new victory goal.
- When you play a Vision faceup, put it on the “Revealed Vision” space on your board. *It is not an adviser!* Later, if you reveal another Vision, you'll need to discard the old one.

WHY DO I WANT TO SEARCH?

Searching gives you options. If you feel behind, searching can get you exactly the card you need to make a new strategy or get a new victory goal.

You can hold onto cards for the right time. In Oath you don't have a traditional “hand” of cards. However, you can search for cards and hold them as facedown advisers—which you can think of like a hand—and either play or discard them later!

Playing a card to your site gives you favor. If you're low on favor, you can play a card to your site to get one. This isn't the most efficient way to get favor, but it's helpful!

Visions only work once enough Visions have been drawn. Part of every Vision's goal is that three or more Visions have been drawn from the world deck, so you can't win with any Vision until that's true. You *can* reveal a Vision before then, but you can't win with it yet.



Skip to the walkthrough on page 18 to start playing now!

SEARCH COST

If you draw from the **discard pile** of your region, it always costs 2 Supply.

If you draw from the **world deck**, it costs 2 to 4 Supply, as shown by the Visions Drawn track next to the deck.



Searching the world deck costs 3 Supply if one Vision has been drawn from the world deck so far.



This site (left) can hold up to three cards.
This card (right) can only be played to site because it shows a tree (Tree).



MUSTER

Gain warbands from a card at your site.
Cost: 1 Supply

Put one favor ☼ on a card at your site that is empty, meaning it can't have any favor or secrets on it already.

Take two warbands from your personal bank next to your board and put them on your board. You can hold any number of warbands!



WHY DO I WANT TO MUSTER?

Warbands are essential to campaigns. When attacking, your warbands let you roll more attack dice. When defending, your warbands add to your defense value, which the attacker will need to roll higher than in order to defeat you.



TRADE

Gain favor or secrets from a card at your site.
Cost: 1 Supply

You can either trade one secret for some favor, or you can trade two favor for some secrets.

To trade for favor, put one secret 📜 on an empty card at your site. Take one favor ☼, then take another favor ☼ for each of your faceup advisers that matches the suit of that card. This favor comes from the favor bank that matches the card you put the secret on.

To trade for secrets, put two favor ☼ on an empty card at your site. Take one secret 📜 for each of your faceup advisers that matches the suit of that card. These secrets come from the shared bank.



The Chancellor trades with the Scryer 🐾 at their site. They only have an Order (blue) adviser, so they take one favor ☼ from the Discord (red) bank. If they tried to trade for secrets 📜, they would have gotten none.

WHY DO I WANT TO TRADE?

You need favor and secrets to do most things. Whether you're mustering warbands, recovering relics, or using card powers, you'll often need to spend these resources.

Getting more secrets will speed up your economy. Having more secrets means you can trade more times per turn, since secrets that you place on cards will return to your board during your Rest Phase. Secrets can be difficult to get, though, so it's often a good idea to trade for one when you can, and it's often a bad idea to burn away your last secret early in the game.

You can block your foes from taking favor. If other players like to gain favor from a favor bank of a specific suit, empty it out so they can't take any more from it! This will slow them down at little cost to you.



RECOVER

Take a relic from your site.

Cost: 1 Supply

You can recover a facedown relic that is at your site by paying the cost written on the site in its bottom-right corner.

The cost may prompt you to put favor ☰ in a specific favor bank, to burn favor ☱ by returning it to the shared bank, or to burn a secret ☲ by returning it to the shared bank.

Take the relic and put it near your board faceup. You can hold any number of relics!

WHY DO I WANT TO RECOVER?

Relics count toward some victory goals.

Plus, they give you tons of great powers. Just be wary—players can campaign against them and take them away from you.



To recover the relic from this site, put three favor ☰ in the Arcane ☲ bank.

THE BANNERS

Besides relics, you can also recover the **Banner of the People's Favor** and the **Banner of the Darkest Secret**. These are described on page 28.



CAMPAIGN

Attack sites, relics, banners, and pawns.

Cost: 2 Supply

Choose One Defender. This can be any other player who rules your site or whose pawn is at your site. If no player rules your site, you can choose the **BANDITS**—basically, a neutral player that rules empty sites.

Declare Targets. You can declare any number of targets, but you must declare at least one target at your site (*where your pawn is*), and you must target your site if the defender rules it (*meaning they have any number of their warbands on it*).

These are your possible targets:

- Any sites they rule—yes, any on the map!
- Any relics they hold if their pawn is at your site.
- Their pawn and favor if their pawn is at your site.

Each target adds the **DEFENSE DICE** shown by the shield in its top-right corner to the defender's pool. (*The shield for pawn & favor is on their board.*)

You'll collect **ATTACK DICE** in your pool up to the number of warbands on your board.

Use Battle Plans. First, you say if you want to use any, then the defender does. These cards help players win the Campaign (page 27).

Roll Defense. The defender rolls their pool of defense dice, then counts up their **DEFENSE** by adding up the following:

- The ♦ shields they rolled on the defense dice. Each ♣ roll doubles the total ♦ shields rolled.
- Their warbands at sites targeted—bandits add one per site.
- Their warbands on their board if their pawn is at your site or at any site you targeted.

Ivory Eye

When targeted, this relic adds two defense dice ♦ to the pool.



+ if you sacrifice one warband in your force.



Battle plans have a red, blue, or gradient power box with a Campaign icon surrounded by a crown.

Roll Attack. Roll your pool of **ATTACK DICE**. Count up your **ATTACK** by adding together the ✕ swords you rolled, counting every two ✦ hollow swords as one ✕ sword. (Do not count a single remaining hollow sword at all!)

Each ♠ skull you roll immediately kills one warband on your own board. (Not the defender's!)

If your attack is higher than the defender's defense, you are **VICTORIOUS**. If it is tied or lower than their defense, they are victorious.

If your attack is not high enough, you may increase it by sacrificing warbands from your board, adding one to your attack for each warband you sacrifice.

Resolve Victory or Defeat. If you are victorious, do the following:

- Kill half of the warbands that added to their defense, rounded down, placing them next to the defender's board. Return the rest onto their board.
- Place any number of warbands from your board onto targeted sites.
- Take all of the targeted relics.
- If you targeted their pawn and favor, make them travel to a site of your choice, and **BURN** half of their favor from their board, rounded down, returning it to the shared bank.

If you are defeated, you take no targets, and half of the warbands on your board are killed, rounded down.

DICE FACES			
Attack Die			
Defense Die			
×3	×2	×1	×1
×2	×2	×1	×1

2 Attack

VS

3 Defense

The defender rolls one shield and has two warbands on the site you targeted, for a total of three defense.

You roll two swords and one hollow sword, which doesn't count by itself, for a total of two attack.

To be victorious, you need to sacrifice two warbands. You choose to do so! You take two warbands off your board and put them next to your board.

You kill one of the defending warbands, putting it next to their board, and return the other one onto their board.

WHY DO I WANT TO CAMPAIGN?

It's a simple way to take stuff. But watch out, it can be expensive! It costs a lot of Supply, and you might lose warbands without gaining anything for it.





TRAVEL

Move your pawn to a different site.

Cost: 1 to 4 Supply, as shown to right

Move your pawn to any site you want to go to. If the site is facedown, flip it over!

If you flip a site faceup that has favor or secret icons in its top-left corner, put that many favor or secrets from the shared bank on it. Likewise, if it has "R" icons in its top-left corner, take that many relic cards from the relic deck and put them next to the site facedown.

WHY DO I WANT TO TRAVEL?

Traveling lets you use new cards. Whether you need to trade or muster on an empty card or use a specific card power, chances are that you can use it once you travel to it.

Traveling lets you search elsewhere. If there's a card you want in another region's discard pile, you'll need to travel to a site in that region.

Likewise if your region's discard pile is empty and you don't want to search the world deck.

Traveling gives you space to play cards. Each site has a limited capacity for cards. So if your site is full but you want to play cards to a site, you'll need to travel to a new one.

Traveling lets you find new relics. You need to be at the site with a relic in order to recover it. If there are no relics left at faceup sites, you'll probably find one if you travel to a facedown site!

TRAVEL COST

This cost is shown by the region your pawn is in, and it depends on which region you are traveling to. Here is an example for traveling from the Cradle.

CRADLE



1 Supply
to travel to
the other
Cradle site.

2 Supply to
travel to any
Provinces site.

4 Supply to
travel to any
Hinterland
site.



When revealed, this site gets three favor from the shared bank, and it gets one relic card from the relic deck.



MINOR ACTIONS

Cost: 0 Supply

Flip a facedown adviser faceup or discard it. This works exactly like you just drew it using Search (page 12).

Basically, think of your facedown advisers as a hand of cards that you can play on your turn by spending no Supply. However, all of your advisers—whether they’re faceup or facedown—count toward your limit of three advisers.

Use an Action card power. This was described in “The Broad Strokes of Play” (pages 10–11).

Basically, you can use a card power that says “**ACTION:**” if the card is at your pawn’s site, if it is faceup in your advisers, or if you rule the site where the card is—even if your pawn isn’t there!

Pick up or drop off warbands at your site if you rule it. You must leave at least one of your warbands there, though.

Peek at relics at your site. The holder of the Grand Scepter—a relic that the Chancellor always starts the game with—can also peek at relics in the Imperial Reliquary.



Every player starts with a facedown adviser. For example, in this first game, the Chancellor starts with Forest Paths! They could play this either to their advisers or to their site.

A FEW MORE...

There are a few minor actions related to offering Citizenship and exiling Citizens. We group these with the rules of Citizenship later (page 26).



Walkthrough – Chancellor

The first phase of the turn is the Wake Phase. However, the only thing the Chancellor can do now is check the People's Favor. The Chancellor doesn't have the People's Favor—so unpopular!—so they skip this phase and go to the Act Phase, the main phase of the game.

SEARCH THE DECK. To draw from the deck, I need to spend 2 Supply, so I push my Supply marker twice to the right. I draw three cards.

Why 2 Supply? Take a look at the Visions Drawn track next to the world deck. This shows that it currently costs 2 Supply to draw from the deck. As Vision cards are drawn from the deck, this cost increases.

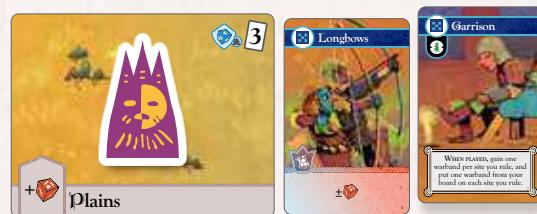


I only get to keep one card, so I'll keep Garrison. My pawn is on the Plains, which is in the Cradle region, so I discard the other two cards facedown to the top of the discard pile of the Provinces region.

Whenever you discard cards, place them in the next discard pile out. Cards discarded from the Cradle go to the Provinces discard pile, Provinces cards go to the Hinterland, and Hinterland cards wrap around to the Cradle.

I'll play Garrison to my site, the Plains.

Garrison has a tree (tree) restriction in the top-left corner under its suit. This means Garrison can only be played to your site! Notably, any card can be played as an adviser facedown, even Garrison or a card like it.



I take one favor (coin) from the Order (diamond) bank on the map and put it on my board.

Why am I taking favor? Whenever you play a card to your site, you gain one favor! It comes from the favor bank matching the suit of the card you played—in this case, Order (diamond).



Then I resolve Garrison's power: I gain three warbands and place one each on the three sites I rule—the Plains, the Mountain, and the Rocky Coast.

Remember—you RULE a site if you have any number of your warbands on it. Pawns don't matter for rule.



TRADE AT THE GARRISON. I spend 1 Supply, then take one secret (book) from my board and place it on the Garrison card (diamond). In return, I take one favor (coin) from the Order (diamond) bank and put it on my board.

Trade is different from playing a card to site, which gives one favor. With the Trade action, you gain one favor plus another favor for each adviser you have matching the suit of that card. Remember—your ADVISERS are the cards to the right of your board, except for relics.



SEARCH THE DECK. Like before, I spend 2 Supply and draw three cards. I'll play Errand Boy to my advisers to the right of my board, and discard the other two cards I drew to the Provinces.

Unlike Garrison, Errand Boy has no restriction shown under its suit, so it can be played to either site or advisers. Notably, you do not gain a favor for playing a card to your advisers.



TRAVEL TO THE OTHER CRADLE SITE. I spend 1 Supply, flip over the facedown site at the Cradle to reveal the Lush Coast, and place my pawn there.

WHY 1 SUPPLY? Look at the Travel aid under the Cradle title on the map. From the Cradle, it costs 1 Supply to go to the other Cradle site, 2 Supply to go to any Provinces site, and 4 Supply to go to any Hinterland site.

CRADLE



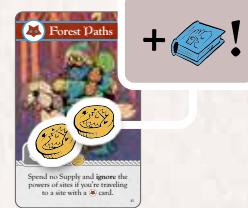
REVEAL MY FOREST PATHS. As a minor action, I flip over the facedown card in my advisers. I play it to my site and take one favor from the Beast 🦖 bank. This costs no Supply.

WHY COULD I PLAY FOREST PATHS? When you have an adviser facedown, you're saying, "I'll play this card faceup later." When you do play it later, it works exactly like you'd just drawn it, including gaining favor. By keeping advisers facedown, you can hide useful info and wait for the right time to play something! You can even hold cards with restrictions, like the tree 🌳, facedown.



TRADE AT THE FOREST PATHS. I spend 1 Supply. I place two favor 🍪 on the Forest Paths card, and I take one secret 💎 from the shared bank and put it on my board.

Trading for secrets is harder than trading for favor. You only get one secret per adviser of matching suit—if you don't have any matching advisers, you won't get any secrets. The denizens keep their secrets close!



REST. I'm out of Supply, so I'll rest. I return the two favor on Forest Paths to the Beast 🦖 bank, and return the secret on Garrison to my board. I have 14 warbands in my bank—in other words, not on the map or on my board—so I refresh my Supply to its “17 to 11” space.

The more warbands you've mustered and need to provision, the less Supply you get to keep for yourself!



Why is the Chancellor doing this? The Chancellor wants to build up warbands at sites they rule so that the sites are harder to campaign against. In this game, the Oathkeeper goal is to hold the most sites, and being the Oathkeeper is the main way the Chancellor can win.

Otherwise, it never hurts to get some more favor and secrets, since those are the main resources you'll spend. Getting another secret is especially important since they can be hard to get, and since they increase the number of times you can trade per turn.

Walkthrough – Red Exile

SEARCH THE PROVINCES DISCARD. This costs 2 Supply. I draw three cards from the top of the Provinces discard pile. I play The Old Oak to my site, take one favor from the Beast 🦁 bank, and discard the other two cards to the Hinterland discard pile.

Does drawing from a discard ever get more expensive? Nope! It always costs 2 Supply, no matter how expensive drawing from the world deck becomes. However, you can only draw from the discard pile in the region that your pawn is in, so it might empty out.



The Mountain can only hold two cards, shown by the card icon in its top-right corner, so now it's full!

Can I discard cards from sites? No, not unless something explicitly allows you to. Later during your turn, though, you'll recover the People's Favor, which will let you discard cards at sites!

REVEAL MY ANIMAL PLAYMATES. As a minor action, I'll flip over my facedown adviser and play it to my advisers. It's my Animal Playmates!

Animal Playmates has a person 🧑 in its top-left corner. This means the card can only be played to advisers! You can only hold up to three advisers at a time, whether they're faceup or facedown.



TRADE WITH THE OLD OAK. I spend 1 Supply and put two favor on The Old Oak. In return, I get two secrets from the shared bank.

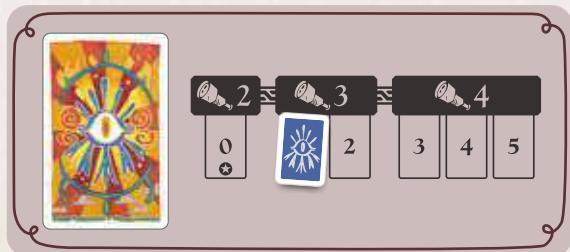
Why two secrets? Red gains one secret because they have one Beast 🦁 adviser, and gains one more secret because they traded with The Old Oak for secrets and had at least one Beast 🦁 adviser.



SEARCH THE DECK. This costs 2 Supply. I only draw two cards, not three. I find the Alchemist, and **I've seen a Vision!** I advance the Visions Drawn marker on its track once. I play the Alchemist to my advisers, and I discard the Vision to the Hinterland.

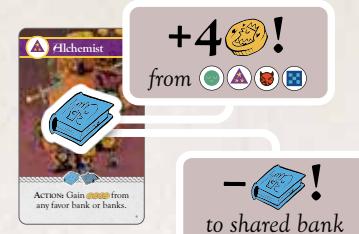
Why two cards? When you draw a Vision card from the world deck, you stop drawing cards immediately! So really, you should draw cards from the world deck one at a time. You don't stop drawing cards if you draw a Vision from a discard pile, though.

What does the Visions Drawn track do? It shows the Supply cost to search the world deck. As more Visions are drawn, the cost goes up!



USE MY ALCHEMIST. I place one secret on it and burn one secret, returning it to the shared bank. In return, I take four favor, one each from these banks: Nomad (●), Arcane (▲), Discord (◆), and Order (■).

Actions on cards do not cost Supply. The  on the card's power box means "I put one secret on this card." The  on it means "I burn one secret, returning it to the shared bank."



RECOVER THE PEOPLE'S FAVOR. This costs 1 Supply. I take the Banner of the People's Favor placard and put it near my board. I'll choose to put two of my favor on it, and I'll choose to put the one favor that was already on it into the Beast (●) bank.

What is the People's Favor? It is a banner, which adds to many victory goals. Now, whenever you're playing a card to site, you can first discard one card at any site in your region, then you can play your card to any site in your region, not just your site. You don't even need to discard and play at the same site! You can use this power to draft good cards for yourself while discarding good cards from your enemies.

Why two favor? To recover the People's Favor, you need to put more favor on it than it has already—in this case, the one favor it started with. Red could have chosen to put even more favor on it, though! The more favor on it, the harder it is for other players to recover it or take it in a campaign.

What's this "Wake" power on it? From now on, during Red's Wake Phase, they will either need to place one favor on the People's Favor, or the People's Favor will lose one favor to the bank that has the least favor. The people are hungry! Notably, the People's Favor cannot lose its last favor token, so if it is down to one favor you will be forced to put a favor on it—unless you have no favor at all.

Can other players recover this from me now? Yup, watch out! Someone else can recover it from you by paying more favor than you have on the People's Favor.



REST. I return the two favor from The Old Oak to the Beast (●) bank, and I return the secret from Alchemist to my board. I would refresh my Supply to the "9+" space, but I didn't spend my last Supply, so I refresh it to the leftmost space.

When you end your turn with unspent Supply, you get to keep it for your next turn. You can't push your Supply beyond its leftmost space, though.

Why is Red doing this? Seeing the strong defenses at the Chancellor's sites, Red is avoiding getting into direct conflict with the Chancellor. Instead, they build a strong economic engine by getting two more secrets and finding the Alchemist, which is one of the best cards for getting a lot of favor in a short time—but it's costly!

By recovering the People's Favor, Red has set themselves up to compete on two Visions—one being "hold the most relics and banners," and the other being "hold the People's Favor." They will need to maintain their economy to keep feeding favor to the People's Favor, and they will need to protect it from other players campaigning against them. If they hope to win, they'll need to eventually find the right Vision card. Also, if they become a Citizen later on, they will be able to compete on the Successor goal, which is to hold more relics and banners than the Chancellor or any other Citizen.

Walkthrough – Blue Exile

USE TAMING CHARM. I put one secret on the Taming Charm card at my site to use its action, which costs no Supply. It lets me discard The Old Oak—which I put in the Hinterland discard pile—to take two favor from the Beast bank.

If you take a look at Taming Charm, you'll see that its power starts with "**ACTION:**" This means you can use this power as a minor action. Remember—using a card power never costs Supply, and generally you can use any card powers in your advisers, at the site where your pawn is, and at any sites you rule.



SEARCH THE DECK. I spend 3 Supply and draw three cards. **I've seen a Vision!**

I keep the Vision as a facedown adviser and advance the Visions Drawn track once. Then I discard the other two cards to the Hinterland discard pile.

Why not reveal the Vision? Blue could have chosen to reveal it, putting it on their Revealed Vision slot on their board, rather than filling an adviser slot. They can still reveal it later as a minor action, spending no Supply. But the time wasn't right, since Exiles can only win with a Vision if at least three Visions have been drawn from the world deck.

Can only Exiles reveal Visions? Yes, but there is one false Vision in the deck—the Conspiracy—which anyone can play. It lets you steal a banner or relic from someone whose pawn is at your site, given the right conditions!



REVEAL MY NAYSAYERS. I flip my facedown adviser up, and I play it to my advisers.

The "**REST:**" at the start of Naysayers' power means it happens once during the Rest Phase.



PEEK AT THE RELIC. As a minor action, I take a look at the facedown relic at the Mountain, without showing it to anyone else. This costs no Supply.

You can always peek at relics at your site, even if you don't want to recover them.

RECOVER THE IVORY EYE. I spend 1 Supply and burn two favor, returning it to the shared bank, as shown on the Mountain, to take the relic from my site—it's the Ivory Eye! I put it faceup next to my board, near my advisers.

Am I limited to three relics? Nope! Unlike advisers, you can hold any number of relics.

Can other players recover relics from me? Nope. Unlike the two banners—the People's Favor and the Darkest Secret—relics can only be recovered from sites, not from players. If someone really wants to take a relic from you, though, they can campaign against you!



TRAVEL TO THE THIRD PROVINCES SITE. This costs 2 Supply. I flip the third Provinces site card up—it's the Salt Flats! I put my pawn on it, and I put two favor and one secret on it from the shared bank.

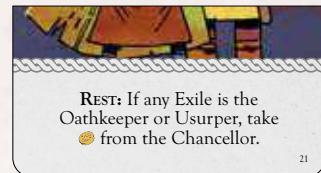
Why did I travel to the third site? You don't need to move between sites in any particular order! Blue could have moved to the second one, but chose to move to the third one instead, with no extra Supply spent!

How did I know to put this stuff on the site? The  icons in its top-left corner mean "when revealed, put two favor and one secret from the shared bank onto this site."



REST. I refresh to my leftmost Supply space, and I return the secret from Taming Charm to my board. My Naysayers card, unfortunately, does not give me anything this turn because the Chancellor is the Oathkeeper, but it may let me take a favor from them on later turns.

As with Red, Blue refreshed one more Supply because they didn't spend their last Supply this turn.



Why is Blue doing this? Concerned about the powerful combo that Red used to get secrets last turn, Blue sees an opportunity to break that combo and profit at the same time, so they discard The Old Oak for some favor. However, The Old Oak is just in a discard pile now, so it may get drawn and played again later in the game.

Blue is playing a diversified strategy—by recovering a relic, they can compete for holding the most relics and banners if they find the Vision of Sanctuary. By playing Naysayers, Blue will profit as long as an Exile is competing well for the Oathkeeper goal, so whether they pursue the Oathkeeper goal itself or let someone else go for it, they will benefit. Finally, they found a Vision and kept it, so now they have a new victory goal that they can pursue if they want to.



Walkthrough – Yellow Exile

MUSTER FROM THE ELDERS. I spend 1 Supply and put one favor  on Elders. In return, I gain two warbands, taking them from my bank and adding them to the three warbands on my board.

Once a card has favor or secrets on it, you can't put favor or secrets on it to do anything else. So Yellow cannot muster from the Elders again this turn, and cannot put favor on Elders to use its Action power.



REVEAL A SMALL FAVOR. I flip my facedown adviser up and play it to my advisers. This card's power lets me gain four warbands, taking them from my bank and adding them to my board.

You'll notice that A Small Favor has a chain on its restriction in the top-left corner under its suit. This card cannot be discarded, moved, swapped with other cards, or otherwise messed with. This is absolute and cannot be overridden.



CAMPAIN AGAINST THE CHANCELLOR. This costs me 2 Supply. I choose the Chancellor as defender since they rule my site. I declare the Mountain and Rocky Coast as my targets.

Your defender is who you want to attack, and either their pawn or warbands must be at your site. Your targets are what you want to take, such as their sites or relics. You must declare at least one target at your site.

My targets give the Chancellor two defense dice, and the Chancellor gets a third defense die for being the Oathkeeper. I have nine warbands on my board, so I collect nine attack dice, but I lose one because I'm declaring the Mountain as a target—its power reduces attack dice by one.

How do I know to add dice? The shield in a target's top-right corner shows the number of dice it adds.



I don't rule any battle plans. The Chancellor rules the Longbows, removing one of my attack dice.

If I were at the Plains, could I use the Longbows? Nope! You need to rule battle plans to use them. This is shown by the crown outline around its action icon.



The Chancellor rolls their three defense dice and gets , , , for a total of four .

Their total defense is eight—four shields  plus their four warbands at the targeted sites. I roll my seven attack dice and get two swords , three hollow swords , and two skull and double swords . The skulls mean I kill two of my own warbands immediately. Two of the hollow swords add up to one sword, but the remaining hollow sword counts for nothing.

My total attack is seven.

You can choose to roll fewer attack dice than the number of warbands on your board.



I need nine attack to beat the Chancellor's eight defense, so I sacrifice two warbands. I'm victorious, so I kill half of the warbands in the Chancellor's force. The targeted sites—the Mountain and the Rocky Coast—have four warbands, so two are killed and go back to the Chancellor's bank next to their board, and the other two return to their board.

If Yellow didn't sacrifice enough warbands to win, they would have lost half of their force—three warbands.

I put one warband on the Mountain and two on the Rocky Coast. I now rule the most sites, so I take the Oathkeeper title from the Chancellor.

What else can I declare as targets? Anything with a blue shield in its top-right corner—their sites, relics, and banners, as well as their pawn and favor, as shown by the “Banish” box on their board.

If you're victorious and you targeted their pawn and favor, you can put their pawn on any site, and you burn half the favor on their board, rounded down, returning it to the shared bank. To target their relics or their pawn and favor, their pawn must be at the same site as yours.

SEARCH THE DECK. I spend 3 Supply, draw three cards, and find Tents. I play Tents to my site and gain one favor from the Nomad ⓒ bank. I discard the other two cards to the Cradle discard pile.

It may seem odd that the Hinterland cards go back up to the Cradle, but that is how it works!



USE TENTS TO TRAVEL. I put one favor on Tents to use it. I travel to the middle Hinterland site, reveal the Wastes, and place one relic next to it facedown. This costs no Supply because I used Tents and traveled to another site in my region.

You can use a card power if your pawn is at its site or if you rule it. Yellow rules the Rocky Coast—they have warbands on it—so they can use Tents on later turns even if their pawn is not at the Rocky Coast.



REST. I didn't spend my final Supply this turn, so I refresh my Supply to the leftmost space instead of the “9+” space. I return the favor on Elders and Tents to the Nomad ⓒ bank.

IT'S NOW THE END OF THE ROUND. ADVANCE THE ROUND MARKER ONE SPACE.

Why is Yellow doing this? Yellow started with A Small Favor, which lets them gain tons of warbands, so they see an opportunity to compete for the Oathkeeper goal—and succeed! By taking the Oathkeeper title, their defenses get stronger, making the other players less likely to attack them. Likewise, the Mountain is difficult to campaign against, further discouraging others from attacking.

Since they've built up a small kingdom, Yellow feels pretty safe in playing Tents to one of the sites they rule, keeping their advisers open for cards later, which is important since A Small Favor is now stuck in their advisers. Over time, Yellow will need to consolidate their power by getting battle plans that make them even better at campaigning and defending against enemy campaigns.

A Few More Rules...

For the full rules on these topics, read the *Law of Oath* section marked in [square brackets].



OFFERING CITIZENSHIP

The Chancellor can present tantalizing offers of Citizenship to Exiles.

[6.6] As you play on, the Chancellor will often lose their grip on power. To regain strength, they can offer Citizenship to the Exiles, promising a relic from the Imperial Reliquary. If an Exile accepts, they become part of the Empire, converting their warbands to purple.

However, if the Chancellor loses the Grand Scepter relic, they won't be able to make offers of Citizenship anymore, and the new holder will. Yes, an Exile or Citizen can get control over offering Citizenship!



WINNING AS A CITIZEN

Citizens cannot become a Usurper or Visionary. They only win if they become the Chancellor's Successor.

[3.3] From now on, the Chancellor rolls the die to end the game if they are the Oathkeeper or any Citizen is. However, if the Chancellor would win, a Citizen wins instead if that Citizen meets the Successor goal on the goal reference. The Citizen wins alone—it is not a shared win!

In this game, the Successor goal is to hold more relics and banners than the Chancellor and more than any other Citizen.

In the walkthrough, Blue holds the Ivory Eye, the Chancellor holds the Grand Scepter, and Red holds the Banner of the People's Favor—they are tied.

Citizens follow a few different rules.

[4.3.3] They refresh their Supply to match the Chancellor's Supply space, then save unspent Supply as normal.

[6.5] Picking up purple warbands from their site requires the Chancellor's permission. Also, if the pawn of the Chancellor or another Citizen is at their site, the Citizen can give or take purple warbands, with permission, moving them from one board to the other.

[5.5.1] They can campaign against the Chancellor and other Citizens with certain penalties.

Citizens can be exiled, turning them back into Exiles.

[6.7] The Grand Scepter's holder may exile a Citizen by giving them five favor. They give one less favor if they are the Oathkeeper or have the People's Favor, or two less if both. They give one more favor if the Citizen is the Oathkeeper or has the People's Favor, or two more if both. The total range is three to seven favor.

[6.8] A Citizen may exile themselves by giving favor to the Grand Scepter's holder equal to the Citizen's total number of secrets plus the number of warbands on the Citizen's board. However, a Citizen cannot exile themselves while they hold the Grand Scepter.

GOAL REFERENCE



Successor
Goal

BANDITS

Sites with no warbands are ruled by bandits—basically a neutral player.

[5.5.1] You can choose the bandits as a defender in a Campaign.

[5.5.3] When you target sites ruled by bandits, each bandit on those sites adds one defense. (Each site has one bandit printed on it, but you can use the included bandit tokens instead if desired.)

[5.5.4] Bandits will use all the battle plans they rule, as long as they don't cost anything.

BATTLE PLANS

Battle plans are campaign powers that break a few rules.

[7.5.1] You can only use a battle plan if you rule it, not just by having your pawn at its site.

[7.5.3] You can pay the cost of a battle plan even if it already has favor or secrets on it.

[7.1.2] To pay the cost of a power outside your turn, such as when using a defensive battle plan, put the favor back in its favor bank now, and flip over the secrets but keep them on your board. Facedown secrets will flip up during your next Rest Phase.



Battle plans have a Campaign icon surrounded by a crown.

THE CONSPIRACY

The Conspiracy is a false Vision that anyone can play.

[5.1.4.IV] There are four true Visions, which have new victory goals for the Exiles. But there is also one false Vision—the Conspiracy. Any player—even the Chancellor or a Citizen—can play it. It lets you burn a secret to steal a relic or banner from a player whose pawn is at your site. However, you must have at least two advisers that match the suit of any of their advisers.

SITE POWERS

Each site has a unique power.

As sites are revealed, read the Site Reference section on the player aids to learn their powers.

In the walkthrough, these are the sites that have been revealed but not explained:

- **Plains:** This adds one attack die whenever this site or anything here is targeted in a Campaign.
- **Salt Flats:** At the start of Blue's next turn, they'll get to take one favor or secret from this site.
- **Wastes:** If you play a Discord card to this site, you recover the relic here, spending 0 Supply.
- **The Rocky and Lush Coasts:** Traveling between these sites only costs 1 Supply, not 4 Supply!



BANNER OF THE PEOPLE'S FAVOR

The People's Favor is one of two banners.

Each banner adds to many victory goals! In this game, the People's Favor adds to the Successor goal and the Vision of Sanctuary—both goals are to hold the most relics and banners. It also fulfills the Vision of Rebellion goal, which is to hold the People's Favor.

It lets you play cards more flexibly.

Whenever you're playing a card to site, you can first discard a card at any site in your region, and then you can play your card to any site in your region. It doesn't need to be the same site!

It can be recovered like a relic, but from anywhere and anyone.

[5.4] To recover it, you'll need to put more favor on it than it has already. When you do, take the old favor and put it back in the favor banks, one by one. You can start at the bank of any suit, and move away from the world deck, wrapping around if needed.

It demands favor from you on each of your turns.

[4.1.1] During your Wake Phase, you must put a favor on it or else return a favor from it to the bank with the least favor. Notably, it can't go below one favor, so you must put a favor on it in this case as long as you have any favor. If it's flipped to its Mob side, it will demand favor twice. It flips to the Mob side when taken in a Campaign or if it has six or more favor.

BANNER OF THE DARKEST SECRET

The Darkest Secret is the other banner.

It works much like the People's Favor. The main difference is that its corresponding Vision is the Vision of Faith, rather than the Vision of Rebellion.

It makes searching always cost 2 Supply.

As more Visions are drawn, the Supply cost to draw from the world deck will increase to four—punishingly high! But the Darkest Secret keeps this cost low, intriguing and seducing denizens around the world into meeting you.

It can be recovered from anywhere...

[5.3] You'll need to put more secrets on it than it has already. You'll take one of its old secrets and give the rest to the player who used to hold it.

...unless the Darkest Secret is safe.

If every card at the holder's site matches any of their advisers, the Darkest Secret is safe and cannot be recovered! This includes if the site has no cards.

WAR EXHAUSTION WIN

At the end of the eighth round, the game always ends.

[3.4] The goal reference shows the order of who wins the game. In some places, it says “Empire,” which means the Chancellor wins or a Citizen wins if that Citizen meets the Successor goal.

PEOPLE'S FAVOR



DARKEST SECRET



The holder's site has two Order cards, and they have one Order adviser. The Darkest Secret is safe!

They play a Hearth card to their site. The Darkest Secret is no longer safe at this site!

GOAL REFERENCE BACK

VICTORY AT END
with the denizens of this land exhausted from endless war

Rules Questions

Don't worry too much about rules mistakes your first time. Oath is a deep, intricate game, so you will get a few things wrong. Unless your group is competitive, we suggest you make rulings that feel right and then find out the correct ruling after you play.

If you do need a precise answer about the rules, read the Law of Oath.

- If it's about a component, read "Key Components" (page 4).
- If it's about actions, read "Major Actions" (pages 6–7) and "Minor Actions" (page 8).
- If it's about a game term, read the "Glossary" (page 11).

If you need a quick refresher or think you've missed some subtle rules, read the "Weird Things About Oath" section at the back of this book.

If you need answers about site powers or cards in general, read the player aid sheet.

If you still need answers about anything, you can find them in our database of cards, errata, and frequently asked questions on our site: ledergames.com/oath

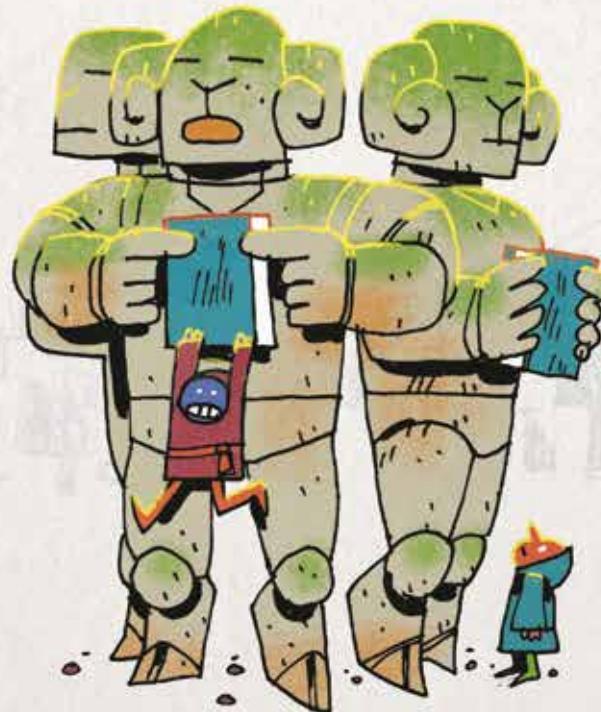
Ending Your First Game

Once you're done playing, don't start cleaning up right away! You're about to write your first **CHRONICLE**, which saves a memory of your world that you will start with for your next game.



Open the ARCHIVE PACKET. Put the 8 cardboard separators in the small box compartment. Put the 6 edifice cards in the sections of matching suits. Shuffle the 6 card stacks of each suit separately and put it in the section of the matching suit. This part of the box is called the **ARCHIVE**.

Find the Chronicle aid sheet, open the *Law of Oath* to "Writing the Chronicle" (page 10), and follow the instructions there to pack up your game.



Setup for Later Games

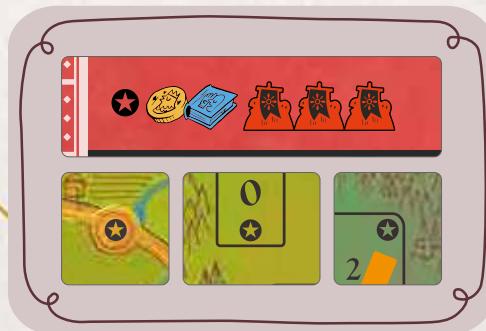
To set up for games beyond your first, use the *Law of Oath* (page 2). A few things are different from the setup for your first game. Here are the notable differences:

- **Players can choose to start as Citizens**, as long as your game ends with boards on their Citizen side. Citizens do not get a relic during setup.
- **Exiles and Citizens choose their pawn's site**. The Chancellor puts their pawn at the top Cradle site. The other players can put theirs at any faceup site.
- **Players choose an adviser**. Each player draws three cards from the bottom of the deck, chooses one as a facedown adviser, and discards the other two as if they'd searched the deck.
- **Each discard pile starts with an extra card**. Along with the cards discarded as described above, each discard pile starts with one more card taken from the bottom of the world deck.
- **The Chancellor might start with the People's Favor or Darkest Secret**. If you're playing as the Oathkeeper of Devotion, the Chancellor gets the Darkest Secret. As the Oathkeeper of the People, the Chancellor gets the People's Favor.
- **Imperial warbands start at specific sites**. Two purple warbands are put at the top Cradle site, and one is put at every other faceup site that has at least one denizen or intact edifice card. Ruined edifices don't count, but you won't see those until your third game or later.



You'll notice **icons marked with a star** on the players' boards, which show how many favor, secrets, and warbands they start with.

You'll also notice **places marked with a star** on the players' boards and around the map, which show where various markers start, the composition of the world deck, and that each discard pile starts with an extra card.





Group Agreements

Oath is a game about telling stories, and you can tell your stories the way you want.

To make Oath fun for everyone, you'll want to talk together about what play looks like.

The first and most important question to ask is about **group persistence**. Do you want to play this copy of Oath only with the group at the table, or are you all happy with new players coming in and out of the game? Oath is designed to support either! You'll also want to ask whether people want to reserve certain Exile/Citizen boards for all games going forward, but you'll have to be flexible if you're playing with six players, since there are only five of those boards.

Most of the other questions deal with **information**. Though we give some rules for what information is private and public in the *Law of Oath* (page 11), we leave it to your group to agree on how to handle cases not explicitly described there. Some examples are listed below.

Sharing Card Draws. If someone takes the Search action and draws some cards, can they show these cards to other people? Do they have to show everyone, or can they show just one person?

We don't usually allow showing drawn cards unless a new player needs help, since it can slow play down a lot. However, if your group is comfy with long scheming sessions that don't include everyone, go for it.

Drawing Too Many Cards. If someone keeps drawing past a Vision in the world deck, or accidentally draws too many cards, do the cards go back without revealing them? Or do they get revealed? Do they go on the top of the relevant deck or discard pile, or on the bottom?

We generally just let people put it back where it was. It happens to everyone sometimes. It's more fun to keep Visions as secret as possible, so we usually won't ask the player to reveal what Vision they drew.

Discarded Cards. Let's say someone discards a card and wants to make sure they remember where it is. Can they take notes? Can they expect honest answers to questions like "Does anyone remember whether this Vision is the one I discarded two turns ago?"

We don't usually take notes, but also don't worry much about card tracking, except sometimes for Visions.

The World Deck. The proportion of suits in the world deck will greatly affect strategy—for example, more Nomads means easier traveling! This is especially important if new players are coming into a game in progress. Will they feel bad knowing nothing while the more experienced players know more? Or maybe they want to go in blind, embracing the mystery of this world? If you're playing with a more competitive group, does everyone want to know the full contents of the world deck at the end of each Chronicle?

We generally keep the cards going into the deck secret, but count how many of each suit are entering and leaving the deck in a given Chronicle. If a new player is coming into the game, we'll ask them how much they want to know.

Redoing Actions. As someone takes a turn, they might want to roll back an action or even start their turn over.

Will you allow this? If so, how much?

We usually let people roll back their turn as much as they want, as long as they're not taking forever. However, we don't let people roll back once they have traveled to a facedown site, peeked at a new relic card, or gotten deep enough in a Campaign that they learn the other player's plans. Basically, if they learn something new, they shouldn't roll back to a time before they learned that thing.





Weird Things About Oath

DRAWING, PLAYING, AND DISCARDING CARDS

Draw three cards, unless... Whether you're drawing from your region's discard pile or the world deck, draw three cards. Stop drawing if you draw a Vision from the deck or if there are no cards left to draw, but don't stop drawing if you draw a Vision from a discard pile!

When you play a card, pay attention to its restrictions. If it shows a tree (Tree) under its suit, it can only be played to your site. If it shows a person (Person), it can only be played to your advisers. Only Exiles can play the true Visions faceup, but anyone can play the Conspiracy.

You can always play a card as a facedown adviser. Doesn't matter whether it has a tree (Tree). Doesn't matter whether it's a Vision and you're the Chancellor. You can always play it facedown!

Discard cards facedown. Even though most games have faceup discard piles, Oath doesn't.

Discard to the next region out. Cards from the Cradle always discard to the top of the Provinces discard pile. Cards from the Provinces discard to the Hinterland. Cards from the Hinterland discard to the Cradle. Don't discard a card to the same region it came from!

USING CARDS

You can use the powers of cards at your pawn's site and all cards you rule, whether they're in your advisers or at remote sites. This is different from the Trade and Muster actions, which say "your site," meaning the site where your pawn is, not other sites you rule. Basically, if you're taking the actions on your board, you're doing stuff at the site where your pawn is.

You can't pay for a card power if the card already has favor or secrets on it. Likewise, you can't trade or muster on a card that has favor or secrets on it.

Battle plans break these rules. You can *only* use a battle plan if you rule it, not simply by having your pawn at its site. Also, you *can* put favor or secrets on a battle plan to pay its cost even if it already has favor or secrets on it—you still can't trade or muster on it, though!

YOUR ADVISERS

You don't keep a hand of cards. Instead, you can hold up to three cards in your advisers. If it helps, think of your facedown advisers as a sort of hand. When you reveal a facedown adviser, it's exactly like finishing a Search action—you can play it faceup or even discard it.

You can't discard faceup advisers unless you are forced to. Once you've played an adviser faceup, you cannot get rid of it just because you want to—you'll only discard an adviser when you already have three and you want to play another, or when the game otherwise tells you to.

CAMPAIGNS

Here's a couple quirks. You can target *any* of the defender's sites, not just the site your pawn is at. The defender's warbands add defense in equal amount, but *do not add* defense dice!

Sites with no warbands are ruled by bandits. Basically, treat bandits like a player. You can choose them as a defender and target any sites they rule on the map. They will use any battle plans they rule that have no cost. They don't compete for victory goals, though.

Outside campaigns, you can't put warbands on empty sites. They're ruled by bandits! To take rule of a site, you'll need to campaign, target it, and be victorious. Once you rule a site and your pawn is there, you can drop off or pick up warbands, but you can't pick up the last one.

STILL HAVE QUESTIONS?

Visit our site: ledergames.com/oath