

## Allowed Communication

- You may name suits: "I have two reds."
- You may describe numbers: "I have only high red."
- You may not be specific about numbers: "I have a red 6".

## Artifacts

- Portal – discard at any time to move the Shadow pawn  $\pm 1$  space.
- Mask of Truth – immediately reveal your Role card
- Ritual Dagger – when you perform a Neutralization Ritual, you may discard this to eliminate a player from the round. (If it's face down, you may choose not to.)

- Moon Shard – if you have two of these at the end of the round and have not been eliminated, score 2VP.

## Rituals

- Stabilization – move the Shadow pawn back 2 spaces OR take an Artifact tile
- Permutation – exchange your Role card with that of another player.
- Illumination – score 1VP.
- Neutralization – you must use any of your face-up Ritual Daggers, and may use any of your face-down Ritual Daggers, to eliminate other players. They reveal their Role card.
- If they were a Shaman: advance the Shadow 1 space for each card still in their hand. These cards are set

aside face down; those suits' piles will not be completed.

- If they were a Shadow: if there are no more Shadows, the Shamans immediately win the round. Otherwise, that player places all their cards in hand on matching worlds. If this triggers Rituals, the eliminating player chooses the order in which they are resolved.

## Play rounds

- Place Shadow pawn on time track by player number
- Separate Eclipse and 12 Artifact tiles. Shuffle Artifacts and turn two face-up. Add Eclipse to remainder and shuffle until Eclipse is not on top.

- Shuffle Role cards and deal one to each player.

- Shuffle all World cards and deal: 9 for 3-4 players, 11 for 5 players. Any leftover cards are placed face-up by that World space.
- First player is Guide.
- Guide leads a card from their hand face up in front of them.
- Other players play from their own hands
- If the card's suit matches the lead suit: place it face up in front of you.
- If the card's suit does not match
- Advance the Shadow pawn one space. If it reaches the end of the track, Shadows win the round.

# Shamans

Roger's Rules: Firedrake/BGG

## Setup

- Randomly select a first player.

- Build World card and Role card decks.
- 5 players: all 56 World cards; Role cards are 3 Shaman 2 Shadow
- 4 players: all World cards except red, numbers 1-6 only (36 cards); Role cards are 3 Shaman 1 Shadow
- 3 players: all Worlds cards except red and brown, numbers 1-6 only (30 cards); Role cards are 2 Shaman 1 Shadow

- If that pile is complete, this player immediately performs the suit's Ritual.
- This player becomes the new Guide and continues the round by leading a new card. (Unless nobody has cards in hand.)
- Otherwise the round ends. If Shadows have not won by this point, Shamans win.
- If Shamans win, each non-eliminated Shaman scores 2VP.
- If Shadows win, each non-eliminated Shadow scores 3VP.
- If anyone has 8 or more VP and more than anyone else, they win. Otherwise, pass the First Player marker to the left and start another round.

- Place the card by the board on its suit's pile. If that pile is complete (6 cards in 3-4 player, 8 cards in 5 player), that player immediately performs that suit's Ritual.
- The player with the lowest-numbered card in front of them takes an Artifact of their choice (one of the two face-up, replacing it from the pile, or a face-down draw from the pile). If the Eclipse tile is revealed at any point, immediately resolve it. An Artifact drawn face-down may be retained face-down unless it is the Mask of Truth.
- The highest-numbered card in front of them gathers all cards in front of players and puts them to that suit's pile.