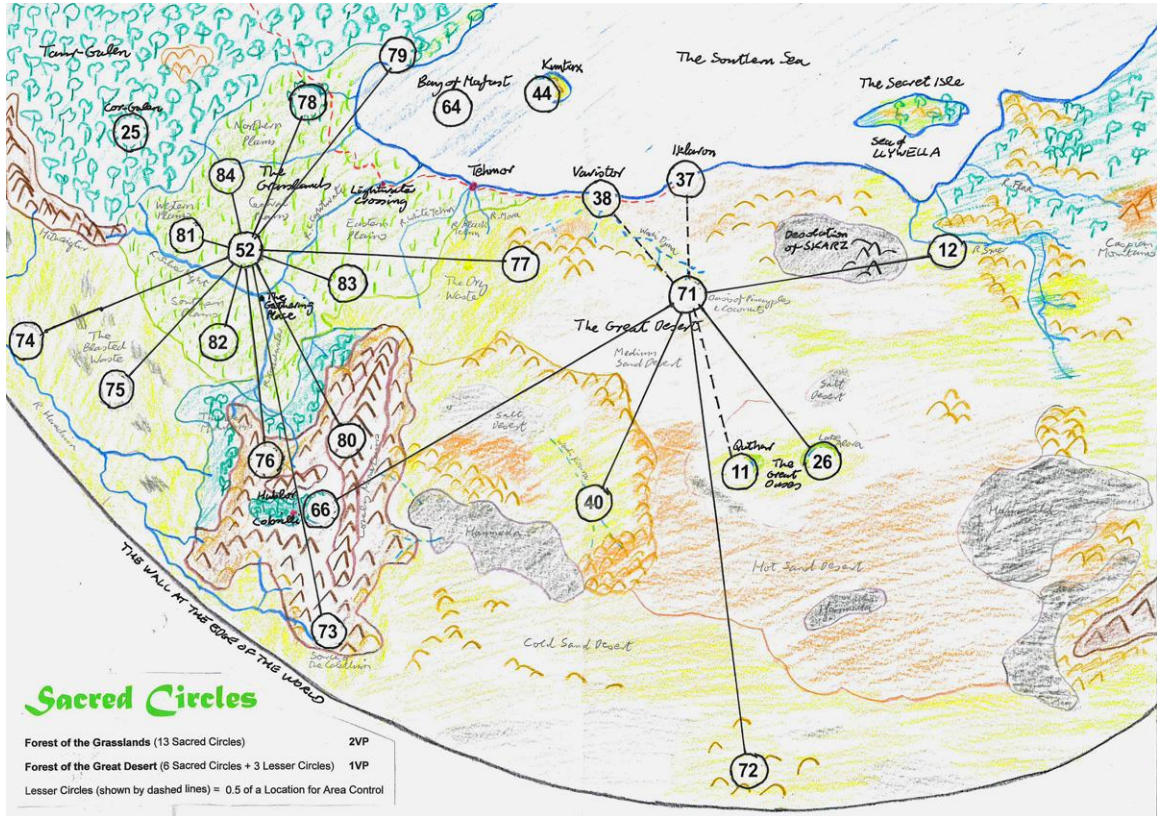


# Rules of Play for the Sacred Circles Expansion



## SC1. Sacred Circles

This Expansion expands the game to the surrounding Grasslands and Desert, with:

- an extra map side Board adding Locations representing the Sacred Circles of the Grasslands and Desert;
- an extra side Board depicting the Grasslander Gathering;
- the following 14 additional Factions representing their associated Mist Warrior and Desert Nomad Cults:

No.	Faction	Tarot Card	Alleyman's Tarot Card
71	Warrior Priests of ORIL / OPSOR of the Desert	King of Blades	The Queen of Wands

<b>No.</b>	<b>Faction</b>	<b>Tarot Card</b>	<b>Alleyman's Tarot Card</b>
72	Sandwalkers	Queen of Blades	The Six of Swords
73	Heron Tribes	Knight of Blades	The 5 of Cups (b3)
74	Rat Tribes	Knave of Blades	The Bogeyman
75	Lizard Tribes	Ten of Blades	Bone Fire
76	Snake Tribes	Nine of Blades	The Hanged Man (b2)
77	Scorpion Tribes	Eight of Blades	The Hawkmoth
78	Deer Tribes	Seven of Blades	The 5 of Wands (b2)
79	Buffalo Tribes	Six of Blades	The Sic of Swords (b3)
80	Eagle Tribes	Five of Blades	The Eight of Wands
81	Raven Tribes	Four of Blades	The Queen of Ravens (b4)
82	Bear Tribes	Three of Blades	The Seven of Bells
83	Coyote Tribes	Two of Blades	Justice (b1)
84	Cougar Tribes	Ace of Blades	Page of Wands (b3)

- and the following 8 additional relevant Plots:

<b>No.</b>	<b>Plot</b>	<b>Tarot</b>	<b>Alleyman's Tarot Card</b>
26	On The Warpath	III The Emperor	The Battle
28	Carnival of the Animals	VI The Lovers	The Fool (b3)
29	The Lone and Level Sands	VII The Chariot	The Lone and Level Sands
30	Gathering of the Tribes	VIII Justice	Hand of the Hunter (b3)
33	Orcs!!!	XI Strength	The Gloaming (b1)
34	A Lynching	XII The Hanged Man	Wound Man
40	The White Stag	XVIII The Moon	XIX The Sun, Alpaca
41	Wildfires	XVIII The Sun	Death (fire)

Players can attempt to gain Control of the Forests of the Grasslands and Desert through their Sacred Circles and to gain Control of the Grasslander Gathering through influencing the Totem Animals.

## **SC2. General Rules for Expansions**

The following Rules apply in addition to the Rules for the Base Game when Expansions are played.

### **SC2.1 Cards**

SC2.1.1 Each Expansion includes additional Faction and Plot Cards with associated Information Sheets. These are represented by additional Tarot cards (either from a different deck(s), so they can be distinguished from the Base Game cards, or from an expanded deck, such as *The Alleyman's Tarot*).

SC2.1.2 Before starting the Game, the DM determines which Expansions and Promo Cards will be used. It is best to use complete Expansions, although individual cards

may be playable alone. The Base Game should always be used. The Players should normally be told which Expansions are in play (and this may be obvious from use of the appropriate additional Boards), but the DM may secretly include additional Cards to increase the uncertainty of what may be drawn. To increase the chances of cards from an Expansion being drawn, the DM may shuffle the cards from the appropriate deck in the Base Game, draw a number of them equal to those introduced from the Expansion and place the cards drawn at the bottom of the deck.

SC2.1.3 The additional copies of the Wheel of Fortune (Another Random Event) and Fool (Wild Card) in the Fifty Factions Expansion should normally be used if any Expansions (other than just the Promo Cards) are in play. If two Random Events are played in the same Game Turn, they may not be played on the same Activated Faction. If two Wild Cards are played in the same Game Turn, they must be specified differently and may not both affect the same Activated Faction.

## SC2.2 Information Sheets

SC2.2.1 Many of the additional Rules for the Expansions are to be found in the Faction and Plot Information Sheets. Information in the Sheets prefaced with the abbreviation for an Expansion (“SC”, “DD” or “FgF”) only applies if that Expansion is being played.

## SC2.3 Areas

SC2.3.1 The Expansions do not introduce additional Areas of Tehmor, but introduce additional Locations that may be controlled by the Factions introduced by those Expansions. Those Locations are shown on the Board for the Base Game (except for **Forgotten Factions**). Except as stated below, the VPs for controlling the Areas on the Board for the Base Game remain the same despite any changes to the potential number of Locations that may be controlled in those Areas:

- Control of the **Environs** gives 2VP in Sacred Circles
- Control of the **Upper East Side** gives 2VP in Doorways to Dreams

SC2.3.2 The map side Board for the **Sacred Circles** Expansion adds Forests (equivalent to Areas), which are Controlled by placing Pawns on the Sacred Circles in them as if those Sacred Circles were Locations. See SC3.1 below for more details.

SC2.3.3 The Hall of Mirrors side Board for the **Doorways to Dreams** Expansion shows the Doorways to various Otherworlds, arranged as two Halls of Mirrors. It adds the Domain of Dreams and the Domain of Madness & Chaos (equivalent to Areas), which are Controlled by placing Pawns on the Mirrors which lead to the Otherworlds as if they were Locations. See the Doorways to Dreams Rules for more details.

SC2.3.4 Certain Factions in Expansions, including the Bandits and Pirates, have Locations specified as “**Variable**”. The Pawns for these are placed as specified in

their Faction Information Sheets. If such a Pawn is placed in an Area in Tehmor and its environs (i.e. on the Base Game Board) it counts for determining control of that Area. If it is placed in a Forest on the Sacred Circles Board, it does not count for determining control of that Area unless it is specified to be a Sacred or Lesser Circle (as only Circles count towards control of Forests). If it is placed in the Hall of Mirrors, its Faction Information Sheet will determine its effect.

## **SC3. Specific Rules for SC**

### **SC3.1 Forests**

SC3.1.1 The SC map Board adds the following Forests (equivalent to Areas), which are Controlled by placing Pawns on the Sacred Circles in them as if those Sacred Circles were Locations:

- **Forest of the Grasslands** (13 Sacred Circles): **2VP**
- **Forest of the Great Desert** (6 Sacred Circles + 3 Lesser Circles): **1VP**

SC3.1.2 If there is only one Pawn placed on the Forest of the Grasslands Sacred Circles, only 1VP is awarded to the Player who owns it.

SC3.1.3 Note that the Forest of the Great Desert represents the Overworld part of the Great Desert and its Light Sites only (i.e. the Underworld part of the Great Desert and its Dark Sites are not included). The 3 Lesser Circles of Vavistor, Iklaron and Quthar (Desert Nomads) each count as 0.5 of a Location only.

SC3.1.4 Other Factions may have Sacred Circles and/or Forests specified in their Faction Information Sheets which are outside the above Forests and/or in off-Board locations. These are included for Role-Playing purposes and do not give VPs for controlling those Circles or their associated Forests, even though some of them are shown on the SC Board (and Pawns can therefore be placed for them).

SC3.1.5 The **Forgotten Factions** Expansion introduces the Fish and Owl Tribes, whose Sacred Circles are the Dark Side Circles of the Source of Caladuin and Misty Circles respectively, the Light Sides of which are controlled by the Heron and Horse Tribes respectively. Whichever of the two Tribes is Activated first places its Pawn on the Circle shown on the SC map Board and controls that Circle, even if the other Tribe is subsequently Activated. The Circle is considered to have its Light or Dark Side (as appropriate) manifest, but control may change hands as a result of roleplaying a Plot (e.g. 'The Dark Side' in **DD**).

### **SC3.2 The Grasslander Gathering**

SC3.2.1 The Grasslander Gathering is an annual event held on Mid-Autumn Night (12 Garrack) at the Gathering Place (at the confluence of the Rivers of Silverlight and Goldwater to form the Lightwater). The Gathering strictly-speaking is a Council

of the Heads of the Grasslander Tribes which discusses and reaches decisions on matters of concern to all, but the annual Gathering has developed into a festival at which all the Tribes come together. However the Council of the Heads of the Grasslander Tribes may also come together at other times in order to discuss urgent matters of importance to the Grasslander Tribes, and may be summoned by the Head of any Tribe (being the leading tribal Chieftain of all the Tribes of a particular Totem Animal).

SC3.2.2 At the end of each Council Phase **the DM rolls d12 to see if a Grasslander Gathering is held**. The chance of its being held is:

Roll on d12  $\leq$  (no. of Totems for which a pawn has been placed)

If a Gathering has already been held on a previous Game Turn (not counting one due to the Gathering of the Tribes Plot Card being played) subtract from the number required:

12 – (Game Turns since last Gathering held)

e.g. if it is Game Turn 8, 10 Totems have pawns on them and a Gathering was last held on Game Turn 3, a roll of  $\leq 10 - (12-5) = 3$  is required.

If more than one such Gathering has been held, only take into account the number of Game Turns since the last one was held.

SC3.2.3 If it is the last Game Turn, and no Gatherings have yet been held (not counting any due to the Gathering of the Tribes Plot Card being played), then the Gathering will automatically be held on that Game Turn.

SC3.2.4 The Gathering is composed of the Heads of the Tribes of each main Totem Animal and makes decisions by communing Shamanically with the Totem Animals which are the Spirit Guides of the various Tribes. The Shamen of the Tribes, and various other Factions with influence over the Totem Animals and Grasslander affairs, attempt to intercede with the Spirit Guides to persuade the Council of their points of view. The Spirit Guide who speaks most strongly and persuasively to the Council (the “**Strongest Spirit Guide**”) will sway any Neutral Totems (those which are not currently controlled by Activated Factions).

SC3.2.5 The Gathering is held in a Circle of Totems at the Gathering Place (which is not a Sacred Circle for the game purpose of controlling the Forest), as represented by the SC Grasslander Gathering side Board. The Circle consists of 12 Totems plus 1 central Totem (Horse / Owl.). The **Totems are controlled** by Activated Factions as follows:

SC3.2.5.1 Each Activated Grasslander Tribe Faction controls 1 of the 13 Totems at the Gathering (place one of its Pawns on its numbered space on the Grasslander Gathering side Board) - in **FgF** whichever of the Horse/Owl or Heron/Fish Tribes is first Activated controls the Totem (it becomes a Totem of that Totem Animal) as per SC3.1.5 above;



SC3.2.5.2 If the Grasslander Tribe for a particular Totem is not Activated, consult the [Grasslander Gathering Influence Table](#), which lists 3 or 4 Factions in order of priority for each Totem Animal. If any of the Factions listed for a Totem Animal is Activated, the Activated Faction with the highest priority (lowest numbered) controls the Totem (place one of its Pawns on the numbered space for that Totem on the Grasslander Gathering side Board). If a higher priority Faction for that Totem becomes Activated, one of its Pawns immediately replaces the current one.

SC3.2.5.3 If none of the Factions listed for a Totem Animal is Activated, that Totem Animal is **Neutral**. The Heads of the Tribes of Neutral Totems will vote with the Strongest Spirit Guide.

SC3.2.6 Any Factions listed on the Grasslander Gathering Influence Table which are Activated but do not control a Totem (because an Activated Faction has higher priority for their Totem, because (in **FgF**) a rival Tribe was Activated first for it, or because they are in the list of those having “Influence only over any Totem”) have **Influence** over the proceedings of the Gathering, but do not have a vote. Influence is used to determine which Totem Animal is the Strongest Spirit Guide.

SC3.2.7 The business of the Grasslander Gathering is not role-played in the Council Phase. Voting at the Gathering is determined as follows:

SC3.2.7.1 **Determine which Totem Animals contest to be the Strongest Spirit Guide:** only the Totems controlled by Activated Factions, for which Pawns have been placed on the Grasslander Gathering side Board (see SC3.2.5 above) speak in the contest. The other Totem Animals are Neutral.

SC3.2.7.2 If only one Totem is controlled by an Activated Faction, its Totem Animal will automatically be the Strongest Spirit Guide and the remaining Neutral Factions will therefore automatically be Influenced by it, and that Activated Faction will control the Gathering, but is only awarded **1VP**;

SC3.2.7.3 **Determine the Influence of each Totem Animal that speaks in the contest:** each Activated Faction with Influence over a Totem Animal may place a chit representing the Totem Animal by its Totem on the Grasslander Gathering side Board:

SC3.2.7.3.1 The Activated Faction that Controls the Totem must place one chit by that Totem;

SC3.2.7.3.2 Any Activated Factions which have influence over a Totem Controlled by a Faction with which they are Allied must place a chit by that Totem (or the Alliance will be dissolved);

SC3.2.7.3.3 Other Activated Factions which have influence over a Totem which speaks may choose whether or not to place a chit by that Totem. Some negotiation may take place at this point;

SC3.2.7.3.4 Activated Factions shown on the Grasslander Gathering Influence Table as having “**Influence only over any Totem**” may choose a chit for one of the Totem Animals that is speaking and place it by that Animal’s Totem (note that if they are Allied with (a) Faction(s) that Controls a Totem, they must place a chit against an Ally’s Totem (as per SC3.2.7.3.2 above).

**SC3.2.7.4 Determine which Totem Animal sways the Neutral Totem Animals:** put all the chits placed on the Grasslander Gathering side Board into a cup, mix them up and draw one. The Totem Animal which is drawn is the Strongest Spirit Guide and gains the support of the Neutral Totems.

**SC3.2.7.5 Recalculate the Influence of each Totem Animal that speaks:** return all chits to their Totems on the Grasslander Gathering side Board and add one chit per Neutral Totem to the chits by the Totem of the Strongest Spirit Guide. If the Strongest Spirit Guide now has a clear majority of the chits placed, its controlling Faction will control the Gathering and is awarded **3VP** which he or she may take for him or herself and/or share with Players Allied with him or her who cast votes or used influence at the Gathering (as agreed by the Alliance). Note that the VPs may not be shared with a Player in the Alliance who did not control an Activated Faction that participated in the Gathering.

**SC3.2.7.6 The speaking Totem Animals decide who to support:** if control of the Gathering has still not been resolved, the Faction which controls each speaking Totem Animal may now choose whether to remain in the contest or to support another Totem Animal:

SC3.2.7.6.1 The Strongest Spirit Guide must remain in the contest and not support another Totem Animal;

SC3.2.7.6.2 Allied Factions which control Totems must now vote together in favour of one of their members (which must be the Strongest Spirit Guide if a member of the Alliance) and move their chits to the chosen speaking Totem Animal (or if they fail to agree which, the Alliance is dissolved);

SC3.2.7.6.3 Each other Player who controls a Totem Animal(s) must decide (once only) either to remain in the contest or to move their chits to another Totem Animal that has announced it is remaining in the contest (Note that only the Player who controls the Totem makes this decision. The Players of Factions that gave them chits for influence do not decide.).

**SC3.2.7.7 Make a final determination:**

SC3.2.7.7.1 If one speaking Totem Animal now has a simple majority of the chits placed, it is indisputably the Strongest Spirit Guide and has

control of the Gathering and the Player whose Activated Faction controls that Totem is awarded **3VP** (or **1VP** if only one Totem is controlled by an Activated Faction), which he or she may take for him or herself and/or share with Players Allied with him or her who cast votes or used influence at the Gathering (as agreed by the Alliance). Note that the VPs may not be shared with a Player in the Alliance who did not control an Activated Faction that participated in the Gathering.

SC3.2.7.7.2`If no speaking Totem Animal has a simple majority of the chits, the speaking Totem Animal that has the most chits is the Strongest out of a number of Strong Spirit Guides and is awarded **1VP**, which the Player whose Activated Faction controls that Totem may take for him or herself and/or give to a Player Allied with him or her who cast votes or used influence at the Gathering (as agreed by the Alliance).

SC3.2.7.7.3 If there is a tie for the most chits, there is no Strongest Spirit Guide and **no VPs** are awarded. The Gathering is dissolved without reaching a consensus.

SC3.2.8 There are no Coalitions at the Gathering. Totem Animals contest to be the Strongest Spirit Guide. Factions may Ally behind the scenes to determine which is the Strongest Spirit Guide, but do not form political Coalitions.

SC3.2.9 The Factions in Sacred Circles have their Politics specified as “Pacific” or “Aggressive”. These are not used to determine control of the Gathering, but are an indication of the general views of a majority of those in command in those Factions and are specified for role-playing purposes.

SC3.2.10 In addition to the Gathering played in the Council Phase, an Extraordinary Gathering may be called by playing the **Gathering of the Tribes Plot Card**. An Extraordinary Gathering so called is held during the Role-Playing Phase to reach a decision regarding the matter on which it has been called, as follows:

SC3.2.10.1 The business of the Gathering will be role-played;

SC3.2.10.2 When it comes to a vote, any votes will be determined in accordance with Rule SC3.2.7 above on voting - except that the DM may add extra chits to each Totem at step SC3.2.7.3 above to represent the success of arguments (or other actions influencing voting) during the role-playing;

SC3.2.10.3 VPs may be earned both for control of the Gathering (as above) and for role-playing at it.