PRIMAL

THE AWAKENING



CAMPAIGN RULES



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Version 0.75

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1. CAMPAIGN MODE

Once you complete the Prologue, following the rules in the Learn to Play book, you are ready for your first *Primal: The Awakening* campaign!

A campaign is made of a series of 11-15 sessions (based on win-rate and player count) linked together by an overarching storyline in the world of *Thyrea*.
Session by session players will hunt different monsters upgrading their gear, customizing their Action deck and unlocking special rewards and achievements as a consequence of their progress.

GROUP OF PLAYERS & REPLAYABILITY

While it is suggested to play each session of the campaign with the same group of players (increasing your cooperation efficiency and experience), nothing prevents you from playing different sessions with different players and in different player count as well.
The campaign is also fully replayable: through multiple runs you will encounter different monsters unlocking different rewards and discovering more secrets about the world of *Thyrea*.

EXPANDING THE GAME

The Core game offers a complete campaign experience, with many different paths to follow and a good variety of monsters and scenarios. However players can further expand the game adding expansions to the core game. Expansions are easily mixed with the core components and they add new monsters, new equipments, new forge cards, new characters and gameplay options.



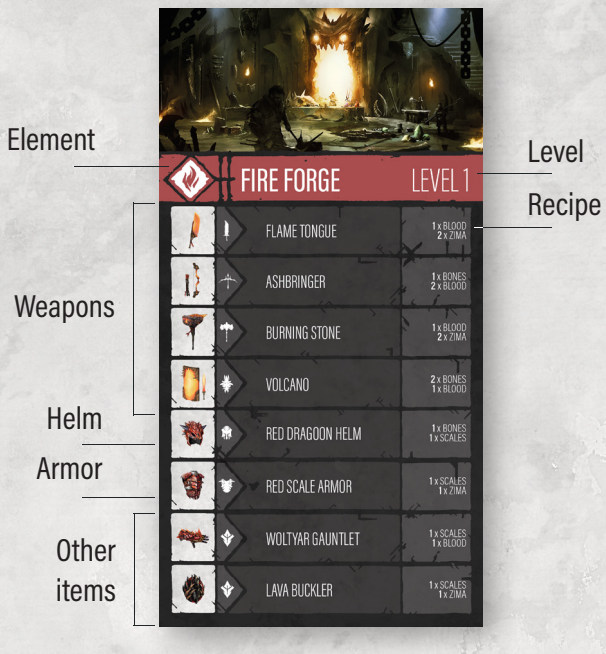
8.1 COMPONENTS OVERVIEW

There are important components to be used in the campaign mode.
Let's learn more about them.

FORGE CARDS

Forge cards represent upgrades of the Garrison's forge and provide the players with unique crafting options.
You will unlock Forge cards as rewards based on the monster you defeat.
Everytime you unlock a new Forge, take the related component from the box adding it to your available Forge cards.

Note: Forge cards can also be upgraded to higher level versions. When you are instructed to do that, replace the Forge card with its upgraded version.



Forge card



Level 1



Level 2



Level 3

ALCHEMIST CARD

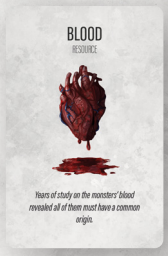
The Alchemist card is very similar to a Forge card, but instead of Equipment it features recipes to craft Potion cards and healing Wounds between sessions.



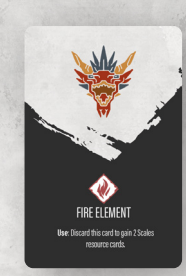
Alchemist card

RESOURCE CARDS

To craft Equipment cards players need a specific type and amount of resources.
There are two types of resource cards: elements and common resources. While common resources are dropped by all monsters in the game, element resources are dropped only by monsters related to that element.



Common resource



Element

Herb cards are additional resource cards that players receive as reward from the scenarios.
Herb cards are used to craft Potion cards from the Alchemist card.



Herb cards

QUEST & CONTRACT CARDS

Quest cards represent the missions that are available during the campaign. Each Quest card leads to a specific scenario.
A scenario, similarly to the Prologue, includes a narrative introduction, specific rules, monster information, rewards and defeat conditions.



Quest card

Contract cards are passive tasks that require players to collect specific Monster Trophies or resources in order to be completed.



Contract cards

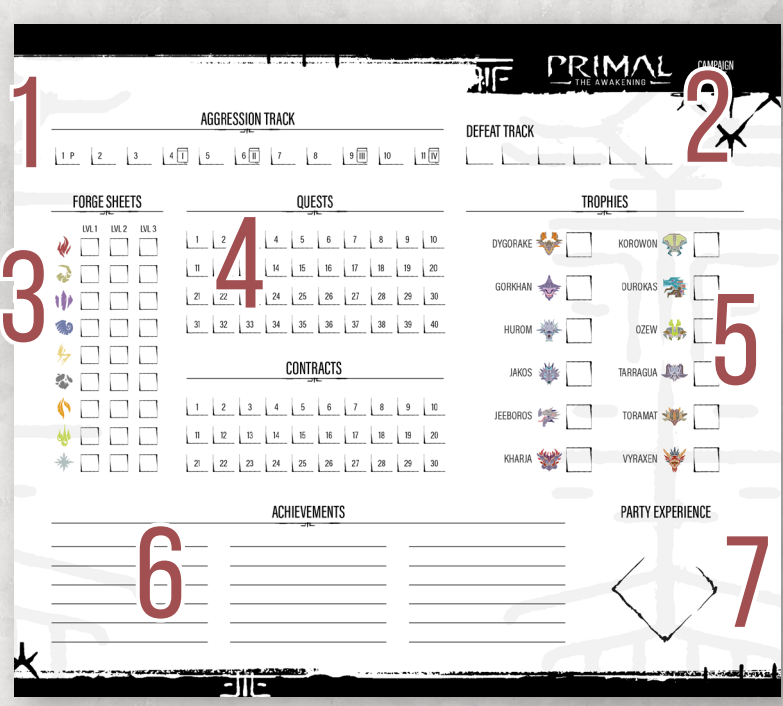


CAMPAIGN SHEET

Session by session players track information, rewards and advancements in the campaign.
To do that, they use a Campaign sheet detailed below.

1. (Aggression track) It is the timeline of the campaign and at the same time it indicates the aggression level of the monsters. The more you advance in the campaign, the more the monsters get stronger!

2. (Defeat track) Each time players fail a quest, they put a X on this track. If they mark the last square of the Defeat track, the campaign ends.



Campaign sheet

3. (Forge cards) Players record all the unlocked Forge cards here, subdividing them by their related element and level.

4. (Quest and Contracts) Players keep track here of all the completed Quests and Contract cards.

5. (Trophies) Each monster is represented by a stylized symbol named Trophy. Keeping track of which monster you defeat is important for Contracts and Achievements.

6. (Achievements) Write down here all the Achievements you unlock during the campaign.
The Achievement system allow the players to keep track of major changes in the world of Thyrea and important titles they earn. In gameplay terms, achievements give access to unique scenarios, setup conditions and special rules during the course of the campaign.

7. (Exp) Party Experience represents the group Experience level.
Note: Experience level is shared and it is not personal; it is the same for all players in the group.

CHARACTER SHEET

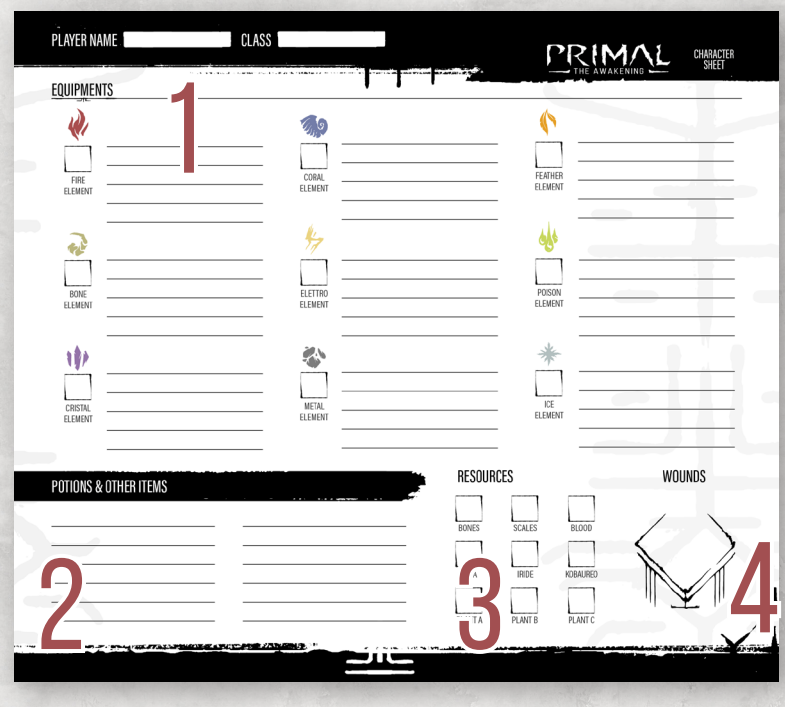
Each player use a Character sheet to keep track of the information related to their own hunter.

1. (Equipment) Register all Equipment cards here, divided by element.
Also, write down the number of Element card you have in each square.

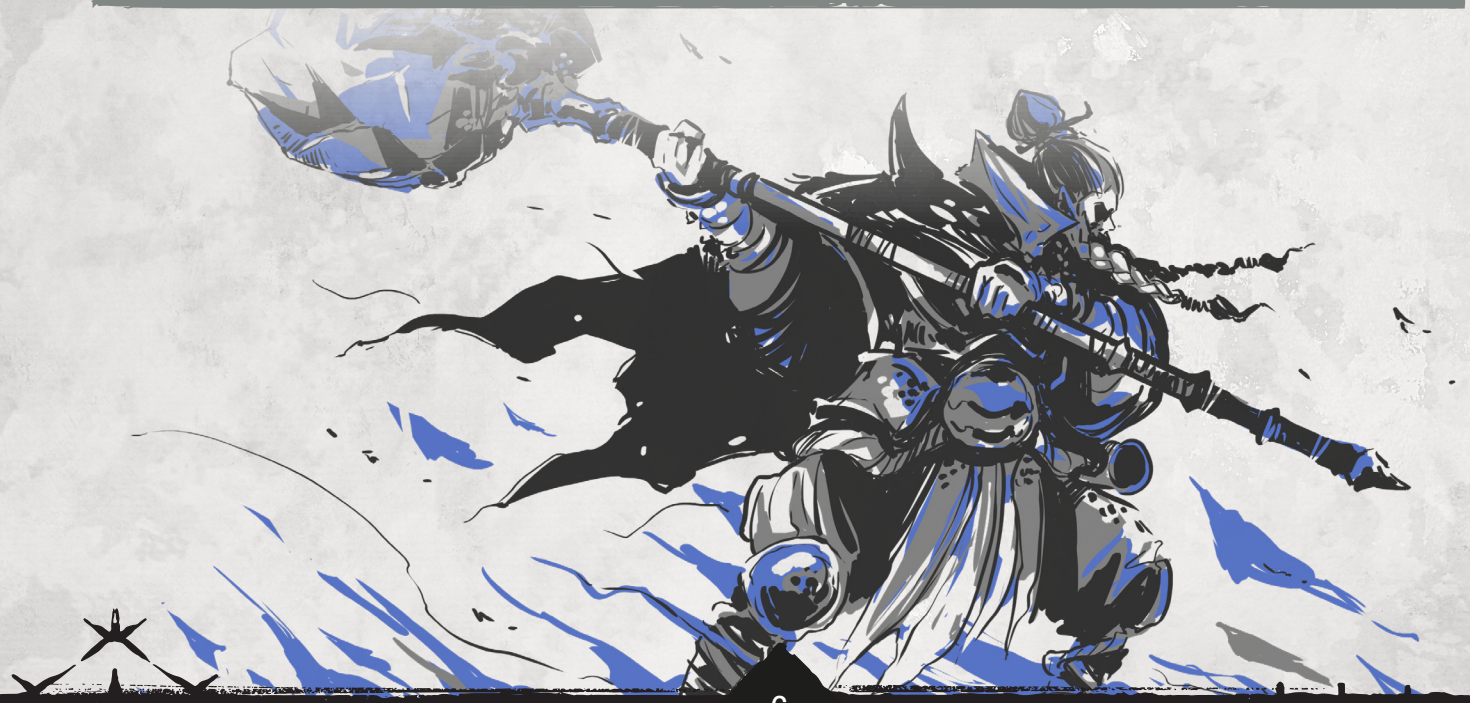
2. (Potions & Other Items) Keep track of Potions you craft and other Equipment cards you obtain as rewards from the scenarios.

3. (Common Resources) Write down the number of cards you collected for each resource type in the game.

4. (Wound cards) Keep track of the number of Wound cards in your deck.



Character sheet



8.2 CAMPAIGN SETUP

After completing the Prologue, follow the steps below to setup the campaign:

- **Setup the Campaign sheet**:
  - **Mark the first box of the Aggression track** in the campaign sheet.
  - **Setup the Campaign Difficulty**
    At the start of a campaign, players may customize the difficulty of the campaign by removing some square from the Defeat track, reducing the maximum number of failures allowed in the campaign.
    Normal mode (all squares available on the Defeat track)
    Hard mode (3 squares available on the Defeat track)
    Extreme mode (2 squares available on the Defeat track)
- **Setup your Character sheet** and collect the game components related to your character (see Prologue rewards below)
- **Build the Quest deck** by simply putting together all the Quest cards you have from the core game and from all the expansions you own. Then, **search it for Quest cards number 1 and 2 and reveal them**. These Quest cards are the ones available during your first game session.
- **Build the Contract deck** by simply putting together all the Contract cards you have from the core game and from all the expansions you own. Then, **search it for Contract card number 1 and reveal it**.
  This Contract is active from the start of the campaign.



Questboard setup

PROLOGUE REWARDS

From the completion of the Prologue, you obtain the rewards below.
Register them on your Campaign and Character sheets.

1. **Unlock the Level 1 Fire Forge card**.
2. Each player receives **2x Fire Element** cards and the following common resources: **1x Bones, 2x Scales, 1x Blood, 1x Zima**.
3. Each player receives the following herb cards: **1x Cyricae, 1x Baethanis**.
4. **Unlock the Level 1 Alchemist card**.
5. The Party gains **1 Experience**.

CONDITIONED REWARDS

- If you completed the scenario within turn 4, the Party gains 1 extra Experience
- If at least 1 player was KO'd, the group gains the achievement "*Scarred by fire*".
- If you completed the "Hit the Tail!" Objective card, the Party gains 1 extra Experience.



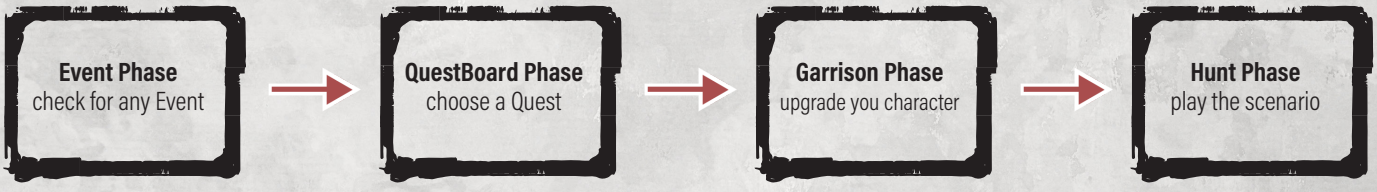






8.3 SESSION STRUCTURE

A game session is divided into 4 phases and it follows the structure below:



8.3.1 EVENT PHASE

At the start of a game session, players check for any Event on the current Aggression track position in the Campaign sheet. If there is any Event related to the current session, players must resolve it immediately.

Events are narrative interludes that introduce interesting elements to the campaign such as special rules and unique scenarios depending on the unlocked achievements and the completed quests.
Sometimes they may also ask the players to make choices as a group, providing the opportunity to gain or trade resources for specific game consequences.

To resolve an Event simply read its related page on the rulebook and follow its specific instructions.

8.3.2 QUESTBOARD PHASE

The Questboard phase consists in the process of **selecting the Active Quest from the pile of available Quests** on the Questboard.

During your first game only Quest 1 and 2 are available. As you complete scenarios during the campaign, more Quest cards will be unlocked.

When you will be instructed to unlock a new Quest/Contract card, search the Quest/Contract deck for that card and add it to the pile of available Quests/active Contracts.

HOW TO CHOOSE A QUEST

Players choose a Quest usually depending on the Monster they want to fight and the Trophy they need to collect. Also, from the Quest card text, players can read a brief narrative description containing hints about possible narrative consequences or special rewards.

However, the choice impacts on the crafting options that players may want to unlock. Indeed, Forge cards are unlocked based on the Monsters you defeat, so players must carefully evaluate their crafting strategy when choosing a Quest.

CONTRACTS

When you start the campaign, only Contract 1 is revealed and active. Contracts are considered to be active as soon as they are unlocked.

At the start of the Questboard phase, check if any Contract card condition is met and then follow the instructions on that card to gain the related reward.

Some Contract cards may require players to spend resources in order to be completed; in that case, the group decide collectively and any player can discard resources to help meeting the required total amount.





Resources required for the Fortifications Contract.

8.3.3 GARRISON PHASE

The Garrison is the place in Alborea where hunters spend most of their time on activities like training, healing, crafting equipment and preparing for the next mission.

The Garrison phase in the game represents those specific activities and it allows players to use the resources they gathered to craft new equipment cards, level up their deck and more.

During the Garrison phase, each player simultaneously performs any number of the following actions in any order they want:

- Craft Equipments
- Repair Equipments
- Craft Potions
- Heal Wounds
- Upgrade your Action deck



CRAFT EQUIPMENT

Each player has its own Resource deck, built by putting together all the resource cards they collect.
Note: the Resource deck is personal and it is not shared with the other players; a player can not exchange or borrow resource cards with other players.

A player can craft any number of Equipment cards from any of the available Forge cards in play.
To craft an Equipment card you must spend the related resources from your own Resource deck.
First of all, an Element card matching the proper Forge Element is required to craft any Equipment from a Forge card.
Then, you have to spend the specific common resources indicated on the Forge card recipe.

When you craft an Equipment, add the corresponding card to your Equipment deck and register it on your Character sheet. Note: spent resource cards are discarded from the game and are placed back into the box.



In this example, Alice wants to craft a *Red Scale Armor*, so she first spend a *Fire Element* card and then spend 1x *Scale* and 1x *Zima* common resource cards from her own resource deck. She takes the related Armor card adding it to her Equipment deck and records the new piece of gear on her Character sheet.



CLASS RESTRICTIONS

Weapons are restricted to a specific Hunter class. Each player can only craft Weapon cards that are related to their class.
Note: Equipment cards other than Weapons are available for crafting to all players.



In this example, since Bob controls *Dareon* (*Great Sword* class), he can craft the *Flame Tongue* (being a *Great Sword* type of weapon). He cannot craft other weapons, but he has access to the *Red Scale Armor*, the *Red Dragoon Helm* and all the other items.

ELEMENTAL STRENGTH & WEAKNESS

Each Monster has its own strengths and weakness with respect to different Elements.
The Monster's strengths and weakness are always indicated in the instructions of the scenario. However you can find a comprehensive table of strengths and weakness for all Monsters at page 14.

If a Monster is *Weak X* against your Weapon's Element, you have a +X bonus damage to your attacks and during combat setup you place a corresponding bonus damage token on your Weapon card.

If a Monster is *Strong X* against your Weapon's Element, you have a -X malus damage to your attacks instead; in this case, place the corresponding token on your Weapon card during the setup to indicate your Weapon damage is decreased by X for the duration of the fight.

The Element of your Armor and Helm cards is very important as well when you receive elemental damage. Indeed, Monsters often deal elemental damage (Ex: 1 = 1 fire damage; 1 = 1 crystal damage etc) and when this happens, you must check your Armor and Helm cards' strengths and weakness to see if you have to apply any modifier to that damage.
If your equipment is *Strong X* against that damage Element, you reduce the damage by X. If your equipment is *Weak X* instead, you suffer X additional damage.

Note: the modifiers of Armor and Helm are summed together, so if your Armor is *Strong 1* and your Helm is *Weak 1*, the total modifier is 0.





In this example, *Skull Bush* deals 1 *Horn* damage.
Alice has a *Red Scale Armor*, which reads *Weak 1* against the Horn Element, so she suffers 1 extra damage from that attack.

STRENGTH & WEAKNESS

TABLE 1 - MONSTERS

LEGENDA:

V = Elemental damage is strong against the Monster

X = Elemental damage is weak against the Monster

	fire damage	horn damage	crystal damage	coral damage	thunder damage	metal damage
Vyraxen		V	X	V		
Kharja		V	X	V		
Toramat				V	X	V
Dygorax	X				X	
Korowon	X				V	X
Orouxen	X		V			X
Ozew		V	V	X		X
Jekoros			V	X		X
Felaxir	V	X		X		
Morkraas					X	V
Hurom		X	X		V	
Tarragua	V	X		V	V	

STRENGHT & WEAKNESS

TABLE 2 - ARMOR/HELM

LEGENDA:

V = Armor/Helm is strong against the elemental damage

X = Armor/Helm is weak against the elemental damage

	fire armor/helm	horn armor/helm	crystal armor/helm	coral armor/helm	thunder armor/helm	metal armor/helm
fire damage		V	X	V		
horn damage					X	V
crystal damage				X	X	V
coral damage	X				V	
thunder damage		V	V			X
metal damage	V	X			V	

REPAIR EQUIPMENT

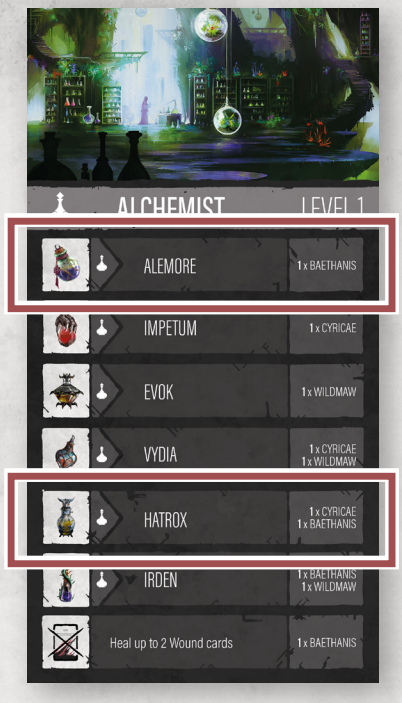
During the Garrison phase, players may also repair any depleted Equipment by spending 1 common resource card from the ones needed to craft that specific Equipment.
Note: Basic Equipment can be repaired spending any resource card.



Discard 1x Scales resource to remove the deplete token from the armor.

CRAFT POTIONS

Players can craft Potion cards from the Alchemist list by simply spending the Herb cards indicated in the receipts.





Discard 1x Baethanis to craft 1x Alemore potion.



Discard 1x Cyricae and 1x Baethanis to craft 1x Hatrox potion.

HEAL WOUNDS

From the Alchemist card options, players can also heal Wounds.
If you spend the indicated type and amount of herb cards, you can remove up to 2 Wound cards from their deck.
Note: players can perform only one Heal action per session.

UPGRADE YOUR DECK

Each player has a unique deck of Upgrade cards related to their character. Those cards are Action cards and Mastery cards that have an Exp value higher than 1.

As the Party Experience increases, players unlock new Action and Mastery cards to represent their character progression.

When the Party Experience reaches the Exp value indicated on an Action card or a Mastery card in your Upgrade deck, unlock that card.

Players build their deck between quests: the available cards are all the Action cards unlocked, i.e. all cards with Exp value equal or lower than the current Party Experience.



this card will be unlocked when the party experience reaches 2.



Decks must follow the deckbuilding restrictions given by the Weapon card you decide to equip.

Weapon cards determine the exact deck composition, specifying how many cards of each type must be included in the deck.

Note: To complete deck construction, a player must choose a Mastery card to be assigned to your deck from the ones they have unlocked.

8.3.4 HUNT PHASE

During the Hunt phase players embark on the Quest they have chosen and play the corresponding Scenario.
At the start of the Hunt phase, take the Active Quest and read its introduction text. Then, go to the corresponding Scenario page in this book, read its narrative description and follow its setup instruction to start the hunt!



MONSTER AGGRESSION LEVEL

Monsters are stronger as the players advance on the Aggression track.
Be careful to **setup every monster component that shows the correct** (Aggression value) as indicated in the setup of the scenario!

SPECIAL RULES

All special rules and conditions explained in the scenario take precedence over standard rules.
For example, the combat could have different winning or losing conditions, such has completing a specific objective card or preventing the monster to run away by defeating it in a few turns!

ADVANCED PLAYER SETUP



During the setup of a scenario, players build their deck (see "Upgrade your deck" on page 17 for more details on deckbuilding) and select their equipment for the fight.

Differently from the Prologue, players have the possibility to customize their equipment and they can also add up to 3 cards and 1 card from the cards they have crafted or gained as special rewards from previous quests.

VICTORY

When you successfully complete a scenario, follow the win conditions on the scenario page where all rewards and special consequences are listed.
Note: every time you complete a scenario you will be instructed to unlock specific new quests and archive old ones.

At the end of a scenario, in case of success, advance the Aggression track by 1 in the Campaign sheet and start a new game session from the Event phase.

DEFEAT

A Quest is failed if you lose the corresponding scenario (being defeated in combat or due to specific defeat conditions specified by the scenario instructions).

If you fail a Quest, advance the Defeat track by 1 in the Campaign sheet.
Note: if you fill the last box in the Defeat track, the campaign is over and you have to start all over again.

Then, Hunters return to the Garrison and start a new game session from the Event phase.
As a consequence of being defeated, if not differently specified in the scenario instructions, players do not advance in the Aggression track. Players may take another run at the quest in the next game session.

Note: not all Quests can be tried a second time: sometimes failing an important quest involves permanent consequences on the campaign progress and story.

HOW TO SAVE THE GAME

The campaign information are always tracked in the Campaign and Character sheets.
The only additional rules to be remembered are the following:

- Everytime you archive a Quest card mark with a X the related square in the Campaign sheet.
- Everytime you unlock a new Quest card, mark the related square with a circle instead.

HOW TO LOAD THE GAME

When you start a new game session, simply collect the game components according with the information you saved in the Campaign and Characters sheets.

QuestBoard Setup: form the Quest deck adding together the Quest cards marked with a circle (available) and discarding the Quest cards marked with a X (archived).

Characters Setup: take all equipment cards listed in your Character sheet and take the unlocked Upgrade cards according with the Party Experience.

THE END OF THE CAMPAIGN

When you reach the 11th box on the Aggression track, the campaign finale is triggered and the story comes to the epilogue. The last Event features different gameplay content based on player achievements and progression during the whole campaign.

9. EXPEDITION MODE

Expedition mode is an alternative game mode which constitutes in one-shot scenarios that can be played in a single game night. Each scenario in the Expedition mode is a standalone experience with special rules and content.

Note: the Expedition mode is a great way to learn how to fight specific Monsters and to increase your skill and experience with the game. However, be aware that by playing against a Monster you have not encountered in campaign mode yet, you could receive spoilers about its Behaviour and features!

Note: some monsters are not included in the Expedition mode and you will only encounter them during the Campaign!

PROTOTYPE SCENARIO

In this prototype version of the game, only "*The Earthquake*" scenario is available in Expedition mode. The aim of "*The Earthquake*" is to offer a more complete experience with the addition of some advanced Action cards and Equipment cards.

If you want to put your skill to the test, read the scenario instructions on the next page and get ready to bring *Toramat* to the table!

1 THE EARTHQUAKE

Hunters were often recruited to protect the expeditions in the rocky desert of Arras. Their job was generally to track down monsters and to find the safest paths to the excavation sites.
I remember it was early winter when me and my group embarked in a night expedition to find a kobaurean deposit. We were attacked by a large specimen of Toramat. It was the first time I saw one those monsters.
They are insanely irascible beasts and, while they do not feed on human flesh, in that last period they were one of the major causes of lost expeditions in the west territories.



MONSTER SETUP

Setup the Monster board using all 1 Toramat components. **IMPORTANT**: when you build Toramat's Behaviour deck, do not include *Smash* and *Charge* cards. Keep those cards out of the game until you are instructed otherwise.

STRENGTH & WEAKNESS:

Toramat is ***Strong 1*** against

and it is ***Weak 1*** against

COMBAT BOARD SETUP

Players choose their starting position ○.
The Aggro player must be in the ○ position.
Place the Terrain as showed in the image.
Note: you can find rules for Terrains on page 43 of the Learn to Play book.



SPECIAL RULES

Earthquake: this event may be triggered by card effects during the game; when that happens, immediately remove the Plateau terrain replacing it with 2x Rock terrain in that sector. All players in that sector suffer 1 damage.


1x Plateau


2x Sand


2x Rock

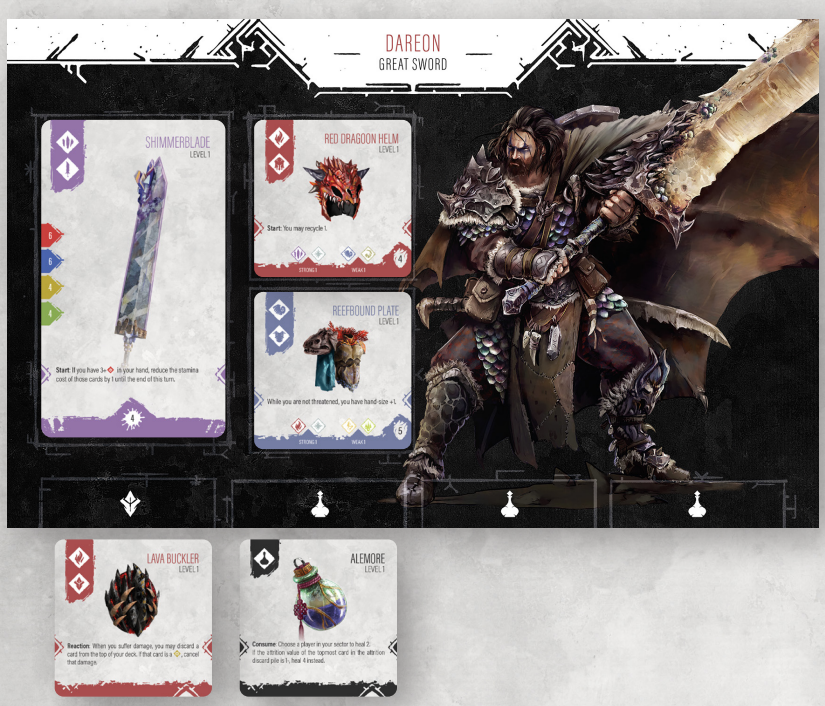

1x Baethanis


Toramat minis



HUNTER SETUP

The Earthquake is played using out-of-the-box builds showed below.



Mastery card: *Multiple Attacks*

Deck list:

1x *Berserk*
1x *Balanced Strike*
1x *Dragon Strike*
1x *Outpace*
1x *Lacerate*
1x *Double Slash*

1x *Quick Thrust*
1x *Timed Slash*
1x *Tactical Manouvre*
1x *Thwart*
1x *Pressing Strike*
1x *Coordinated Assault*

1x *Deflect*
1x *Heavy Clash*
1x *Taunt*
1x *Guard of the dragon*

1x *Empty Fade*
1x *Swift*
1x *Evasive Step*
1x *Retreat*





Mastery card: *Massive Blow*

Deck list:

1x *Sledgehammer*
1x *Disruption*
1x *Ironblast*
1x *Knockout*
1x *Frontal Assault*
1x *Heavy Smash*

1x *Bludgeon*
1x *Battle Cry*
1x *Concussion*
1x *Exhausting Strike*
1x *Rapid Blow*

1x *Endeavour*
1x *Adrenaline*
1x *Iron Stance*
1x *Concentrate*

1x *Thrusting*
1x *Evasive Action*
1x *Impetus*
1x *Leverage*



Mastery card: *Blast*

Deck list:

1x *Weak Spot*
1x *Perfected Stretch*
1x *Long Shot*
1x *Heavy Shot*

2x Called Shot
1x *Midair Shot*
1x *Quick Shot*
1x Rapid Fire
1x *Multiple Shot*

2x *Catch The Eye*
1x *Decoy*
1x *Fighting Edge*

2x *Long Range*
1x *Repositioning*
1x *Acrobatics*
1x *Evasion*
1x Backflip



Mastery card: *Shield Master*

Deck list:

1x *Beyond Limits*
1x *Concentrated Attack*
1x *Rapid Dash*
1x *Shield Dance*
1x *Crescent Strike*

1x *Bulwark*
1x *Surround*
1x *Push*
1x *Counter-Attack*
1x *Tempo*

1x *Concentration*
1x *Battle Trance*
1x *Block*
1x *Get Behind Me!*
1x *Repulse*

1x *Untouchable*
1x *Anticipate*
1x *Momentum*
1x *Feint*
1x *Agile Move*





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Primal: The awakening Campaign Rules v0.75

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