They still call this place a "farmhold," even though barren fields provide little food, and crumbling walls offer no protection. The last relic of the glory days of Cunanacht is its menhir, always adorned with red ribbons, lit by candles, and with a daily offering at its gnarled feet. As long as the menhir repels the wyrdness, the townsfolk are ready to endure anything.

But last night, the wyrdness came closer than ever before. A man was lost, following the call of his future self. A house on the outskirts of town has turned inside-out, its furniture grown into a bloated outer shell, like barnacles on the side of a boat. For many hours the air tasted of metal and sour milk.

Now, people say your guardian menhir is failing, like many others all over the land.

For you, the night was even worse. The festering wound in your side throbbed as if something tried to tear itself free and join the rolling clouds of wyrd outside of town.

In the morning, a boy comes running to your shack. "Master Erfyr needs to see you! Move, you big goof!"

You chase the brat away with a well-aimed throw of a boot, and immediately start to regret it, as the boot lands in a deep puddle outside your door.

The four travelers are the CHARACTERS available in the game – unlikely heroes, ordinary people of the island, each carrying a Dial (octagonal plastic coin) out of the box.

To start, take your Character models, one Menhir model, and one Dial in front of you. Put the rest of the models back aside in a pile.

You can only explore parts of the island in the range of an Active Menhir.

Each Menhir has a space to hold a Dial. These octagonal tokens have several purposes: they count down to the moment the Menhir fades away, they can be tossed like coins, and are used by many special rules.

In this Open & Play tutorial, you play as Beor. Beor’s high Health and combat prowess can save inexperienced players from some of the mistakes they’re bound to make on their first journey, while his Crafting Action provides decent starting equipment.

Set Beor’s model (a man carrying a hammer), one Menhir, and one Dial in front of you. Put the rest of the models back in the box.

The hooded statue is the MENHIR. Its origin and purpose will be revealed during your adventure, but for now, you should know that:

- You can only explore parts of the island in the range of an Active Menhir.
- Each Menhir has a space to hold a Dial. These octagonal tokens have several purposes: they count down to the moment the Menhir fades away, they can be tossed like coins, and are used by many special rules.
- In this Open & Play tutorial, you play as Beor. Beor’s high Health and combat prowess can save inexperienced players from some of the mistakes they’re bound to make on their first journey, while his Crafting Action provides decent starting equipment.

Set Beor’s model (a man carrying a hammer), one Menhir, and one Dial in front of you. Put the rest of the models back in the box.

Red universal MARKERS are used in many different ways throughout the game. Remove some from the box and set them aside in a pile.

The purple markers have the value of five red markers and are used to represent large piles of Resources. Leave them in the box for now.

Take Beor’s CHARACTER TILE shown above. Turn the Tile so the Setup: Beor side is face up. It instructs you how to prepare the blue Character Tray for Beor.

First, mark the starting level of Beor’s ATTRIBUTES. Place red markers in the Attribute slots along the left and right edge of the Tray, according to the instructions on the Character Tile.

This means Beor starts with 2 Aggression, 1 Courage, 1 Practicality, and 1 Caution.

Then, find the T-shaped HEALTH MARKER in the box.

Place this marker in the starting Health track slot, highlighted by two red chevrons (slot 9 for Beor). Now, find the Energy and Terror tracks on your Character Tray, situated on the left and right of the Health track. Place universal markers in the starting slots, highlighted by two red chevrons on these two tracks.

This Open & Play guide will help you set up and start your first single-player adventure in Avalon, and teach you all the basic game rules. Built for approximately an hour of play, it does not include any spoilers for the main campaign.
In a standard *Tainted Grail* game, you will be asked to set up four Encounter decks before each Chapter:
- The GREEN deck is mostly used in the wilds and contains natural threats such as wild animals or legendary beasts. Many of them give *Food*.
- The GRAY deck contains dangers related to the world of man, such as brigands and people driven to insanity by the wyrdness. Many of these Encounters give Items or *Wealth*.
- The PURPLE deck contains supernatural threats. You will have to discover its significance yourself.
- The BLUE deck is where you’ll find non-combat challenges that may happen every time you visit a Settlement. They are resolved using a special Diplomacy deck.

However, in this tutorial, each of these decks will contain only a single card!

**XI) Take 7 Starting Location Cards**

Find a deck of oversized cards in the box. These large cards are the LOCATIONS you will explore during the game. Each of them contains an ACTION on the front, and each may be EXPLORED, revealing the story and additional interactions on their back.

Take Locations numbered 101, 102, 103, 104, 105, 106, and 107. Set them aside. This is your Locations deck for the tutorial game.

**XII) Help Cards and Rulebook**

Set three different oversized HELP CARDS in front of you. They list available actions, turn order, explain icons found throughout the game, and contain other helpful information!

You may also want to refer to the RULEBOOK to read more about various aspects of the game.

**XIII) Double-check Your Setup**

It should look like this:

**XIV) That’s it!**

A standard game of *Tainted Grail* makes use of many other components, such as Story Event cards that provide you with Quests, or the Chapter Setup cards. However, for this tutorial, everything you need will be found in this brochure, and in the Tutorial Exploration Journal that will be referenced later.

If you haven’t yet read the story introduction at the start of this guide, do so now. Then, go to the next page and start your journey.
Part 1: Start of the Day

It's now dawn. Beor is ready to start his journey. Perform your first Start of the Day routine, following the order listed on the green Help Card.

- The card first asks you to remove expired Menhirs and Locations out of the Menhir range – the only Menhir on the map has a Dial (it's not expired), and all revealed Locations are adjacent to this Menhir (you don't discard them).
- Now, reduce the Menhir Dial by 1. It should show number 7. The Help Card also mentions Time Tokens, but there are none in play now.
- In a standard game, you would now reveal an Event card, but this tutorial has its own Event card, printed below. Read it:

**Hint:** To meet Erfyr, you have to explore the Cuanacht Farmhold Location.

- There are no Guardians to move and you don't have any items, so you may skip the remaining Start of the Day steps.

Part 2: First Exploration

After Start of the Day, Characters may perform ACTIONS. Each Action in Tainted Grail is marked with a special icon that also shows its cost.

As his first Action, Beor should visit Erfyr – to do so, explore the Cuanacht Farmhold Location. To initiate this Action, pay 12 (move the marker on your Energy track one slot lower). In a standard game, Exploration would direct you to text on the other side of the Location card, but this Tutorial won't spoil any stories from the Campaign. Instead, go to the Tutorial Exploration Journal printed on the last page of the Exploration Journal book. There, find the appropriate section (101 - Cuanacht Farmhold), and start reading!

Part 3: First Travel

Your Exploration is now finished and you have a new task. It's time to start moving Beor towards his destination – the cursed farmhold known as the Whitening. As you know from the Exploration Journal, the Whitening is north-east of your village. To plan the journey, let's study all revealed Locations.

To the east is the Charnel Conclave, a dangerous place that will trigger an automatic Encounter as soon as Beor enters it (the rule marked with the \[\] icon).

To the north is Hunters' Grove, a place where Beor can gather some Food. This looks better, doesn't it?

Perform the Travel Action – pay 12 and move Beor to Hunters' Grove (102). As you arrive there, check if there are any Locations connected to the Hunter's Grove that you could reveal. You may reveal any Locations that are:

- Connected to your current Location with Direction Keys (the numbers on the edges of the card, for more information see page 10 of the Rulebook).
- In range of an active Menhir (they are adjacent, either in a straight line or diagonally, to a Location with a Menhir model).

In this case, you should attach Location 106 (Fore-dweller Mounds) and 107 (Whitening) to the sides of Hunters' Grove. Both meet the criteria mentioned above. Do not attach Location 113 to the top of the Hunter's Grove, as it would be too far from your only Menhir.

**Part 4: First Location Action**

Beor's new Location has an Action: "Gather Food." Food is an important resource that you consume at the end of each day, so gathering more won't hurt. To activate the Location Action, pay its cost (2\[\]). Beor gains 2 Food – take 2 markers and place them in the Food slot of your Character Tray. The Action also asks you to draw 1 green Encounter.

Take the green Encounter card you've placed near the map during the setup. Place it face up so that you have plenty of free space to the right of the Encounter card.

**Part 5: First Combat Turn**

Read the Encounter card carefully. To win, you need to gather a number of markers in the Combat Pool equal to or higher than the Encounter Value. To gain these markers, you play Combat cards from your hand. Prepare two Help Cards – one with the Combat Overview and one with the Combat and Diplomacy Icons. Now, let's go through your first Combat step by step, following the Combat Overview help card.

Remember: If you want to know more, you can find detailed descriptions of all cards and icons in the Combat section (page 14) of the Rulebook!

- Draw 3 cards from your Combat deck. Remember not to shuffle your deck in this Tutorial!
- If you did tamper with the deck, you may recreate it by sorting Beor's Combat cards from 1 (top card) to 15 (bottom card). Card numbers are located along their bottom edge.
- You don't have to check the Encounter's Trait (it has none), and you don't need to pick an Active Character (you're alone, so only Beor can Activate). You can also ignore the Delayed Abilities step (there aren't any Abilities in play yet).
- Time to fight! Play the Attack card. Attach it to the right edge of the Encounter card as seen above. This causes both halves of the Key to be connected. You do not have any Magic, so draw one card.
- You have now drawn the perfect card to end this Encounter. Play the Throw card. It has the \[\] Magic key in its icon. Additionally, its Free Key gives you more.
- Perform the Victory Check – there are 4 markers in the Combat Pool, which means Beor has won! The Loot is 3 Food – place one marker in Food section of Beor's Character Tray.
- Now, put the defeated Encounter card at the bottom of its deck (in this tutorial, just place it face down near other Encounter decks). Return all played, drawn or discarded cards to your Combat deck and shuffle the deck.
- If you want to, you may play this Encounter again, ignoring any or losses, to familiarize yourself with Combat mechanics. If you are not sure about any of the rules, check them in the Rulebook (pages 14-17).
Part 7: Ending the Day

Beor is wounded and has only 2\[\text{Z}\] left. If you look at the Energy track, slots marked as 1 and 0 are red and have the “Exhausted” sign. For now, you don’t want Beor to become Exhausted, so you should Rest. **Make a Pass Action** – this will end your in-game day.

- Rest and eat – discard one Food marker from Beor’s Tray. Beor gains 1\[\text{Z}\] (move his Health marker 1 slot up). He doesn’t lose any \[\text{Z}\], as his Terror is already at 0.
- Restore Beor’s Energy to Full – move the marker on the Energy track back to 6.
- You don’t have any Experience points, so you can’t advance your Character. You also don’t have any upgrade cards to modify your decks with.
- You’re in a Location with the \[\text{\textcopyright}\] symbol, so in a normal game, you would now open the Exploration Journal of this Location and look for the Dream. In this tutorial, **read the Dream** from the Tutorial Journal instead (remember to look at the correct section of the Tutorial Journal – 102, Hunter’s Grove). Dreams contain both story text and rules. Remember to apply this dream’s rules (lose 1\[\text{Z}\]).
- After you read the Dream, a new day begins.

Part 8: Start of the Second Day

Perform the Start of the Day, just like before:
- Reduce the Menhir Dial (to 6)
- Read the next Event card:

- **Tired and in pain, you start the final leg of your journey.**

Hint: Sometimes Event cards have an additional impact on the game – remember to apply any rules you find on them.

Part 9: Entering the Whitening

Travel right to Location 107 – **pay 1\[\text{Z}\]** and move Beor to the Whitening card.
- No new locations are revealed – they would be too far from Cuanacht’s Menhir!
- Whitening has a \[\text{\textcopyright}\] icon – this is an instant rule you must resolve as soon as you enter the Location. The Action instructs you to draw a blue Encounter. Unlike your previous Encounter, this is a Diplomatic challenge! A very inquisitive guard stops you as you enter the Location.
- Place the blue Encounter card face-up, so you have plenty of space to the right of his card.

Part 10: First Diplomacy Turn

Diplomatic Encounters are similar to Combat Encounters. The main difference is that instead of gathering points in the Combat Pool, you will engage in a tug-of-war on the Affinity track, visible on the left edge of the Encounter card.

Diplomatic Encounters also don’t have a Combat Table – instead, they may have multiple Stages. To win, you need to “push” the marker to the top of the Affinity Track in each Stage. Fortunately, this Encounter only has one stage.

**Prepare two Help cards** – one with Diplomacy Overview and one with Combat and Diplomacy Icons. Then:
- Place a marker on the gray slot of the Affinity Track. It is the starting point.
- Draw 3 cards.
- **Play the Eye for Detail card** – only one Key connects. It has the \[\text{\textcopyright}\] symbol – a special diplomacy bonus that varies depending on the Encounter card and the Stage of the Encounter. In this Stage, every \[\text{\textcopyright}\] yields one \[\text{\textuparrow}\]. This means you move the marker on the Affinity Track 1 slot up. Then, **place \[\text{\textuparrow}\] on the Eye for Detail card**, as it has a delayed Ability.
- It’s time for the Affinity Check – the marker is not on the highest or lowest slot of the Affinity Track, so nothing happens.
- The opponent Responds (\[\text{\textdownarrow}\]). Move the marker 1 slot down. Time to end the turn!
- Discard down to 3 cards in your hand, then draw 1 Diplomacy card.

Part 11: Second Diplomacy turn

The new turn begins, and Beor has something to take care of in the Delayed Abilities step! **Remove the \[\text{\textdownarrow}\]** from the Eye for Detail card. Then, **draw 1 card**.
- **Play Misdirection** as your first card – the bottom connects with a 2x multiplier, granting you two \[\text{\textuparrow}\] increases. Move the marker on the Affinity Track two slots up.
- Then, **play Threatening Voice** as your second card (the required \[\text{\textupdownarrow}\] icon is in the bottom Key of this card and connects).
- The text of this card instructs you to lose 1 Rep, but you don’t have any, so nothing happens. Also, if the Character has at least 2 \[\text{\textupdownarrow}\] (and Beor has), move the marker 1 slot up on the Affinity Track.
- Perform the Affinity Check. The marker is now on the highest slot of the Affinity Track. This was the last (and only) stage, which means Beor wins and earns the Reward. **Place 1 marker in the Reputation slot** of Beor’s Character Tray.
- Put the Encounter card at the bottom of the blue deck. Return all played, drawn or discarded cards to Beor’s Diplomacy deck and shuffle the deck.
- If you want to, play this Encounter again, ignoring any \[\text{\textdownarrow}\] or Rep losses, to familiarize yourself with Diplomacy mechanics. If you are not sure about the rules, you can always check them in the Rulebook (pages 16-19).

Part 12: Entering the Whitening

In Part 1 of this tutorial, Erfyr asked Beor to bring him a meteorite ingot from the Whitening, so it’s time to **explore this Location. Pay 1\[\text{Z}\]**, but instead of flipping the real Whitening Location card, go to an appropriate section of the Tutorial Exploration Journal at the end of the Exploration Journal book.

Part 13: The Way Back

You have to go back to Cuanacht fast! Travel to Hunters’ Grove, as before. Perform a **Travel Action, pay 1\[\text{Z}\]** and move Beor to Location 102.

Beor has only 2\[\text{Z}\] left, just like the day before. But his time, Beor wants to travel as far as possible, even at the cost of exerting himself. Perform another **Travel, pay 1\[\text{Z}\]** and move to Location 101. Beor is now back in his hometown, Exhausted. Take a look at Beor’s negative trait listed on his Character Tile. According to its rules, **Beor loses 1\[\text{Z}\]**.
- Tired, and in pain, Beor is ready to conclude his journey. **Pay 1\[\text{Z}\]** to Explore Cuanacht. As before, go directly to the Tutorial Exploration Journal.

**IMPORTANT! While this tutorial gives players a general grasp of the game, there are many additional rules it does not cover; such as Parties and Party Actions, Event cards, Chapter setup, legacy Locations, Encounter Trails, and so on. Before playing a full campaign, we encourage you to read the full Rulebook at least once!**

**Tutorial Save Sheet**

In Tainted Grail, Save Sheets are used both for saving your Campaign state and holding different story-triggers (statuses) that change how Locations and non-player characters respond to you. Below, you can find the only status used in the Tutorial game. It has two parts. If you just gained part 1 of the “Surprising Errand” status, mark the box numbered “1”. If you gained part 2, mark the second box.