

The Hibernial Monarchy

Overview

The Hibernial Monarchy is the true undisputed rulers of the forest. With a monarch of great strength at the seat of power no other faction can compare. But the Bears need vast amount of food and with winter coming they need to prepare and once they emerge from their hibernation slumber they will claim the forest completely. No single faction can oppose them but united. United they might stand a chance. The Bears try to gain vp from bring fish from the river to the cave to store food. The more fish they bring the more vp the fish are worth. As well the monarch patrols the woods keeping the other factions at check as he acts at the end of other players turns. The bears must maintain a steady stream of fish while keeping everyone in check.

You are the true rulers of the forest as you prepare for another long slumber the forest has band together against you.

Faction rules and ability

Crafting. The Monarchy crafts in birdsong by activating palaces and the Monarch of arts. When you gain an item place it to the royal treasury

Appeal: other factions can pay 5 vp for you to lose 2 vp

Absolute rule: Each turn you may reign a set of clearings by placing a card from hand into the reign slot. You Reign all clearings matching that card's suit. On hexes you reign other factions can not place tokens or activate them. So mob tokens dont destroy buildings this turn or sympath cant be used to revolt but if you destroy them you still pay a card. This doesnt destroy tokens just stops them from being used.

Stone halls: your caves cant be build on river clearings. On clearings with a cave take 1 less dmg and deal the max dmg on the die no matter you units.

Dominion: The other factions cant win by gaining 30 vp but rather by destroying honey tokens. Once an opponent reaches 8,15,22 vp the bears place a honey token in a cave and the opponent who reached the honey marker is losses all his vp. Only 1 honey and 1 fish can be in a clearing. If a honey token cant be place its destroyed.

Faction set up.

Step 1. Choose 1 River clearing place 1 palace there. Then choose a clearing 2 clearing apart to place 1 cave. Then place 6 bears and the monarch as you wish between them.

Step2. Choose a monarch,

Step3. Place 2 bear claw item in you royal treasury as you wish

Step4. Place The 3 honey marker on the scor board on the 8, 15 and 22 point mark

Step5. fill your building slot with palaces and caves.

Birdsong

1. Remove the card in reign. If you removed a bird card you cannot place one this turn
2. Place a card in reign
3. Refresh items on your monarch. Refresh 1
4. Recruit 2 bears on each clearing with a palace where you reign
5. If your monarch is on a clearing with a ruin remove the ruin and take the item
6. Craft

Daylight

1. If your monarch is dead place him in any clearing with at least 1 bear. If there are no bears place 3 bears and a palace in any available clearing.
 2. You may move each fish token to an adjacent clearing you either rule or reign with 1 bear on it.
 3. If you both reign and rule and have at least 1 bear at a river clearing place 1 fish token on it.
4. Take up to 4 actions:

-move:

-recruit: place a bear in a cave

-build: if you rule the clearing discard a matching card to place a palace or 2 matching cards to place a cave

-store food 2 actions: On each cave that you reign that has a fish store the food. Move the fish tracker for each fish delivered and gain VP equal to what the tracker shows.

-calm the land: you may battle in each clearing once

-Crush the opposition: battle in one clearing up to 3 times

Evening:

1. draw 1 card +1 for each draw symbol
2. trade for each palace you have. Draw 1 card and then discard 1 card.
3. discard down to 5 cards

Monarch Reference

The bears have 5 monarch cards. Each with a unique ability. Once a honey marker is placed the bears may switch the monarch

-The monarch of the arts: When you craft your monarch counts as a crafting piece

-The monarch of blood when you defeat units place them on the monarch when you have 5 return them to the supply and draw a card.

-The monarch of greed: At birdsong you may give a fish to draw a card

-The monarch of Vengeance: if a honey is in a cave you deal an additional hit in battle both as attacker and defender.

-The monarch of Plenty: the store food action is a free action.

The monarch Actions

The monarch can not be used by regular actions. He can only be used by exhausting items in the royal treasury. The treasury is split in 2. The first half is for actions where exhausting items makes you do actions. While the other half gives permanent benefits. The tea and coin can be used to refresh an item in the treasury so that it can be used again immediately. Or placed to increase how many items you refresh at birdsong. Crossbow and sword can be used to battle in a clearing with the monarch or placed to give the monarch +1 hit per item when attacking. Bag and hammer can be exhausted to recruit on the clearing with the monarch or be used to increase the amount of bears you gain when recruiting with monarch. Boots are used to move. When moving the monarch you may move any amount of bears with you. The monarch acts at the end of each opponent's turn if you have items to exhaust. The monarch can be killed like any other normal unit. If your monarch is dead he does not refresh items at birdsong. The Monarch dies last so to remove him he must be the last alive warrior.

Pieces

- 15 Bear warriors
- 4 Palaces

- 4 Caves
- 3 Honey
- 1 Monarch
- 5 fish tokens