



# Evenfall

## RULEBOOK

*Aurora*



0 1 2 3 4 5 6 7 8 9  
0 10 20 30 40 50 60 70 80 90

ROUND  
I Scout  
II Action  
III Battle  
IV End

0 2 4 6 8 10 12 14 16 18  
1 3 5 7 9 11 13 15 17 19

1 Victory Point and Mana Track

Central Mountains

3 [Scout] / 2 [Action]

8+ [5]  
6+  
4+

3 Regions

SPIRIT BOG

52 Places of Power

2 [Scout]

Fairy

58 Rituals

Hoa, Scythe of the Harvest

42 Specialists or Council Members

4 Victory Point Tiles

1 First Player Marker

1 Round Marker

12 Powerstones

20 Herbs

20 Knowledge

20 Potions

1 Red Powerstone

24 Resource Tiles (Knowledge, Potion, Herb)

44 Catalysts  
Front: Scythe  
Back: Orb

1 Automa

Outer Circle

Inner Circle

COVEN TRACK

RULES

- If the Automa cannot execute an action, it moves one additional step.
- If the Automa were to gain [Scout] or [Action], it gains [Battle] instead.
- When discovering Places of Power, the Automa chooses from left to right. The Automa is able to discover any Place of Power with the last Witch.
- When playing Rituals, the Automa prioritizes Places of Power with a Binding Bonus or from left to right.
- When [Scout], the Automa prioritizes Rituals with the highest [Scout] value or from left to right.
- The Automa picks Powerstones from left to right and ignores their types when placing them on Rituals during final scoring.

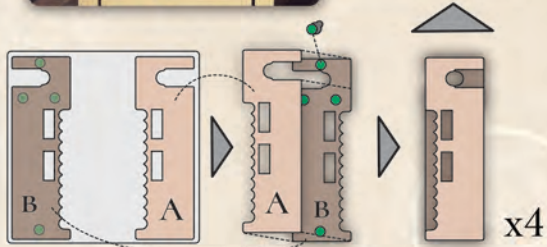


4 Clan Boards:  
The Star  
The Circle  
The Spike  
The Cross

8 Clan Tokens  
(two for each clan)



4 Player Aids



4 Starting Places



16 Witches



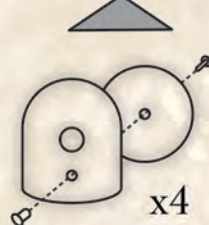
16 Elders



16 Markers



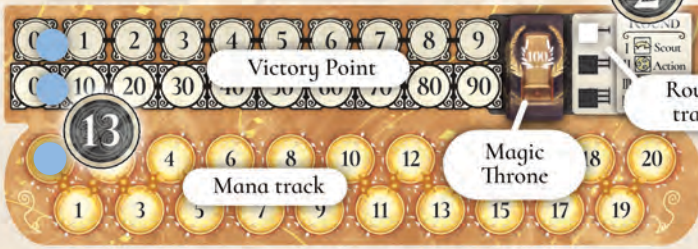
4 Mana Dials



x4



# General Setup



**1** Flip the Regions on the side with the current player count (bottom right corner). Place them one below the other in the middle of the table, leaving some space between them.  
Place "Northern Lakes" at the top, "Central Mountains" in the middle and "Southern Slopes" at the bottom. In case of a solo game or a game with two players, the region "Southern Slopes" is not needed.

**2** Place the **Victory Point** and **Mana Track** above the Regions, then put one **Victory Point Tile** for each player on the **Magic Throne**. Put the **Round Marker** on the first space of the round track.

**3** Shuffle the **Places of Power** to form the **Deck of Places**. For each Region, draw either 3 or 4 **Places of Power** and place them face up above the Region boards (see the markings). Put the **Deck of Places** above the **Victory Point** and **Mana track**.

**4** Shuffle the **Rituals and Specialists** cards together to form the **Main Deck**. Place the **Main Deck** above the **Victory point** and **Mana track**, leaving some space adjacent to it for the **discard pile**.

**5** Shuffle all **Powerstones** and place **4 at random** in each Region on the side showing the symbol. Remaining **Powerstones** can go back in the box. The **Red Powerstone** is only needed when playing the moon side of the clans.

**6** Place the **First Player Marker** on the matching space of the Region called "Northern Lakes".

**7** Form separate piles for **resources** (Herb, Potion and Knowledge), **Resource Tiles** and **Catalysts** near the Regions, so that all players can reach them. This will serve as the general supply.



# Player Setup

Place for SPECIALISTS



**OUTER CIRCLE**  
Area for Places of Power and Rituals

Firstly, collectively decide if you want to play with the sun or the moon side. For your first game, we recommend that you choose the sun side. The moon side gives each player a special ability (for details, see pages 16-17). Finally, each player takes:



A **Clan Board**, placing it in front of themselves with the sun or moon side face up.



The **Clan Token** (sun or moon) in the respective clan color, then inserts it with the active side face up in the matching recess of his/her clan board.

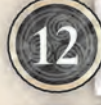


The **Starting Place** for one's clan, putting it with the correct side face up (sun or moon) on the right of their Clan Board in the Inner Circle:

- The Star: Nqobantu Mine • The Cross: Propheten Kirche
- The Circle: Ewiger Baum • The Spike: Arche von Longjiang



Four **Witches** in one's respective clan color, placing them in the upper recess of their Clan Board (i.e. the reserve).



Four **Elders** in one's respective clan color. Place them in the lower recess (i.e. the reserve).



Four **Markers** in one's respective clan color:

- One marker goes on the lowest space of the Coven Track
- One marker goes on space 0 of the Mana Track
- One marker on space 0 of the upper row of the Victory Point Track
- One marker on space 0 of the lower row of the Victory Point track



One **Mana Dial** and **Player Aid** in one's respective clan color.

*Before your first game, assemble the Mana Dials using the plastic rivets.*



Area for Council Members



Three **Herbs** and three **Potions**. These are your startup resources.

Each player should have enough space for cards around the Clan Board, since all players will be adding more each round during the Action Phase. Choose a first player and give him or her the First Player Marker from Northern Lakes. Now you can start playing EVENEFALL. Are you playing solo? Follow these additional steps (A1 to A3) to setup the Automa for a solo game.

Rondel

# Automa Setup

SPECIALISTS



**OUTER CIRCLE**



Place the **Automa board** beside or above your Clan Board, leaving enough space for cards.



Take four **Markers** of one of the three remaining clan colors and place them:

- On the lowest space of the Coven Track
- On the upper space of the rondel with a yellow border
- On space 0 of the upper row of the Victory Point Track
- On space 0 of the lower row of the Victory Point Track



Place the four **Witches** of the chosen color in the matching space of the Automa board. The Automa doesn't use the four Elders.

The Automa board also features an Outer Circle, an Inner Circle and an area for Specialists. The Automa never plays Council Members, so it does not need space for them.

# OVERVIEW AND GOAL OF THE GAME

In Evenfall, you lead a powerful clan of witches through a time of upheaval. The game is played over the course of three rounds. Each round is divided into four phases. At the end of the third round, the



game is over. The player with the most victory points wins the game and ascends to the Magic Throne, from where he or she will lead the world into a new era.

## Gameplay

Each round is divided into four phases:



Scout Phase

Battle Phase

Action Phase

Round End

During the Scout Phase, players collect resources, Mana and cards, as depicted on their Clan Board. In the Action Phase, players take turns in clockwise order, performing one Main Action and any number of Free Actions until all players have passed. At that point, a battle takes place in each Region for the purpose of gaining rewards and Powerstones. During Round End, players prepare for the next round or, in the third round, for final scoring.

### Scout Phase



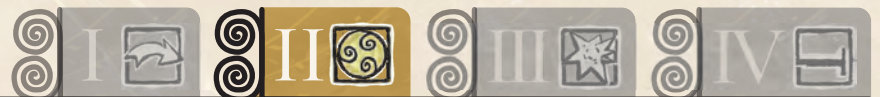
Each player simultaneously collects resources, Mana and cards as depicted on their clan boards (as shown in the example).

When collecting resources, take them from the general supply. When collecting Mana or victory points, move the corresponding marker that number of spaces on the matching track. When collecting cards, draw from the Main Deck.

*Variation for experienced players:* In the first round, draw two additional cards and discard any two cards from your hand. This way, you will have more control and you can plan your strategy from the very beginning.

**Example:** Catalina and Adriano are playing with the sun side. They draw six cards from the Main Deck, take three Knowledge from the general supply and gain two Mana.

### Action Phase



The Action Phase is played in clockwise order, starting with the first player. On your turn, you must perform exactly **one Main Action**. Then, the next player will take his/her turn in clockwise order.

If you cannot or you do not want to perform a Main Action on your turn, you must pass and sit out for the rest of the phase. The **Action Phase** continues until **all players have passed**.

On your turn, you can choose one of the following *five Main Actions*:

1. Discover a Place of Power
2. Activate your Clan Token
3. Play a card: Ritual, Specialist or Council Member
4. Use an Action Space
5. Build Catalysts

Besides taking a Main Action, on your turn, you may perform **any number of Free Actions**. As a **Free Action**, you may discard two cards to gain one resource of your choice (Herb, Potion or Knowledge).

#### ACTIONS

- Discover a Place of Power
- Activate your Clan Token (☀️)
- Play a Card from your hand:  
Specialist, Council Member or Ritual
- Use an Action Space (🌟)
- Build Catalysts (any number):
  - Double the harvest of this Place of Power
  - Advance on the Coven Track
- FREE ACTION** (anytime) →

## 1. DISCOVER a PLACE OF POWER

With this Main Action, you can take a Place of Power from one of the Regions and add it to your clan. Places of Powers can be used to harvest resources, Mana, cards or victory points and are required for playing Rituals.

Choose one Place of Power, then take the required amount (see symbols on the card) of **Witches** from your **reserve** and place them on the **rounded space** of the **Region**. Finally, move that Place of Power to your **Outer Circle** on the right of your clan board.

*Important:* Elders cannot discover Places of Power.



**Bsp.:** (1) Catalina stellt zwei Hexen aus der Reserve ihres Clanboards in das runde Feld von Central Mountains. (2) Sie entdeckt den Seelensumpf und fügt den Ort ihrem Outer Circle hinzu.

**Outer Circle:** The Outer Circle is the top row on the right of your Clan Board. Places of Power in this row can be harvested using your Clan Token (see "Activate your Clan Token"). Places of Power and Rituals in the Outer Circle do not score any victory points at the end of the game. See "3A. Play a Ritual" for more details.

## 2. ACTIVATE your CLAN TOKEN

With this action, you activate the effect of your Clan Token. When activating your Clan Token, announce it to the other players (as this may activate certain effects). Perform the **effect** printed on it and **flip the Clan Token** to its exhausted side (the side showing the sun or the moon symbol). You may activate your Clan Token only **once per round**. The Clan Token will be flipped back to the active side during Round End.

Every Clan Token with the **sun symbol** has the same **effect**:

- **Harvest** all Places of Power in your Outer Circle
- Circle (orange symbol).
- Gain one **Herb** and one **Potion**.



**Example:** (1) Catalina activates her Clan Token. By doing so, she harvests all Places of Power in her Outer Circle. In total, she gains two Herbs, two Potions and two Mana.

(2) Afterwards, she flips her Clan Token to the exhausted side. She cannot perform this action again this round.

### 3. Play a CARD: RITUAL, SPECIALIST OR COUNCIL MEMBER

This Main Action allows you to play cards from your hand into your clan. There are three options when playing a card:

- A. YOU CAN PLAY A RITUAL ON A PLACE OF POWER
- B. YOU CAN PLAY A SPECIALIST ON THE LEFT OF YOUR CLAN BOARD
- C. YOU CAN PLAY A COUNCIL MEMBER UNDERNEATH YOUR CLAN BOARD



#### RITUAL



#### SPECIALIST/COUNCIL MEMBER



Note: Cards depicting a person can be played as a Specialist or as a Council Member.

#### A. PLAY A RITUAL

Pay the cost to the general supply. Place the Ritual offset on top of a free Place of Power. Each Place of Power has space for exactly one Ritual.

Some Places of Power provide a Binding Bonus. The Binding Bonus is activated as soon as a Ritual is played on top of it.



▶ This Binding Bonus gives you a Herb. If the Ritual you played is an Artifact (see keywords), you also gain two victory points.

Rituals feature three types of effects:

This effect is always active. The text describes in what situation the effect is triggered.

An immediate effect is triggered once upon playing the Ritual.

Some Rituals have an Action Space. After playing the Ritual, you may activate its Action Space. See: "Activate an Action Space".



**Example:** (1) Catalina plays "Transmutation Chalice". She pays the cost (one Herb and two Potion) to the general supply and places the Ritual on her "Spirit Bog".

(2) She gains one Herb and two victory points as the Binding Bonus, since the Transmutation Chalice is an Artifact. She immediately advances her marker on the victory point track.

(3) She places the Ritual slightly offset on the "Spirit Bog" in such a way that the Harvest Bonus and the Powerstone Icon are still visible.



## B. PLAY a SPECIALIST:

Pay the cost to the general supply. Place the Specialist to the **left of your Clan Board**. From this moment on, the **effect of the Specialist is active**. There are two copies of each Specialist in the deck. *You may not play two Specialists with the same name!*

Specialists feature three types of effects:



This effect is always active. The text describes in what situation the effect is triggered.



Free Action: Turn this card on its side and perform its effect. This effect can be activated once per round.



This effect is activated during the Battle Phase.

**Example:** (1) Catalina plays the Specialist "Irene". She pays the cost (two Knowledge and one Herb) to the general supply and places the card on the left of her Clan Board. (2) From this moment on, the effect of the Specialist is active. In this case, she gets to harvest Places of Power upon discovering them.



## C. PLAY a COUNCIL MEMBER:

Pay the cost for the Council Member. The cost of a Council Member is depicted on your Clan Board (ignore the cost on the card). For example, when playing with the sun side, the first Council Member costs one Knowledge, one Herb and one Potion. Each Council Member after the first costs two Knowledge, two Herbs and two Potions. After paying the corresponding cost, slide the card underneath your clan board so that its bottom effect is visible. The effect of the Specialist and the keywords are inactive.

Council Members feature three types of effects:



This effect is always active. The text describes in what situation the effect is triggered.

**RUNDENENDE:** This effect triggers once every Round End.

**SPIELLENDE:** This effect is triggered once during final scoring.

**Example:** (1) Catalina plays a Council Member. Since it's the first one in her clan, she pays one Knowledge, one Herb and one Potion. She slides the Council Member underneath her Clan Board.

(2) From now on, thanks to this ongoing effect, she gains two victory points each time she discovers a Place of Power.



## 4. Activate an Action Space

Take **one Witch** or **one Elder** from the reserve on your Clan Board and place it on an **Action Space**. Resolve its effect. You can find Action Spaces on the Region boards or on certain Rituals. Each **Action Space** can only be occupied by one Witch/Elder. While occupied by a Witch/Elder, an Action Space cannot be activated again.



Witches can activate **all Action Spaces** in your clan and all Action Spaces on the Region boards.



Elders can activate **ONLY Action Spaces** in your **Inner Circle**! Some effects allow you to break this rule.

*Reminder:* The **Inner Circle** is the **bottom row** on the **right** of your Clan Board.



Action Space

Occasionally, the effect of an Action Space comes with a cost. The amount of the cost is followed by an arrow. In order to resolve one of these effects, you must first pay the cost on the left of the arrow. If there is no arrow, the effect can be activated for free (see the following example).

### Region Action Spaces:



#### Northern Lakes

Discard a card to gain three resources in any combination.



#### Central Mountains

Draw three cards from the Main Deck.  
or  
Perform a Transfer and draw two cards from the Main Deck.



#### Southern Slopes

Spend one resource to gain two resources in any combination and three Mana.



**Transfer:** Each time you gain a Transfer, you may **move** one **Place of Power** from your **Outer Circle** to your **Inner Circle**. If there is a **Ritual on that Place of Power**, the Ritual is **transferred as well** including its Catalysts, if there are any. You may renounce a Transfer if you do not wish to use it.

**Reminder:** Rituals are worth victory points only when they are in your Inner Circle! Furthermore, you may activate Action Spaces in your Inner Circle using Elders.

**Example Witch:** (1) Catalina activates the Action Space of Northern Lakes with a Witch.

(2) She discards a card and gains three resources in any combination. She chooses three Knowledge.

**Example Elder:** (1) Catalina managed to transfer her "Spirit Bog" together with the "Transmutation Chalice" in her Inner Circle. She may now use an Elder to activate its Action Space. She takes an Elder from the reserve on her Clan Board and places it on the Action Space.

(2) She pays two resources, thus gaining three resources in any combination and one victory point.

## 5. BUILD Catalysts

This main action allows you to build **any number** of Catalysts (**Scythe** or **Orb**) on your Rituals. Each Ritual has space for at least one Catalyst. You must spend resources for each Scythe or Orb that you build with this action.



Building Space for a Catalyst. Here, you may build a Scythe or an Orb.



**Scythe:** Spend one Herb to build a Scythe (see Player Aid). Take it from the general supply and place it on a free Building Space.



**Orb:** Spend two Potions to build an Orb (see Player Aid). Take it from the general supply and place it on a free Building Space.

Each **Scythe** copies the **Harvest Bonus** of its Place of Power when harvesting it. See the example below.

For each Orb you built, **advance** one step on your **Coven Track**. For more details on the Coven Track, see below.



**Coven Track:** You can find the Coven Track on the left of your Clan Board. Each time you **advance on your Coven Track**, move the Marker one space upwards. You immediately gain the **bonus** of the space you just covered. Thus, with the first step, you gain two Mana. For the second step, you gain three victory points.

Several effects may allow you to advance on the Coven Track, including building an Orb. If you gain multiple steps in the same turn, you gain the bonus of each single step.

If you have already reached **the end** of the Coven Track, you gain **two victory points** for each additional step you take.



**Example:** (1) Catalina is building three Catalysts on her turn. She decided to build two Scythes ("Spatial Distortion" has two Building Spaces) and one Orb. She pays two Herbs and two Potions to the general supply and places the Scythes and the Orb on free Building Spaces.

(2) Because she built an Orb, she advances one step on the Coven Track. She moves the marker one space upwards, thus gaining a Transfer.

(3) She decides to use the Transfer and moves the "Sanctum" with the "Energy Pillar" to the Inner Circle.

From now on, each time she harvests her "Spirit Bog", she gains a total of three Herbs, since each Scythe copies the Harvest Bonus.

# ⊙ Battle Phase



After all players have passed during the Action Phase, the Battle Phase can start. During this phase, your clan will fight in each Region to gain Battle Rewards and Powerstones. Battles are always resolved following the same rules and in the following order:

The first battle takes place in the **Northern Lakes**,  
 the second in the **Central Mountains**  
 and the last one in the **Southern Slopes**.



### Effects:

Before starting a battle, check if there are any effects that are triggered in this phase.

You can recognize these effects by the symbol of the Battle Phase:



**Battle:** You participate automatically in a battle if you have at least one Witch or Elder (only possible with certain effects) in the current Region. All players participating in the battle now take their Mana Dial. Then, in secret and simultaneously, decide how much Mana (maximum of 9) you want to spend to increase your combat strength.

As soon as all players have decided, they simultaneously reveal their Mana Dials. Players must now pay the amount of Mana displayed on their Mana Dial by moving backwards on the Mana Track. Players then determine who had the highest combat strength.

Your **combat strength** is the sum of your **Witches and Elders in the Region + the Mana** you spent.

**Example:** The blue clan has a combat strength of 9 (2 Witches + 1 Elder + 6 Mana = 9).



**Battle Rewards:** All players participating in the battle now gain Battle Rewards depending on their combat strength. On the right side of each Region board, you can find a list of Battle Rewards. In order to obtain a Reward, you must have reached a combat strength of at least equal that of the depicted value. If you have a combat strength of 4 or more, you gain the 4+ Battle Reward. If you have a combat strength of 6 or more, you gain the 4+ and 6+ Battle Rewards. If you have a combat strength of 8 or more, you gain all three Battle Rewards.



**Powerstone:** In addition to gaining Battle Rewards, the player with the highest combat strength takes a Powerstone from that Region and places it in his or her Clan. In case of a tie, the player who spent the most Mana wins the battle. If there is still a tie, the tie is broken by the player order starting with the first player.

**Powerstones** feature the ability to **double the victory points** of a Ritual in your **Inner Circle** during **final scoring**. However, this is only possible if the Icon on that Place of Power (below the name) and the symbol on the Powerstone match. Powerstones are placed on Places of Power during final scoring. Powerstones that cannot be placed have no effect.



In addition to gaining Battle Rewards and obtaining a x2 Powerstone, the winner of the battle in **Northern Lakes** also takes the **first player marker**.



After these steps have been carried out, it is time for the battle in the next Region. Once the battle in **Southern Slopes** is complete, the Battle Phase is over.

### EXCEPTIONS:

If you are the only player participating in a battle, you win that battle automatically and obtain a Powerstone. You may still spend Mana to increase your combat strength if you wish to gain one or more Battle Rewards. If there are no Witches or Elders in a Region, no battle takes place and that Region is skipped.



#### Example of a Battle:


- (1) Catalina (blue) and Adriano (black) battle in Northern Lakes. Catalina's combat strength is 6 (1 Witch + 1 Elder + 4 Mana). Adriano's combat strength is also 6 (3 witches + 3 Mana). They both move back on the Mana Track by the number of spaces corresponding to the amount they spent.
- (2) Catalina and Adriano both gain the 4+ and 6+ Battle Rewards, i.e. a card from the Main Deck and 3 victory points.
- (3) They both have a combat strength of 6. However, since the value on Catalina's Mana Dial is higher, she wins the battle and obtains a Powerstone of her choice.
- (4) Since the battle took place in Northern Lakes, Catalina also takes the First Player Marker.

## © Round End



During this phase, players prepare for the next round.

At the **end** of the **first** and **second** round, players simultaneously perform the following steps:

- Activate **Round End** effects (in any order)
- Replenish each Region with **new Places of Power** from the Deck of Places
- Place all Witches and Elders back in your Clan Board reserve
- Flip the Clan Token back to its active side
- Turn all cards with a  Symbol back up
- Move the Round Marker one space forward

Now, a new round can begin with the Scout Phase.

At the **end** of the **third** round, activate all **Round End** effects (in any order), then jump directly to **game end**.



# Game End



After three rounds, the game is over. Discard all cards in your hand and put all remaining resources back in the general supply. Now, place all **Powerstones** on **Places of Power** in your **Inner Circle** with the matching icon to **double the victory point value** of the corresponding **Ritual**. Each Place of Power may only contain one Powerstone. It's time for final scoring.

Final scoring - Add the following victory points to your current score:

1. Victory points of all **Specialists** in your clan
2. Victory points of your **Council Members** with an **End Game** effect
3. Victory points of **Rituals** and **Places of Power** in your **Inner Circle** (Powerstones double the victory points of a Ritual)

Once you have passed the 100 victory points mark, take a Victory Point Tile from the Enchanted Throne and keep counting your victory points by placing your markers back on space "0".

The player with the most victory points wins the game. In case of a tie, the player with the most Mana left wins the game. If there's still a tie, all players who tied share the victory.

**Example of final scoring:** At the end of the game, Catalina has 79 victory points. Then, she adds:

- (1) 6 victory points for her three Specialists
- (2) 8 victory points from her Council Member
- (3) 12 victory points for her Rituals and 3 victory points for her Sanctum.

Thus, Catalina has a final score of 108 victory points. Her "Cat Advisor", however, is not worth victory points, because it is still in her Outer Circle.

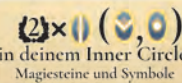
# Card effects in detail

For more details and FAQ:



Gain three victory points for each Orb (or Scythe) in your clan. All cards on the left, right and below your clan board are considered part of your clan.

Gain two victory points for each Powerstone and for each matching icon in your Inner Circle.



Gain two victory points for each Powerstone and for each matching icon in your Inner Circle.



Remove a Ritual from your clan - put it back in the box, alongside any Catalysts that were placed on it. Gain two victory points, one Herb, one Potion and move all Witches/Elders from the Ritual back to your Clan Board reserve. These Witches/Elders are available to you again.



Gain one victory point for each Familiar card in your clan. This effect refers to all cards you have played that show the keyword "Familiar" and are visible (Specialists as well as Rituals in your Inner and Outer Circle).



Immediately gain two Mana. Additionally, move all Witches/Elders from a Ritual to a Region. They will increase your combat strength during the Battle Phase. This movement does not, however, activate the Action Space of that Region, but the movement does free up an Action Space in your clan.



Choose a Region. Fill all spaces of the Region with new cards from the Deck of Places. Then, discover any Place of Power in this Region. This effect allows you to discover a Place of Power without spending Witches.



Each time you harvest a Place of Power, you gain one victory point. If you harvest multiple Places of Power, you gain one victory point for each. This ongoing effect is also triggered if an effect allows you to harvest Places of Power in another clan.



When building Catalysts, instead of paying their regular cost, you may spend two Mana to build a Scythe and/or three Mana to build an Orb.



Each time you discard a card, gain one victory point.

**Reminder:** You may discard two cards as a Free Action in order to gain one resource of your choice. Cards that are removed are not considered discarded and, therefore, do not activate this effect.



After activating the effect (turning the card on its side), place an Elder on any Specialist in an opponent's clan. As long as that Elder is placed there, the effect of that Specialist is active also for you. During Round End, place that Elder back in your reserve.



At the end of the game, you count all visible resource symbols in the Harvest Bonuses in your Inner and Outer Circle.

You gain one victory point for each resource symbol. If you built a Scythe on a Place of Power with a resource symbol, gain one additional victory point.



After all players have revealed their Mana Dials during the Battle Phase, you may change the value you choose by up to +2 or -2. This includes leaving the value as it is, as well as adding 1 or subtracting 1. If two players have this Specialist, they perform its effect at the same time. If you participate in multiple battles in the same round, this effect is triggered multiple times.

# MOON SIDE

You can also play EVENFALL also with the asymmetrical moon sides. To do so, take all game components showing the moon icon during setup. In a game with the moon side, each clan features special abilities and effects. The rules of the game don't change. Exceptions to the standard game rules are described as text or symbols in effects and abilities.

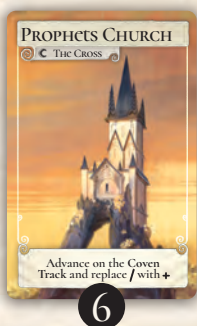
## CLAN ABILITIES AND EFFECTS

### THE STAR



- (1) During the **Scout Phase**, you draw **nine cards** from the Main Deck.
- (2) When activating your **Clan Token**, harvest all **Places of Power** in your Outer Circle.
- (3) As a **Free Action**, at any time on your turn, you can **discard one card** to gain a **resource of your choice** or one **Mana**.
- (4) The **Coven Track** is **identical** to the Coven Track of the sun side.
- (5) The first **Council Member** you play is free. Each additional Council Member costs one Knowledge, one Herb and one Potion.
- (6) Your **Starting Place** has a **Binding Bonus**: Discard a card to gain three resources in any combination.

### THE CROSS



- (1) During the **Scout Phase**, draw **five cards** from the Main deck, gain **three Knowledge** and **two Mana**.
- (2) When activating your **Clan Token**, harvest all **Places of Power** in your Outer Circle, then choose and gain any bonus from the Coven Track you already reached.
- (3) On the Coven Track are several bonuses with a / in between them. You must make a choice between one of the two effects when gaining.
- (4) Your clan has an additional Action Space that may be activated with a **Witch**: Advance on the Coven Track and replace / with +. This means that you gain both bonuses.
- (5) The cost of your **Council Members** is identical to the sun side.
- (6) Your **Starting Place** has a **Binding Bonus**: Advance on the Coven Track and replace / with +. This means that you gain both bonuses.





## ☉ THE CIRCLE

- (1) During the Scout Phase, draw six cards from the Main Deck, then gain three Knowledge and harvest your Outer Circle.
- (2) When activating your Clan Token, you gain one Mana for each Place of Power in your Outer Circle.
- (3) The Coven Track is different from the one of the sun side. For example, the first bonus means: draw a Place of Power from the Place Deck and place it face up in your Outer Circle.
- (4) You have the ability to use Elders to activate Action Spaces in your Outer Circle. Reminder: Normally, Elders may only activate Action Spaces in the Inner Circle.
- (5) The cost of your Council Members is identical to the sun side.
- (6) The text on your Starting Place is not a Binding Bonus, but information regarding setup. As part of setup, place the Eternal Tree and a Cavern without the Binding Bonus in your Outer Circle.



## ☉ THE SPIKE

- (1) During the Scout Phase, draw five cards from the Main deck, gain three Knowledge and two Mana.
- (2) When activating your Clan Token, harvest all Places of Power in your Outer Circle.
- (3) The Coven Track is identical to the Coven Track of the sun side.
- (4) The cost of your Council Members is identical to the sun side.
- (5) As a Free Action, you may place a Powerstone on one of the spaces on your clan board to gain that effect. During final scoring, you can still place these Powerstones in order to double the victory points of your Rituals.
- (6) Your Starting Place has a Binding Bonus: Gain the Red Powerstone from the general supply.

The Red Powerstone can be used to activate one of the bonuses on your clan board and, just like other Powerstones, to double the victory points of a Ritual in your Inner Circle. For this purpose, the Red Powerstone counts as wild and can thus be placed on any Place of Power with a Powerstone icon at the end of the game.



# Automa



You can also play EVENFALL solo against the Automa. In a solo game, there are a few rule changes that need to be followed but the game structure remains the same.

During the **Scout Phase** and **Round End**, the **Automa is not active** and thus does not allow for gaining resources or effects. You are always the first player during the Action Phase, even if the Automa wins the battle in Northern Lakes and would theoretically take the first player marker. Each time you perform a Main Action, the Automa will take a turn after yours.

## Automa in the action phase

On its turn, the Automa performs the following steps:

- Draw the **top card** of the Main Deck and place it face up in the discard pile.
- Move the **marker** on the **rondel** a number of **spaces** clockwise equal to the **victory point value** of the discarded card.
- Whenever the marker moves above a **space with a yellow ring**, it has to **stop** there, no matter how many spaces the marker would have to move on.
- Perform the **action of the space** where the marker has stopped.

After performing this action, it's your turn again. If you pass on your turn, the Automa passes as well. Hence, the Automa performs the same number of turns as you do. At that point, move on to the Battle Phase.



Discover a Place of Power in Northern Lakes or Central Mountains. The Automa chooses which Place of Power to discover going from left to right, and puts the matching number of Witches in that Region accordingly. With its **last Witch**, the Automa may discover a Place of Power even if it requires two Witches.



**Advance** on the **Coven Track**. The Automa gains the matching bonus.



Draw the top card of the Deck of Places and put it face up in the Outer Circle.



Harvest the Outer Circle. The Automa gains victory points instead of resources, Mana or cards.

Spaces on the rondel with a **yellow ring** can **never be skipped**. If the marker would pass one of these spaces, the marker must stop there instead.



**Transfer one Place of Power with a Ritual**. The Automa prioritizes according to victory point value or, in case of a tie, going from left to right.



Draw a card from the Main Deck, and the Automa adds it to its clan for free:

**Specialist:** Put the card to the left of the Automa board. The effects of Specialists are inactive for the Automa, but they are worth victory points during final scoring.

**Ritual:** The Automa prefers to play Rituals on Places of Power with a Binding Bonus. The Automa chooses where to play the card going from left to right. If a Binding Bonus is activated this way, the Automa gains victory points instead of resources, Mana or cards. The Automa also gains victory points if the keyword matches.

The effects of Rituals are inactive for the Automa.



The Automa gains X Victory Points and advances on the Coven Track. X is the difficulty level of the Automa that you decided at the beginning of the game:

- X = 1 → Apprentice
- X = 3 → Witch
- X = 4 → Master
- X = 5 → Heir to the Throne



**Example of an Automa turn:** (1) You draw and discard a card with a victory point value of three. (2) You move the marker three spaces forward. The marker stops on "Central Mountains", so the Automa discovers a Place of Power. (3) Place two Witches in that Region, since the Automa prefers Places of Power with a Binding Bonus going from left to right. (4) Finally, take that Place of Power and put it in the Outer Circle on the right of the Automa board.

## Automa in the Battle Phase

The Battle Phase against the Automa follows the standard rules. First, determine your combat strength by choosing a value on the Mana Dial. The **combat strength** of the **Automa** is the **sum** of:

- The current round (see Round Marker)
- Number of Witches
- Draw cards from the Main Deck equal to the number of Witches the Automa has in the Region and add their victory point value.

The **Automa** gains **Battle Rewards** according to its combat strength (but gains victory points instead of resources, Mana or cards → see Automa). If the **Automa** wins the battle, it gains a **Powestone** choosing from left to right. In case of a tie, you win the battle.



**Example of a battle against the Automa:** (1) You choose to spend 4 Mana on your Mana Dial, so you have a combat strength of 6. (2) Since the Automa has two Witches in that Region, draw two cards. The sum of their victory point values is 4. Since it's the first round, the Automa has a total combat strength of 7 (4 from the two cards, 1 from the round and 2 from the Witches). (3) You both gain Battle Rewards, but the Automa wins the battle and obtains a Powerstone. The First Player Marker stays with you!

## Automa DURING Game End

The Automa gains the following victory points during final scoring:

- The victory points of all **Specialists** in its clan
- The victory points of the **Rituals** and **Places of Power** in its **Inner Circle**. Place its **Powerstones** on the **Rituals** in the **Inner Circle** with the highest victory point values, ignoring the icons on the **Places of Power** (to make it easier, you may place the **Powerstones** on their backside). These **Powerstones** double the victory point values of the **Rituals**.

If you have more victory points than the Automa, you win the game. In case of a tie, the Automa wins.

# Game Overview

## 3 ROUNDS DIVIDED INTO 4 PHASES:



**SCOUT PHASE:** Each player gains (see top of the Clan Board): Cards, resources, Mana and other effects.



**ACTION PHASE:** Each player performs a Main Action. Once each player has passed, the action phase is over.

- **Discover a Place of Power** (put your Witches in its Region and that Place of Power in your Outer Circle).
- Activate your **Clan Token**. Resolve all effects of your Clan Token, then turn it to its exhausted side.
- Play a card: **Ritual** (on a Place of Power), **Specialist** (left of the Clan Board), **Council Member** (underneath).
- Use an **Action Space**: Place a Witch on an Action Space and resolve its effect (or Elders in the Inner Circle).
- Build **Catalysts** (as many as you want) - see Player Aid.

**BATTLE PHASE:** Northern Lakes → Central Mountains → Southern Slopes



- Each player present in the Region chooses a value on the Mana Dial. Then, they all reveal simultaneously.
- Determine your combat strength: Witches + Elders + value on the Mana Dial.
- All participants gain Battle Rewards.
- The winner obtains a Powerstone. In case of a tie: the highest value on the Mana Dial. If there's still a tie: the winner is the first one in clockwise turn order.  
Northern Lakes: First Player Marker

**ROUND END:** Prepare for the next round.



- Round End effects
- Replenish the Regions
- Return Witches and Elders to your clan board
- Flip your Clan Token to the active side
- Ready all cards with a effect
- Advance the Round Marker

### Game End:

Discard all cards and leftover resources. Place your Powerstones.

### FINAL SCORING:

Victory points from Specialists  
Victory points from End Game effects  
Victory points from Rituals in the Inner Circle (Powerstone: x2)

# Symbols and Terminology

**BINDING BONUS:** An effect of some Places of Power. This effect is triggered upon playing a Ritual on it.

**COVEN TRACK:** The track on the left of your Clan Board. Each time you advance on the Coven Track, move the Marker one step forward and gain the matching bonus.



**Witch:** It can activate an Action Space in your clan or in a Region and can discover Places of Power.

**Elder:** It can activate an Action Space in your Inner Circle.



**Action Space**



**Harvest** all Places of Power in your Outer Circle.



**Orb:** Advance on the Coven Track.



**Scythe:** Copy the Harvest Bonus.



**Transfer** a Place of Power from the Outer Circle to the Inner Circle.



Turn this card on its side to activate its effect.



**Immediate effect**



**Ongoing effect**



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