Rulebook

Components

15 Action cards (tarot size)

These cards each represents a Divinity in light (left) and dark (right) form. Under each Divinity is the corresponding action, that can be activated by the player's Clan Members. Each Action card can have a maximum number of Members of the Clan equal to the number of players: once this number has been reached the card is *full*.
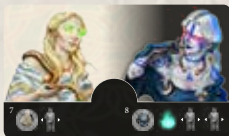
5 Temple cards (small size)

These cards show the two Devotion Power (DP) score tracks for each Divinity - One track for the light form and one for the dark. When a player gains the first DP, they must take one of their Clan Member and place it on the card in the correct place (bottom circle value is 1, top circle value is 5). Improvements or losses in DP are shown by moving the Clan Members on the corresponding track.
Note: A player may have one Member of Clan on the light track and one Member of Clan on the dark track of the same Temple at the same time.

1 Graveyard and Round card

This card shows the Graveyard with 5 graves, and the current Round (light / dark). When a player's Clan Member dies, that Clan Member must be placed on the Graveyard card in an empty grave space.
The back of the card shows the 3-player configuration.

1 Victory Points (VPs) card

This card is used to track the Victory Points (VPs) for each player.

56 Clan Members (14 cubes for each player color)
Players use their Clan Members to perform actions and/or to track
their DP scores on the Temple cards.

16 Wood (brown), 16 Gold (yellow), 16 Stone (gray) cubes
These are the game resources and are used to buy items or perform
some actions.

8 Will-o-wisp (blue) cubes
These can be used to perform specific actions or score VPs. However,
they can also produce negative effects.

8 Victory Points counter discs (2 disc for each color)
These tokens are placed on the VPs card to show the current player's
VPs; use the second disc if a player exceeds 27 VPs.

1 First player marker (Mace token)
This token is used to indicate the current first player.

1 Round-counter token (white disc)
This is placed on the Graveyard and Round card to show the current
round and round type - light (sun) or dark (moon).

**15 Items (3 each of Sickle, Rune,
Sacred Bonfire, Dolmen, and Horn)**
These represent game items. Each item
holds a special power.

4 Player Screens
These are used to hide player's resources.

Game Setup

Shuffle the **5 Temple cards** and place them, randomly, face up on the table to form a column.

Then shuffle the Action cards. Draw cards one at a time and place each card near its corresponding Divinity Temple card. When all cards are placed, there will be a **5x3 grid of cards**. This will create the game board - the Celts' village.
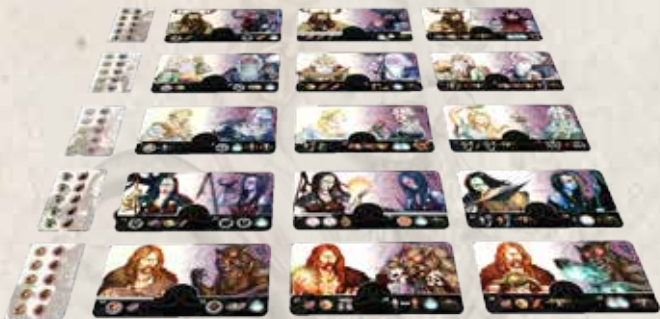
Place the **Graveyard and Round card** near the board (in a 3-player game, be sure that the 5 rounds face is shown), along with the **Victory Points card**. Place the white **round-counter disc** on first sun space.

Each player must:

- Take 10 Clan Members of their color in a 4 player game, 12 in a 3 player game and 14 in a 2 player game.
- Place their VP counter on the 0 space on the VPs card.

- Place 2 wood, 2 stone and 2 gold behind their Player Screen: these resources represent the "Roman resources" and may be used as normal resources (to attempt to corrupt the inhabitants of the village).

During the game, all players must keep their resources and Will-o-wisp tokens hidden behind their player screen. Resources, Will-o-wisp and Clan Members currently not placed on cards form the player's **pool**.

Create the game reserve based on the number of players:

2 Players:	6 wood, 6 gold, 6 stone resources, 6 Will-o-wisp, 2 items of each type (2 Sickle, 2 Rune, 2 Sacred Bonfire, 2 Dolmen, 2 Horn items).
3 Players:	7 wood, 7 gold, 7 stone resources, 7 Will-o-wisp, 2 items of each type.
4 Players:	8 wood, 8 gold, 8 stone resources, 8 Will-o-wisp, 3 items of each type.

Randomly select the **first player** and give them the first player marker (the wooden mace), which must be kept in sight for all players to see.

If you are playing your first game, you may use the easy setup (see p. 19); otherwise use the following procedure: Starting with the first player and proceeding clockwise, each player places 1 Clan Member on the "active" space (where the artwork is) of an Action card of his choice. This process is repeated until each player has placed a set number of Clan Members on Action cards (4 / 3 / 2 Clan Members when playing with 2 / 3 / 4 players).

You may choose to place each of them on any Action card that is not full, even if another Clan Member (yours or not) is already present.

When a player places their **first** Clan Member on a card they get **2 Devotion Power (DP)** on the associated Temple card (light or darkness, their choice). Every other member placed on an Action card during the setup phase will give only 1 DP. Later, during the game, whenever a player places a new Clan Member in play it will not give more DP.

EXAMPLE 1

The red player places their first Clan Member on an Action card related to Sirona, so they immediately gain 2 DP on the corresponding Temple card: They have chosen the light track. The DP score is shown by placing another Clan Member from the player's pool on the corresponding DP track of the Temple card.

Gameplay

Samhain lasts a certain number of rounds, depending on the number of players, as shown in the chart below:

Players	Rounds
2	6
3	5
4	4

Based on the current round, players will perform light or darkness actions: odd rounds (1-3-5) are light rounds (represented by the Sun

on the Graveyard and Round card), while even rounds (2-4-6) are dark rounds (represented by the Moon on the Graveyard and Round card). In a 3-player game, players may perform both light or dark actions during round 5.

Each round consists of 2 phases:
1. Action phase
2. End of round phase

1. Action phase

Beginning with the first player and proceeding clockwise, every player **must** perform ONE of the following actions:

- **Movement and activation.** Move (or not) and use an unexhausted Clan Member to activate one Action card.
- **Expansion of the Clan.** Increase the number of active Clan Members.
- **Pass** (can only be done once all of a player's Clan Members have been exhausted). *Note: When all players pass consecutively the round will end.*

Multiple Points (MP): Allows players to add Clan Members to the board and/or to do special actions. 1 MP can be gained by paying 1 resource (wood, stone, or gold), by reducing DP by 1 step on a temple, or by losing 1 Victory Point (VP).
For example, a player can obtain 1 MP by paying 1 wood resource and another 2 MP by losing 2 VPs.
A player can reach zero (0) in one of these categories, but may not reduce them any further into a negative value in any way. *Note: Paying the last DP on a Temple card will result in the Clan Member being returned into their owner's pool.*

Movement and activation

A player chooses one of their unexhausted Clan Members already on the game board and performs the two sub-actions below (in the following order):

1. Movement (optional): The player moves the chosen Clan Member to an adjacent Action card. No diagonal movement is allowed. *Note: The player cannot move a Clan Member to a full Action card.*

2. Activation (mandatory): The player takes the action associated with the Action card where the chosen Clan Member is located.

Starting from the current player and proceeding clockwise, **every player** that has any unexhausted Clan Member on an activated Action card must perform the action according to the round they are in (light or dark). Alternatively, they can choose to spend **1 MP** and take the opposite-round action (i.e. take the light action during a dark round or vice-versa).

When a player can't perform the action that is activated (because they do not own the requirements or because the benefits of the action are not yet available), **then they must take 1 Will-o-wisp token from the reserve instead of performing an action when they are able to**. *Note: a player may not voluntarily choose to take the Will-o-wisp instead of performing an action which they is able to do.*

When the activation ends, all the Clan Members involved become exhausted. To show that a Clan Member is exhausted, place it in the *exhausted area* (the semi-circle) of the Action card. Exhausted Clan Members that already are on the same card are ignored.

EXAMPLE 2

In a 3-player game, the red player activates the card shown. They choose the light action (on the left), spend 1 stone and 1 gold and take 1 available Dolmen. The purple and the green players also have to perform an action: the purple player, second in turn order, spends 1 stone and 1 gold and takes the second and last Dolmen. The green player may not now perform the light action, due to the fact that there are no Dolmen left, and instead takes a Will-o-wisp token. Alternatively, the green player could pay 1 MP to perform the dark action, exchanging the position of one of their Clan Members with another player's Clan Member, gaining a Will-o-wisp and 1 VP.

If a player has two or more Clan Members on the same card, they **must** activate as many actions (identical or different) as the number of Clan Members they have there. If the player chooses to repeat the same action, the player gains a +1 bonus on the subsequent action: They may gain 1 additional resource, DP, or VP (according to the action benefit), or a discount of 1 in resources, DPs or VPs (according to the action cost) for the cost of the action's requirements. *Note: A player always takes 1 Will-o-wisp for each action they cannot perform.*

If there are more players on the same card, the current player completes all of their activations and then the next player in turn order follows.

EXAMPLE 3

The green player activates the card shown and performs the light action. They spend 3 stones and get 3 VPs. Then the red player, having two Clan Members on this card, must perform two activations. First, they choose to activate the light action: They spend 3 resources of the same type to get 3 VPs. Second, they choose to repeat the light action to gain the +1 bonus: They may now choose to spend 2 resources to get 3 VPs or spend 3 resources to get 4 VPs (or they must take 1 Will-o-wisp for each action that they have chosen if they can not perform them).

Expansion of the Clan

The current player places 1 Clan Member from their pool to the game board by spending X+1 MPs, where X equals the number of Clan Members they already have on the board. The new Clan Member is exhausted and can be placed on any card that is not full and is adjacent (not diagonal) to an Action card where the player already has a Clan Member positioned. *For example, the fourth Clan Member costs 4 MPs (3+1).*

If the additional Member of the Clan is also the unique Member of the player, they may place it on an Action card of their choice. If the player has no more Clan Members in their pool, then they can not choose this action.

Note: Clan Members on the Graveyard card and on Temple cards are not considered to be in play when checking the cost for a new Clan Member.

Pass

When a player chooses to pass, they simply skip their turn. A player can only pass once all of their Clan Members in play are exhausted. *Note: If a player chooses to pass, they may perform further actions in successive turns of the same round if the round doesn't end.*

2. End round phase

When all players pass consecutively, the round ends immediately. The players now perform the following sub-actions in this order:

- Gain VPs by DPs
- Advance the round counter
- Pass on the first player token
- Reactivate Clan members
- Reactivate Items

Gain VPs by DPs

Players check their DP on the current track on each Temple card (light track on odd rounds or dark track on even rounds). For every temple, the player with the highest DP on the current track gains 1 VP. In the event of a tie, all tying players **gain 1 VP**. After scoring, Clan Members remain in their position on the tracks.
During round 5 in a 3-player game, DP will be checked for both tracks independently.

Advance the round counter

The first player advances the round counter token to begin the next round. The game ends if the round just played was the final one (see End of the Game).

Pass first player token

The player with the first player marker passes it clockwise.

Reactivate Clan Members

All exhausted Clan Members are moved onto the active space of the card they are on, to be played again in the next round.

Reactivate Items

All used Items are returned to their upright position to be used again in the next round.

Special Events

Will-o-wisp

A player takes a Will-o-wisp when they are unable to perform an action during activation, when they gain DP and do not have in their pool a Member of the Clan to place on a Temple card or they already have 5 DP (they may not voluntarily renounce to gain DP).

When the last Will-o-wisp in the reserve is taken by a player, the round pauses and a Will-o-wisp event immediately begins. When this happens, the player (or the players, if there is a tie) who collected the most Will-o-wisp must sacrifice 1 Clan Member on the board or on a Temple card, moving it to the Graveyard. Then, starting with the first player and proceeding clockwise, all players give back all of their Will-o-wisp in the reserve, paying 1 MP for each token returned. If a player cannot pay MPs (or if they have no VPs, DPs or resources), they simply return their Will-o-wisp to the reserve.

Note: The Will-o-wisp event pauses every action. Any remaining action(s) will be completed after the Will-o-wisp event has ended.

Graveyard

Whenever a Clan Member is sacrificed or killed in any way, it is moved by its owner to an empty grave space on the Graveyard. The Graveyard has as many available grave spaces as the number of players +1.
For example, there are 5 available grave spaces in a 4-player game.
You may use the VP-counter of any non-playing players to cover any unused Graveyard spaces.

When all of the available grave spaces on the Graveyard card are filled with Clan Members the Graveyard is full and all Clan Members on the Graveyard return to each respective player's pool.

Special Actions

From Items

Some Action cards allow players to get Items.
When a player takes an item, they must place it standing upright in front of them and may use it once per round. In order to remember this, a player places the item so that it is lying down when it has been used.

There are 5 different items:

- **Dolmen**: Allows you to avoid performing the action of the card when a Clan Member you own is activated by an opponent or by yourself.
- **Horn**: Allows you to move one of your Clan Members to an adjacent card. This movement can include an exhausted Clan Member and may be used to move diagonally. It does not count as your normal Move action, but must be done during your turn.

- **Rune**: Allows you to gain 1 resource of any type (stone, gold or wood) during your turn, if they are present within the game reserve.
- **Sickle**: Allows you to convert 1 MP to 1 MP of another kind during your turn. *For example, you can convert 1 resource to 1 VP, or convert 1 VP to 1 DP on any Temple card.*
- **Sacred Bonfire**: Makes 1 Will-o-wisp in your pool ineffective when a Will-o-wisp event takes place and during final scoring (This will-o-wisp no longer counts towards a player's total when deciding who must sacrifice a Member of Clan and you may return the Will-o-wisp token to the game reserve without paying 1 MP).

---- **OPTIONAL RULE, FOR SKILLED PLAYERS** ----

Countermove Special Action

Whenever an opponent player performs an action on a card where you do not have any Clan Members, it is possible to copy that action during their turn. To do so, you must spend 1 MP and place 1 of your unexhausted Clan Members already positioned on an Action card into the exhausted position. If you do not have any active Clan Members on the board, you may not perform a countermove. If more than 1 player is able or would like to countermove the same action, they have to follow the current turn order.

End of game

When the last round of the game is complete , the game ends. All players must now reveal the resources behind their screens. At the start of the game, each player begun with two Roman resources of each type. The player (or players) who have spent their Roman resources or do not have all six of their starting Roman resources remaining are corrupted and immediately lose 1 VP for every Roman resource they have spent.

All players then gain VPs in the following ways:
- +1 VP for each 2 resources that are not Roman in their pool
- -1 VP for each Will-o-wisp token in their pool

The player with **the most VPs wins the game**. If there is a tie, the player with the most Clan Members on the board wins the game. If there is still a tie, the player with the fewer Will-o-wisp tokens in their pool wins.
If the tie persists, all tied players share the victory.
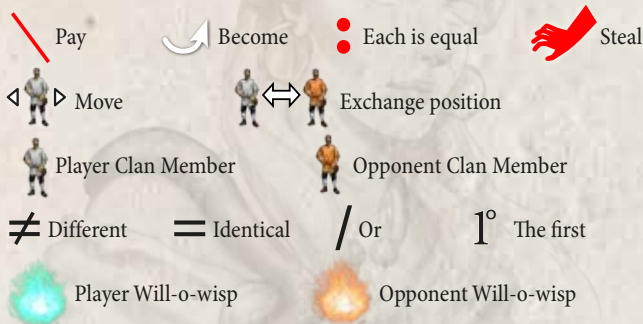
Action cards in detail:

1. Gain 1 DP on Cernunnos' light track and 1 Wood from the reserve.
2. Gain 1 DP on Cernunnos' dark track, 2 Wood and 1 Will-o-wisp from the reserve.
3. Pay 1 Stone and 1 Wood and gain a Sickle. If there is no Sickle left in reserve, gain a Will-o-wisp.
4. Give 1 of your Will-o-wisp to an opponent and gain 1 VP.
5. Pay 3 resources of the same type to gain 3 VPs.
6. Pay 3 Will-o-wisp to kill an opponent's Clan Member.
7. Gain 1 DP on Sirona's light track and move 1 of your Clan Members (active or exhausted) to an adjacent card (but not diagonal). Moving an exhausted Member means to place it on the exhausted area of the new card.
8. Gain 1 DP on Sirona's dark track, gain 1 Will-o-wisp and move 2 of your Clan Members (active or exhausted) to an adjacent card (but not diagonal). This action can be used to move 2 different Clan Members once each, or the same Clan Member twice.
9. Sacrifice the Clan Member performing the action (placing it in the Graveyard) and gain a Rune. If there is no Rune left in reserve, gain a Will-o-wisp.
10. Pay 2 different resources and gain 2 Will-o-wisp from the reserve to steal 1 Item from an opponent. Re-activate the item (if used).
11. Return one of your Clan Members from the Graveyard to the exhausted area of an Action card and gain 0 VPs, or return an opponent's Clan Member from the Graveyard to the exhausted area of an Action card and gain 2 VPs.
12. Gain 2 / 3 / 5 VPs if you have 3 / 4 / 5 different items.
13. Gain 1 DP on Sucellos' light track and 1 Gold from the reserve.
14. Gain 1 DP on Sucellos' dark track, 2 Gold and 1 Will-o-wisp

from the reserve.

15. Pay 1 Gold and 1 Wood to gain a Horn. If there is no Horn left in the reserve, gain a Will-o-wisp.

16. Place an opponent's Clan Member in the exhausted area of the card it is on, gain 1 Will-o-wisp and 1 VP.

17. Gain 2 VPs for each pair of the same item you have.

18. Pay 2 different resources to kill an opponent's Clan Member and gain 1 VP.

19. Gain 1 DP on Morrigan's light track and a resource of your choice.

20. Gain 1 DP on Morrigan's dark track, 1 DP on a Temple of your choice and 1 Will-o-wisp. This action can be used to gain 2 DPs on Morrigan's dark track.

21. Pay 2 of your DP on any Temple and gain a Sacred Bonfire. If there is not a Sacred Bonfire left in the reserve, gain a Will-o-wisp.

22. Choose a track on a Temple card: An opponent of your choice loses 1 DP on that track. You gain 1 Will-o-wisp from the reserve and 1 VP.

23. Sacrifice the Clan Member performing the action (placing it in the Graveyard) to kill an opponent's Clan Member and gain 2 VPs. If the opponent's killed Clan Member is on this card, they may not perform any actions and he's immediately moved on Graveyard. (You may not perform this action if there is only 1 grave free on the Graveyard).

24. For every leading position (but not tie) on the temples DP tracks, you gain 1 VP.

25. Gain 1 DP on Belanos' light track and 1 Stone from the reserve.

26. Gain 1 DP on Belanos' dark track, 2 Stone and 1 Will-o-wisp from the reserve.

27. Pay 1 Stone and 1 Gold and gain a Dolmen. If there is no

Dolmen left in reserve, gain a Will-o-wisp.

28. Switch position between one of your Clan Members (exhausted or not) and an opponent's Clan Member (exhausted or not), gain 1 Will-o-wisp and 1 VP.

29. Pay 1 Stone, 1 Gold and 1 Wood to gain 3 VPs.

30. Pay 2 Will-o-wisp to gain 2 VPs.

Action cards keys

╲ Pay	⌣ Become	⁚ Each is equal	👉 Steal
◁ 👤 ▷ Move	👤 ⟷ 👤 Exchange position		
👤 Player Clan Member	👤 Opponent Clan Member		
≠ Different	= Identical	/ Or	1° The first
🔵 Player Will-o-wisp	🔥 Opponent Will-o-wisp		

First / Easy game set up

Place cards following the action number: 1-2, 3-4, 5-6 in first row, 7-8, 9-10, 11-12 in second row, etc. Place the corresponding Temple card on the left of each row. Then:

For 4-player game:
- Player A places their Members of the Clan on the Action cards with action number 25-26 and 1-2.
- Player B places their Members of the Clan on Action cards with actions number 13-14 and 27-28.
- Player C on 19-20 and 5-6.
- Player D on 1-2 and 15-16. Hint: in their first turn they gain 1 Wood and 1 DP on Cerunnos light track and on their second turn they spend 1 Gold and 1 Wood to take a Horn.

For 3-player game:
Setup players A-B-C as in the 4-player game, then play the third Clan Member such that:
- Player A place it on the Action card with actions number 3-4.
- Player B place it on 25-26.
- Player C place it on 19-20. Hint: in their first turn they may perform two times the action 19 and gain 2 DP on Morrigan light track and 3 Stone, for example, (2+1 bonus) and in their second turn they may spend these 3 identical resources to gain 3 VPs.

For 2-player game:
Setup players A-B as in the 3-player game, then play the fourth Clan Member such that:
- Player A on Action card with actions number 9-10

- Player B on 21-22. Hint: in their first turn they gain 1 Gold and 1 DP, in their second turn they gain 1 Stone and 1 DP, in their third turn they spend 1 Stone and 1 Gold to take 1 Dolmen, and in their fourth they spend 2 DP on Belanos light track to take 1 Sacred Bonfire.

Credits

1.30