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PAGAN

BEYOND THE PALISADES

RULEBOOK

Wyrmgold



INTRODUCTION

The colony has been troubled from get-go. Even without the disconcerting witchery within the village, settling new frontiers have proven remarkably difficult. Even so, the colony must turn its attention to the wild lands beyond the palisades. Its resources are key to survival.

Though teeming with wildlife and rich in resources, the surrounding swampland is covered in a constant mist.

Attempts to expand the husbandry have met with failure. The cattle grow weak, their milk sour, while eggs are laid in various shades of green.

Is the witchcraft going on within the small community only a symptom of a grander, unnatural phenomenon?

Can the countryside be cleansed to turn the colony into a thriving colonial foothold?



GAME OVERVIEW

Pagan: Beyond the Palisades is the first expansion for Pagan: Fate of Roanoke. Pagan is an asymmetrical card game for two players taking on the roles of Witch or Witch hunter. The Witch tries to carry out a ritual of renaturation before being exposed and eliminated by the Witch hunter. Nine villagers are under suspicion and only the Witch player knows who the real Witch is. Each turn, the players use their action pawns on active villagers to draw cards, play cards, gain influence and manage the Gloom.

Moreover, the Witch can brew powerful potions, improve their familiar, and cast enchantments and charms, while the Witch hunter enlists allies, claim strategic locations, and ruthlessly investigates the villagers.

DISCLAIMER

Wyrmgold wants to make it abundantly clear that we as a company and as persons do not condone violence against people, witches or animals of any kind. This is a work of fiction and not meant to be disrespectful of any historical figure, ethnical or religious group.

OBJECT OF THE GAME

In Pagan, two players compete to be the first to complete their individual objective. As the Witch, your objective is to collect enough secrets to perform a ritual so potent, that the entire region will fall under your spell and Mother Nature will reclaim the colony. As the Hunter, you gather all the allies and support you can muster, to bring the Witch to justice before its fatal ritual comes to fruition.

COMPONENT OVERVIEW



HUNTER

50 cards (4 different types):

- ◆ **EVENTS** (☹)
- ◆ **ALLIES** (☺)
- ◆ **LOCATIONS** (⚡)
- ◆ **INVESTIGATION** (🔍)



WITCH

50 cards (4 different types):

- ◆ **CHARMS** (☺)
- ◆ **BREWS** (☹)
- ◆ **FAMILIARS** (🐉)
- ◆ **ENCHANTMENTS** (🌀)



GLOOM TOKENS

30 GLOOM (🟡 yellow)



SCENARIOS

4 cards

VILLAGERS AND OVERVIEW

9 cards (3 double sided) and 3 cards



SUSPECTS

9 cards



All tokens are limited to the amount in the box. If you are about to receive or place a token, and there is none left in the supply, don't place a new token. You are, however, allowed to move a token of the same type already in play.

NEW MECHANICS

GLOOM AND CLEANSE

The unnatural mist covers the land beyond the palisades, imbuing the Witch with great power. However, the bold folk of the new frontier are fighting back and are slowly driving away the darkness. Once cleansed, the gloomy wild lands will be a tremendous boon to the colony.

Beyond the Palisades introduces two new mechanics to Pagan: **GLOOM** and **CLEANSE**.

GLOOM is a new resource that benefits the Witch player as long as it is in play. It symbolizes the Witch's symbiotic relationship with the lands. Gloom enters the game through the play of Gloom-cards and can be reduced or increased during a game. Some cards can even break the natural limits of the **GLOOM** on the cards.

With sufficient effort and focus, it is possible to cleanse the Gloom encroaching on the village. **CLEANSING** a card is done by removing every last bit of **GLOOM**. Once a card is **CLEANSED** it is discarded.

A **GLOOM**-card cannot be voluntarily removed by the owning player. Once a **GLOOM**-card is in play, it will stay there until **CLEANSED**.

Example: The Witch has "Tinted Moon" in play, with only 1 GLOOM token remaining. They really want to remove the card to make room for a new ENCHANTMENT and deny the Hunter the benefit of the CLEANSE-effect. Since "Tinted Moon" is a GLOOM-card, however, they are not allowed to remove it.

EXAMPLE

NEW VILLAGER MECHANICS

Some colonists are already feeling the effects of the Gloom. Their behavior changed, their mood dampened. It is the task of the Hunter to bring them back to the righteous light again.

These villagers are all in the **GREEN FACTION** ("The Tainted"/"The Household"). As stated on the Scenario cards 12 and 13, these villagers start with a certain amount of **GLOOM** and can be **CLEANSED**. When cleansed, the villager does not get discarded but turned over to the other side instead. The two factions ("The Tainted"/"The Household") count as the same **GREEN FACTION** for cards affecting villagers.

Note: You can never spend your opponent's assets, the Hunter can only spend CLUES and the Witch only SECRETS when visiting a villager of the Craftsmen faction.



GLOOM

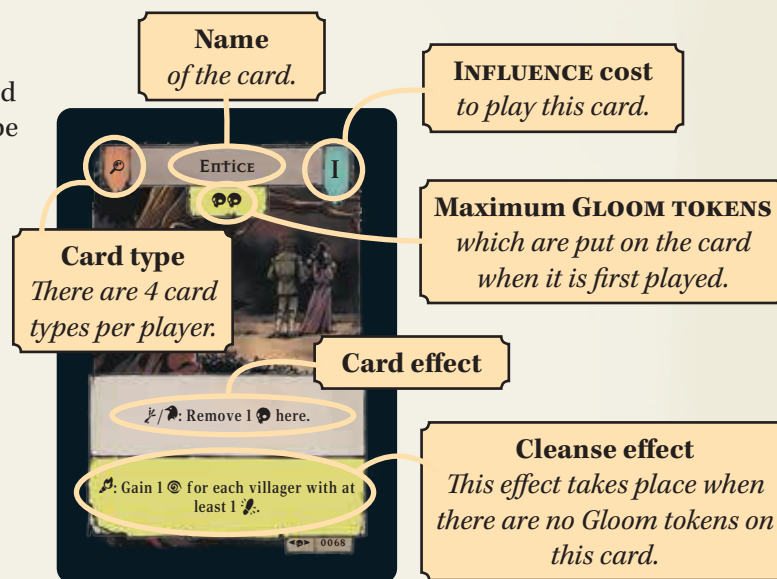
GLOOM CARDS

All **GLOOM**-cards feature **GLOOM**-symbols (☠) in a yellow ribbon in the upper middle and a **CLEANSE**-effect (☠) at the bottom. They behave like any other card of that type, but have an added **GLOOM**-mechanic.

*Note: A **GLOOM**-card is **CLEANSED** if it has no more **GLOOM**-tokens on it. **CLEANSED** cards are discarded afterwards.*

- ◆ When a **GLOOM**-card enters play, add **GLOOM** tokens to it according to the amount listed. The amount listed on the card is also the **GLOOM**-limit, which can only be exceeded if specifically stated by a card.
- ◆ Several cards and effects will instruct you to add **GLOOM**-tokens to a card. You can only add **GLOOM**-tokens to **GLOOM**-cards, and only if doing so won't exceed the **GLOOM**-limit on the **GLOOM**-card. If you can't add the required amount of **GLOOM**, you can't play the card or use the effect.

*Note: If there are not enough **GLOOM**-tokens available a **GLOOM**-card cannot be put in play.*



CLEANSE

As soon as all **GLOOM**-tokens are removed from a card it counts as **CLEANSED**. The **CLEANSE**-effect (☠) at the lower half is triggered and the card is discarded afterwards.

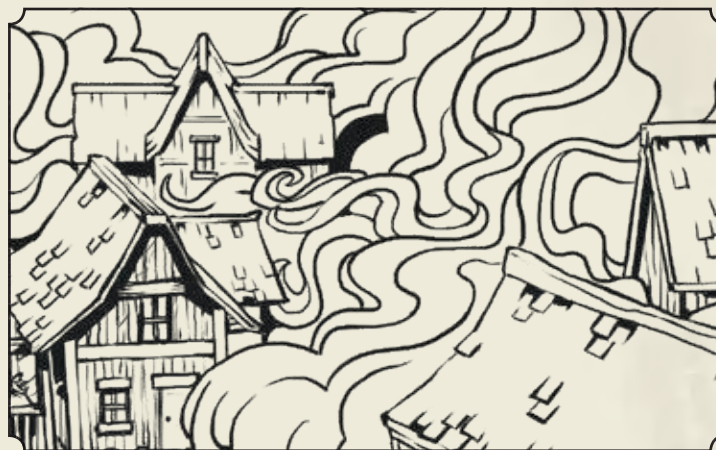
LIFTING GLOOM-CARD ENCHANTMENTS

GLOOM-card **ENCHANTMENTS** differ from regular **ENCHANTMENTS** in the way they are lifted. When the Hunter spends an action to lift a **GLOOM**-card **ENCHANTMENT**, they remove 1 **GLOOM** token from the card instead of discarding it. The **GLOOM** symbol in the costs banner of a **GLOOM**-card **ENCHANTMENT** is a reminder to remove a **GLOOM** token, not an additional cost for the action as on other **ENCHANTMENTS**. If this causes the last **GLOOM** token to be removed from the **ENCHANTMENT**, the **ENCHANTMENT** is **CLEANSED**.



The Hunter plays the "Willow Shrub"-card. It is a **LOCATION**, and will therefore come into play on an available **LOCATION SPOT** on the Hunter's player board. Since "Willow Shrub" shows 2 **GLOOM** in the yellow ribbon, the Hunter player now adds 2 **GLOOM** tokens to the card.

EXAMPLE



SCENARIOS & FACTIONS

VILLAGER SET / FACTIONS & SCENARIO CARDS

Besides the 50-card deck, each player also selects one of the factions for the game. A faction consists of three like-colored villagers that share a common faction name and can be easily identified with the **VILLAGER OVERVIEW CARDS**.

The **WITCH** selects the **RED FACTION**, the **WITCH HUNTER** selects the **BLUE FACTION**, while the **GREEN FACTION** is determined by the **SCENARIO** used for the game.

The **GREEN FACTION** used for Beyond the Palisades is "The Household"/"The Tainted".

SCENARIO CARDS

Scenarios are optional additions to a game of Pagan. They change the premise and/or goals of the game. Four scenarios are included in Beyond the Palisades.

When using a scenario card, use the **GREEN FACTION** listed on the **SCENARIO CARD**, and follow the unique rules associated with the **SCENARIO**. These rules supersede the standard rules where applicable.



EXAMPLE OF PLAY



HUNTER AND WITCH TURNS

WITCH'S TURN (DANIEL PLAYS THE WITCH)



1. With his first action, Daniel visits "Trapper Judy" with his **FAMILIAR**. He removes one **GLOOM** from "Triangulate" and then converts the 3 **CLUES** into another **FAVOR**. Daniel puts 1 **SECRET** on "Mother Grace. He gains 4 **INFLUENCE** - 2 because of two **ACTION PAWNS** (the owner is not important) on **GREEN VILLAGERS** twice (because of the 2 **FAVORS**). He uses "Blur" to play "Vapors of Disarray" for free, using the **EMPOWERED FAMILIAR SKILL** to add 2 **SECRETS** by removing 1 **GLOOM** from "Peat Bog".
2. With the second action he visits "Woodcutter Oswald". He adds 1 **SECRET** to "Vapors of Disarray" and spends 1 **SECRET** from "Prospector Ashley" to draw 3 cards. ("Perplex", "Lost in Plain Sight", and "Emit").
3. With the final action Daniel visits "Houndskeeper Willam" adding 1 **SECRET** to Willam. He shows Selma "Perplex" and "Lost in Plain Sight". Selma tells him to discard "Perplex". Daniel now plays "Lost in Plain Sight" with 2 **GLOOM** tokens on it on "Willow Shrub". "Willow Shrub" is now no longer considered to be in play. Daniel would like to use "Houndskeeper Willam"'s skill again since he has 2 **FAVORS**, but cannot since Daniel only has 1 card left in hand.
4. As a free action Daniel consumes "Vapors of Disarray". He targets the **GREEN VILLAGERS**. He may add 1 **GLOOM** from the consumed **BREW**. He can't place it on "Tinted Moon" or "Lost in Plain Sight" as they are at their **GLOOM**-limit, so instead he chooses to add 1 **GLOOM** to "Mirage".














HUNTER'S TURN (SELMA PLAYS THE HUNTER)

5. **UPKEEP PHASE**: Selma pays 1 **INFLUENCE UPKEEP** for "Guild Leader".
6. First action: Selma **VISITS** Mason Hazel. Due to the "Tinted Moon" **ENCHANTMENT**, she doesn't get to distribute any **CLUES**. She decides to spend 1 **CLUE** from "Woodcutter Oswald" to gain 3 **INFLUENCE**.
7. With her second action, she **VISITS** "Mother Grace." She still doesn't get to distribute any **CLUES** because of "Tinted Moon". Since there are 2 **ACTION PAWNS** on **GREEN VILLAGERS**, she may play up to 2 cards. First she plays "Expose" to remove "Tinted Moon". Since "Tinted Moon" was removed while it still had **GLOOM** tokens on it, the **CLEANSE**-effect doesn't trigger. Then the Hunter plays "Frontier's Man", spending their last 2 **INFLUENCE** to do so.
8. With her final action she uses the "Peat Bog" **LOCATION**. She adds 1 **CLUE** to "Miller Blossom", then removes 1 **GLOOM** token from "Peat Bog". As this was the last **GLOOM** token, "Peat Bog" is **CLEANSED** and she gets to choose the **CLEANSE** effect of any other **GLOOM**-card in play. She cannot choose "Willow Shrub", because of the "Lost in Plain Sight", so she decides to use the **CLEANSE** effect of "Triangulate" to add 3 **CLUES** to all **GREEN VILLAGERS**. Then "Peat Bog" goes to the discard pile. Since a card was **CLEANSED**, the "Frontier's Man" triggers, and the Hunter gains 2 **EVIDENCE** tokens.

*Note: Daniel groans inwardly as he realizes his mistake. Had he paid for the **EMPOWERED "Blur"** with the last **GLOOM** on "Triangulate", the "Tinted Moon" **ENCHANTMENT** would have caused the nasty **CLEANSE** effect to fizzle.*

STANDARD DECK

HUNTER (50)	TYPE	NUMBER	COUNT
Fisherman		0051	2
Herdsmen		0052	2
Candle Maker		0053	2
Guild Leader		0054	2
Frontiers Man		0055	2
Tactician		0056	2
March at Dawn		0057	2
Arrogate		0058	2
Rally		0059	2
Whispers in the Dark		0060	2
Expose		0061	2
Cautious Approach		0062	2
Reckless Approach		0063	2
Illumination		0064	2
Intense Scrutiny		0065	2
Trail		0066	2
Triangulate		0067	2
Entice		0068	2
Survey		0069	2
Hummock		0070	2
Murky Waters		0071	2
Peat Bog		0072	2
Willow Shrub		0073	2
Outcropping		0074	2
Storage		0075	2

WITCH (50)	TYPE	NUMBER	COUNT
Elixir of Hiding		0076	2
Bottle of Swamp Water		0077	2
Dark Honey		0078	2
Swamp Snake Venom		0079	2
Encroaching Fog		0080	2
Vapors of Disarray		0081	2
Dematerialize		0082	2
Lost in Plain Sight		0083	2
Gloomy Ritual		0084	2
Beguiling Visage		0085	2
Perplex		0086	2
Obfuscate		0087	2
Mental Image		0088	2
Foreboding Shadows		0089	2
Mirage		0090	2
Tinted Moon		0091	2
Will-o'-the-Wisp		0092	2
Strength in Darkness		0093	2
Invisible Barrier		0094	2
Blur		0095	2
Emit		0096	2
Support		0097	2
Deceit		0098	2
Captivation		0099	2
Mist Infusion		0100	2

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FURTHER CONTENT

TRIALS OF OLD, CLOSE ENCOUNTERS & MIND GAMES

These 3 content packs feature 32 cards each, strengthening Hunter & Witch alike, while bringing new and exciting layers to the deck building aspect of Pagan. All content packs are compatible with Pagan: Fate of Roanoke and Pagan: Beyond the Palisades.



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