PROTOTYPE

STONESAGA

USING THE RULEBOOK

After you have used the Quickplay Guide to begin your first game, you can consult this rulebook when you have questions about a game term or effect. Some components will indicate that you should reference a particular page of this rulebook.

DISTINGUISHING THE RULEBOOK, CODEX, & QUICKSTART GUIDE

There are three separate documents containing important information about Stonesaga.

The first is this Rulebook. You've got this one in hand (literally or digitally), so you're already doing great! The Rulebook is a comprehensive guide to Stonesaga's rules, with concepts organized alphabetically for ease of reference. If you ever encounter a concept you don't understand on a card or in a Codex entry, look in the table of contents of the Rulebook first to see if it's a topic!

Second is the Codex. The Codex contains numerous entries organized into tables. These entries are secret information. Don't refer to the Codex unless another game component (a card, etc) tells you to do so!

The third is the Quickplay Guide. If you're just starting out, grab this book. It contains a step-by-step explanation of setup and playing your first Challenge, helping you get into the game without having to read through all the rules you won't need yet.

COMPONENT GLOSSARY

The following components are included in *Stonesaga*. This section also includes a brief overview of each component's function.

BOOKLETS

The box contains three booklets, each with its own function.

Rulebook

This Rulebook, which contains the rules for the game.

Journal

The Journal is a blank, fillable booklet in which you record important information that has bearing on future games. See p.27 for more information on how to use the Journal.

Codex

The Codex, which contains secret entries which you will be instructed to read via various game components. The Codex is divided into three sections: outcomes, omens entries, and crafting entries. See p.39 for more information on how to use the Codex.

DIALS

Several dials are used to track relevant scores that accumulate during the game.

Activity Dial

Activity reflects the level of disturbance that the group has created within the valley. Activity is not persistent between games. Consult the back of the current Challenge card to see which events trigger at different activity values.

Unrest Dial

Unrest reflects the societal strife that has built up based on the characters' decisions and actions over the generations. Unrest is persistent between games.
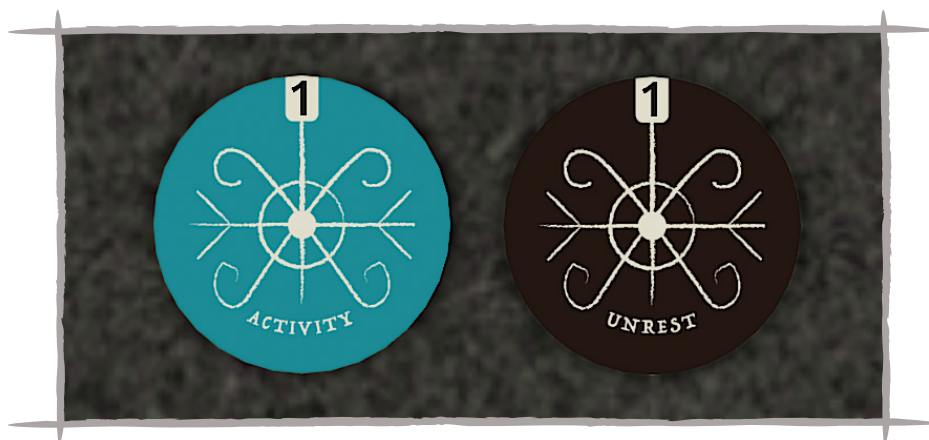
TERRAIN TRAYS

Each terrain tray holds three hexes from a particular region, as well as any overlays on those hexes.

Hex Tiles

Each hex tile depicts a part of the valley, including key terrain features that the characters can interact with. Each tile has an unexplored state (where its features are shrouded in mist) and an explored state (where its features are revealed).

Overlay Tiles

Each overlay tile covers over a part of a terrain tile, changing the contents of that tile. Some represent outposts, while others represent the lairs of behemoths.
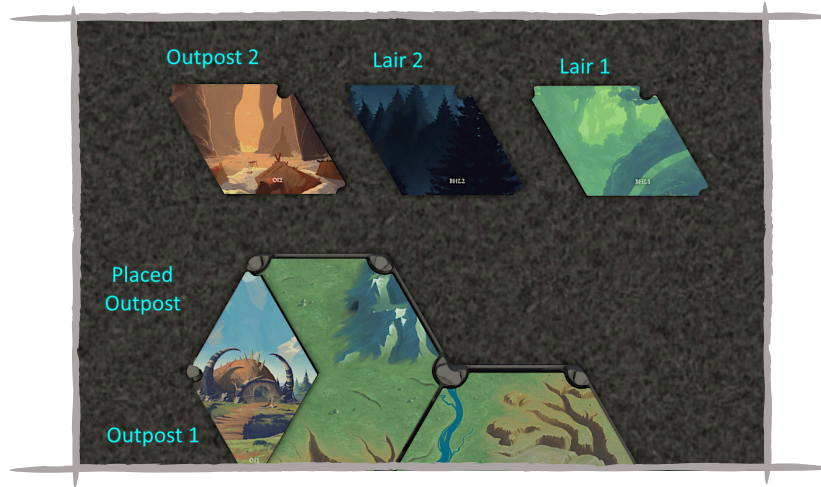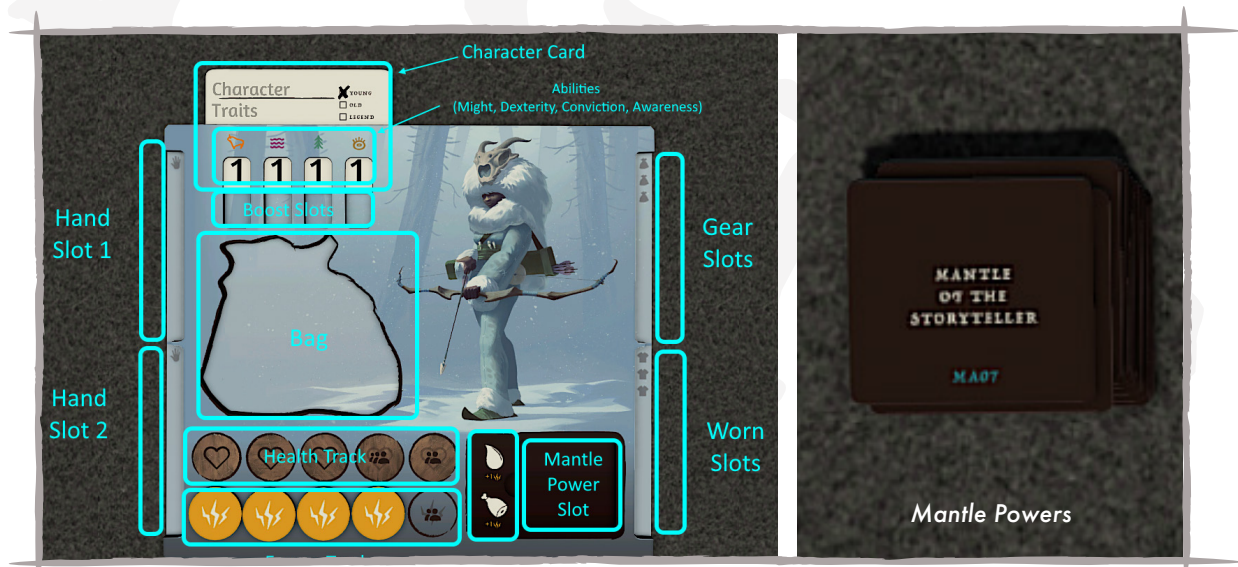

BOARDS

Several boards are used to track progress throughout the game.

Mantles

Each player uses a mantle. The mantle represents a character's mythic archetype, and has space to accommodate a character card, boost tokens, items, materials in an inventory, and a mantle power. See Mantles on page 16 for more details.

Mantles Powers

Each mantle has several powers it can use throughout the campaign. These are unavailable by default, and become available through play.

Mantle Powers

Behemoths

Each behemoth is represented by a behemoth board, an Instinct card, a Secret card, and a Reaction deck. See Behemoths on page 41 when the game instructs you to put the behemoth into play.

FILLABLE CARDS

Some cards in *Stonesaga* are fillable, and can have details written on them.

Characters

Each time a player creates a character, they fill in a character card. Record the character's name, abilities, traits, and age on the card. During the game, players may be instructed to write or draw things on their Character card.

Legends

The back of each character card is a Legend card. When a character perishes or ages out, record their name, abilities, and traits on the Legend side of their card. During the game, players may be instructed to write or draw things on the Legend side of their Character card.

Outposts

Each time players build an outpost, record the name of the outpost on an Outpost card. Players will also record each structure that is built in that outpost on its card.

Ruins

An outpost that has been abandoned or destroyed is a ruin. When an outpost becomes a ruin, change its status to "Ruin."

Character

Legend

Outpost/Ruins

CHALLENGE AND GOAL CARDS

Every game, the group's overarching challenge and specific goals are set by challenge and goal cards. Each game has one Challenge card, and can have one or more Goal cards. Goals designated as vital goals are directly related to finishing the challenge. Goals designated as epoch goals can be completed in this or any subsequent game in the epoch, and give other benefits.

Challenges
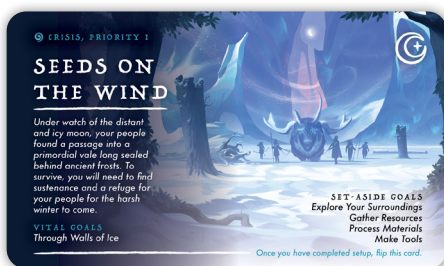
Goals
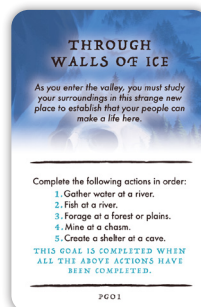
DECKS

There are numerous decks used in each game of *Stonesaga*. These decks fall into several main categories: Activity Decks, Crafting Decks, and Crafting Decks.

Activity Decks

Activity decks are used for the various activities that characters can perform at geographic features within the valley.

Delving

There is a deck of cards used for delving into caves and chasms. Both the fronts and backs of the cards are unique, and are used for the activity. The same deck is used regardless of the feature where the character is delving.

Fishing

There is a deck of cards used for fishing at rivers, lakes, and wetlands. Both the fronts and backs of the cards are unique, and are used for the activity. The same deck is used regardless of the feature where the character is fishing.

Foraging (Forest and Plains)

There are two decks used for the foraging activity: a forest deck and a plains deck. The back of each deck is standardized. Each deck is used individually for this activity (i.e only the forest deck is used when foraging in a forest feature).
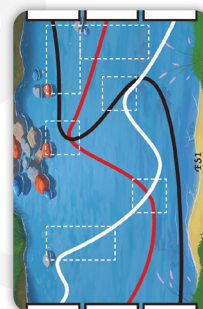
Delving   *Forage (Forest)*   *Forage (Plains)*   *Fishing*

Valley Decks

Valley decks are used to reflect the difficulties and opportunities that arise as the characters traverse the valley.

Discovery

The Discovery deck contains things characters might find while exploring the valley, for good or ill. It is used as part of movement, and at other times as indicated.

Night

The Night deck contains dangers that the characters might face within the vale each night. It also generates the omens for each round of play (those printed at the bottom of the last Night card drawn). It is used during the Night phase of each round.

Discovery   *Night*

Crafting Decks

There are two decks used for crafting objects in the world. One is used for items, and the other is used for structures.

Item

The item crafting deck contains all items that can be created by combining materials in Stonesaga. When combining two materials, read their code and refer to the relevant crafting table to determine the creation. Each item card has its material codes on the back and relevant information about the item on the front.

Structure

The structure crafting deck contains all structures that can be built at outposts in Stonesaga. Each structure card has its material cost on the back, along with any icon requirements to build it, and relevant information about the structure on the front.

Item   *Structure*

TOKENS

There are several types of tokens.

Resource Tokens

Resource tokens represent physical objects useful to the characters: materials to be crafted and food and water to be consumed. When a character acquires a material token, they must store it in the bag indent on their mantle (see page 5).

Material Tokens

Square material tokens are used for processing and crafting. Each material token has two states: processed and unprocessed. Material tokens are always acquired in their unprocessed state (the side with the arrow icon).

There are four categories of material tokens.

Animal

Animal tokens represent body parts of animals that can be used for crafting.

Bone
Unprocessed / Carved

Hide
Unprocessed / Cured

Tendon
Unprocessed / Cured

Feather
Unprocessed / Cut

Tooth
Unprocessed / Drilled

Shell
Unprocessed / Sharpened

Mineral

Mineral tokens represent different types of stones available in the valley.

Sunstone
Unprocessed / Shaped

Riverstone
Unprocessed / Flaked

Cloudstone
Unprocessed / Shaped

Clay
Unprocessed / Fired

Vegetable

Vegetable tokens represent different plants that can be used in crafting

Wood
Unprocessed / Hardened

Fiber
Unprocessed / Woven

Pitch
Unprocessed / Treated

Rare

Rare tokens represent unusual materials.

Moonblood
Unprocessed (Liquid) / Solid

**Coral**
Unprocessed (Dried) / Bloom

Food Tokens

Food tokens of various shapes sate hunger when eaten. Food tokens help characters recover energy during the Night phase (see p. 22).

There are two types of food: perishable food and tough food.

Perishable Food

Perishable food degrades in quality each night, going from fresh to fermented and then being discarded. It can be eaten in its fresh (orange or purple, marked with a flip icon) state or fermented (green, marked with an "x" icon) state. Perishable food includes:

	Meat	Fish	Root	Mushroom
Fresh				
Fermented				
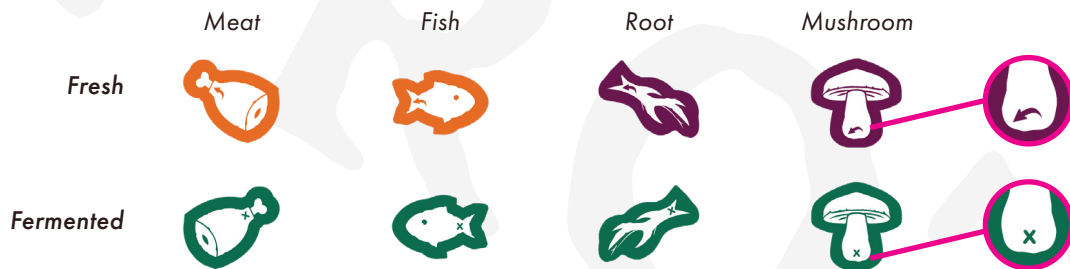
Perishable foods are always acquired in their fresh (orange or purple) state.

Tough Food

Tough food comes in a shell that protects it from rot, but also means it needs to be processed to be nutritious. It cannot be eaten in its unprocessed (brown, marked with a processing icon, see Processing on p. 35) state. It can be eaten in its processed state (yellow). Tough food includes:

	Grain	Nut
Unprocessed		
Processed		
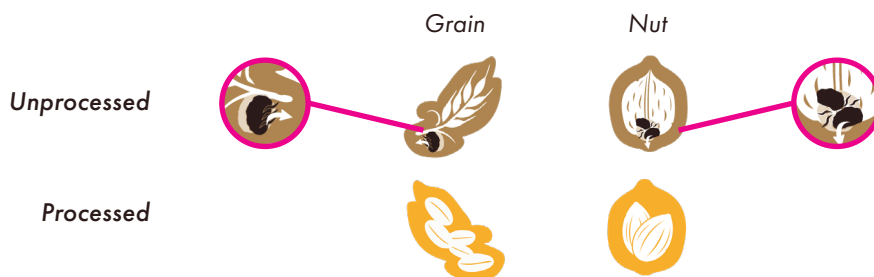
Tough foods are always acquired in their unprocessed state (brown).

Water Tokens

Teardrop-shaped water tokens quench thirst, helping characters recover energy during the Night phase (see p. 22).

Status Tokens

Several other types of tokens are used to play the game. These are collectively referred to as status tokens, as they pertain to the status of characters or the hexes they occupy.

Boost Tokens

Boost tokens are placed underneath a character's abilities to indicate a temporary increase to that ability. One side is a minor boost (the side with a "1"), while the other side is a major boost (the one with a "2").

Energy	Major Disease	Minor Disease	Major Injury	Minor Injury	Lore

Shelter	Fire	Major Boost	Minor Boost

Energy Tokens
Energy tokens are added to a character's energy track when they rest and removed when the character spends ⚡.

Injury Tokens
Injury tokens are added to a character's health track when they suffer physical harm. One side indicates minor injury, while the other (the one with the larger icon) indicates a major injury.

Illness Tokens
Injury tokens are added to a character's health track when they suffer a disease. One side indicates minor disease, while the other (the one with the larger icon) indicates a major disease.

Lore Tokens
These tokens represent opportunities for characters to learn more about the valley. They are placed onto hexes by various cards and other effects. Lore that has been collected is tracked on the Culture page of the Journal.
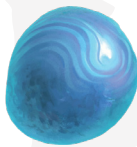
Shelter/Fire Tokens
These two-sided tokens represent fire and shelter in a given area. When a game effect creates fire or shelter in a hex, place the corresponding token there.

Mining Tokens
These tokens are used as described in the Mining activity (see p. @@).

Clay	Cloudstone	Riverstone	Sunstone

Target Tokens
These tokens represent the behemoth's attention on the game board.

Miniatures
There are two types of miniatures: character miniatures and behemoth miniatures. These represent these entities on the game board.

Bag
A bag used to randomize some components.

BASIC CONCEPTS

THE FOLLOWING BASIC PARADIGMS APPLY.

DICE

Stonesaga uses standard 6-sided dice, often represented in text with the ⚃ glyph.

Rerolling Dice

When you reroll a die, pick it up and roll it again, then use the new result in place of the previous result. If two or more effects would cause a die to be rerolled, the player rolling the die may reroll it once for each such effect (in other words, a die can be rerolled multiple times).

Turning Dice

When an effect instructs you to turn a die, set it to a new face as the effect instructs. A die can't be turned to a result higher than 6 or lower than 1. Effects that turn dice are resolved after effects that reroll dice.

GENERAL AND SPECIFIC

Stonesaga is an exception-driven game. In other words, its basic rules are superceded at times by more specific rules introduced by game components like cards as well as written entries in the Journal. More rules will come into play over the course of the story. Sometimes these will expand options available to the players, while other times, they will add additional complexities or costs to existing options.

If two or more specific rules ever appear to be in conflict or an interaction could have multiple reasonable interpretations, the rules which give the least favorable results to the players (as determined by group consensus) should be considered to have priority.

TESTS

Tests are the main mechanism by which abilities and traits are used. When a game effect instructs a character to make a test, they generally roll 1 six-sided die (⚃) and add an ability value specified by the game effect. Some tests also include bonuses, penalties, or additional effects based on whether the character possesses one or more listed traits.

MULTIPLE POSSIBLE OUTCOMES

When an effect is written to reference a single character, hex, or game component but two or more qualify (e.g "the character with the highest Awareness when two characters are tied for highest), select one of them at random to be subject to the effect. Randomize by rolling a die, flipping a coin, or any other appropriate means.

CHARACTERS

CHARACTERS IN STONESAGA ARE REPRESENTED BY A CHARACTER CARD AND A MANTLE BOARD. DETAILS OF CHARACTERS ARE EXPLAINED IN THIS SECTION.
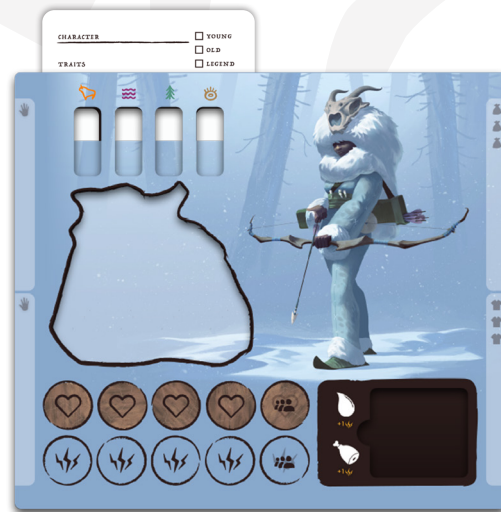
PLAYERS & PLAYER COUNT

Depending on the number of players, you will use a varying number of characters.

- **4 Players** – 4 characters (1 per player)
- **3 Players** – 3 characters (1 per player)
- **2 Players** – 2 characters (1 per player) or 4 characters (2 per player)

*If playing with only one player, see the **Solo Play** rules on p. 44.*

Depending on the number of characters, maximum character health and energy are scaled as follows:

- **4 Characters** – each character has 3 health and 4 energy
- **3 Characters** – each character has 4 health and 4 energy
- **2 Character** – each character has 5 health and 5 energy
- **1 Character** – see rules for Solo Play on p. 44.

CHARACTER CREATION

To create a character card, get a writing implement and a fresh character card, then follow the steps below:

Step 1
Roll and Assign Abilities

Roll five 6-sided dice, then choose four of them and remove the fifth die (Tip: You'll usually want to keep the highest results). Assign each of these dice to one of your character's abilities and write that value in the space provided for that ability. The abilities are:

⚔ **Might**

Your character's toughness and prowess at tasks of physical strength.

〰 **Dexterity**

Your character's coordination and agility.

👁 **Awareness**

Your character's ability to perceive threats and opportunities in their environment and other people.

🌲 **Conviction**

Your character's decisiveness, self-assuredness, and ability to persuade others to their cause.

Step 2
Choose Trait

Choose a trait for which your character is known. Then, if the sum of your character's four abilities is 11 or lower, choose a second trait from the list and write it on your character card.

- Cunning
- Intrepid
- Indomitable
- Resourceful
- Wise

Any number of characters may choose the same trait(s), although having a variety of traits can be helpful. Character traits have no intrinsic effects, instead various tests will give a character a bonus for having a certain trait. Thus, players are encouraged to choose a trait that embodies the personality of the character they are creating.

Step 3
Choose Mantle

Choose your character's mantle, the societal archetype they occupy. The mantles available are:

- **Mantle of the Mystic**
  A mantle connected with the subtle secrets of the world, seer of auspices and omens
- **Mantle of the Seeker**
  A mantle connected with the hunt, finder of things hidden and obscured
- **Mantle of the Storyteller**
  A mantle connected with your people's past, custodian of the lore you have accumulated
- **Mantle of the Wanderer**
  A mantle connected to exploration, delver into places unknown

Each mantle can be chosen for only one character each game. After you choose a mantle, take the corresponding character board, then slot your character card into the slot on top of the character board. Leave the ability slot on the mantle empty for now, as these will be earned during play.

Step 4
Determine Energy and Health

Character's maximum energy and health are scaled to the number of players, as follows:

- **2 Character** – 5 health and 5 energy each
- **3 Characters** – 4 health and 4 energy each
- **4 Characters** – 3 health and 4 energy each

Place that many energy tokens in the energy slots on each character board.

KEY CHARACTER INFORMATION

A character is your window into the world of Stonesaga. Represented with a character card, each character has a name, age, four ability values, and one or more traits.

Name

You can name your character anything you would like (write this name in the "Name" section of the character card). Each character present in any given game must have a unique name. If your character's name is shared with a name written on the Legend side of another character card (a past character), you cannot choose a starting trait possessed by that Legend.

Age

Each character has an age, recorded on their character card. Characters in active use can be young or old. Characters who have passed into the society's stories (through old age or other, more dramatic means of becoming deceased) are legends.

Abilities

Each character has four abilities. Each ability is ranked with a value from 1 (lowest) to 6 (highest) and governs the character's capabilities within a particular sphere, listed below:

🐎 Might
A character's physical strength and resilience.

〰 Dexterity
A character's fine and gross motor skills.

👁 Awareness
A character's acuity at perceiving things in their surroundings.

🌲 Conviction
A character's ability to convince themselves and others of things.

Traits

Each character has one or more traits, descriptors of their personality and bearing. Traits have no intrinsic mechanical effect, but each trait is called to by a number of effects throughout the game which reward, penalize, or otherwise behave differently if the character has the listed trait.

The traits available by default are:

- Cunning
- Intrepid
- Indomitable
- Resourceful
- Wise

MANTLE

During each challenge, each character takes up a mantle. Each mantle is a mythic archetype that the character embodies. The mantle is represented by a board and, eventually, a mantle power.

Mantle Board

At the start of each challenge, each player chooses a mantle, then slots their character card into that mantle. The mantle board is organized as follows:

Bag

Each mantle has a bag space where the character stores food and materials.

Boost Slots

The two-sided boost tokens have "1" on one side and "2" on the other, and are placed in the slots above a character's abilities on their mantle board. When a character makes a test using a boosted ability, they add the number on the boost token to their test result. Then they flip the boost token (if it was a major boost) or remove it (if it was a minor boost).

Item Slots

Each mantle has a number of item slots on the sides of the card. A character can equip a set number of items, indicated by the number of icons on the mantle:

- Up to 2 hand (✋) items.
- Up to 3 body (👕) items.
- Up to 3 gear (🎒) items.

Exceeding Item Limits

If a character crafts or receives an item in excess of their item slots (e.g they have 2 hand items and craft a 3rd), they must choose from those items and give it to another character in their hex. If they can't, they lose that item instead.

Losing Items

When an effect instructs a character to lose an item, the character returns it to the item deck.

Health Track

Each mantle has a character's health track, which represents their vitality. When a character suffers an injury or disease, place it in an unfilled slot on the health track. If a character's health track is ever filled (based on the maximum health, determined by the number of characters), the character is incapacitated.

Incapacitation

A character who is incapacitated cannot take actions. However, they can be revived by a friendly character (see **Revive** on p. 24).

At the start of each Night phase, each incapacitated character perishes (see **Character Death** on p.17).

Injury Tokens

Injury tokens are added to a character's health track when they suffer physical harm. One side indicates minor injury, while the other (the one with the larger icon) indicates a major injury. When a major injury is degraded, it is flipped to a minor injury. When a minor injury is degraded, it is removed.

Disease Tokens

Disease tokens are added to a character's health track when they suffer a disease. One side indicates minor disease, while the other (the one with the larger icon) indicates a major disease. When a major disease is degraded, it is flipped to a minor disease. When a minor disease is degraded, it is removed.

Energy Track

Each mantle has a character's energy track, which represents their remaining energy to take actions. Each character begins the game with 4 energy (or 5 energy if there are 2 characters). Energy is recovered when a character rests at night.

Mantle Power

If the society has access to one or more mantle powers for a given mantle, the player may choose one of those powers and slot it into the mantle power slot on the mantle board.

CHARACTER DEATH

When a character perishes during the game, their player creates a new character and places them in a hex that has shelter. The new character enters play with 0 energy.

LEGENDS

When a character perishes during the game or ages out, they become a Legend. Fill in the back of their Character card with the pertinent information and set that card aside with the other Legends of the society.

Gaining Legend Cards

When an ability tells you to draw a Legend card, shuffle all unassigned Legend cards for your society and then draw 1 at random and place it next to your mantle board.

When an ability tells you to choose a Legend card, choose 1 from the unassigned Legend cards for your society and place it next to your mantle board.

If your society has no unassigned Legend cards, you cannot gain a Legend..

Using Legend Cards

A character can use a Legend card in several ways:
- When a test calls upon them to use an ability, the character can use the Legend card to substitute the Legend's attribute for their own for that test.
- When any type of effect (including a test) checks if a character has a trait or mark, the character can use the Legend card to count as having any trait or mark on that Legend card.

After a character uses a Legend card, return it to the unassigned Legends.

If your society has no unassigned Legend cards, you cannot gain a Legend..

VALLEY

THE VALLEY IS THE BOARD ON WHICH THE GAME IS PLAYED.
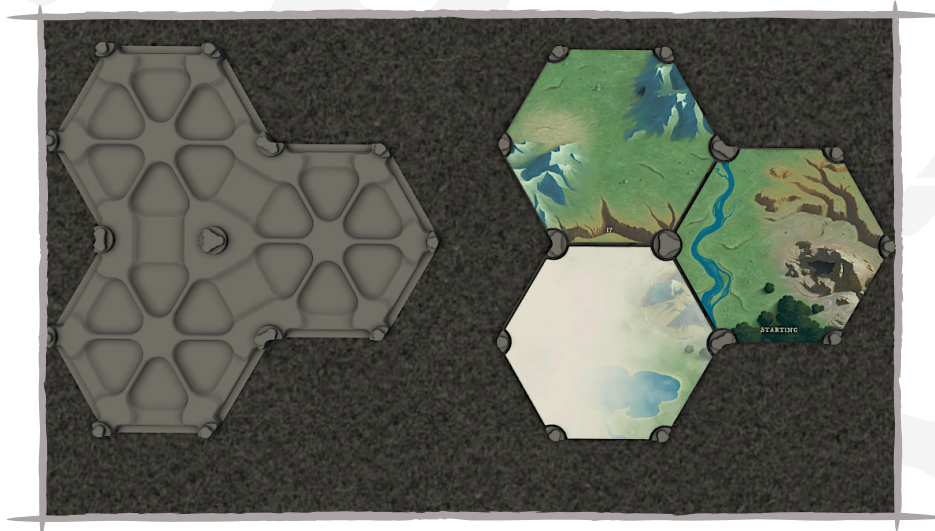
It consists of one or more terrain trays populated with hex tiles. Character and behemoth miniatures can move around the valley and interact with the features depicted on its hexes.

REGIONS
Regions are distinct areas with consistent artistic and mechanical motifs. Each region is a biome of sorts, a unique environment with particular resources and deficits. There are ten tiles for two different regions in the Stonesaga Beta: the Verdant Vale and the Skyreach Plateaus. The maximum number of tiles that will be placed for a given region is 9.

TERRAIN TRAYS
Each terrain tray has three hexagonal slots, each of which accommodates a hex. The Stonesaga Beta includes 6 terrain trays, allowing for the placement of up to 2 full regions (18 of the 20 included tiles).

Placing Additional Terrain Trays
Additional terrain trays can be placed through the Explore action (see p.23).

Populating a Terrain Tray
The placement of the first terrain tray is handled in the Quick Play Guide (see p. 7 of that document). For all subsequent terrain trays, after the tray is placed, put all remaining tiles for the relevant region into the bag and shuffle them. Then, one-at-a-time, draw three tiles and place them in the tray. Each should be aligned with its ID number facing the same direction as all other ID numbers of hexes.

HEXES

The six-sided terrain tiles are called hexes. Each hex can be broken down to an A, B, and C section. Additionally, each hex has an ID at the bottom edge.
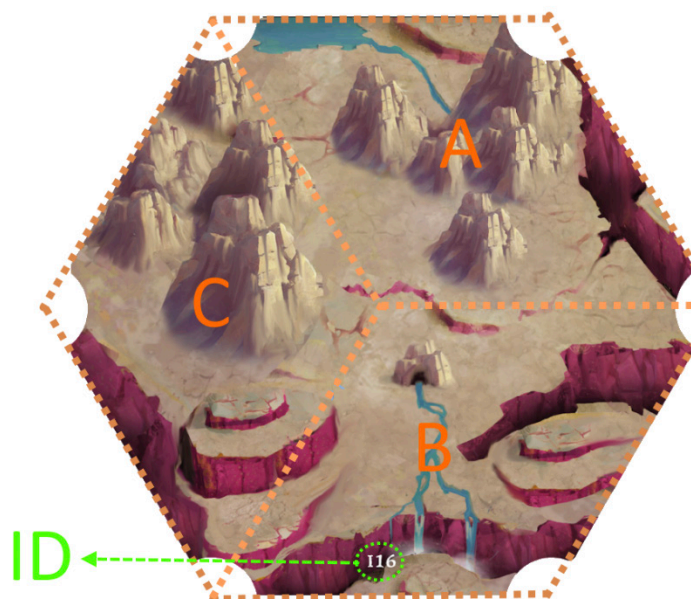
Terrain Features

Each hex contains one or more features. Each feature occupies one section of the hex.

See page 46–47 for the details of each feature.

OVERLAYS

Overlays can be placed onto hexes during play. The main means of placing overlays is building outposts, but they can be placed by game effects as well. Each overlay covers one of the hex's sections.

If a feature is covered by an overlay that is covering that section of the hex, the feature is inaccessible. It can't be used for actions and is not counted as a feature when crossing that edge of the hex.

Outposts

When an outpost is created, record its name and the epoch in which it was built. Add "Village" as its category and "Active" as its status. Choose an outpost overlay that suits that outpost, then record that overlay's ID number on the card.

When a structure is built at an outpost, record it on the outpost card. When a structure is removed from an outpost, erase it from that card.

Building an Outpost

To build an outpost in their hex, a character must perform the following action:

⚡⚡⚡⚡⚡: Place an outpost in your hex. Other characters in your hex may spend ⚡ to contribute to this action. For each ⚡ spent by another character, reduce the energy that must be spent by the character performing the action.

Outpost Placement

Placing an outpost over certain terrain requires the character performing the action, or a character contributing to the action, to an item with a specific technology icon.

- Placing over forest requires 🪓.
- Placing over a wetlands, river, or lake requires 🗿.
- Placing over a chasm, mountain, or moraine requires 🔨.
- Placing over a plains or dried flats has no requirements.

Ruins

When an outpost becomes a ruin, change its status to "Ruin." Return all of its Structure cards to the structure deck.

FIRE/SHELTER TOKENS

These two-sided tokens represent fire or shelter in a given area. When a game effect creates fire or shelter in a hex, place the corresponding token there. During the Tend Fire step of each Night phase (see p.22), fire tokens are removed unless a character in the hex spends 1 wood material.

SET UP

THIS SECTION EXPLAINS *STONESAGA'S* RULES FOR SETUP.
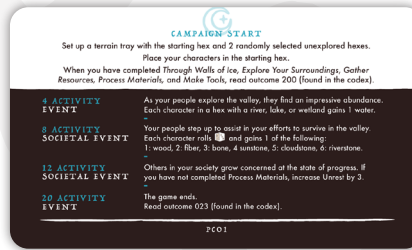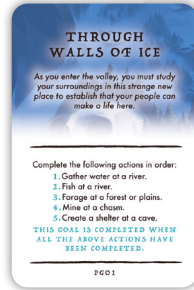
SELECT CHALLENGE
For your first game, consult the Quickplay Guide. In subsequent games, the group will need to choose a challenge. To choose a challenge, pick one of the looming challenges for your society. If all challenges have a priority value higher than the number of games in this epoch so far (including this one), the group can choose any challenge. Otherwise, it must choose the challenge with the priority value closest to 1. If multiple challenges are tied, the group chooses which one it faces.

SET UP CHALLENGE
Place the Challenge card in the play area, then search the Goal cards for any active and set-aside Goal cards the challenge requires. Place each vital Goal card to the left of the Challenge card. Place each set-aside Goal card above the Challenge card (if you wish to preserve the mystery, do not read them!). When a goal is completed, place its card beneath the Challenge card. If an epoch goal is added, place its card to the right of the Challenge card.

Read the Challenge card aloud to the group, then flip it to its back side and follow any instructions it gives.

SET UP VITAL AND EPOCH GOALS
Then read the front of any Goal cards aloud to the group.

Each text box on the Challenge card with a blue number is an event that occurs when the Activity threshold for the game reaches that number (or higher). If it is an Immediate or Societal event, it occurs as soon as the number is reached or passed. If it is an Ongoing event, its effect remains until the next event activates.

DETERMINE STARTING HEX AND PLACE CHARACTERS
If it is your first game, place the starting hex that corresponds to the region you've chosen for your game (Verdant Vale or Skyreach Plateau) into a Terrain Tray. Then, select two more hexes corresponding to that region at random, and place them, facedown, into the remaining two slots of the terrain tray. Characters (and their miniatures) begin play in the starting hex.If you are continuing in an existing valley, choose to place your character in any hex with an outpost or the starting hex.

You may select a new mantle for your character or continue using the mantle you used previously. Your character begins the game with full energy and no diseases or injuries unless the Challenge states otherwise.

GAME STRUCTURE

EACH GAME OF *STONESAGA* IS A RACE TO COMPLETE A PARTICULAR SET OF SOCIETAL GOALS BEFORE THE GROUP'S ACTIVITY LEVEL IN THE VALLEY BECOMES TOO HIGH, MAKING FURTHER ACTIONS IMPOSSIBLE BEFORE WINTER SETS IN.

A game is played over a number of rounds, during which players take actions during the Day phase and rest to recover energy during the Night phase.

ROUNDS

A round consists of one Day phase (during which characters spend ⚡ to perform actions until all players pass) followed by one Night Phase (during which characters recover energy). There is not a fixed number of rounds in a game, but the group's Activity level will inevitably increase, eventually bringing the game to a conclusion, even if the characters have not yet achieved the goals set forth in their challenge.

Day Phase

Each Day phase, players take turns having their characters take actions. A player can pass if their character cannot perform any more actions, or they do not wish to. When all players have passed, the Day phase ends. The Day phase is structured as follows:

Day phase Begins: Resolve any effects that occur "At the start of the Day phase."
1. Characters Take Day Actions: Characters take actions. See **Day Actions** and **Action Order**, below.
2. Day Phase Ends: Once all characters have passed, the Day phase ends. Resolve any effects that occur "At the end of the Day phase," then begin the Night phase.

Day Actions

Each Day action has an energy cost (a number of ⚡ symbols followed by a colon). Note that any game text which begins with an energy cost followed by a colon is a Day action and can be performed only during the Day phase unless otherwise specified.

Before and/or after any Day action, a character may exchange materials and items with other characters in the same hex. This can include giving another character in the same hex one or more items or materials and/or taking one or more items or materials from that character. Before taking items or materials from another character, their player must ask the other character's player for permission to use the items or materials.

Additionally, before and/or after any Day action, a character may exchange materials with any storage container in their hex. This can include removing any number of materials from a storage container and/or placing any number of materials in a storage container. Note that some storage containers can only store specific types of materials.

Action Order

Characters can take actions in any order during the Day Phase, but no character can take two or more actions in a row unless all other characters have passed.

Night Phase

After the Day phase, players resolve the Night phase. The Night phase is structured as follows:

Night Phase Begins

Resolve any effects that occur "At the start of the Night phase."

Rest

Characters regain energy and potentially remove injuries and diseasees.

- *Regain energy:* Each character gains ⚡ based on the following:
- *Automatically:* Gain 1 ⚡ if there are 3 or 4 characters, or 2 ⚡ if there are only 2 characters.
- *Food consumed:* If the character has a food token in their appetite slot, they gain 1 ⚡.
- *Water consumed:* If the character has a water token in their thirst slot, they gain 1 ⚡.
- *Shelter/Fire present:* If the character is in a hex with the ⛺ or 🔥 icon (or anything that grants shelter, such as a structure effect), they gain 1 ⚡.
- *Energized:* Each character who's energy track was refilled completely gains a minor boost to one ability of their choice.
- *Needs Met:* Each character who consumed food and water may choose one of their disease/injury tokens and degrade it.
- *Starving:* Each character who did not consume any food or water suffers one minor injury.

Degrade Food

Degrade each perishable food token (fish, meat, mushrooms, and roots) in a player's inventory or storage container by flipping it to its fermenting side or discarding it if it was already fermenting.

Tend Fire

Remove each 🔥 token from each hex. A character may spend one wood material from their inventory to prevent a 🔥 token from being removed from their hex.

Night Actions

Characters can take Night actions if they have any available to them. Night actions are marked with ᶻᶻᶻ followed by a colon, and can be taken only at Night unless indicated otherwise. Additionally:

- There are no default Night actions, as Night actions are generally granted by item cards.
- Each Night action can be taken only once by each character. Note that items cannot be passed between characters at Night, meaning that a single item cannot be used to perform the same action by multiple characters.
- Night actions can be taken in any order.

Reconcile Inventory

Each player must reconcile their materials and food, discarding any tokens that do not fit into the bag slot on their character board. Tokens can be rotated to any angle so long as they are sitting flat in the bag, and cannot be stacked on top of each other. Certain item cards allow tokens to be placed on the card itself, these tokens do not count against a character's inventory.

Draw Night Cards

For each hex that has one or more characters in it, choose one character to draw a Night card. Repeat this process until a card has been resolved for all hexes with one or more characters. When drawing a Night card, follow the steps below:

- *Draw Card:* Draw the top card of the Night deck and reveal it.
- *Check Requirements:* If the card has requirements to be resolved, check whether it can be resolved by the character who drew it in their hex.
  - If the card meets the requirements, continue to step 7.3.
  - If the card does not meet the requirements, discard it, then return to step 7.1.
  - If there are no cards left in the Night deck, shuffle the discard pile to form a new Night deck, then draw from that new Night deck.
- *Resolve Night Card:* Resolve the text of the Night card.

- *Increase Activity:* For each Night card that is resolved, increase the group's activity by the amount specified at the bottom of that card. Then, increase the activity based on the current level of unrest (see Unrest on p. 38).

Night Phase Ends
Resolve any effects that occur "At the end of the Night phase."

Solo
If a Night card says "Solo" at the top, the character whose player drew it must resolve the effect. The player can show the card to the other players, but must make any choices it entails without consulting the group.

Champion
If a Night card says "Champion" at the top, the character whose player drew it must choose one character in their hex to resolve the effect. The player can show the card to the other players and confer with the group when making any choices.

Group
If a Night card says "Group" at the top, it must be resolved by each character in the hex. Each character will make a separate test when resolving the effect. The group can discuss strategy as to how best to tackle the card.

ACTIONS
Actions are the means by which characters interact with the game in *Stonesaga*.

Action Type
There are two types of actions: Day actions (done during the day) and Night actions (undertaken at night).

Action Cost
All Day actions have a cost (an amount of ⚡ before a colon). This energy cost must be paid before a character can undertake an action. A character can take the same Day action multiple times so long as they have energy to pay its cost.

Night actions do not have energy costs. Each character can take each Night action a maximum of one time per Night phase.

Basic Actions
The following actions are available anywhere.

Explore
Moving a character from their current hex to an adjacent unexplored hex costs ⚡⚡. Flip the unexplored hex and place the character's miniature in that hex.

After the character arrives in the new hex, their player draws Discovery cards until one can be resolved, then resolves it.

Additionally, as long as there are at least 3 unused tiles for a region, a character can explore to add new terrain trays to their region. Each region in the Beta has 10 possible tiles.

Valid Placement

Valid Placement

Invalid Placement
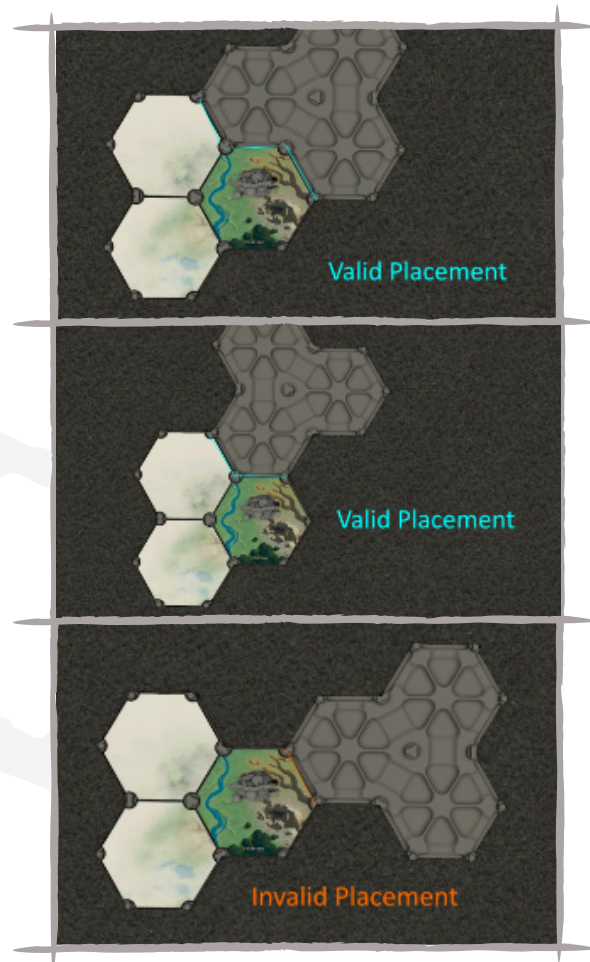
To do so, take a new terrain tray and place it such that it touches at least two edges of the current terrain tray the character occupies, including at least one edge of their current hex. Then, fill it with three unexplored hexes from the same region. Move the character into one of the adjacent hexes in the newly placed tray, then explore it as normal.

After the initial region has been fully placed (3 of its trays are placed), players can explore into a new region (drawing from the other region's pool of terrain tiles, excluding the alternate starting hex, and populating new trays using them).

Move
Moving a character from their current hex to an adjacent explored hex costs ⚡. Place the character's miniature in that hex.

Open Path

Obstructed Path

If all paths from the character's hex to the destination hex cross at least one terrain feature on one or both sides of the abutting hex borders, it is an obstructed path and moving costs 1 additional ⚡.

After the character arrives in the new hex, their player draws Discovery cards until one can be resolved, then resolves it.

> *Open Terrain Features*
> Certain terrain types are considered open terrain and do not require extra energy to cross. These include plains and dried flats.

Revive
A character in the same hex as another character who is incapacitated can revive the incapacitated character. A character is considered incapacitated if their health track is filled with disease and/or injury tokens. This action costs ⚡ ⚡. The incapacitated character degrades one injury or disease token.

Feature Actions
Most Day actions come from terrain features in the valley, represented in the art of the various hexes. If a character's current hex has particular terrain feature in its art, the character can perform the associated action. Feature actions are Day actions. These include:
- **Prepare Shelter** at a cave. Costs ⚡ to place 1 shelter token in that hex until the end of the challenge.
- **Gather water** at a lake, river, or wetlands. Costs ⚡. Gain 2 water.
- **Forage** at a plains or forest. Costs ⚡⚡. Refer to the Foraging rules.
- **Fish** at a lake, river, or wetlands. Costs ⚡⚡. Refer to the Fishing rules.
- **Mine** at cave, chasm, dried flats, moraine, or mountain. Costs ⚡⚡. Refer to the Mining rules.
- **Delve** at a cave or chasm. Costs ⚡. Refer to the Delving rules.

CONTINUINING PLAY

STONESAGA IS DESIGNED FOR CONTINUING PLAY IN A PERSISTENT WORLD. EACH GAME LEADS INTO THE NEXT, AND INFORMATION IS RECORDED BETWEEN GAMES IN SEVERAL WAYS.

PROGRESSION
An individual game concerns the resolution of a challenge, a card which spells out the crisis your society faces. After the resolution of a challenge, the game ends. While the group might play multiple challenges in one sitting, each challenge is considered a distinct game for the purposes of the campaign.

Retaining Supplies
At the end of each Challenge, each character may designate up to 5 item cards and up to 5 material tokens to be retained for the next Challenge. Set these item cards and material tokens aside with their character card in the storage tray.

At the start of each game, if a player's character retained any items and materials, they either:
- Gain those items and materials at the start of the game.
- Bequeath those items and materials to their successor (the next character made by that player).

PERSISTENT INFORMATION
Some information is tracked between games as described below.

The Valley (Trays with Hexes and Overlays)
Your valley is created over the course of the game, with hex tiles being placed in trays and covered by overlays to create the topography. During the game, other components are placed on the valley (such as character tokens to track position and movement, shelter and fire tokens, behemoth tokens, and more). Between games, however, only the hex tiles themselves and any overlays placed on them stay in the valley. All other components placed here are returned to the game box.

The Journal
You fill out the journal with key details at the start and end of each game, as well as during the game when instructed. This allows you to refer back to your campaign to reference what has happened so far, and also allows the game to "check" the status of certain choices and outcomes from prior parts of your story.

The Primal Cave Wall
The primal cave wall is a space on which you will be instructed to illustrate certain important events in your people's history. For each illustration, you will be instructed to include one or more **marks**, simple glyphs that can be drawn and recognized in the future should an effect instruct the player to look for that mark on the primal cave wall.

Cards and Tokens
The following cards and tokens are retained between Challenges.

Character and Legend Cards
Character cards are kept between challenges.

Outposts and Ruins
At the end of each game, set aside each Outpost card and any Structure cards attached to it. Additionally, if any Outposts have become Ruins, set those cards aside as well. Set these cards up at the start of the next game.

Materials stored in Structures are also maintained between Challenges.

Item Cards and Material Tokens
As described in **Retaining Supplies** on page 25, characters can pass some number of item cards and material tokens on to the next game.

Mantle Power
Set aside all mantle powers the society has unlocked. At the start of any Challenge after the first one, after players choose mantles, each player may choose a mantle power that corresponds to their mantle.

Looming Challenges & Epoch Goals
At the end of each Challenge, set aside all looming Challenges and any unfinished Epoch Goals assigned during this or any prior Challenge during this epoch. To select the next Challenge, choose the Looming Challenge. After setup, place any set-aside Epoch Goals in play.

Decks
Some of the decks of cards used in *Stonesaga* can be changed in a persistent manner by outcomes in the game. These changes are recorded in the Decks section of the Journal.

USING THE JOURNAL

The journal has the following sections:

- **Challenge Log:** A fillable section for the Challenges in each epoch.
- **Culture:** A section to add any Culture abilities added by game events. These can include new actions available to all characters, alterations to various activities, and other relevant additions and changes to core gameplay.
- **Outposts:** A section to record any outposts, their structures, and their status.
- **Valley Map:** A fillable hex-grid in which to write the IDs of tokens and overlays.
- **Behemoths:** Space to record pertinent information about behemoths.
- **Decks:** Space to record pertinent changes to decks, such as the Encounter and Night decks.

At the start of each game, record the challenge you have selected and the names of the characters being used. During the game, record the omen and component IDs for any omens you investigate, the IDs for any hex tiles in the valley you explore (in the hex grid at the start of the journal), and as any other information that you are instructed to record. At the end of the game, record the entry number for the outcome to the challenge that you resolved.

ACTIVITIES

EACH ACTIVITY HAS A SIMPLE SET OF RULES THAT GOVERN IT. WHEN A PLAYER UNDERTAKES AN ACTIVITY, THEY FOLLOW THE RULES DESCRIBED HERE AND SUMMARIZED ON THE REFERENCE CARDS.
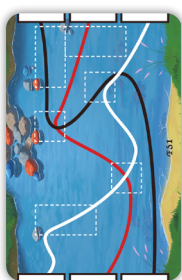
FISHING

At any hex with a lake, river, or wetland, a character can take the Fish action by spending ⚡⚡⚡. When a character fishes, they pay the costs, then follow these steps:

Step 1
Shuffle the Fishing deck, then draw a Fishing card and place it faceup, vertically, to create the **stock**.
- The stock consists of three **targets** (materials and outcomes in boxes).
- Each target has an associated **base difficulty value** to acquire that target.

Step 2
Draw a Fishing card and place it facedown, horizontally to the right overlapping the bonus column on the stock, to create the **water**.
- The water consists of three **lines** (red, white, and black), each connected to one of the three targets. Each line has 1 or more **strike locations** (squares on the water).

Step 3
Roll four 6-sided dice.

Step 4
Divide these dice as you choose between the strike locations.
- Each strike location can accommodate 1 or 2 dice, based on its size.
    - *The small squares can hold 1 die each.*
    - *The larger rectangles can hold up to 2 dice each.*

Step 5
Draw another Fishing card and place it faceup, vertically on the right, to create the **outcome**.
- The outcome contains three **difficulty modifiers** (numerical modifiers and results contained in boxes). Each line in the water connects to one difficulty modifier.

Step 6
Choose one strike location with one or more dice assigned to it.
- Choose a line (red, black, or white) that crosses through that strike location.
- Determine the final difficulty of the chosen line by applying the difficulty modifier to that line's base difficulty value.
  - *If the modifier is "+Y", add "Y" to the difficulty value.*
  - *If the modifier is "-Y", subtract "Y" from the difficulty value.*
  - *If the modifier is "xY", multiply the difficulty value by "Y."*
- Determine the **strike value** of the location by adding the values of all dice placed at that strike location.
- If the strike value equals or exceeds the final difficulty value, acquire the contents listed in the corresponding **target** box.
  - *If the modifier has "Bonus" written beneath it, resolve the bonus effect for the terrain at which you are fishing.*
    - *Lakes provide a bonus of "gain 1 fish."*
    - *Rivers provide a bonus of "gain 1 water."*
    - *Wetlands provide a bonus of "gain 1 fiber or 1 wood."*
- If the strike value does not equal or exceed the final difficulty value, do not acquire the contents listed in the **target** box.
  - *If the modifier has "Mishap" written beneath it, resolve the mishap effect for the terrain at which you are fishing.*
    - *Lakes inflict a mishap of "lose 1 energy."*
    - *Rivers inflict a mishap of "suffer 1 minor injury."*
    - *Wetlands inflict a mishap of "suffer 1 minor disease."*
- Remove the dice from that strike location.

Step 7
Repeat step 6 for another strike location which still has dice. The rewards in each **target** box can be collected only once. If there are no strike locations with dice remaining, end the activity (each strike location with dice must be resolved).

FORAGING
At a hex with the appropriate feature (a forest or a plains), a character can take the forage action by spending ⚡/⚡⚡. The deck used depends on the feature where the character is foraging. When a character forages, they pay the costs, then follow these steps

Step 1
Select the deck for the feature where you are foraging (Forest or Plains). Shuffle it, then draw two cards and choose one. Place this card in front of you faceup to begin your foraging **tableau**. Shuffle the other card back into the forage deck.
- Each card has three **rows**: front, middle, and back. Each of those rows can contain one or more objects represented with art. See the Forest and Plains sections below for a full list of objects.
- The front row is the closest to you and contains objects close by. The middle row contains objects slightly further away. The back row is farthest away from you.

Step 2
To expand your tableau, shuffle the forage deck, then draw two additional cards. Choose one and add it to your tableau. Return the other card back to the Forage deck. There are some restrictions on cards you can choose.
- If there is a predator in your tableau already, you must choose another card with a predator, if able.
  - *If choosing between two cards with predators, you must choose a card with a predator in the same row as the closest predator in your tableau or closer, if able.*
- If there is ever a predator in the tableau in the front row, resolve the **predator encounter** (see below), then proceed to Step 5.

Step 3
Choose to **harvest** (proceed to Step 4) or **continue searching** (return to Step 2).

Step 4
Choose one type of object in your tableau (e.g. a tree or a nut bush) to harvest. To choose an object, it must be **within reach** (see below). Choose additional objects of the same type that are also within reach, up to your **harvest cap** (see below). Gain 1 corresponding token for each chosen object. Then, gain any tokens corresponding to bonus objects that appear within the chosen objects.

- An object is **within reach** if it appears in a front row, or if there are chosen objects of the same type or **animal paths** in each row before it on any card in your tableau. For example, if you choose to harvest a tree in the front row, this means that any tree in the middle row is now also within reach. If you choose to harvest a tree in the middle row, then any tree in the back row is now also within reach. *Note that some animals can be reached only by animal paths. When you harvest one or more animals, you have an* **animal encounter** *(see below).*
- Unless you have an item or other effect to increase it, your **harvest cap** for all types of objects is 3.
  - *Note that when there are more objects of a given type within reach than your harvest cap allows you to take, you choose which of those objects you harvest. This can matter for acquiring bonus objects.*

Step 5
Stop foraging.

List of Objects
The following are the objects that appear in foraging with an example of their artistic rendering on the card. The decks in which an object appears are noted in parentheses after its name.
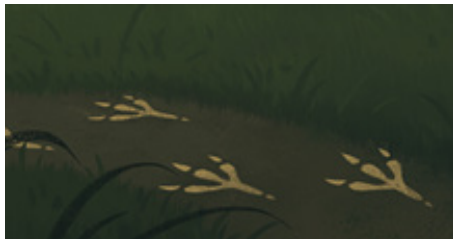

Animal Path (Forest, Plains)
Allows access to other objects.
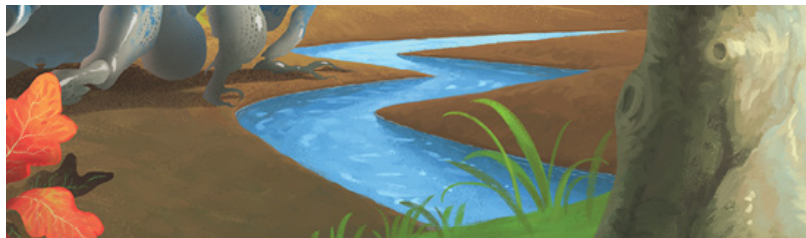
Stream (Forest, Plains)
Yields 1 water per stream harvested.

Grain Bush (Plains)
Yields 1 grain (unprocessed) per grain bush harvested.

Prey (Small, Plains)
Leads to a prey encounter (see Animal Encounters on p. 32).

Nut Bush (Forest)
Yields 1 nut (unprocessed) per nut bush harvested.

Root Plant (Forest, Plains)
Yields 1 root (fresh) per plant harvested.

Predator (Forest, Plains)
Leads to a predator encounter (see Animal Encounters on p. 32).

Prey (Large, Forest)
Leads to a prey encounter (see Animal Encounters on p. 32).

Tree (Forest, Plains)
Yields 1 wood (material) per tree harvested.

List of Bonus Objects

The following are the bonus objects that appear while foraging with an example of their artistic rendering on the card.

Bone

Yields 1 bone (material) per bone on a harvested object.
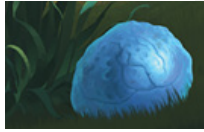
Cloudstone

Yields 1 cloudstone (material) per cloudstone on a harvested object.
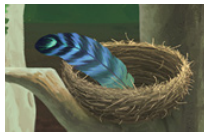
Feather

Yields 1 feather (material) per feather on a harvested object.

Fish

Yields 1 fish (fresh) per fish on a harvested object.

Mushroom Cluster

Yields 1 mushroom (fresh) per mushroom on a harvested object.
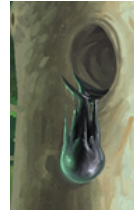
Pitch

Yields 1 pitch per object with pitch as its bonus object.

Riverstone

Yields 1 riverstone (material) per riverstone on a harvested object.

Sunstone

Yields 1 sunstone (material) per sunstone on a harvested object.

Vine

Yields 1 fiber (material) per object with vine as its bonus object.

Animal Encounters

The following rules apply when you encounter an animal.

Large Prey

Large prey are found only in the forest. When a character has a large prey encounter while foraging, they must hunt. You cannot choose more than 1 large prey to harvest during a single foraging action.

Hunt

Test 〰️ to hunt.

8+: You bring the graceful, antlered creature down. Gain 3 meat, 1 bone, 1 hide, and 1 tendon.

1–7: The creature slips past you, vanishing into the dappled light of the forest. No effect.
     Then proceed to Step 5 (stop foraging).

Small Prey

Small prey are found only in the plains. When a character has a small prey encounter while foraging, they must hunt. You can choose up to 3 small prey to encounter during a single foraging action. For each small prey you choose to harvest, increase the difficulty of the test to hunt by 1 (thus it requires a 6+ to catch one, 7+ to catch two, and 8+ to catch three small prey).

Hunt

Test 〰️ to hunt.

5+: You seize the small, scurrying creature. Gain 1 meat per prey you harvested this way. Then, gain 1 hide and 1 bone.

1–4: The creature slides into a hole beneath a bush and vanishes. No effect.
     Then proceed to Step 5 (stop foraging).

Predator

Predators are found in both the forest and the plains. When a character has a predator encounter while foraging, they must choose to flee or fight. A character can also intentionally begin a predator encounter by using an animal path to bring it within reach to harvest. In this case, you cannot choose more than 1 predator to harvest during a single foraging action.

Fight

Test 🏹 to fight.

10+: Slay the predator! Gain 2 meat, 1 teeth, 1 shell, and 1 tendon.

1–9: Escape with a nasty cut. Suffer 1 major injury.

Flee

Test 〰️ to flee.

8+: Escape! Suffer no ill effects.

1–7: The creature's razor jaw grazes you as you retreat. Suffer 1 major injury.

Then proceed to Step 5 (stop foraging). Do not harvest any materials or food, as you spend your time dealing with the predator instead.

MINING

At any hex with a cave, chasm, dried flats, moraine, or mountain, a character can take the Mine action by spending ⚡⚡. When a character mines, they pay the costs, then follow these steps:

Step 1

Gather the mining chips for the feature.

* *Cave: sunstone, sunstone, cloudstone, clay, riverstone*
* *Chasm: sunstone, sunstone, cloudstone, riverstone, riverstone*
* *Dried Flats: sunstone, riverstone, clay, clay, clay*
* *Moraine: sunstone, sunstone, cloudstone, cloudstone, riverstone*
* *Mountain: sunstone, sunstone, cloudstone, cloudstone, cloudstone*

Step 2

Place the chips into the bag.

Step 3
Feel the chips inside the bag without looking.

Step 4
Pull 1 chip out of the bag.
- Gain a matching resource.
- Resolve the effect associated with its omen. If that omen matches the current omen, resolve its match effect instead.

Step 5
You may repeat step 4 once more and then stop mining, or you may stop mining now.

DELVING
Delving is not available unless the society has been granted access to it by a game effect.

At any hex with a cave or chasm, if a character has access to 🔥, they can perform the Delve action by spending ⚡.. When a character delves, they pay the costs, then follow these steps:

Step 1
Shuffle the Delving deck until the card on top has no requirement (such as "Depth 4+"), then draw a Delving card.

Step 2
Read the card's primary effects and resolve them.
- After resolving the card's primary effects, choose whether the character **continues the delve** or **retraces their path**.
- If a character continues the delve, read the directions below the primary effects and choose whether to proceed on the **righthand** or **lefthand** path. Then proceed to Step 3.
- If a character retraces their path, proceed to Step 4.

Step 3
Set aside Delving cards until the top card of the Delving deck has an icon matching that of the chosen direction and any depth requirements are currently met.
- Draw that card and place it on top of the last Delving card resolved, then resolve it as in Step 2.
- Shuffle all set-aside Delve cards back into the Delving deck.

Step 4
End the activity.

Depth
A character's current Depth is the number of Delve cards they have previously resolved during this delve.

When a character delves to Depth 7 or greater, each additional Delve card they resolve costs 1 energy. If a character does not have energy to pay for an additional Delve card, they must end their delve (skip to step 4) and return to the hex where they entered.

Exit
Delving can also be used as a means to travel between hexes. If a Delve card instructs a character to exit, place them as described below:
- **Depth 1–2**: At any adjacent hex with a cave or chasm (or back in their starting hex).
- **Depth 3–4**: At any hex in the same region with a cave or chasm (or back in their starting hex).
- **Depth 5+**: At any hex with a cave or chasm (or back in their starting hex).

If an unexplored hex the character could reach has a cave or chasm visible through the fog, the character may be placed in that hex. If you do, explore it first (flip it faceup).

PROCESSING & CRAFTING

MATERIAL TOKENS (THE SQUARE TOKENS WITH SHAPED PIPS ON THEIR SIDES) CAN BE PROCESSED INTO DIFFERENT STATES AND CRAFTED INTO ITEMS.

Processing Icon Used

Processing Icon Required

FLIP
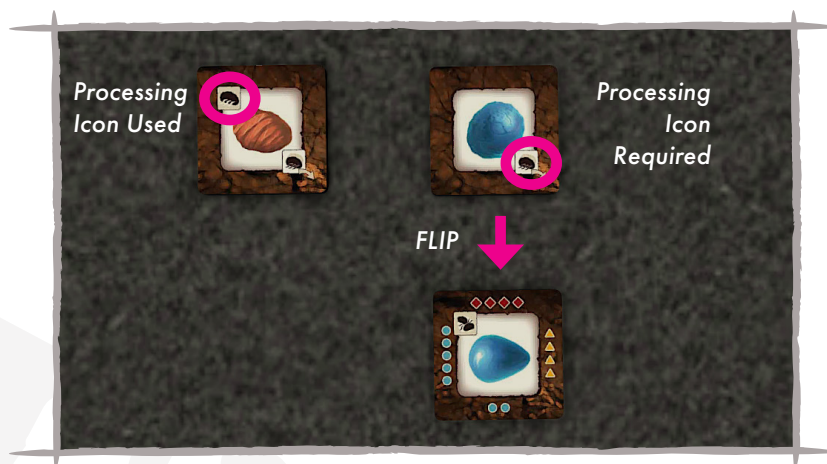
PROCESSING

As an action, characters can spend ⚡ to process tokens in their inventory. Each material token indicates the icons needed for processing that material next to an arrow on the token itself. A character must have access to these icons to process that material.

To perform the processing action, follow these steps:
1. Determine the icons available to the character.
2. Choose a number of material tokens to be processed, using each available icon only once (the 🔥 icon can be used multiple times).
3. Flip the chosen material tokens from their unprocessed side to their processed side.

Additionally:
Some food tokens (grain and nuts) can be processed. These food tokens must be processed to be eaten.

For Example:
A character performing the processing action has 🗡️ 🗡️ 🔩.
They can process two fiber from their inventory, or a fiber and a bone, but cannot process two fiber and a bone.

CRAFTING ITEMS

As an action, characters can spend ⚡ to attempt to craft items using materials in their inventory. Items are created by combining two material tokens. Two tokens can be combined by aligning sides that have icons of matching color and shape (such as red diamond, blue circle, or yellow triangle). Tokens without matching color icons cannot be combined. Note that not all combinations yield results.

To perform the processing action, follow these steps:
1. Select two material tokens that can be combined, placing them next to each other, horizontally.
2. Determine the four digit code created by reading, left to right, the number of icons in each vertical row.
3. Determine the color code, this is the color of the leftmost row of icons.
4. Using the color and number code, consult the Crafting Guide in the codex.
5. Large and small materials can be combined.
6. The 0 icon is read as "zero" and cannot begin a recipe.

Red 1410

A large and small item crafted together. Note that the null icon cannot begin a code.

Note that orientation is important! Two materials may make an item, but only in a specific orientation. Consider what items you might be able to create and think about what orientation of materials could create those items.

BUILDING STRUCTURES

To build a structure in an outpost in their hex, a character selects a structure card they wish to build, then performs the action on the back of that card, discarding any material costs. Other characters in that hex may spend ⚡ and/or discard materials to contribute to this action.

Some structures require the character performing the action, or a character contributing to the action, to have an item with a specific technology icon.

When a structure is built, record that structure on the outpost card of the outpost in which it was built. Limit 5 structures per outpost. The number of times a given structure can be built is not limited to the number of copies of that structure card, each structure card is mainly for reference.

TRACKS

A NUMBER OF TRACKS ARE USED TO RECORD PROGRESS THROUGHOUT SINGLE CHALLENGES OR THROUGHOUT THE GAME.
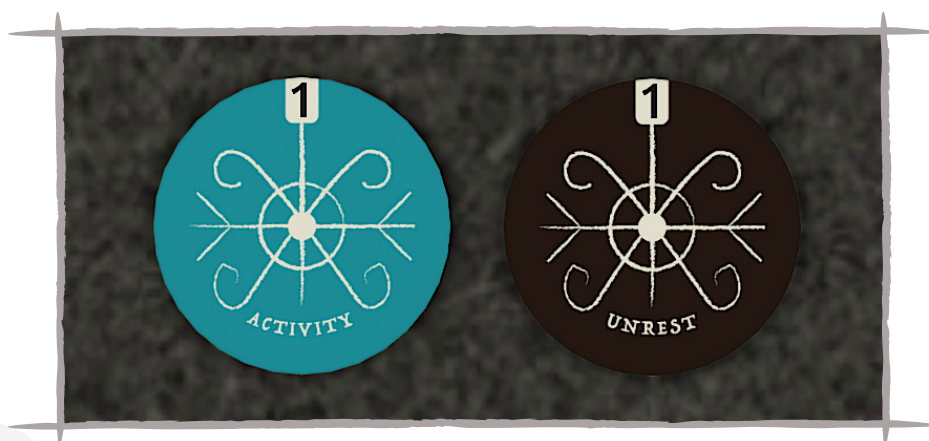
ACTIVITY
Activity is tracked using a dial. It is not persistent between games. When an effect or Night card instructs you to increase activity, increase the dial by that amount. See **Night Phase** on page 22 for more about the main way activity increases.

Activity Events
Each Challenge card has a number of events that occur after the activity reaches certain thresholds. Single events occur once, while ongoing events occur as long as the value falls within a specific range.

Single Events
There are several types of single events, described below:
- **General Event:** These general events ("event") are an open category for events of various kinds.
- **Outpost Event:** These events have to do with the outposts built by the characters.
- **Societal Event:** These events pertain to the characters' society.

At the end of each Night phase, check whether any of these activity events have triggered. An event triggers if the activity is higher than its list threshold and that event has not triggered before during the Challenge.

Ongoing Events
At the end of each Night phase, check whether the activity value is within the range listed for an ongoing event. If it is, that ongoing event triggers.

LORE
Lore tokens are used to represent opportunities to learn in the valley and are placed into hexes by various effects.

Gaining Lore
Lore can be gained in several ways. When an effect says to gain lore, mark that many of the boxes on the Culture page of the Journal.

Spending Lore
When an effect spends lore, erase that many boxes on the Culture page of the Journal. An effect that costs more lore than the group can spend can't be activated.

Once the behemoth is in play, lore can be spent to learn things about the behemoth (see **Habits** and **Secrets** on page 42).

Lore in the Valley
When an effect places a lore token on a hex, a player can gain it by entering the hex containing it. If this lore is not collected by the end of the current Challenge, remove it from the valley.

UNREST
Unrest is tracked using a dial, and is persistent between games. When an effect instructs you to increase unrest, increase the dial by that amount.

When unrest reaches certain thresholds, it has specific effects:
- **Unrest 6+**: Increase activity by 1 each Night Phase. Characters begin each Challenge with 1 fewer ⚡. Put the epoch goal Quelling the Embers into play.
- **Unrest 11+**: Increase activity by 1 each Night Phase. When resting each night, characters automatically gain 1 fewer ⚡.
- **Unrest 16+**: Increase activity by 1 each Night Phase. Characters cannot use or benefit from structures at their outposts.

These effects are **cumulative**. Thus, at an unrest level of 16+, the activity level will increase by 3 each Night Phase.

USING THE CODEX

THE CODEX CONTAINS KEY INFORMATION USED THROUGH-
OUT THE GAME. IT IS DIVIDED INTO THREE SECTIONS:
OUTCOMES, OMEN ENTRIES, AND CRAFTING TABLES.

OUTCOMES
Each outcome has a 3-digit numerical code associated with it. When a game component refers to this code (e.g says to "read entry ###"), look up that code in this section of the codex and read the associated entry. Outcomes are listed in ascending numerical order by code, starting with 000.

OMEN ENTRIES
Each omen entry has a two-part code associated with it. The first part of the code is an omen (cloud, comet, moon, stars, sun). The second part is the component ID of a game component, such as a card or hex tile. Characters can access omen entries when investigating omens. Omen entries are listed alphabetically and in ascending numerical order, by omen.

For example, Cloud A01 would appear first in the Cloud section of the omen entries, while Cloud FO13 would appear later in that section, but before Cloud FO14.

CRAFTING ENTRIES
Each crafted item has a two-part code associated with it. The first part of the code is a 4-digit number, derived by reading the numbered pips on the two materials used for crafting from left to right. The second part of the code is a color, which is set by the color of the leftmost set of pips. Each color has its own section within the crafting entries. When looking up a crafting code, turn to the entries for the color, then look up the numerical entry. The color sections are provided in the following order: Red, Blue, Yellow, Purple, Silver. Entries within a color are listed in ascending order.

OMENS

STONESAGA HAS FIVE OMENS THAT APPEAR AS MOTIFS ACROSS ITS ART, THEMES, AND MECHANICS.

CURRENT OMEN

Most omen related effects check what the current omen is. The current omen (or omens) are whatever omens appear on the topmost card of the Night deck discard pile. If there are no cards in the Night deck discard pile, the Starting Omen on the Challenge card is considered to be the current omen.

INVESTIGATING OMENS

During each character turn, that character's player may investigate up to one omen. To investigate an omen, a player follows these steps:

1. **Identify an Omen on a Game Component:** The first step to investigating an omen is spotting an art detail, text reference, hidden symbol, or other part of a game component that you believe invokes one of the game's five omens: cloud, comet, moon, stars, sun. These astronomical bodies can play an important role in the lives of your people, and have many connections within the wider world.
2. **Match with the Current Omen:** To investigate an omen, it must match one of the current omens. These can be found at the bottom of the last Night card drawn. If you find an omen but it does not match one of the current omens, your investigation ends. Return later at a more opportune time.
3. **Determine Component ID:** If the omen you have identified matches the current omen, look for the component ID on the game component on which you found the omen.
4. **Search for Omen Table Entry:** Open the Codex and search for the appropriate omen table, then find the entry for the component. Component entries are listed in ascending alphabetical and numerical order.
5. **Read Omen Table Entry:** If you did not find an entry, your investigation ends. If you did find an entry, read that entry and resolve its effects.

BEHEMOTHS

THE BEHEMOTHS ARE ALSO NEW ARRIVALS IN THE GLACIAL VALLEY YOUR SOCIETY CALLS HOME.

BEHEMOTH SETUP
When the game instructs you to set up a behemoth, follow the steps below:
1. **Set Up Behemoth Board:** Find that behemoth's board and place it faceup in the play area.
2. **Assign Instinct Card:** Shuffle the behemoth's Instinct cards, then deal one. Place this card faceup in the corresponding slot.
3. **Assign Secret Card:** Shuffle the behemoth's Secret cards, then deal one. Place this card facedown in the corresponding slot.
4. **Prepare Reactions:** Shuffle the behemoth's Reaction deck. Place it facedown in the corresponding slot.
5. **Place Lair:** Place the behemoth's lair in a randomly selected explored hex with no overlays. The overlay can be placed in any orientation.
6. **Place Miniature:** Place the behemoth's miniature in the hex with its lair.

BEHEMOTH OVERVIEW
A behemoth consists of several game components: a board, an Instinct card, a Secret card, a Reaction deck, and a miniature. These components function as follows:

Behemoth Board
Each behemoth board has several key pieces of information on it.

Behemoth Abilities

Like characters, behemoths have abilities. Behemoth abilities can be boosted in the same manner as character abilities.

Behemoths do not generally test. Instead, characters have contests against behemoth abilities.

Contests

Contests function much like tests, except that the character compares the result to the behemoth's ability value. One of three outcomes occurs occurs based on the comparison of the two numbers:
- If your result is higher than the behemoth's ability value, the outcome is a **success**.
- If your result is equal to the behemoth's ability value or lower than it by 4 or less, the outcome is a **stalemate**.
- If your result is lower than the behemoths' ability value by 5 or more, the outcome is a **defeat**.

To participate in a contest follow the steps below:
1. Roll 1d6 and add your character's relevant ability value.
2. Add any boosts to the result.
3. Compare it to the listed ability value of the behemoth.
4. If a behemoth has a boost during a contest, add the value of the boost to the behemoth's score when determining the result, then degrade the boost token.

Movement Values

Each behemoth prefers different types of terrain, as reflected by its movement values. The lower the movement value, the more likely the behemoth is to move into a hex containing the feature.

To assess a hex for behemoth movement, look at all of the hex's features and determine which one has the lowest movement value. That is the hex's movement value for the behemoth.

For example, if a hex contains a chasm (movement value 1), forest (movement value 2), and river (movement value 3), the behemoth treats the movement value of the hex as 1. If it had no chasm, it would treat it as 2 instead.

Habits

The behemoth has habits that the characters can observe. At the end of any Night phase, if the behemoth is in an adjacent hex or the same hex, a character may spend 4 lore to learn its habits. This reads an outcome listed on the behemoth board.

Instinct Card

Each Instinct card is an instruction manual for the behemoth's activation. See Behemoth Activation below for more details.

Secret Card

Each behemoth has a secret of some kind that the characters can use to gain an advantage when dealing with it. This might be a weapon that can harm it or a way to pacify the behemoth. The Secret card begins facedown.

Learning the Secret

Once the behemoth board is in play, characters can learn the behemoth's secret. At the end of any Night phase, if the behemoth is in an adjacent hex or the same hex, a character may spend 7 lore to learn its secret.

Using the Secret

Secret cards are always used as part of resolving a behemoth's Reaction card. When a Secret card instructs a player to read a codex entry of "[Omen] [ID of Reaction card]," the player looks up the entry for the listed omen with the ID of the Reaction card.

For example, if the Behemoth used reaction BH2 and the Secret card says "read Cloud [ID of Reaction card]", the player would look up the entry Cloud BH2 and read it.

Reaction Deck

Behemoths are strange and alien, but not entirely inscrutable. Each behemoth has a Reaction deck that dictates its response when a character encounters it. To resolve an encounter, the character who encounters it draws the top card of the Reaction deck. If the card can be resolved, the character resolves it. Otherwise, they set it aside, then repeat this process until the card can be resolved. After resolving a card this way, the character shuffles all cards back into the deck.

The current omen often dictates which reaction cards can be resolved.

Miniature

A behemoth's miniature tracks its location on the hex board. Much like a character, a behemoth occupies a particular hex.

Target Token

A behemoth's Instinct card often gives it a target (a specific hex or a character). Place this token on its target as instructed by the Instinct card.

Lair

A behemoth has a lair, an overlay that is placed in a particular hex as described. Crossing an edge covered by this overlay is considered to be crossing a terrain feature.

Otherwise, it has no specific rules, but can have various effects contextually based on the behemoth's other components, Challenge cards, Goal cards, etc.

BEHEMOTH ACTIVATION

At the end of each Night Phase, if the behemoth is in play, it activates. The faceup Instinct card sets the parameters of the behemoth's activation, which include:

Movement

If the Instinct card instructs the behemoth to move, it follows the steps below:

1. **Generate Movement Points:** The behemoth generates movement points as explained on the Instinct card. This is usually randomized by rolling a 🎲 with a modifier.
2. **Determine Path:** Before the behemoth moves, determine the shortest path to reach its target (the one that involves entering the fewest number of hexes required to reach its target). If two or more equidistant paths exist, it chooses the path with the lowest total movement value (see Movement Values on page 41).
3. **Spend Movement Points to Move:** The behemoth pays movement points equal to the movement value of the first hex on its path (see Movement Values on p. 41). A behemoth must be able to pay the full amount of movement points to enter a hex to do so, otherwise it stops moving (go to step 7).
4. **Move Miniature:** Move the behemoth's miniature into the hex.
5. **Trigger Entry Effects:** Any effects that trigger when the behemoth enters a hex are resolved.
6. **Continue Moving:** Repeat Step 3 through 5 as many times as the behemoth's movement points allow until it reaches its target.
7. **End Movement:** The behemoth's activation ends.

Encounters

If the behemoth entering a hex or ending its activation causes it to encounter a character (as described on the Instinct card), that character resolves a card from its Reaction deck. This usually involves a contest (see **Contests** on p. 41) with various possible results.

SOLO PLAY

STONESAGA OFFERS TWO OPTIONS FOR SOLO PLAY:
MULTI-CHARACTER SOLO AND HARDCORE SOLO.

MULTI-CHARACTER SOLO
In Multi-Character Solo, the player controls two or more characters, playing them as if they were multiple players for all rules purposes. This version of solo mode requires the fewest rules changes.

HARDCORE SOLO
If a player wishes to take on an extra challenge, they can attempt hardcore solo, in which they control only a single character. Several key rules are affected by having only one character, and are described in this section.

Character Health
A character's health track functions slightly differently, as described below:
- A character does not become incapacitated until their health tracks is filled with major injuries and diseases.
- If a character's health track is full and they suffer one or more injuries or diseases, they must instead flip that many existing minor injuries or diseases to major injuries or diseases, if able.
- If a character perishes, end the current Day phase. Place a Night card in the Discard pile and increase Activity by 1 plus the listed amount, but do not resolve any of the card's other text. Then, the player makes a new character, places them in the starting hex (or a hex with an Outpost) and begins a new Day phase with that character.

Action Costs
A character treats the cost of their first action each day as reduced by 1.

Champion Tests
When a character is instructed to make a Champion test, they must select themself.

Group Tests
When a character is instructed to make a Group test, only they must make it.
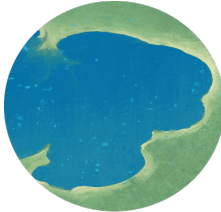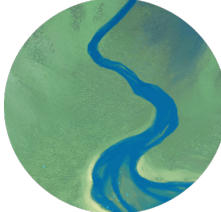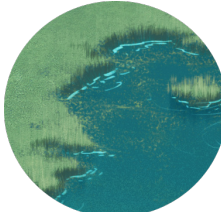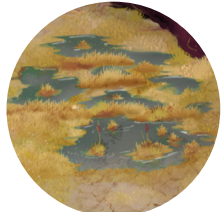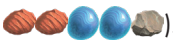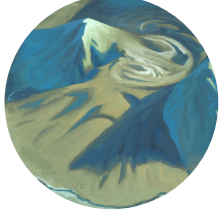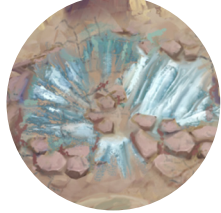
TERRAIN

VERDANT VALE

SKYREACH PLATEAU

FOREST

Feature Actions
⚡/⚡⚡: **Forage** (use Forest deck).

Outpost Requirement
🔨 is required to build over this feature.

PLAINS

Feature Actions
⚡/⚡⚡: **Forage** (use Plains deck).

Open Terrain
Does not cost extra ⚡ to cross this terrain.

DRIED FLATS

Feature Actions
⚡/⚡⚡: **Mine** (🔴⚪⚪⚪).

Open Terrain
Does not cost extra ⚡ to cross this terrain.

CAVE

Feature Actions
⚡/⚡⚡: **Mine** (use 🔴🔴🔵⚪⚪).
⚡: **Prepare Shelter** (place shelter token in this hex for the rest of the Challenge).

Outpost Requirement
⛏ is required to build over this feature.

LAKE

Feature Actions
⚡: **Gather Water** (gain 💧💧).
⚡⚡: **Fish.**

Outpost Requirement
👆 is required to build over this feature.

RIVER

Feature Actions
⚡: **Gather Water** (gain 💧💧).
⚡⚡: **Fish.**

Outpost Requirement
👆 is required to build over this feature.

WETLANDS

Feature Actions
⚡: **Gather Water** (gain 💧💧).
⚡⚡: **Fish.**

Outpost Requirement
👆 is required to build over this feature.

MORAINE

Feature Actions
⚡⚡: **Mine** (use 🔴🔴🔵🔵⚫).

Outpost Requirement
⛏ is required to build over this feature.

CHASM

Feature Actions
⚡⚡: **Mine** (use 🔴🔴🔵⚫⚫).

Outpost Requirement
⛏ is required to build over this feature.

MOUNTAIN

Feature Actions
⚡⚡: **Mine** (use 🔴🔴🔵🔵🔵).

Outpost Requirement
⛏ is required to build over this feature.

Might		Chop		Airflow	
Dexterity		Cut		Cold	
Conviction		Dig		Heat	
Awareness		Drill		Moist	
		Fire		Rot	
Energy		Grind		Smell	
Shelter		Hammer		Sound	
Rest		Knot Tying		Tremor	
		Make Fire			
In Hands		Mill		Comet	
In Bag		Music		Moon	
Wearing		Stoneworking		Sun	
		Strike		Stars	
Dice				Clouds	

MM
GAMES