

# Villages & Hamlets Expansion

## SETUP

### In a Nutshell

The Vindication®: Villages & Hamlets module is an additional experience that can be added to expand any configuration of the base game, which is required to play.

This module adds new map region tiles and introduces new ways to interact with the gaming space, including the use of 14 additional map regions in a single game, for a total of 33, not including hidden ruins or building site tiles.

### Setup

Before base game setup, place the Forgotten Isle to the side of the main board. Place a building site tile on each of the 3 region areas, then randomly place a hidden ruins tile on top of each, making sure to not reveal the back. The remaining building site and hidden ruins tiles can be returned to the box – they will not be used.



Setup the base game up as normal. After player have drawn their Journey cards, reveal 1 additional journey card, and place the triangular tile called “Thwynn’s Landing” on that space, as shown. This is the port that can be used to reach the Forgotten Isle.



Players who end their movement on Thwynn’s Landing (port) may place their token on any 3 of the outer intersections on the Forgotten Isle.

→ Place the following 12 required tiles into the **black scumbag**:



- As a group, determine the remaining 21 map regions you wish to play with (see complete list p. 23).
- Place the 3 large village and hamlet boards on the table.
- As a group, choose whether to pre-configure the village and hamlet boards. If the group chooses to pre-configure the boards, fill the region spaces with map region tiles.

Otherwise, randomly place 14 tiles into the burgundy villages bag, and the rest into the black scumbag. 11 of the 14 regions in the villages bag will be used on the village and hamlet boards, and 3 will be available to build on the building sites on the Forgotten Isle.

- Set the 3 large village and hamlet boards beside the main board so that they are as accessible to players as possible.



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## BOARDS & TILES

### Village and Hamlet Regions

When any of the 3 village or hamlet map region tiles are drawn from the scumbag, the active player places the tile on the main map, and then draws tiles from the villages bag to fill the empty spaces on the corresponding village or hamlet board.

Visiting the hex tile on the main map allows players to perform a visit action on any one of the regions on its board.

### Control Issues

Players may gain and lose control of regions within villages or hamlets in the same way they would on the main board.

The player who controls the most regions within a village or hamlet gains control of it, placing an influence in the sphere above the village or hamlet name (just like controlling regions). In a tie, the player who first held the majority retains control.

The end-game scoring bonus ("X") for controlling a village or hamlet is equal to the number of regions controlled by that player on that board. Therefore, if the controlling player controlled 3 of the 5 regions in Venfero's Secret, the bonus would be 3.



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## THE FORGOTTEN ISLE, THE TEMPLE OF LEGENDS, RUNE MAPS, AND EMPOWERED RUNES

### Reaching the Forgotten Isle

- Players with a rank 5 mount (moth) may consume their movement to place their token on any intersection on the Forgotten Isle.



- Players who end their movement on Thwynn's Landing (port) may place their token on any 3 of the outer intersections on the Forgotten Isle, and vice versa.



### Using Building Sites on the Forgotten Isle

- If you are adjacent to an area with a building site, you may use your visit action and 1 conviction to choose any region tile from the Villages bag and build it there.

(In this case you'll choose from the villages bag instead of a previously set-aside group of region tiles. The result is the same, in that you may choose the tile you'd like to build).

- You automatically gain control of this region (if it is controllable).
- You may use a building site if adjacent to it, even if there is a hidden ruins tile above it for which you have no rune map.

In this case, simply place the hidden ruins tile below the building site (or the map region you have built).



### The Temple of Legends



### Visiting the Temple of Legends

When visiting the Temple of Legends, you may choose one: donate an empowered rune for 5 honor, or gain 1 rune map token.



### Rune Map Tokens

Rune Map tokens are required for players to dig for empowered runes in the hidden ruins on the Forgotten Isle.

They are either consumed in that process, or are wasted.

Players may only carry 1 rune map token at a time.



### Accessing Hidden Ruins

- Each region space on the Forgotten Isle contains a hidden ruins region tile. Players may consume a rune map Token and a visit action to unearth an empowered rune.
- Digging for empowered Runes at a Hidden Ruins consumes both a visit action and a rune map, which are available at the Temple of Legends. Unused rune maps are worthless.
- When digging for an empowered rune, simply turn the hidden ruins tile over and place it in your tableau. That power is now available to you.
- You may consume a visit action at the Temple of Legends to donate empowered runes for 5 honor each.

### Empowered Runes

(these are found on the back of the hidden ruins tiles)

#### EMPOWERED RUNE OF Benevolence

While this rune is in your possession:  
Augment 1 power when you visit map regions already under your control.



#### Empowered Rune of Benevolence

While this rune is in your possession:  
Augment 1 power when you visit a map region already under your control. Does not count on the same turn you gained control of a region.

#### EMPOWERED RUNE OF Ingenuity

While this rune is in your possession:  
Once per turn, you may place 1 of your potential on a companion.



#### Empowered Rune of Ingenuity

While this rune is in your possession:  
Once per turn, you may place 1 of your potential on a companion.

#### EMPOWERED RUNE OF Devotion

While this rune is in your possession:  
You may use 2 conviction to take a second visit action on the same turn.



#### Empowered Rune of Devotion

While this rune is in your possession:  
You may use 2 conviction to take a second visit action on the same turn.

#### EMPOWERED RUNE OF Leadership

While this rune is in your possession:  
When you activate yourself, you may remove 1 influence from any companion.



#### Empowered Rune of Leadership

While this rune is in your possession:  
When you activate yourself, you may remove 1 influence from any companion.

Can be used on other players' companions.

#### EMPOWERED RUNE OF Discipline

While this rune is in your possession:  
Once per turn, you may use 1 conviction in place of any 1 attribute.



#### Empowered Rune of Discipline

While this rune is in your possession:  
Once per turn, you may use 1 conviction in place of any 1 attribute.

#### EMPOWERED RUNE OF Zeal

While this rune is in your possession:  
Each of your proficiencies increases your mounted speed by 1.



#### Empowered Rune of Zeal

While this rune is in your possession:  
Each of your proficiencies increases your mounted speed by 1.

This total has no limit, and stacks with other effects.

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## ATTRIBUTE CHECKS

### Attribute Checks



A new feature in the Villages & Hamlets module is the ability to perform attribute checks to attain certain perks or rewards, using the dice provided. Here's how it works:

#### → STEP 1

*When a player performs an attribute check, they will roll the dice associated with the attributes they currently have on the main board. Only 1 die per attribute is rolled, regardless of how many of that attribute a player has. Each result that shows an icon counts as a "hit" and each result that shows a blank counts as a miss. The number in the hexagon is the number of hits required to pass the check.*

#### → STEP 2

*On any miss result, players may consume up to one of each of the attributes that missed, to convert them to hits.*

### Examples:

**The Theater**

*Return 2 influence from companions for each hit on an attribute check.*

Gray player has 6 inspiration, 1 vision, 2 knowledge, and 1 wisdom. He rolls those 4 dice (once each), hitting on all of them except inspiration.

He returns 6 influence from his companions, and may consume 1 inspiration to return an additional 2, should he choose to.

**The Fear Gauntlet**

*Gain 9 honor for 5 hits on an attribute check (this requires the player to have a minimum of 5 different attributes on the board to attempt).*

Green player has 1 of each attribute, and rolls all 6 dice, missing on strength, knowledge, and vision, but hitting on the other 3.

Rather than lose the opportunity, green player chooses to consume 1 strength and 1 knowledge to convert them to hits, for a total of 5.

**The Mausoleum**

*Augment 1 influence to conviction for each hit on an attribute check.*

Blue player has 3 strength, 1 vision, and 1 courage. She rolls those 3 dice (once each), hitting on strength only.

She augments 1 block for the strength hit, and may now choose to consume her vision and/or her courage to augment more (she may not consume strength, as it already hit).