

VAGRANTSONG

Rule Book

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THE HOBO CODE

In Vagrantsong, the ultimate goal is collaborative fun.

Remember these when playing:

1. Rules on Events, cards, and Scenarios supersede rules in this Rule Book. If these rules contradict one another, follow the rules on the Event first, then the card (such as an In-Between or Skill card), then the Scenario, and finally this Rule Book.
2. If there is ever a rule or effect that seems confusing or contradictory, resolve the rules contradiction in the way that the players believe is the worst possible resolution for Vagrants in that moment. This includes rules and effects that provide equal outcomes (such as two possible targets or two possible Move directions).
3. If players cannot decide how to break a tie, who goes first, or have a disagreement, they are encouraged to roll Bones (pg. 10) to determine the outcome. Let the dice decide!
4. Sometimes components used for one thing, such as Tokens, are used for something else in a Scenario. Make sure to always read the Scenario Rules!
5. It's encouraged to keep a pen and scrap paper handy to jot down notes and various bits of information.

About the Game

Vagrantsong is a story-driven game where players take on the role of Vagrants who find themselves trapped on a ghostly train. Players will have to work together to face their fears and reveal the mystery behind their new surroundings.

But they will soon realize that they are not alone on this locomotive. Haints, the lost spirits hanging onto both life and death, are just as trapped on this train. They'll stop at nothing to ensure that the Vagrants accompany them... forever. No traveler will be the same at the end of Vagrantsong as they were the moment they began. Now grab your stuff - it's time to hop aboard!

Vagrantsong is played in two phases: the Scenario Phase and the Camp Phase. During the Scenario Phase, players will attempt to survive the train ride by performing various Actions while also trying to free the Haint by giving it back its lost Humanity. After the Scenario Phase is complete, players move onto the Camp Phase, where players will pool together their resources to heal, gain new Skills, and plan for the next adventure.

Player Count

Vagrantsong is a fully cooperative game for 2-4 players, where each player controls their own Vagrant.

Throughout the campaign, players may be added (or removed) during the Camp Phase, which takes place between each Scenario.

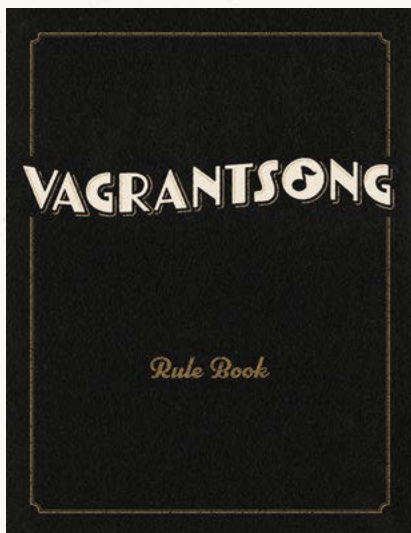
Victory Conditions

Each Scenario will have its own Victory Condition(s). Normally, these Victory Conditions are based on returning a Haint's Humanity so that it can be saved or completing Rituals in order to progress to the next Scenario. Win or lose, players will have opportunities to continue their journey. Make sure to always read the Victory Condition when starting a Scenario.

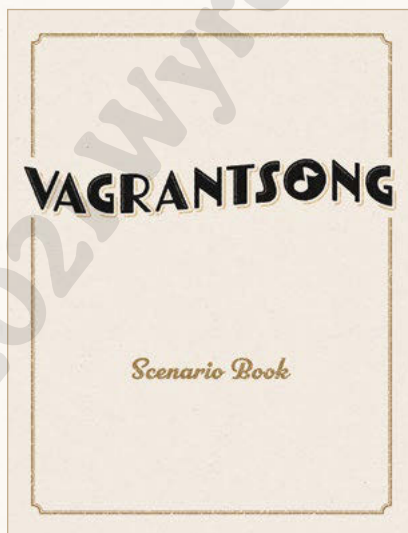
DEFEAT

Some Scenarios will also have a Defeat Condition. Normally, when all Vagrants become Westbound (pg. 13), they are defeated, but Scenarios may include different or additional ways for Vagrants to be defeated. Victorious or not, Vagrants will move on to the next Scenario, albeit a little worse for wear.

Components



Rule Book



Scenario Book



Bindle



20 Haint Standees



7 Vagrant Standees



6 Bones (d6)

SONGSMITH
The Hopeful

Upbeat Cadence: If you only have 1 Coin on a Skill, reduce the success value of that Skill by 1.
A fellow who believes he's destined to make it in the big city, the Songsmith uses long range songs to remind Haints of the music in their hearts.

1 2 3 4 5
6 7 8 9 10

2 3
5+ 4+ 4+

6 Vagrant Cards

Any
1
2
4+

Can-Do Attitude
For each success, target gains 1 Humanity.
Then, if you're the first Vagrant to take a turn this round, the target gains an additional 1 Humanity.

85 Skill Cards

Fishin' Line

Increase the Range of your Skills by -1.

32 Junk Cards

Permanently add the Malady Token to the Bindle.

When the Malady Token is drawn, place it on the next round. At the start of that round, the Haint takes the first turn.

Gained after 6 Mile Posts

3 Malady Cards

RITUAL
First Blood
After the first Vagrant suffers a Wound (remember: by flipping over one of their Skills after losing enough Humanity), complete this Ritual.
Shelter from the Storm

85 Ritual Cards

1 Séance Card

PUP
The Best Boy

4
3+ 3+

1 Pup Card

Soulful Chord
For each success, target either gains 1 Humanity or Moves 1 in the direction of your choosing.

Any 1-3 4+

6 Westbound Cards

General Actions

- Move:** For each Coin here, move your Vagrant a number of spaces equal to your Vagrant's Move value.
- Investigate:** May only be taken while in a space with an Event Token. For each Coin here, roll 1 Bone. Bones with a value equal to or higher than your Investigate value are treated as a success.
- Rummage:** For each Coin here, draw a Rummage Token from the Bindle, and keep 1 Token drawn. Each Vagrant may only hold a number of Rummage Tokens equal to their Rummage value.
- Patch Up:** For each Coin here, roll 1 Bone. For each Bone with a value equal to or higher than your Patch Up value, gain 1 Humanity.
- Bust:** Target an adjacent Haint. For each Coin here, roll 1 Bone. For each Bone with a value equal to or higher than your Bust value, that Haint gains 1 Humanity.

Haint Target Priority

- Special Priority
- Candles
- Hurt Vagrants
- Nearby Vagrants
- Recent Vagrants

If multiple Vagrants are available for an option, move to the next available option, choosing only from targets available from both options.

4 Quick Reference Cards

1

Before the Wind

There's not much time to think between cars. A little misstep here could mean a missing leg there. But thanks to those faceless things, there's more to think about than losing a limb right now. Outside, pointed pines sway against the howling wind. At the head of the train, a fiddle melody reaches out. A fiddle player, faster than lightning...

A
The cold minty smell coming from the pines, normally immigrating, feels distant and fragile.

B
You can't help but imagine a great wolf being the source of that endless howl.

C
The song is both familiar and not. It's uncomfortable, but not unwelcoming.

20 In-Between Cards



Box/Debris (6)



Coffin/Snow (6)



Hole/Blood Pool (6)

18 Terrain Tokens



Cursebearer (3)



Empress (3)



Songsmith (3)



Revivalist (3)



Runaway (3)



Wayfarer (3)

18 Coins



Break



Haint



Round

3 Track Markers



1 Haint Mood Token



1 Target Priority Token



Haint



Cursebearer



Songsmith



Runaway



Empress



Revivalist



Wayfarer

7 Humanity Tokens



Iron Nails (8)



Candle (7)



Salt (5)



Rabbit's Foot (4)



Apple (3)

27 Rummage Tokens



0-9

10 Event Tokens



Black (4)



White (4)



1 Malady Token



In-Between (4)

12 Haint Effect Tokens

The Train Board

All Scenarios are played on the Train Board. Each Scenario will adjust certain aspects of the Train Board, such as adding Terrain and Event Tokens in specific locations, but there are constants that won't change between Scenarios. The following rules are always in effect to help players situate and orient themselves during gameplay.

Three Train Cars: A, B, and C

The Train Board is separated into three separate train cars. There are spaces between that connect train cars.

CONNECTING SPACES

The connecting spaces are the spaces between two train cars. The connecting space closest to the Humanity Track is part of the train car to the left of that space, and the connecting space closest to the Cycle Track is part of the train car to the right. Connecting spaces do not have the wooden border around them, and are not adjacent to any edge.



ROUND TRACK

Denotes the current round. The Round Marker moves up by 1 when all Vagrants have taken their turn and the Haint has taken their last turn in that round.

CYCLE TRACK

During their turn, Haints draw Rummage Tokens to determine which Actions they take. This section of the Train Board is used to keep these Tokens until they are Cycled back into the Bindle. Each Rummage Token has its own Cycle value listed to the right of that Token's symbol, representing how many Rummage Tokens of a specific type the Cycle Track can hold before all Tokens are Cycled back into the Bindle. More on Cycling can be found on page 22.

Sides and Edges

Sides and edges are referenced throughout the game by various effects, such as “Move toward Round side”.

EDGES

Along the outside of train cars are wooden borders called edges. Some effects will refer to these edges. Usually, these effects will ask Vagrants to move toward or away from the edges, or the effect may do something to the Vagrant if they are in a space adjacent to an edge.

Tracks

The Train Board is surrounded with various tracks to help mark game progress. Each track serves a different purpose.

HUMANITY TRACK

Denotes the Haint’s current Humanity. This track has two markers: a Humanity Marker representing the Haint’s current Humanity, and a Humanity Threshold that indicates the maximum amount of Humanity a Haint can get before that Haint Breaks.



CARD SLOTS

This area of the board holds various cards that impact the Scenario, such as the 3 Ritual cards that Vagrants may perform, the Séance card (if the Séance was performed in the previous Camp Phase), and a mysterious card slot that players will learn about during the campaign.

BREAK TRACK

Denotes how much fight the Haint still has left. Whenever a Haint Breaks, the Break marker moves toward 1. When the Haint would Break and its Break Track is already at 1, the Vagrants have successfully saved them!

Starting Off (Choosing Vagrants)

Vagrants are travelers, hobos, and inquisitive explorers who have found themselves down on their luck. The first thing players will need to decide before diving into the first Scenario is which Vagrant they would like to play. Each player chooses a Vagrant, then gets out their 3 Coins, their standee(s), their Vagrant card, and their 2 Starting Skills.

Once each player has chosen a Vagrant, each player then takes a Humanity Token and places it on top of their maximum Humanity (indicated by a solid-colored heart), then places their Starting Skills (and/or Junk) into their appropriate slots on their Vagrant card.



CURSEBEARER

The Cursebearer has been running for a very long time. Armed with her guile and trusty knife, she hopes to defeat the creature of darkness that pursues her... she just needs to figure out how.

Passive - Devil On Your Heels

Once per turn, after you are Haunted, that Haint gains 1 Humanity.

A Haint will regret Haunting you with this potent defensive effect!

Starting Skills

Old Knife, *Strange Blade* (#67) and *Distant Memory* (#68)

Playstyle

An aggressive, Haint-focused Vagrant who is always on the move.

EMPRESS

Despite few people acknowledging her as the Empress of America, she hasn't stopped spreading her message or trying to amass an army. If any ghosts think they can stop her, they're sorely mistaken.

Passive - Boxcar Queen

The first time you roll a Booming Boxcar per turn, roll an extra Bone.

With a little bit of luck, you can get the upper hand and teach a Haint a thing or two!

Starting Skills

General's Orders (#51) and *Strangely Resonant Speech* (#52)

Playstyle

A hard hitter and born leader who likes to embrace the unpredictable.



SONGSMITH

The bright lights of the big city have tugged on the Songsmith's strings since childhood. He's dreaming of performing on those grand stages, pouring out the music in his heart for all to hear.

Passive - Upbeat Tempo

If you only have 1 Coin on a Skill, reduce the success value of that Skill by 1.

Spreading out the Skills and Actions that you perform per turn will make them a little easier!

Starting Skills

A Little Rhythm (#35) and *An Old Medley* (#36)

Playstyle

A versatile generalist who dabbles in a little bit of everything - from a distance.





REVIVALIST

After failing to bring solace to the bereaved by attempting to speak to the dead, the Revivalist left his hometown to wander, hoping to find his purpose.

Passive - Selfless

When you would gain Humanity, you may have another Vagrant in Range 2 gain that Humanity instead.

This Passive helps the Revivalist extend his healing reach a little bit further. Sometimes that's all you need to keep a friend in fighting spirits!

Starting Skills

Soothing Hymn (#59) and *Copal Incense* (#60)

Playstyle

He's always got eyes on his friends and their well-being.

RUNAWAY

Accompanied by her loyal pup, the Runaway has fled home in search of a new adventure. She's eager to see the world, but it's definitely a little intimidating... or it would be, without her shaggy best friend!

Passive - Girl's Best Friend

You have the Pup.

The Runaway has two standees: the Runaway and the Pup. When placing Vagrants during Scenario Setup, place the Pup in an open space adjacent to the Runaway. The Pup is only ever removed from the train board if the Runaway is removed.

The Pup and Runaway are considered the same Vagrant. If both the Pup and Runaway are affected by a single effect, only the Runaway is affected. They share Humanity, Coins, Junk effects, the Rummage value, and Haint Effects. Coins may be placed on the Pup card to have the Pup perform Move, Investigate, or Bust during the Runaway's turn.

The Pup is considered a Vagrant for targeting purposes, but is not affected by being Haunted by Haints (but if the Haint ends their Move in the same space, then the Pup would still Move 1).

The Pup cannot use Rummage Tokens or perform the Rummage Action. If the Pup finds a Rummage Token via an Event, it is placed on the Pup's card. The Pup may hold onto it so long as it does not exceed the Runaway's Rummage value. It must be traded or given to another Vagrant in order to be used. If the Pup trades/gives a Rummage Token to the Runaway, the Runaway cannot use a Rummage Token that round.

Starting Skills

Who's a Good Boy?! (#43) and *Gumption* (#44) - and don't forget about the Pup card!

Playstyle

With two characters to control, she can spread out and get plenty done in a turn.



WAYFARER

Stories come and go, just like people do. For the Wayfarer, this journey is just another tale to tell. What better way to spin a yarn than with some new friends?

Passive - Thrifty

You may hold one additional Junk.

Junk provides more Humanity and additional passive effects, and having one more puts the odds in your favor. Place the second Junk beside the first on your Vagrant card.

Starting Skills and Junk

In a Pinch (#75), *Feathery Friend* (#76), and *Writer's Satchel* (Junk #31)

Playstyle

He's always got the right tools to use at the right times.

The Vagrant Card

Below is an annotated example of a Vagrant Card detailing the elements of each card and how other cards work in conjunction with it.

VAGRANT NAME & SYMBOL

Here is the name of each Vagrant and their symbol, which is also featured on their Coins and Exclusive Skills.



EMPRESS
The Driven



PASSIVES

Passives provide Vagrants with special bonuses and effects in the Scenario Phase.



Boxcar Queen: The first time you roll a Booming Boxcar per turn, roll an extra Bone.

Despite few people acknowledging her position as Empress of America, this saber-wielding lady hasn't stopped spreading her message or trying to amass an army. If any ghosts think they can stop her, they're sorely mistaken.

HUMANITY

Each Vagrant has a Humanity value indicated by the solid-colored heart, which dictates the maximum number of Humanity they have at a time.

Skill Card

Skill cards provide special Actions that Vagrants can perform when placed in the appropriate Skill slot and side.

When a Vagrant suffers a Wound, flip over one of their Skill cards. That Vagrant can no longer perform the Action on that Skill card.



Any

Can-Do Attitude



1

For each success, target gains 1 Humanity.



2

Then, if you're the first Vagrant to take a turn this round, the target gains an additional 🎯 Humanity.



4+

GENERAL ACTIONS



Move (pg. 14)



Rummage (pg. 15)



Bust (pg. 17)



Investigate (pg. 16)



Patch Up (pg. 17)

SKILL SLOTS (4)

Skill cards are placed face up on the Vagrant card in any of one of the four Skill slots. Some Skills are associated with a particular side of a Vagrant card: left or right.

JUNK SLOT (1)

Junk cards are placed face up at the bottom of a Vagrant's card. The Junk slot can only hold one Junk card at a time. *The Wayfarer is the only Vagrant that has two Junk Slots.*

Fishin' Line



Increase the Range of your Skills by +1.

Junk Card

Junk cards provide passive effects (and occasionally actions or other bonuses) for that Vagrant. When Junk becomes Broken, flip over that Junk card. Its effect is no longer active.

Placing Skills and Junk

When placing a Skill, place it face up (with the Skill text) beside your Vagrant card in an available Skill slot. Some Skills are associated with a particular side of a Vagrant card: left or right. A small black triangle on the edge of the card will determine where the Skill fits on the Vagrant card. If a Skill can't connect in this way, it can't be placed. It's a

good idea to be mindful about collecting a good balance of Skills for both sides of your Vagrant card! More information on Skills can be found on page 11.

Junk must always be placed at the bottom of a Vagrant's card. The Junk slot can only hold one Junk card at a time. More information on Junk can be found on page 12.

Setting Up the Scenario

Each Scenario has its own setup and rules in the Scenario Book. These setup rules will usually include placing Terrain, Markers, Event Tokens in the Bindle and on the board, placing Vagrants in specific spaces, and placing the Threshold Marker according to the player count. For every Scenario, players will also need to find the associated Ritual cards (see callout) and place them with the Ritual's name face up near the train board.

For the first Scenario, turn to page 1 in the Scenario Book and follow the setup instructions there to create the environment.

In the first Scenario, you'll notice that the last step in the setup is to read an Event. Flip the page of the Scenario Book to see the Scenario's Event page, then read out loud and resolve the associated text. Once the Scenario is set up, it's time to play.

TRAIN BOARD

This diagram shows the setup of Vagrants, Haints, Terrain, and Tokens.

SCENARIO NAME

Shelter from the Storm



Humanity Threshold
Two Players: 8 • Three Players: 10 • Four Players: 12

Hurtin' Since Hagelhurst

You're just one from a handful of trainhoppers trying to find shelter from the storm. You don't recognize any familiar faces, and come to think of it, you don't even remember seeing them hop on the train with you.

But every one of them swears up and down that they just got here. And based on your own experience, you can't help but believe them. The strange thing is that everyone seems to be from a different part of town - or towns - places you've never even heard of.

After a few handshakes and how-do-you-dos, you all try to settle in the best you can. But without a haybale or old cushion calling your name, neither the train nor the situation bring you much comfort.

The only thing you all have in common, it seems, is the welcoming hand that helped each of you aboard. White glove, loose skin... couldn't forget it if you tried. You can't tell if it's a good or bad thing that Mr. Welcoming Hand appears to be missing.

Either way, hopefully things stay nice and peaceful on this leg of the journey. That sinking feeling in your gut is telling you otherwise.



HAIN T HUMANITY THRESHOLD

This number indicates the maximum amount of Humanity a Haint can gain before that Haint Breaks, depending on the number of players.

Setup

- Place the Tokens, Terrain, and Markers (Break and Rounds) as shown above.
- Players place their Vagrants on any V shown above.
- Place the Threshold Token on the appropriate space on the Humanity Track based on player count.
- Place the Turned Faces on their designated space.
- Place the 3 Turned Faces Ritual Cards on their designated spaces.
- Once players are ready to begin, read Event 1.

Special Rules

There are no Special Rules for this Scenario. Remember that "losing Humanity" is different for both Haints and Vagrants (pg. @@).

Terrain Effects

There are no special Terrain Effects for this Scenario. Remember that Haints may move onto Terrain, but Vagrants may not (pg. @@).

Haint Effects

The Shakes (●): Lower your Move value by 1. To remove the Shakes, discard an Iron Nail.

Spooked (○): If you end your turn in Range 2 of the Turned Faces, lose 2 Humanity. To remove Spooked, discard Salt.

Remember: Haint Effects are added to Vagrants periodically throughout the Scenario (pg. @@).

Breaks

When the Turned Faces Break, each Vagrant may Rummage 1. **Remember:** Whenever a Haint Breaks, the next turn a Haint would take is skipped and all Vagrants gain 1 Humanity. The effect above is unique to the Turned Faces.

Victory

Save the Turned Faces. **Remember:** To Save the Turned Faces, give them back all of their lost Humanity.

HAIN T MOODS

Haints have different Moods that they switch out of and into, based on various effects. Haints always begin a Scenario in the topmost Mood (unless otherwise specified), and will use the Actions, Haunted effects, and other Special Rules listed there.

Turned Faces Lost

Special
If the Haint is adjacent to the Break side edge at the end of its turn, read Event 6.

Cycle Effect
There are no Cycle Effects for this Mood. Cycle normally (after the current Action is resolved, take all of the Rummage Tokens on the Cycle Track and put them back in the Bindle).

Haunted Effect
Goosebumped: Lose 1 Humanity.

Remember: Edges (pg. @@) are the outer borders of a train car. A character is adjacent to an edge if they are in a space that touches a side (Humanity side, Cycle side, Break side, and Round side).

Findin' Our Way Back Home
Moves toward Break side.
3

That Lonesome Valley
Moves toward Break side. Target Vagrant loses 2 Humanity.
3 ↔ 6

Keep Runnin'
Vagrants in Range lose 2 Humanity. For each Vagrant that loses Humanity this way, Move 2 toward Break side.
4

Pull It Together
Moves toward Break side. Vagrants in Range Move 2 toward Break side and lose 2 Humanity.
2 ↔ 6

Wanderin' Willies
Moves toward Break side. Target Vagrant loses 3 Humanity and gains The Shakes (●).
2 ↔ 6

Turned Faces But Not Alone

Special
Vagrants within Range 2 of the Turned Faces cannot remove Spooked (○).

Cycle Effect
No Turnin' Back Now: Vagrants in the same train car Move 1 toward the Turned Faces. Then, Vagrants adjacent to the Turned Faces gain Spooked (○).

Remember: The Cycle Effect occurs at the end of the current character's turn.

Haunted Effect
Goosebumped: Lose 1 Humanity.

Roll and Tumble
Vagrants in Range lose 2 Humanity, then Move 1 away from the Turned Faces.
2 ↔ 1

Shakin' Hands
Target Vagrant loses 2 Humanity. If this Wounds a Vagrant, that Vagrant gains The Shakes (●).
3 ↔ 1

Shoo Fly Shakedown
Vagrants in the same train car gain The Shakes (●). Vagrants adjacent to an edge or Terrain in any train car lose 2 Humanity.
1

On the Yonder
Target the furthest Vagrant. Move to the furthest adjacent space of the target, Haunting any Vagrants in the most immediate path toward them.

Uphill Ride and a Slow Goodbye
Vagrants in the same train car Move 3 toward Round side and lose 3 Humanity.

SCENARIO INSTRUCTIONS

These are instructions for the Scenario setup and any additional Special Rules, Terrain Effects, Haint Effects, Breaks, and the Scenario Victory conditions.

SPECIAL RULES

Some Scenarios have rules that are unique to the Scenario.

CYCLE EFFECT

Many Haints will have a Cycle Effect that is performed after any current actions being performed (such as a Haint or Vagrant turn). The Cycle Effect may change depending on a Haint's current Mood.

The Cycle Effect is triggered when the number of any Rummage Token on the Cycle Track is equal to (or exceeds) its Cycle value. After the Cycle Effect is resolved, all Rummage Tokens on the Cycle Track are added back to the Bindle. Then give the Bindle a good shake.

HAIN T ACTIONS

These are Actions that Haints can take.

Move
The number of spaces that a Haint can Move.

Range
The distance a Haint may target a character.

HAUNTED EFFECT

If a Haint Moves into a space occupied by a Vagrant, that Vagrant is afflicted with the Haunted Effect written on the Haint's Mood in the Scenario book.

Playing Vagrantsong (The Scenario Phase)

A Scenario is played over a series of consecutive rounds, each consisting of multiple Vagrant and Haint turns. Characters (both Vagrants and Haints) perform Actions during their turn, and when all characters have taken their turn(s), the round is over.

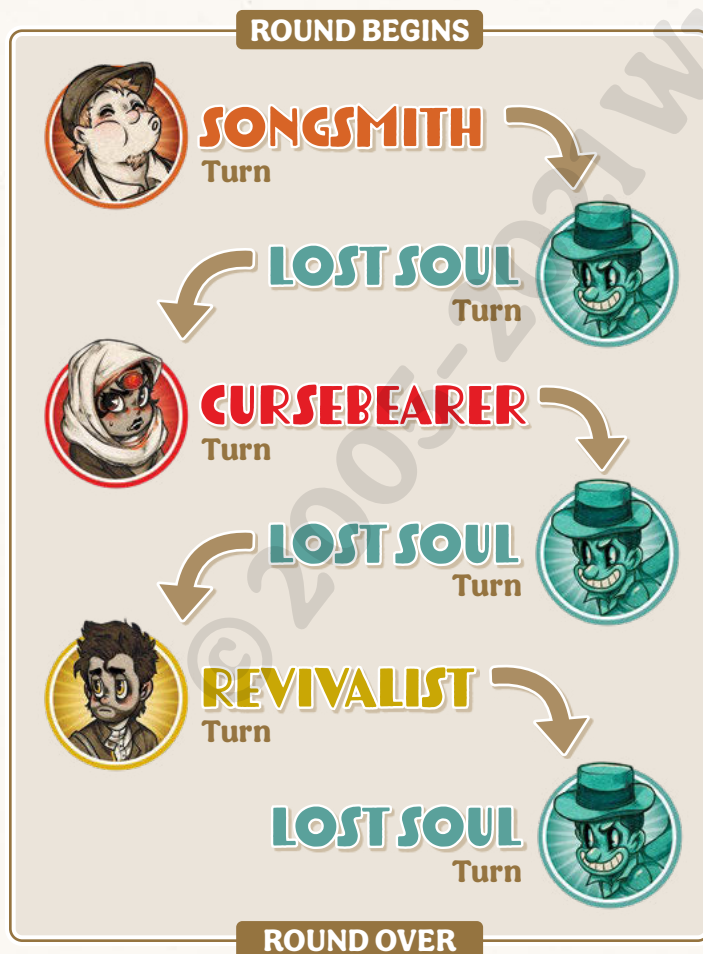
Rounds

A round is the complete rotation of Vagrant and Haint turns. After the Haint takes its last turn and there are no more Vagrants remaining to take a turn, the round is over. Move the Round Marker to the next highest number on the Round Track. If the Round Marker is on the 6th space at the start of a round, it instead moves back to the 1st space on the Round Track.

Turns

When a character is meant to perform Actions, it is referred to as being their turn. At the start of each round, players will discuss which Vagrant will take their turn first. After that Vagrant has completed their turn by performing various actions, it then becomes the Haint's turn. After the Haint's turn is over, then a Vagrant who has not yet taken a turn does so. This process continues until all Vagrants have taken their turns, followed by the last Haint turn of that round.

Here is an example of a round for a 3-player game:



A Vagrant's Turn

During a Vagrant's turn, that Vagrant performs Actions by placing their Coins on Skill cards or General Actions.

At the start of that Vagrant's turn, they return any Coins that were placed on Skills, General Actions, or onto the train board so that they may be placed again during their turn.

PASSIVES

Passives provide Vagrants with special bonuses and effects in either the Scenario or Camp Phase. So long as the Vagrant is currently being played, the Passive is always considered to be a rule that is followed by all characters and other game effects, regardless of whether it is the Vagrant's turn.

CHOOSING ACTIONS

At the beginning of a Vagrant's turn, if there are any number of their Coins on the train board, they are returned to that Vagrant.

Then that Vagrant places their Coins on Skills and/or General Actions they wish to perform during their turn. The more Coins that a Vagrant places on an Action, the stronger or more potent it can become. Vagrants may perform multiple Actions during their turn by placing individual Coins on each of those Actions, or focus on a single Action to increase that Action's success rate, power, or potential by placing multiple Coins on it. After all Coins are placed, the Vagrant performs their Actions in any order they wish.

An Action may only be taken if the Target and Range values can be met (more on that in a bit).

COINS

In general, a Vagrant will have 3 Coins available to them on their turn. Coins are placed to decide the potency (or increase the success rate) of an Action taken by a Vagrant.

Coins may be placed freely on General Actions this way, but may only be placed on Skills (and Junk cards that require Coins) if that card had 0 Coins placed on it during the previous round.



BONES

Success when performing Actions in Vagrantsong is not guaranteed. When attempting an Action that lists a number of Bones or has a Success value that must be met in order to succeed, a Vagrant will roll that many Bones to see if (and possibly by how much) their Action succeeds.

Each Bone roll that meets or exceeds the Action's Success value is considered a success.



Booming Boxcars

If a Vagrant rolls a 6 on a Bone when performing an Action, they may immediately roll an additional Bone for that Action. If a Vagrant rolls a 6 again, they gain another Bone to roll for that Action (continuing to gain Bones on rolls of 6, if able). These Bones are considered part of the initial roll and not as a separate Action.

In order for Booming Boxcars to apply, the roll must be part of the Vagrant's Action, and the 6 must be rolled naturally (meaning that a roll of a 5 that has received a +1 bonus from another effect does not trigger Booming Boxcars).

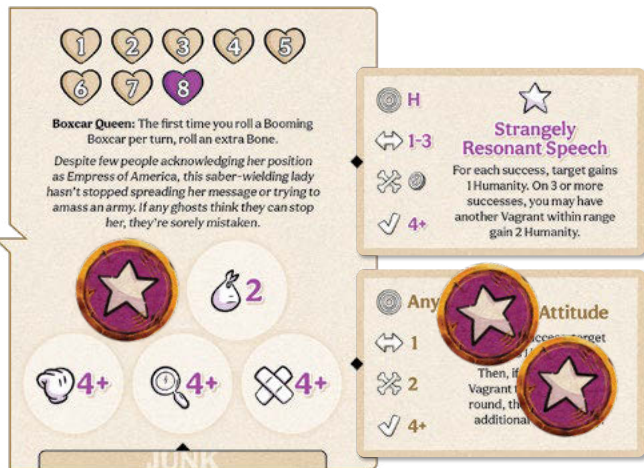
Actions

Vagrants have multiple Actions they can perform during their turn, but there are some limitations as to how and when they can perform them. Vagrants perform Actions by placing Coins on top of their Skill cards or General Actions on their Vagrant card. A Vagrant may perform as many Actions as they would like so long as they have a Coin available for that Action. Vagrants start their turns with 3 Coins available to them.

Example

The Empress has placed 2 Coins on a Skill and 1 Coin on her Move General Action.

After placing her Coins, she may perform those 2 Actions in the order of her choosing.



Target

The type of character that the Skill can target.



Range

The number of spaces that the target can be away from the target in order to attempt to perform the Skill. A Range of 0 means that the Vagrant can target themselves.



Bones

The number of Bones rolled when the Skill is performed.



Success Value

The number that must be met in order for the Skill's Action to succeed.

Skill Name

The name of the Skill!



Can-Do Attitude

For each success, target gains 1 Humanity. Then, if you're the first Vagrant to take a turn this round, the target gains an additional 2 Humanity.


Skill Effect

What happens if the Skill's Action is a success.

Side

This indicates where the Skill can be slotted into a Vagrant card.

Skills

Skills provide special Actions that Vagrants can perform during their turn when placed in the appropriate Skill slot and side. To attempt an Action on a Skill card, a Vagrant must first place at least one Coin on top of that Skill card. Additional Coins placed on top of that Skill card can increase the number of Bones rolled, the potency of the Skill's effect, and so on. Look for the  on the Skill to see how the Coin increases the effectiveness of a Skill. Vagrants may have up to 4 Skills.

Types of Skills

Vagrants have access to two types of Skills: Common Skills and Exclusive Skills.


Common: These Skills are available to every Vagrant. The majority of these Skills are obtained by spending Coins on them during the Camp Phase. Common Skills can be exchanged between Vagrants during the Camp Phase as well, or held alongside Junk in the Belongings.

Exclusive: Only the Vagrant that matches the symbol and color of that Skill can use an Exclusive Skill. These Skills do not cost Coins and are instead obtained throughout the story of the game. Exclusive Skills cannot be traded, but Vagrants may hold onto them as Personal Belongings, and may swap them out during the Camp Phase.

Example

This example uses the Skill card to the left, Can-Do Attitude, and the number of Coins placed on it in the example to the top left of this page, 2.

With a Target of "Any", the Empress may choose to target either a Haint or Vagrant. The Range is 1, so the target must be adjacent to the Empress when performing this Action. The number of Bones rolled is always 2, and the number the Empress is trying to roll is 4 or above, based on Can-Do-Attitude's Success value.

For each success, the target gains 1 Humanity. This Skill also has a bonus effect: "If you're the first Vagrant to take a turn this round, the target gains an additional  Humanity."

The Empress takes the first turn this round and rolls 2 Bones for Can-Do Attitude. She rolled a 2 and a 6. A Booming Boxcar, nice! Because of her Passive, Boxcar Queen, she gains an additional Bone to roll for the Booming Boxcar. She then rolls a 3 and a 4, for a total of two successes for the Action! The Haint gains 2 Humanity because of the number of successes, and then an additional 2 Humanity because the Action was a success and she placed 2 Coins on the Action.

Skills that Summon

Some Skills may place characters on the train board to assist Vagrants. They may not be placed on Terrain. Vagrants may Move through the summoned character (but not end in that space), and Haints may Haunt it (to remove it from the train board). It cannot be targeted by Skills other than the Skill that placed the character.

Targeting and Range

Most Actions require a target, and oftentimes the target is a specific type of character, such as a Vagrant or Haint. For targeting, “V” is for “Vagrant”, “H” is for “Haint”, and “Any” is for any character.

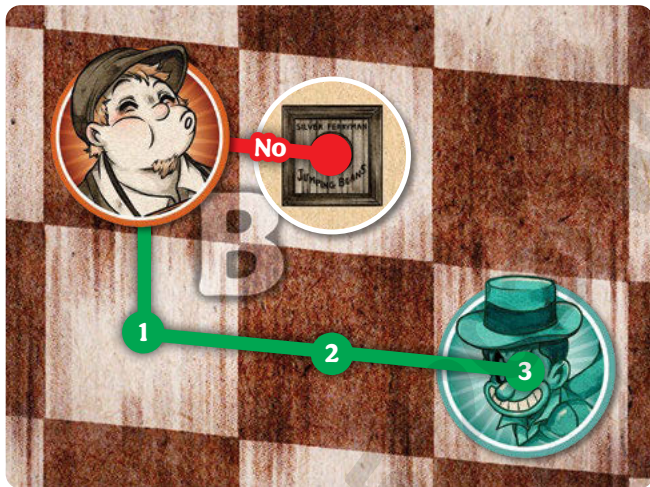
Sometimes there is additional targeting information in an Action’s text, such as “You may target an additional character for each success after the first,” so make sure to keep an eye on the Action text as much as the Target icon: ☉

Many Actions have a Range value that limits the distance one character may target another character. If a Vagrant’s Action has a Range value, count the number of spaces between the character attempting the Action and the target, starting with a space adjacent to the character attempting the Action and ending on the space of the target. A “0” in the Range means that the Vagrant can target themselves.

Characters (both Haints and Vagrants) can draw Range through other characters. Vagrants may not draw Range through Terrain, unless a Haint is on the same space as the Terrain (in which case, the Vagrant may draw Range to the Haint, but not beyond the Terrain). Haints may draw Range through Terrain.

Example

The Songsmith is performing an Action that targets a Haint with a Range of at least 3. A Vagrant may not draw Range through Terrain.



Terrain

Vagrants and Haints treat spaces occupied by Terrain differently. Vagrants can never draw Range through Terrain, nor can they Move into or through it. Haints can draw Range through Terrain, and can Move into or through Terrain. They may also end their turn on Terrain.

Some Scenarios have special Terrain Effects, which may add to or replace the rules above during that Scenario. If Terrain is placed in a Scenario and it does not have any special Terrain Effects written in the Scenario, treat the rules listed above as the default.

Junk

Each Vagrant may only hold one Junk card at a time, placed in the Junk slot at the bottom of a Vagrant card. Junk cards provide passive effects (and occasionally Actions or other bonuses) for that Vagrant. As long as a Junk card is not Broken, its passive effects are **always** active; they do not require a Coin to use. However, some Junk might offer additional benefits if the player places a Coin on the Junk card. Just like Skills, Coins can only be placed on Junk if there were no Coins on that card during the previous round.

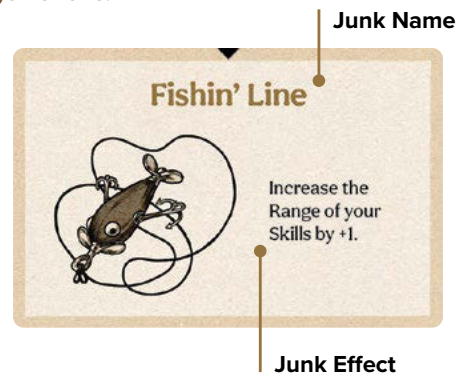
Like Common Skills, Junk cards can also be traded during the Camp Phase. As such, multiple Vagrants can use the same piece of Junk throughout the game.

When Junk would become Wounded (flipped over), it instead becomes Broken. Broken Junk can only be fixed (flipped back over so that it is usable again) during the Camp Phase.

Example

Fishin’ Line is an early Junk that Vagrants have an opportunity to buy during the Camp Phase from DC, a mysterious cat. This Skill increases the Range of all Skills that Vagrant currently has slotted on their Vagrant card.

It’s important to notice that this Junk does not increase the Range of other effects, such as General Actions or Rummage Tokens!



Defining a “Character”

Various effects in Vagrantsong may target Haints, Vagrants, or have the option to target both (or either). The term “character” refers to both the Haint or Vagrants. If an Action or effect requires a specific type of target, it will state either Vagrant or Haint.

Humanity

Each Vagrant has a Humanity value on their Vagrant card indicated by the solid-colored heart, which dictates the maximum number of Humanity they may have at a time. Conversely, a Haint has no Humanity by default, and Vagrants attempt to save a Haint by giving them back their lost Humanity. Overall, it is easiest to imagine that gaining Humanity is a good thing, and losing Humanity is a bad thing. More on Haint Humanity can be found on page 18.

Vagrant Humanity

The horrors of the train will slowly take a toll on Vagrants, draining away their Humanity. Appropriately, Humanity is tracked by the Humanity Track on a Vagrant's card.

If a Vagrant gains Humanity, they move their Humanity Token up a number based on the Humanity that would be gained, up to their maximum Humanity value. Any additional Humanity that would be gained beyond a Vagrant's Humanity value is ignored.

If a Vagrant loses Humanity, they move their Humanity Token down a number based on the Humanity that would be lost from their total Humanity. When a Vagrant loses all their Humanity (meaning if their Humanity Token would move from 1 to 0), they suffer a Wound, then place their Humanity Token on the space equal to their maximum Humanity value. Any additional Humanity that would be lost from a single effect after suffering a Wound is ignored.

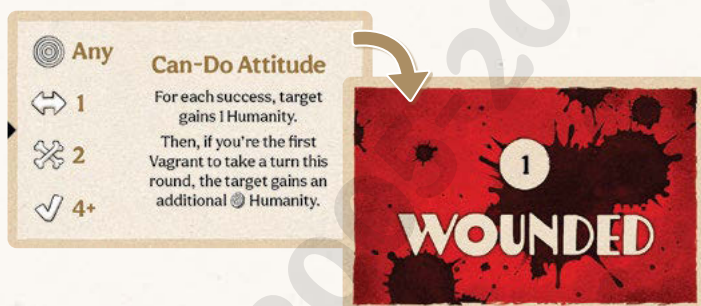
Example

In the example on the right, we see the direction the Empress' Humanity Token would move if she were to lose or gain Humanity.



Wounds & Broken Junk

When a Vagrant suffers a Wound, flip over one of their Skill cards. That Vagrant can no longer perform the Action on that Skill card. Vagrants may also choose to flip over a Junk card; in which case, it is referred to as being Broken.



Westbound

If all of a Vagrant's Skills (and Junk) are flipped over to Wounds (or Broken), that Vagrant becomes Westbound. When a Vagrant becomes Westbound, discard any Haint Effect Tokens, flip over their Vagrant card to the Westbound side, and place their Humanity Token on 1. Keep any Rummage Tokens. Then find your Vagrant's Westbound Action card and place it on top of one of your Skill cards. A Westbound Vagrant cannot lose Humanity if their Humanity Token is on 1.

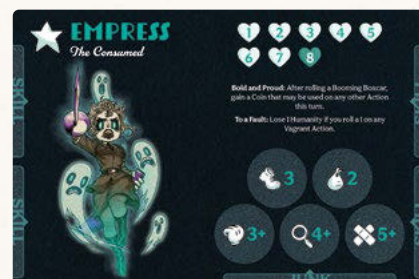
Westbound Vagrants cannot perform Skills (even if those Skills are healed during a Scenario), but can perform General Actions and their Westbound Action.

If a Vagrant is ever immediately told to flip their card to the Westbound side due to a game effect, flip all their Skills to Wounded and their Junk to Broken.

If all Vagrants are Westbound at the end of a Scenario, read **Moment 13**.

A DIFFICULT CHOICE

If a Vagrant is still Westbound at the end of a Scenario, at the start of the Camp Phase, they must permanently discard the Skill they placed their Westbound Action card on top of, placing that Skill card back in the box. If they became Westbound several times during a Scenario, they would only have to discard 1 Skill. That discarded Skill may be Wounded or normal.



WESTBOUND ACTION

While Westbound Vagrants may not perform Actions on Skill Cards, they gain a unique Westbound Action that they may perform, which works exactly as performing a Skill or General Action.

GHOST SICKNESS

If a Westbound Vagrant loses Humanity (and their Humanity is greater than 1), they may instead have the closest Vagrant (who is not Westbound) lose that Humanity instead.

BACK TO LIFE

When a Westbound Vagrant gains their maximum Humanity (either during a Scenario or at the start of the Camp Phase), flip over any one of their Wounded Skills, then flip their Vagrant card back to its normal side. That Vagrant places their Humanity Token on their maximum Humanity. Then put aside the Westbound Action card.

Healing Wounds

During a Scenario, a Vagrant may use an Apple to flip a Wounded Skill card face up so that the Skill can be used again, so long as that Vagrant is not Westbound.



Vagrants may also spend 1 Coin to heal 1 Wounded Skill during the Camp Phase (pg. 26).

General Actions

Any Vagrant may attempt these actions during their turn. Unlike Skills, General Actions may have Coins placed on them in subsequent rounds, allowing Vagrants to take those actions whenever the need arises. There are 5 General Actions: Move, Rummage, Investigate, Patch Up, and Bust.

1. MOVE

For each Coin placed on this Action, that Vagrant may Move orthogonally (left, right, up, and down, but not diagonally) a number of spaces up to or equal to their Move value. Vagrants may split their Move however they would like during their turn.



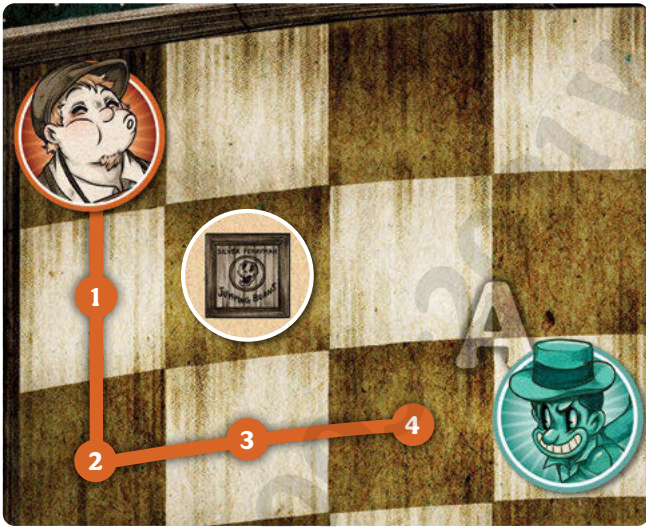
For example, if a Vagrant placed 2 Coins on their Move Action and they have a Move value of 3, they may Move 2 spaces, perform the Action from their other Coin, then Move 4 more spaces.

Vagrants may only Move through open spaces or spaces occupied by a Haint, Vagrant, or Token, but may not end their Move on a space occupied by a Haint or another Vagrant. They may end their turn on a space occupied by a Token (such as an Event or Rummage Token). Vagrants may not move into spaces occupied by Terrain.

Example

The Songsmith has a Move value of 2. In this example, the player controlling the Songsmith placed 2 Coins on Move, allowing him to Move up to 4 spaces during his turn. Here we see that he can Move down 2 spaces and then right 2 spaces so that he is adjacent to the Haint.

Remember, Vagrants cannot Move into spaces occupied by Terrain!



Open and Occupied Spaces

The Train Board is marked with spaces laid out in a grid pattern. Whenever anything is placed onto the Train Board (a Vagrant, Haint, Token, or Terrain), it must be placed fully within one of those spaces. Any space without something placed inside it is considered open. If a space has something inside of it, it is considered occupied.

These terms are referenced throughout this Rule Book, and are particularly important for movement and interactions between Vagrants and Haints.

Adjacent Spaces

Various effects, particularly effects involving movement, resolve to or from adjacent spaces. An adjacent space is a space either to the left, right, above, or below the point of reference. Spaces diagonal from the point of reference are not considered adjacent spaces.

Example

The space the Songsmith is in is considered occupied, while the spaces to his right and below him are both adjacent and open (since they are within 1 space of him orthogonally and nothing else is in that space). The space with the Box Terrain is considered Occupied, but not adjacent.



Toward and Away

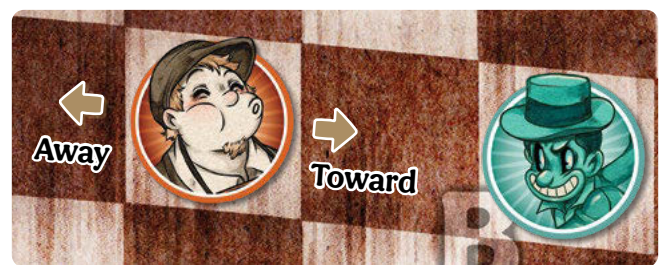
Sometimes an effect will move a character in a certain direction. These effects will have a point of reference (such as the Haint performing the Action, a Vagrant, or another component of the Train) that the character will move toward or away from.

Toward: When an effect states to move **toward** something, the targeted character moves in the direction of the point of reference (such as a Haint, Terrain, or edge), so long as they are not breaking any other movement rules.

Away: When an effect states to move **away** from something, the targeted character moves in the direction opposite from the point of reference, so long as they are not breaking any other movement rules.

Example

If the Songsmith had to Move toward the Haint 1 space due to an effect caused by the Haint, they would Move into the space that is closer to that Haint. If an effect would Move the Songsmith away 1 space, they would Move 1 space in the opposite direction of the Haint.



2. RUMMAGE

When taking the Rummage Action, draw 1 Rummage Token from the Bindle for each Coin placed on the Rummage icon. Regardless of how many Coins placed, that Vagrant may only keep 1 of the Rummage Tokens they draw. The choice of which Rummage Token they keep is (usually) up to the Vagrant drawing the Token.



The Rummage value indicates how many Rummage Tokens a Vagrant can have at a time. If a Vagrant would ever have more Rummage Tokens than they are able, they must put Rummage Tokens back into the Bindle until they have a number equal to their Rummage value. Event Tokens that are treated as Rummage Tokens cannot be put back into the Bindle this way and are put aside instead.

Event Tokens in the Bindle

During both setup and gameplay, players may be asked to put specific Event Tokens in the Bindle. If these Tokens are drawn during a Vagrant's turn, they are immediately resolved before any other Rummage Tokens are chosen. If drawn during a Haint's turn, the effects are resolved (on the Vagrant that drew it for the Haint, if required) immediately, and a new Rummage Token is drawn for the Haint to perform an action.

The Vagrant who drew the Event Token immediately reads and resolves the Event text. If multiple Event Tokens are drawn, resolve the Event Tokens numerically, from lowest to highest. After an Event from an Event Token is resolved during a Vagrant's turn, the Vagrant who drew the Token draws another Rummage Token to fulfill their Rummage Action.

Using Rummage Tokens

Vagrants and Haints each use Rummage Tokens they draw from the Bindle differently. Learning how Haints use Rummage Tokens can be found on page 19.

Vagrants may use Rummage Tokens at any point during a round, but each Vagrant may only use 1 Rummage Token per round. Using a Rummage Token does not require any Coins and is not considered an Action. A Rummage Token drawn during a Vagrant's turn may be immediately used so long as that Vagrant has not used a Rummage Token yet that round.

If a Rummage Token is used during a Haint's turn, the Vagrant may only do so after (or in response to for Salt) the Haint has performed their Action. After a Rummage Token is used, it is discarded.

Trading and Giving Rummage Tokens

Vagrants may trade a Rummage Token for another or give one to an adjacent Vagrant during their turn.

Trading and giving Rummage Tokens is considered "using" the Rummage Token for that round, except the Rummage Token is not discarded when it is traded or given.

Negating Haint Effects

Vagrants may gain Haint Effects that will usually impact them in a negative way. In the Scenario Rules section, it will state what those Effects are and how to get rid of them. Generally, Rummage Tokens can be discarded to get rid of these Effects.

Unless specified otherwise by the Haint Effect, only the Vagrant with the Haint Effect may discard the Rummage Token to remove the Haint Effect from themselves.

The Bindle

Vagrants might find useful items during Scenarios, represented by Rummage Tokens picked out of the Bindle. There are five different kinds of Rummage Tokens that each have different effects when used:



Iron Nails - When Iron Nails are used, the Vagrant may target a Haint within Range 2 to have that Haint gain 2 Humanity.



Candle - When a Candle is used, the Vagrant places the Candle Token in an open adjacent space. A Candle in the same train car as a Haint becomes the Haint's highest target priority (see pg. 19). Once a Haint moves onto the space occupied by the Candle, the Haint ends any remaining Movement. Then the Candle is discarded. If there are any targets available for the Haint's Action after the Candle is removed (or if the Candle has not been removed due to the Haint not reaching it), continue the Action with the appropriate new target.



Salt - When Salt is used, the Vagrant may ignore the effects of a Haint's Action that targets the Vagrant. Salt does not nullify a Haint's Move, Haunted effects, or effects that target another Vagrant not using the Salt. If a Haint's Action targets or affects multiple Vagrants, only the effects that would impact the Vagrant using the Salt are ignored.



Rabbit's Foot - The Rabbit's Foot is treated like a fourth Coin that the Vagrant may use during their turn on any Skill or Action. After the action is resolved, the Rabbit's Foot is discarded.



Apple - When an Apple is used, the Vagrant may flip a Wounded Skill card face up so that the Skill can be used again.

Discarding Rummage Tokens

If a Rummage Token is discarded - such as from the Token being used, removing a Haint Effect, or an Action requiring that Vagrant to discard it, etc. - place it on the Cycle Track.

Example

The Songsmith has placed 2 Coins on the Rummage Action. He draws 2 Rummage Tokens (1 for each Coin). He draws an Iron Nail and an Event Token. He immediately reads and resolves the Event text written in the Scenario, then Rummages 1 more time (to fulfill their original Rummage Action with 2 Coins). The second Rummage Token is an Apple. Nice!

The Songsmith keeps the Apple (taking up a Rummage slot), then places the Iron Nail back in the Bindle. He then gives the Bindle a good shake to shuffle the Rummage Tokens. The Event Token is discarded and put to the side of the train board, due to the Event text stating to do so.

3. INVESTIGATE

If a Vagrant is in the same space as an Event Token, they may attempt to Investigate it with the Investigate Action.



Each Vagrant has an Investigate value. When a Vagrant attempts to Investigate, turn to the Events page and read the first portion of the Event. Then they roll a number of Bones equal to the number of Coins they have placed onto the Investigate icon. Each Bone rolled that meets or exceeds the Vagrant's Investigate value is treated as 1 success. Generally, Events will require a certain number of successes in order to fully unravel their mysteries, but Vagrants won't know until they try.

Regardless of success or failure, read the associated Event text in the Scenario book appropriate to the number of successes the Vagrant achieved. These values will normally range from 0–2. Events may also include additional rules and rolls, so make sure to read the Event text carefully.

Unless otherwise stated in the Event or Scenario text, when a Vagrant succeeds an Investigate Action, the corresponding Event Token is discarded for the remainder of that Scenario. Event Tokens will generally remain on the train board if the Vagrant fails the attempt.

Events

Events provide surprises, changes, and special effects throughout a Scenario, represented by Event Tokens. Whether during Setup or through other aspects of play, Event Tokens are added to the train board, the various tracks, and the Bindle.

Moments

Moments act similarly to Events in that they provide special effects that may change the game or character in some way, but are not exclusive to a Scenario. Moments are in the back of this Rule Book, listed numerically.

Only read the Moment that the specific effect refers to so as not to spoil other aspects of the game!



Investigating and Triggering Event Tokens

If an Event Token is on a space on the train board, Vagrants may Investigate that Event Token to uncover its mysteries and trigger its effects. There may be times when an Event Token is important to a Haint, too, such as moving toward an Event Token and triggering its effects upon entering the same space.

If an Event Token is on a track (such as a Haint's Humanity Track or the Round Track), the effects of the Event Token are triggered when the Marker on that track enters the same space (even if the Marker moves past the Event Token). For example, if there is an Event Token on Round 2 and Round 1 just ended, when the Round Marker is moved up a space to start the next round, the Event is immediately read and resolved. If there is an Event on the Humanity Track and the Haint's Humanity Token moves past it, the Event is immediately resolved after the Humanity Token is moved.

Event Tokens may also be drawn from the Bindle, whether during a Vagrant Rummage Action or for a Haint's Action. If this happens, the Event's effects are triggered immediately. More information can be found in the Rummage section on the previous page and Haint Actions (pg. 19).

When an Event is triggered, read and resolve the text in the Scenario that corresponds to the Event Token's number. Unless otherwise stated in the Event text, after resolving the Event, discard the associated Event Token from its location.

If an Event would resolve from an Event Token that was drawn for a Haint's Action, its effects resolve on the Vagrant that drew the Event Token for that Haint (most commonly the Vagrant who took the most recent turn). Then draw another Rummage Token for the Haint Action.

Example

The Songsmith has placed 1 Coin in Move and 2 in Investigate at the start of his turn.

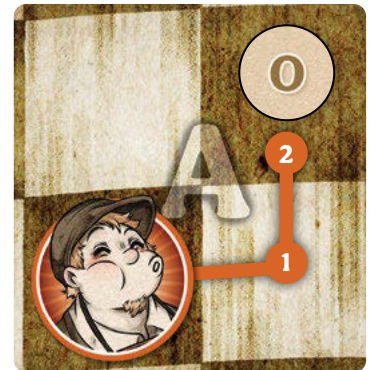
He Moves 2 spaces so that he is in the same space as an Event Token.

Then he flips to the Event page of that Scenario and reads the Event text. It says to

Investigate, so he continues with his Investigate Action (sometimes the text states to automatically succeed, so it's always important to read the beginning of the Event!)

The Songsmith's Investigate value is 4+. Because he placed 2 Coins in Investigate, he will roll 2 Bones and hopes that they are both a 4 or above.

He rolls a 3 and a 5. That means he has 1 success! Nice! The Songsmith then continues to read the Event text, specifically the text associated with a 1 or more successes (written as 1+). He then resolves that Event's effect and ends his turn.



4. PATCH UP

When taking the Patch Up Action, the Vagrant attempts to regain some lost Humanity. Roll a number of Bones equal to the Coins placed on the Patch Up icon and gain 1 Humanity for each success. Every Bone rolled that meets or exceeds the Vagrant's Patch Up value is treated as 1 success. A Vagrant may not gain more Humanity than their maximum Humanity value, but may still succeed at Patch Up to remove any other related effects.



5. BUST

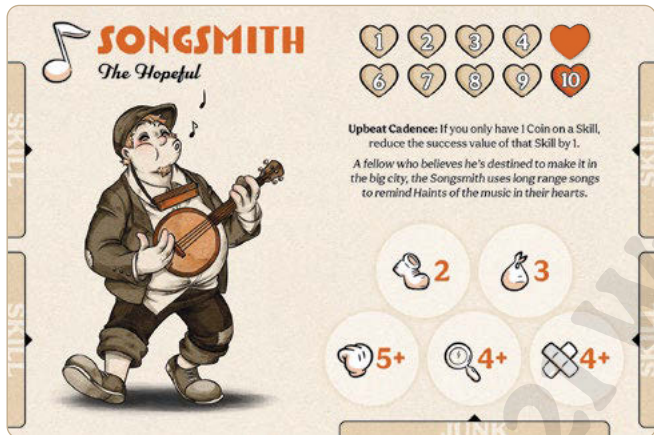
Sometimes the best thing to remind a Haint about their former life is just giving them a good old-fashioned wallop! When a Vagrant attempts to Bust a Haint, roll a number of Bones equal to the Coins placed on the Bust icon. Every Bone rolled that meets or exceeds the Vagrant's Bust value is treated as 1 success. When taking the Bust Action, the Vagrant may target an adjacent Haint to gain 1 Humanity for each success.



Patch Up Example

In this example below, we see the Songsmith's General Actions and their Success values. During the Scenario, he lost 5 Humanity (of his total 10).

The Songsmith decides to Patch Up to gain some of the Humanity that he lost. His Success value on Patch Up is 4+, so he knows that he will need to roll high to gain some Humanity. To increase his odds, he decides to place all 3 Coins into Patch Up. He rolls 3 Bones (1 for each Coin): a 1, a 5, and a 6. Because he rolled a 6, he rolls 1 more Bone (Booming Boxcars: pg 10), but only rolls a 3. Still, he managed to roll 2 successes (the 5 and the 6), so he gains 2 Humanity. Not bad!



Bust Example

In the example below, we see part of the Haint's Humanity track, and in the Patch Up Example to the left, we see that the Songsmith's Bust value is 5+. During the Scenario, his Skills have been flipped over to Wounded, and he only has his Junk left. He will have to resort to his Bust action to help the Haint gain back some Humanity.

The Songsmith began his turn adjacent to the Haint. He places all 3 of his Coins on the Bust Action and rolls 3 Bones (1 for each Coin). He rolls a 2, a 4, and a 5, which means he rolled 1 success. The Humanity Marker is then moved 1 space to the right to represent the 1 Humanity that the Haint gained from the Songsmith's Bust Action.



The Haint's Turn

Listed in each Scenario, on the page after setup, are the rules corresponding to the Haint, including rules for their Actions, Cycle Effects, Haunted Effects, and any additional Special Rules that are unique to the Haint.

The Scenario Book

In the image below, we see the first two pages of a Scenario, which includes the setup information (and story, Special Rules, and other important information) on the left page, and the Moods and Actions the Haint will perform on the right page. The Scenario Book will be used during the entire Scenario for Haint Actions and Events.

Always read the left page before beginning, as it will include important rules about any Haints in that Scenario!



Haint Moods

Haints have two different Moods that they switch out of and into, based on an assortment of effects listed in their Scenario. Haints always begin a Scenario in the topmost Mood (unless otherwise specified), and will use the actions, Haunted Effects, and other special rules listed there.

Changing into a different Mood represents some great alteration in the Haint's behavior. After the Mood changes, the Haint uses the Actions, Haunted Effects, and other special rules listed on that Mood's entry instead of the previous one. Haints are only ever in one Mood at a time. Actions, effects, and special rules from the other Mood are ignored.

The Mood Token

Players may use the Mood Token (shown to the right) to keep track of a Haint's current Mood. When a Mood changes, flip the Mood Token over to the other side.

Some players may find it easier to keep the Mood Token near the Scenario Book, placing it near the Haint's current Mood.



HAINT HUMANITY

Haints lost their Humanity long ago, and it is up to the Vagrants to help restore it so that they can finally be freed. A Haint's Humanity is denoted on the Humanity Track with both the Threshold Token and a Humanity Token, while the Break Track denotes how many more times they must be broken before they are saved.

As a Haint gains Humanity, move the Humanity Token from its location up a number equal to the Humanity gained, ignoring any Humanity gained beyond the Threshold Token. When a Haint's Humanity Token moves onto the Threshold Token, that Haint Breaks. If a Haint gains Humanity during their own turn, they continue the action as normal, even if they Break, and then resolve any Break effects after their action is complete.

If a Haint would lose Humanity, move the Humanity Token from its location down a number equal to the Humanity lost, ignoring any additional Humanity lost if the Token reaches zero.

Example

In the example below, we see the first portion of the Humanity Track. This is where players keep track of a Haint's Humanity.

The Humanity Threshold Marker has been placed on 13 during setup. At the start of most Scenarios, the Haint's Humanity Token is placed on 0, and the goal for Vagrants is to save that Haint by having that Haint gain enough Humanity so that they have 0 Breaks left.

Lose ←  → Gain



Threshold

Each Scenario with a Haint has a Threshold (indicated by the H in the example above), which varies based on total player count, that dictates how much Humanity a Haint must gain before they Break.

Breaking a Haint

When a Haint Breaks, lower the Haint's Break value on the Break Track by 1 and place their Humanity Token back to 0, ignoring any additional Humanity gained from the effect that caused them to Break.

The next turn a Haint would take immediately ends without any of their Actions performed, and all Vagrants in play gain 1 Humanity.

If a Haint has a Break value of 1 and they Break again, then they are no longer trapped on the train and are finally saved. This usually means that Vagrants have won the Scenario, but make sure to read the Win Condition of the Scenario, as it may have some additional requirements.

In the image to the right, we see the Break Track (located on the right side of the board), with the Break Marker on 2. This means that the Haint would need to Break twice before they are saved.



The Haint's Action

After a Vagrant has finished their turn, it is time for the Haint to take theirs. Unless another effect alters the turn order in some way (such as Breaking the Haint), a Haint will always take their turn after any Vagrant takes theirs.

A Haint's turn is performed in this order:

1. Determine the Haint Action
2. Determine the Target Priority
3. Move the Haint
4. Resolve the Haint Action
5. Add the Rummage Token to the Cycle Track

1. DETERMINE THE HAIN'T ACTION

At the start of a Haint's turn, the Vagrant who took the most recent turn draws a Rummage Token from the Bindle. The Haint will perform the Action listed in the Haint's current Mood that matches the Rummage Token drawn.

If a Haint draws an Event Token instead of a Rummage Token, resolve the Event and draw again for the Haint Action. If the Event Token states that it is kept, the Vagrant who took the most recent turn would keep the Event Token (read Event Tokens in the Bindle on pg. 15).

Set aside the Rummage Token that was drawn for this Action. It will be placed onto the Cycle Track after the Action is resolved.

Example

In the example below, we see a Haint Action. This action is performed when an Iron Nail is drawn from the Bindle.

Rummage Token



Special Target Priority Token


If an effect states that a Vagrant gains target priority, that Vagrant gains the Special Target Priority Token. While they have this Token, they become the target of the Haint's Actions until they lose the Token (by the effect that gave them the token, another effect, or another Vagrant gaining the Special Target Priority Token).

If you would lose target priority, the Token is put aside. It does not return to the Vagrant who had it last.



2. DETERMINE THE TARGET PRIORITY

When a Haint's Action requires a target, certain characters become higher priority over others. If the first option in the order is not available, then move to the next available option. If multiple targets are available for an option, move to the next available option, choosing only from targets available from both options.

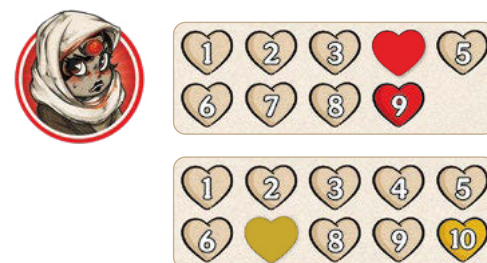
1. **Special Priority:** The Vagrant with the Special Target Priority Token (in any train car).
2. **Action Specific:** The Vagrant or a (non-Candle) Token that is considered the target priority from an Action or effect (in any train car). For example, an Action may state "target furthest Vagrant..." or "target closest Vagrant...".
3. **Candle:** The closest Candle in the same train car. Haints only target a Candle with Actions that would Move the Haint a number of spaces. 
4. **Hurt Vagrant:** A Vagrant with the most Humanity currently lost in the same train car. **The number of Wounds a Vagrant has is ignored.** Westbound Vagrants are not considered to be on the train board for this option.
5. **Nearby Vagrant:** The Vagrant closest to the Haint (in any train car). Westbound Vagrants are not considered to be on the train board for this option.
6. **Westbound Vagrant:** A Westbound Vagrant (in any train car).
7. **Recent Vagrant:** The Vagrant whose turn was the most recent (in any train car).

Example

In the example below, we see the Cursebearer and Revivalist in the same train car as a Haint. It's the Haint's turn. An Iron Nail has been drawn for the Haint Action, so the Haint performs I'm Goin' that Way (the Haint Action to the left). There are no Special Target priority Tokens on Vagrants, and there are no Candles on the train board. So, the target priority changes to the most Hurt Vagrant.

The Cursebearer has 5 less Humanity than her total Humanity, and the Revivalist has 3 less than his total Humanity. Even though the Revivalist is closer, the target priority goes to the Hurt Vagrant first.

Now that the Haint has a target priority, it will continue to Step 3 of its Haint Action, Move the Haint.



3. MOVE THE HAIT

Haints Move similarly to Vagrants, Moving orthogonally (left, right, up, and down, but not diagonally) on spaces in the train board.

Unlike Vagrants, Haints may Move through space occupied by Terrain and Vagrants. If a Haint Moves through or ends on a space occupied by a Vagrant, that Vagrant is Haunted (pg. 22). If a Haint would end its Move on a space occupied by a Vagrant or another Haint, that Vagrant (or other Haint) Moves to any adjacent open space of the player's choosing.

During their turn, a Haint only Moves during this step (unless specified by the Haint Action). Many Haint Actions have a Move value that indicates the number of spaces that Haint Moves during its turn.



Move value

When a Haint Moves, it will Move up to this number of spaces, so that it ends this Move in Range of the target for its current Haint Action.

While Moving this way, the Haint will go out of its way with any excess Movement to Haunt as many Vagrants as possible.

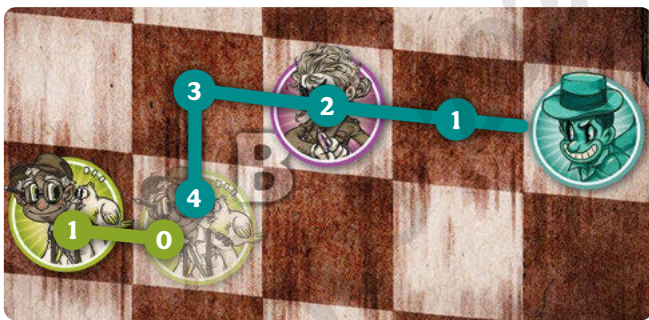
Haint Move Example 1 Standard Movement

In the example below, we see the Empress and Wayfarer in the same train car as a Haint.

It's the Haint's turn. The Wayfarer has Special Target Priority due to a previous effect, so they are the highest target priority.

A Rummage Token has been drawn for the Haint Action. The Action has a Move value of 4. The Haint then Moves toward the Wayfarer, Haunting the Empress along the way. Because the Wayfarer was exactly 4 spaces away from the Haint, the Haint ends their Move on the space previously occupied by the Wayfarer. The Wayfarer then Moves 1 space in any direction (so long as that space is open).

Then both the Wayfarer and Empress resolve the Haunted Effect. In this case, the Haunted Effect is "Lose 1 Humanity", so they both lose 1 Humanity.



Haint Actions Without Range

Some Haint Actions have a Move value but do not have a specific Range or target. These Haint Actions are treated as having a Range of 1 while Moving. The Haint will still Move toward the highest target priority, Haunting as many Vagrants as possible, ending their Move as close to the target priority as possible, in a space adjacent to or on the target, if able.

Already in Range

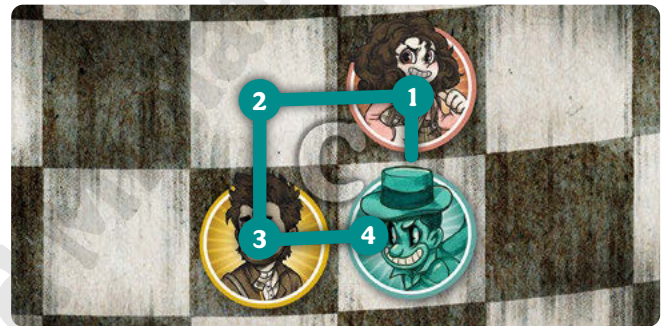
If a Haint would Move but is already in Range of the target, the Haint instead Moves so that it Haunts as many Vagrants as possible while ending its Move so that it remains in Range of the target for the action.

Haint Move Example 2 Already in Range

In the example below, the Haint is performing a Haint Action that has a Move value of 4 with a Range of 1.

The Revivalist is the target priority, so the Haint will need to end its Move adjacent (Range 1) to the target.

The Haint Moves in a way so that it Haunts as many Vagrants as possible, so in this case the Haint Moves so that it Haunts the Cursebearer first, and eventually ends up back where it started because it is the worst possible outcome for Vagrants (following the Hobo Code on page 1) while being in Range to the target at the end of the Move.



Target Priority Not in Range

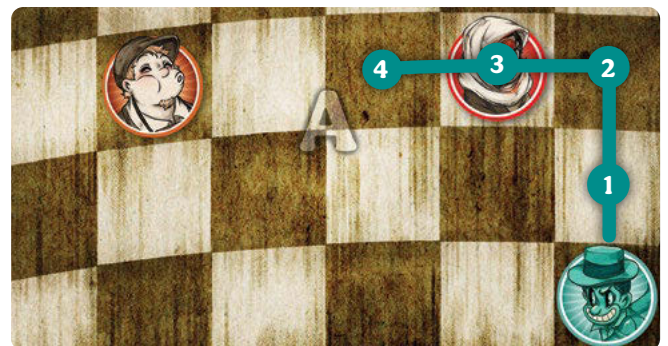
If the target priority is not in Range of the Haint Action and won't be after Moving, the Haint still Moves toward the target priority, Haunting Vagrants along the way.

Note: During the Resolve Action step (pg. 21), the target priority may change after Moving, if there is another target available within the Range of the Haint Action after the Move is resolved.

Haint Move Example 3 Target Priority Not in Range

In the example below, the Haint is performing a Haint Action that has a Move value of 4 with a Range of 1.

The Songsmith is the target priority. There are many ways the Haint can Move, but only one way to Haunt another Vagrant along the way. The Haint Moves a number of spaces equal to get as close to the target priority as possible while Haunting the Vagrant along the way.



Multiple Move Options

If a Haint would Move, but there are multiple paths that the Haint can take, first choose the path that follows the Hobo Code (if there are multiple options, choose the resolution that would create the worst outcome for Vagrants, pg. 1).

There may be instances during a Haint's Movement where there is not a potential worst outcome. In those cases, players may choose (and if they cannot, roll Bones to decide!).

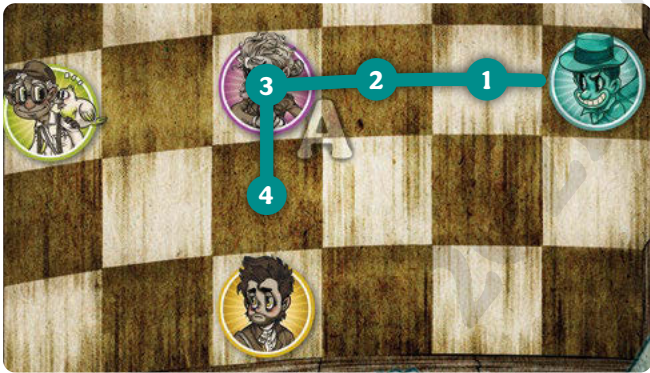
Haint Move Example 4 Multiple Move Options

In the example below, the Haint is performing a Haint Action that has a Move value of 4 with a Range of 1.

The Empress is the target priority, so the Haint will need to end its Move adjacent (Range 1) to the target.

The Revivalist has more Humanity than the Empress (which is why the Empress is target priority in the example), but less Humanity than the Wayfarer, and the same number of total Wounds. Because of this, Moving toward the Revivalist is the worst possible outcome. The Haint Moves 1 space toward the Revivalist while still being in Range of the target (the Empress) to perform the Haint Action.

But if the Revivalist and the Wayfarer both had their maximum Humanity and the same number of Wounds, players would decide what is the worst outcome in that given situation, based on other factors. Maybe the Wayfarer had more Haint Effects. Maybe the Wayfarer had already taken his turn this round and won't be able to move again until the next round. These examples and more may be included when deciding what is considered the worst outcome for the Vagrants.



4. RESOLVE THE ACTION

After a Haint has finished Moving, resolve the Haint Action's effect(s) as written.

If the Haint Action Moved the Haint in such a way that it wouldn't be able to perform the Action against its target (such as Moving onto a Candle or Moving but not being in Range of the target), it will instead take the action targeting the next available target (listed in the target priority on the previous page) that is within the Range of the Action.

If the Haint Action cannot be resolved, its effects are ignored.

Example

In the example on the right, we see the Haint Action, I'm Goin' That Way.

The Revivalist is the target priority, and he is in Range after Moving.

The Revivalist loses 3 Humanity, and the Haint Action is then resolved!



I'm Goin' That Way

Target Vagrant loses
3 Humanity.

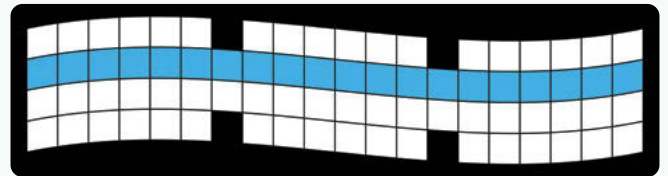


Area of Effect Actions

Some Haint Actions impact specific areas of the train. These Actions will include visuals that indicate the area that is affected by the Action's effect(s).

Some of these Haint Actions will provide these visuals as potential examples, but the Action text may give more specific instructions that may adjust what the visual is attempting to interpret.

Always fully read the Haint Action text!



5. ADD THE RUMMAGE TOKEN TO THE CYCLE TRACK

After the Haint Action has been resolved, the Rummage Token that was drawn for that Action is now added to the Cycle Track.

More on Cycling and the Cycling Effect can be found on the next page (22).

After the Rummage Token is added to the Cycle Track, the Haint's turn is over.

CYCLING AND THE CYCLE EFFECT

Many Haints have a Cycle Effect. The Cycle Effect may change depending on a Haint's current Mood. This Cycle Effect can be anything from another Action to a constant effect that stacks throughout the Scenario.

When the number of any Rummage Token on the Cycle Track is equal to (or exceeds) its Cycle value, the Cycle Effect is resolved by reading and performing the Cycle Effect text based on the Haint's current Mood at the end of the current character's turn.

After the Cycle Effect is resolved, all Rummage Tokens on the Cycle Track are added back to the Bindle. Then shake the Bindle to give it a good shake to shuffle the Tokens inside.

The Cycle Track

In the example below, we see the Cycle Track. Rummage Tokens are added to this Track when they are discarded from an effect or used by a Vagrant or a Haint.

The first Rummage Token to reach its Cycle value (5 for Iron Nails, 4 for Candles, 3 for Salt, and 2 for both the Rabbit's Foot and Apple) on the Cycle Track triggers the Cycle Effect written in the Scenario book.

After the Cycle Effect is resolved, then all the Rummage Tokens on the Cycle Track are added back into the Bindle.



HAUNTED

If a Haint Moves into a space occupied by a Vagrant (or a Vagrant Moves into a space occupied by a Haint), that Vagrant is Haunted.

After the current Move is resolved, resolve the Haunted Effect written in the Haint's current Mood in the Scenario book on any Vagrants that have been Haunted this way.

The Haint continues to Move, if able, after Haunting a Vagrant. A Vagrant may only be Haunted once per turn.

Example

In the example on the right, we see the Haunted Effect for the first Mood of the Turned Faces (the first Haint Vagrants will encounter).

If a Vagrant is Haunted by the Turned Faces, that Vagrant loses 1 Humanity.



Turned Faces But Not Alone

Special

Vagrants within Range 2 of the Turned Faces cannot remove Spooked (O).

Cycle Effect

No Turnin' Back Now: Vagrants in the same train car Move 1 toward the Turned Faces. Then, Vagrants adjacent to the Turned Faces gain Spooked (O).

Remember: The Cycle Effect occurs at the end of the current character's turn.

Haunted Effect

Goosebumped: Lose 1 Humanity.

HAINT EFFECTS

In many Scenarios, Vagrants may gain Haint Effects, which will usually hinder or hurt them in some way. These Effects may occur from a Haint's Action or from an Event. In the Scenario Rules, each Haint Effect is represented by either a black or white Haint Effect Token. Haint Effect Tokens do not stack (unless they specifically state that they do). Normally, a Vagrant may only gain 1 of each type at a time.

During a Scenario, Haint Effects remain on the Vagrant until they are removed in a specific way stated in the Haint Effect text. If a Haint Effect is still on a Vagrant at the start of the Camp Phase, it is removed.

For more on Haint Effects, read Negating Haint Effects on the Rummage Token page on 15.



Black



White

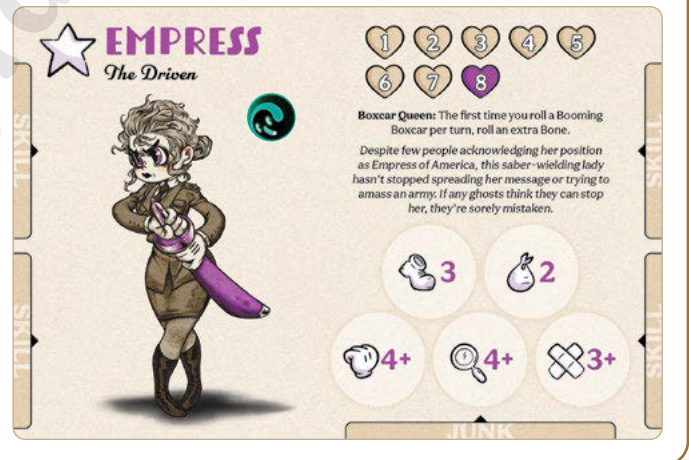
Example

In the example below, we see that the Empress has gained a Haint Effect because she has added the black Haint Effect Token to her Vagrant card.

This Haint Effect is **Spooked**, which the Empress gained due to a Haint's Action.

Spooked states "If you end your turn in Range 2 of the Turned Faces, lose 2 Humanity. To remove Spooked, discard Salt."

The Empress doesn't currently have Salt, so she will want to Rummage and hope to pull Salt from the Bindle so that she can remove **Spooked**!



Winning and Losing Scenarios

VICTORY AND SAVING A HAIT

Each Scenario has a Victory Condition. Many Victory Conditions are as simple as “Save the Haint”, which means Vagrants will win that Scenario once the Haint has gained all of their lost Humanity (and they have no more Breaks).

If players met the Victory Conditions of a Scenario, they will read the Victory Moment at the start of the Camp Phase, listed on that Scenario’s Camp Phase page.

DEFEAT

If all Vagrants are Westbound during a Scenario (pg. 13), they are defeated. Some Scenarios may also include different or additional ways for Vagrants to be defeated, listed in the Defeat section of that Scenario’s Special Rules.

If a Scenario does not include special Defeat text, then refer to the default Defeat effect.

Victorious or defeated, Vagrants will move on to the next Scenario, albeit a little worse for wear.

If players were defeated during a Scenario, they will read the Defeat Moment at the start of the Camp Phase, listed on that Scenario’s Camp Phase page.

Where to Find Victory and Defeat Conditions

The Victory Conditions are found on the first page of every Scenario, and Defeat text will only be included if there are additional ways to lose beyond all Vagrants becoming Westbound.

MILE POSTS

Some effects in Vagrantsong (especially Victories) will reward players with Mile Posts, which are used to track the progress players have made during the game. Some Mile Posts represent finding specific items while others may represent saving Haints.

When a Mile Post is gained, go to page 41 in this Rule Book and check off that Mile Post’s corresponding box.

Then, at the bottom of the Mile Post page, check off the total number of Mile Posts gained. Once a certain number of Mile Posts are gained, Vagrants will gain access to special Moments that may have long-lasting impacts to their game.

If players are interested in playing the Vagrantsong campaign multiple times, we encourage visiting the Vagrantsong Resources website at www.wyrd-games.net/vagrantsong to print out the Mile Post page.

RITUALS

The Haints in Vagrantsong have all lost their way, but can be saved by completing tasks that resonate specifically with that Haint. These are called Rituals, and will greatly help the Vagrants along their journey.

Each Scenario has several Rituals that the Vagrants can perform to help them reach victory, providing powerful effects upon their completion. Rituals provide Vagrants with specific objectives that they can attempt to achieve in order to make the Haint easier to save. Some Rituals will ask a single Vagrant to complete the objective while others will ask for the participation of all Vagrants.

Not all Rituals will have a clear or immediate answer; some may require some exploration or experimentation to discover their requirements. While it’s usually not required to complete Rituals to win a Scenario, always read the Victory text to make sure!

Rituals are double-sided cards, with one side providing the objective that must be met and the other providing the reward once the objective is complete. Make sure **not** to read the reward side of the card until the Ritual has successfully been performed! Any Rituals that have not been completed do not give their rewards; any that the Vagrants do successfully accomplish will give out the rewards on the back of the Ritual card either immediately, during the Camp Phase, or sometimes both. These usually come in the form of extra Coins to spend, which give the Vagrants more options when preparing for the next leg of their journey.

Regardless of whether Vagrants are victorious or defeated in a Scenario, any Coins that were gained from completed Rituals are kept and are available to use during the Camp Phase.

Example

In the example below, we see a Ritual card from the first Scenario, Shelter from the Storm, including the Ritual card’s objective side and the Reward side once the objective has been met. When playing, make sure not to flip over to the Reward side until the objective is met, though!



Scenario Phase Conclusion

Rounds continue until the Scenario’s Victory condition is met or until all Vagrants have become Westbound (in which case, read the Defeat text during the Camp Phase).

Once the Scenario Phase is complete, the Camp Phase begins.

Example Round

Below is a step-by-step example of a round in a 2-player game. Here, we see the **Revivalist** and **Cursebearer** facing off against a dastardly **Lost Soul**. Don't worry, this example Scenario doesn't exist during the campaign, so reading this doesn't spoil anything!

1. The Start of Round 4

In this example, the Scenario has already begun (so setup has already happened) and the players have already played through the first 3 rounds.

Before anything else, the round starts off with the Vagrants moving the Round Marker up one space to Round 4. For this example Scenario, there are no additional effects at the start of the round.

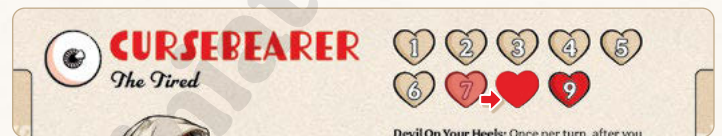
Both the **Revivalist** and **Cursebearer** discuss who would like to go first. The **Cursebearer** says she'd like to take the first turn - she hopes to Investigate a nearby Event.



With only a single Coin (C) in the **Investigate** Action, the **Cursebearer** can only roll 1 Bone. With a single roll of a 3, the **Cursebearer** succeeds, as it matches her **Investigate** value (3+), allowing her to read the 1+ Success text:

"The symbol seems to be of a skeletal figure riding a top a cargo train. Weird! You gain 1 Humanity. Remove Event C from the train board."

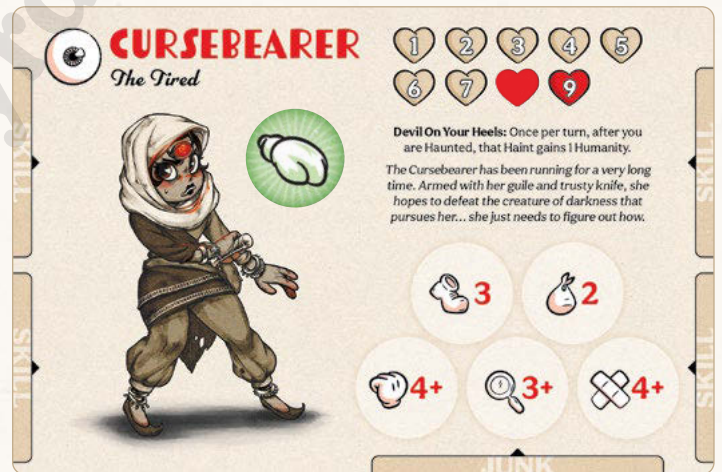
With this success, the **Cursebearer** increases her Humanity from 7 to 8, removes the Event Token from the board, and continues with the last General Action she put a Coin on at the start of her turn.



2. Vagrant Turn - Cursebearer

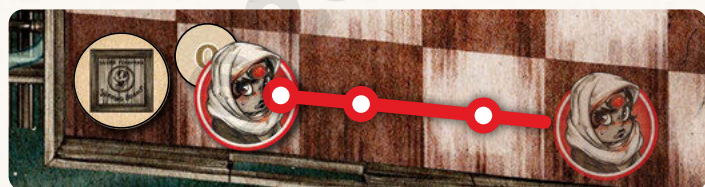
As the first Vagrant who wants to take a turn this round, the **Cursebearer** sees an opportunity to utilize her quick speed to Investigate a nearby Event Token, and decides to split up her Actions by placing each of her 3 Coins (C) into different General Actions: **Move**, **Investigate**, and **Rummage**.

With her final Action, the **Cursebearer Rummages** (R), allowing her to draw and keep 1 Rummage Token from the Bindle. She reaches into the Bindle and pulls out a Rabbit's Foot (RF), and places it on her Vagrant card to use later.



Starting with **Move** (M), the **Cursebearer** can Move a number of spaces equal to her Move Value (3) for each Coin in the Action. With this, she Moves 3 spaces to her left to end in the same space as Event 0.

That's the end of the **Cursebearer's** turn!



3. The First Haint Turn

As she shares a space with an Event Token, the **Cursebearer** takes the **Investigate** (I) Action, allowing her to read the text of Event 0:

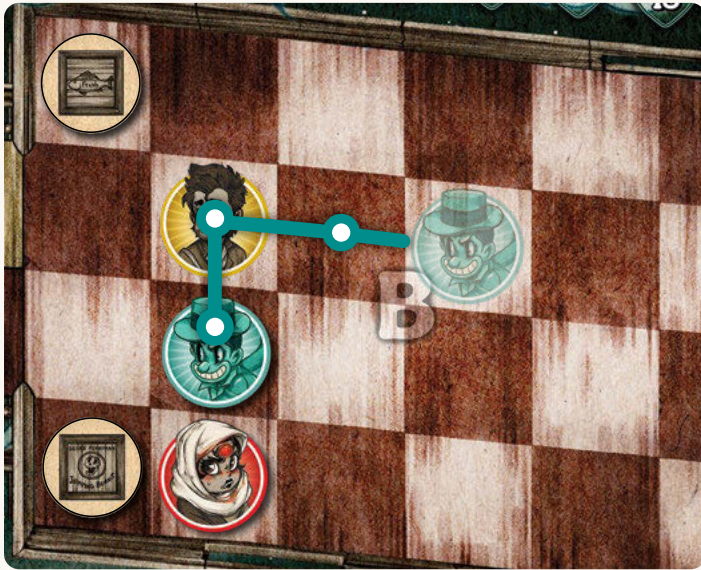
As the most recent Vagrant to take a turn, the **Cursebearer** draws a Rummage Token from the Bindle for the Haint's Action. She draws an Iron Nail (IN), resulting in the **A Need for Speed** Action.

"There's a peculiar symbol on the sides of these boxes. Investigate."



For this Action, the **Lost Soul** simply Moves 3 spaces towards his target (in this case, the **Cursebearer**, as she is currently the most Hurt Vagrant).

Because the **Lost Soul** does not have enough movement to reach the **Cursebearer**, the Haint will Move as close as possible to her, Haunting as many other Vagrants in his path as possible. The Haint Moves to his left to Haunt the **Revivalist** before ending adjacent to the **Cursebearer**.



As the **Revivalist** was Haunted (pg. 22), he must resolve the **Lost Soul**'s Haunted effect, **A Touch of Sadness**, and loses 1 Humanity, bringing him down to 9 Humanity.

Haunted Effect
A Touch of Sadness: You lose 1 Humanity.



That's the end of the **Haint's** first turn!

4. Vagrant Turn - Revivalist

After being Haunted, the Revivalist is ready to fight back, so he decides it's best to go all out on the Haint and places all 3 of his Coins (🪙) into the **Soothing Hymn** Skill ("If you rolled any doubles for this Action, you gain 2 Humanity. Then, for each success, target gains 1 Humanity."). After checking to make sure his target (**Lost Soul**) is within Range (↔️ 1-2), the **Revivalist** continues with his Action.



The **Soothing Hymn** Skill has a Bone value (🦴) equal to the number of Coins (🪙) in the Skill (in this case, 3). The **Revivalist** rolled a 6 and two 1's. That would normally mean just 1 success, but he's in luck! A 6 is a **Booming Boxcar** (pg. 10), which allows him to roll an additional Bone. The next roll results in a 4.

With **Soothing Hymn**'s Success value (✓) of 4+, the **Revivalist** now has 2 successes. As a result of the Action, the Haint gains 1 Humanity for each success, for a total of 2 Humanity, increasing his current Humanity from 4 to 6.



Additionally, as the **Revivalist** rolled doubles for his Skill (two 1's), the **Revivalist** will also gain 2 Humanity, returning him back to full Humanity.



That's the end of the **Revivalist's** turn!

5. The Second Haint Turn

As the most recent Vagrant to take a turn, the **Revivalist** draws a Rummage Token from the Bundle for the Haint's Action, drawing a Candle (🕯️), resulting in the **Ghostly Touch** Action.



For this Action, the **Lost Soul** will again target the most Hurt Vagrant (the **Cursebearer**). Because she is within his Range for the Action (↔️ 1), she will lose 3 Humanity, reducing her Humanity from 8 to 5.

That's the end of the Haint's second (and last) turn this round!



6. End of Round

After all Vagrants have taken their turns and the Haint has finished their last turn, the round ends and a new round will begin.

The Camp Phase

The Camp Phase occurs after each Scenario Phase has concluded. It is a time of bonding, recovery, and preparation for the Scenario that comes next. The Camp Phase is broken into two parts, **Tear Down** and **Build Up**.

This is the first Camp Phase page that players will interact with in the Scenario book, after the Turned Faces.

VICTORY AND DEFEAT MOMENTS

Make sure to read either of these Moments before continuing with the Tear Down Phase!

TEAR DOWN

Tear Down and the steps that happen in order, starting with Restore Humanity and ending with Clean Up Scenario.

CAMP ACTIONS

Victory Read Moment 28

Camp Phase

Defeat Read Moment 29

Tear Down

1. RESTORE HUMANITY → 2. CLEANUP SCENARIO

Build Up

1. SPEND COINS

Skills to Acquire

Left: This little dance might help move you outta harm's way. (Skill #2)

Right: Looks like the saying "the early bird gets the worm" turned out to be true. (Skill #1)

Camp Actions

Heal 1 Wound / Fix Broken Junk (1 coin)
 Rummage (1 coin)
 Draw Different Junk (1 coin)
 Acquire Junk (3 coins)
 Perform a Séance (1 coin, per Vagrant)
 Bank Coins (1 coin)

2. SAVE GAME (OPTIONAL)

3. MANAGE VAGRANTS

4. WITNESS THE IN-BETWEEN

5. START NEXT SCENARIO

Remember!
 Acquiring Skills also increases your total Humanity!
 We recommend acquiring both Skills if you are able.

Look, you just saw a bunch of faceless phantoms who were in the same predicament as you. Stuck on this train to nowhere...

And now you're talkin' to a cat. Don't make it weird, or else I won't offer you the help you so desperately need.

Now, what're you hungry for?

DC

BUILD UP

Build Up, starting with Spend Coins on the unique Skills that can be acquired, based on the previous Scenario. pg 27

BUILD UP CONTINUED

Build Up resumes after Camp Actions are performed.

DC

DC and his dialogue with the Vagrants.

DC is a mysterious and supernatural cat who sells Junk to the Vagrants between Scenarios.

While Vagrants may not know why he is willing to lend a helping hand, his presence is appreciated nonetheless!

Tear Down

During **Tear Down**, players will put away components from the previous Scenario, and if players are done playing for the day, they may pack away the game. These next steps are done in order.

1. RESTORE HUMANITY

Vagrants flip over their card from Westbound to normal, if needed, and restore all their lost Humanity, placing their Humanity Token back onto their maximum Humanity.



If a Vagrant is Westbound at the end of a Scenario, they must permanently discard the Skill card beneath their Westbound Action card now.

Haint Effects (and In-Between Effects) are also removed from Vagrants. Skill cards remain Wounded (for now).

Any Coins that are not available to a Vagrant (such as having placed them on the train board, or having lost them from a game effect) are now returned to them.

2. CLEAN UP SCENARIO

During this step, put away any components from the previous Scenario, such as Haints (their standee, Tokens etc.), Event Tokens, and Terrain.

Additionally, remove any unused Event Tokens from the Bindle, and return any Rummage Tokens to the Bindle (including any on Vagrant cards).

If the Séance card was not used during the previous Scenario, it is also discarded, and must be purchased again.

Build Up

During **Build Up**, players pool their Coins together to use as a collective resource, prepare for the next Scenario, and adjust the Vagrants they are playing. These next steps are done in order.

1. SPEND COINS

For this step, players are given multiple options and Actions that are unique to the Camp Phase that they can perform.



Players will collaboratively make choices during this step. All Coins from each Vagrant that played the previous Scenario (including those earned from completed Rituals) will be pooled together and used as a resource for these choices. Coins are returned to each Vagrant during the Witness the In-Between step.

During this step, players may permanently discard any of their Broken Junk cards (either attached to a Vagrant or in their Belongings) to gain a Coin for each Broken Junk card discarded.

Any Coins that were gained from Rituals from the previous Scenario or from discarded Broken Junk that are not spent during this step are removed and cannot be used later.

Players discuss how the Coins should be spent. Every player should have a say in the discussion.

Each option has a cost (listed beneath the Action on the Camp Phase page), which dictates how many Coins must be spent on that option.

During this step, the Actions available to the Vagrants are:

- Acquire New Skill(s)
- Heal a Wound/Fix Broken Junk
- Rummage
- Acquire Junk
- Draw Different Junk
- Bank Coins
- Perform a Séance

Acquire New Skill(s)

Two Common Skills per Scenario are made available to players. A Common Skill can only be acquired once, and players may not return to previous Camp Phases to acquire Skills from previous Scenarios. While players will not know the specifics as to how the Skill functions before it is purchased, there will be some accompanying text to give players a general idea of what to expect, such as what side the Skill can be slotted into, and a hint to suggest what the Skill might do when performed.

Each new Common Skill costs 2 Coins. Once the Skill is acquired, all players should discuss who should receive the Skill. The Vagrant that is chosen then adds the Common Skill to one of their Skill slots, removing another Skill from a slot, if necessary. Skills removed this way may be placed in the Belongings (pg. 28).

If Vagrants are asked to read Moments instead of Acquire Skills, then any Skills they would gain from those Moments do not cost Coins to acquire.

Heal a Wound/Fix Broken Junk

Players may choose to heal Wounds on any Vagrant at the cost of 1 Coin per Wound.

Junk that was Broken during the previous Scenario can also be fixed this way (remember: Apples cannot fix Junk).

Rummage

For 1 Coin, players may Rummage 1, just like the Rummage General Action. They carry any Rummage Tokens acquired this way into the next Scenario.

The Rummage Token may be given to any Vagrant in play.

Acquire Junk

At the start of the Camp Phase, shuffle the Junk deck and draw the top card from the top of the Junk deck and reveal it to all Vagrants. This Junk card is now available for purchase.

DC, a mysterious cat who visits Vagrants when they camp for the night, will offer Junk to purchase at a cost of 3 Coins. Like Skills that are acquired during the Camp Phase, players decide which Vagrant gains the acquired Junk. If that Vagrant already has a Junk card, they may place the old Junk in the group's Belongings.

Only one Junk card may be purchased during each Camp Phase.

Draw Different Junk

For 1 Coin, Vagrants may place the Junk that DC offered on the bottom of the Junk deck and draw a new Junk card.

The discarded Junk is added back to the deck, and then the deck is shuffled.

Setting Up the Junk Deck

During the very first Camp Phase, take all the Tier 1 Junk cards and shuffle them, then place the top Junk card from the deck near DC to represent the Junk he is offering during the Camp Phase.

Vagrants will sometimes be instructed to add cards to the Junk deck. When this happens, shuffle the new Tier of Junk cards into the Junk deck before drawing a Junk to potentially be acquired.

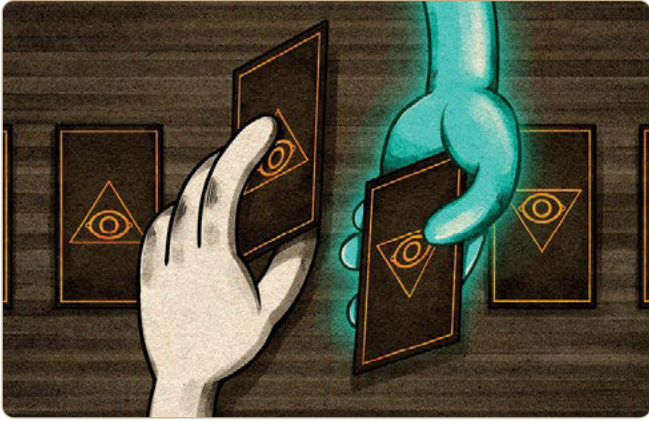
Perform a Séance

For 1 Coin per Vagrant in play, Vagrants may gain the Séance card to gain a potential bonus specific to the next Scenario. The Séance card can only be used during the next Scenario. Based on the Scenario, the Séance may be a one time use or recurring effect, so make sure to read the Séance rules in every Scenario!

Séance Card

This is the Séance card. It is placed on the train board when Vagrants perform a Séance.

For each Scenario, Séance cards have unique effects and may be used at various times. If you have the Séance card at the start of a Scenario, make sure to read its effects on the Scenario setup page!



Bank Coins

DC, that strange cat, seems very interested in your Coins. He says he's willing to hold onto some.

Vagrants may choose to Bank any number of Coins each Camp Phase. Those Coins cannot be used for anything else during the Camp Phase.

If they do, go to the Mile Post page (pg. 41) and mark off a number of unmarked boxes in the "Banked Coins" section equal to the number of Coins Banked. When marking off these boxes, they are not considered Mile Posts.

Once a certain number of Coins are Banked, Vagrants will gain access to special Moments that may have long-lasting impacts on their game.

2. SAVE GAME (OPTIONAL)

If players feel their session is complete, they should place their Vagrant cards, Skills, and Junk back in the box. To do so, each Vagrant places their Skill and Junk cards on top of their Vagrant card. Wounded Skills (and Junk) stay face up as Wounds (and Broken). Take each group of cards from each Vagrant and stack them, then place them back into the box.

When players are ready to return to Vagrantsong, they do so by continuing the Camp Phase, starting with Managing Vagrants and continuing with Witnessing the In-Between.

3. MANAGE VAGRANTS

During this step, Vagrants may either shape their character by switching out Skill or Junk cards, or choose a new Vagrant altogether.

If a Vagrant would like to try a different Skill or Junk, or are in need of a Skill/Junk because they have that slot open, they may take a Skill/Junk card from the Belongings (or immediately trade Common Skills or Junk with another Vagrant) and place it on their Vagrant card, so long as they have the available slot open.

If they do not have a slot open, they will have to add a card to either the group's Belongings or their own Personal Belongings first.

Vagrants may also swap out Exclusive Skills that they already have in their Personal Belongings.

Wounded Skill cards may not be traded or added to the Belongings until they are healed.

Belongings

Belongings represent Junk and Common Skills that Vagrants aren't actively using, but may want to later. The number of Junk and Skill cards in the Belongings is limitless, allowing for players to build their Vagrants how they want as the game continues.

Players are free to switch Junk and Common Skill cards in and out of the Belongings during the Camp Phase.

Personal Belongings

Each Vagrant also has their own Personal Belongings, which includes any Exclusive Skills that they have gained throughout the game, but are not currently using. Like the group's Belongings, there is no limit as to how many a Vagrant can hold. These Skills cannot be traded, but may be swapped in and out during the Manage Vagrants step.

Choosing a New Vagrant

During the Manage Vagrants step, players may also choose to play as a different Vagrant if they would like. To do so, first permanently discard any Exclusive Skills that you have learned as the Vagrant you no longer wish to play. Starting Skills are not permanently discarded this way and may be taken if a player decides to play that Vagrant.

Then keep any non-Wounded Common Skills and non-Broken Junk they would like to keep as the new Vagrant. Then choose a Vagrant that is not Westbound and gain that Vagrant's Starting Skills (listed in the Vagrant section on pg. 6), even if they were permanently discarded by another player.

The Vagrant that was once being played is now available for another player.

It is important to note that changing Vagrants will generally make that player weaker (due to losing those Exclusive Skills that were earned along the way) and is not encouraged for this reason unless a player is not enjoying a Vagrant's playstyle.

Adding New Players

If a new player would like to join, they may do so during the Manage Vagrants step. Their Coins are not added to the group's pool of Coins that are used when choosing Actions during the Camp Phase, but the Vagrant that player chooses may gain any Skills and/or Junk from the group's Belongings.

4. WITNESS THE IN-BETWEEN

As Vagrants venture further toward the front of the train, they often see a brief glimpse of the world outside. But each Vagrant sees or experiences something slightly different, unique to themselves.

Coins that were pooled together as collective resources at the start of the Camp Phase are now returned to each Vagrant.

To Witness the In-Between, draw the top card from the In-Between deck. Any player reads out loud the story text and the options below. Do not flip the card over to read the other side just yet. Some In-Between cards may have specific instructions, such as deciding on a single choice as a group.

After the front of the In-Between card has been read, place the In-Between card in an area where everyone can read it. Each player then makes a choice on how their Vagrant reacts to the environment they are witnessing. **These choices are made individually in secret and should not be discussed beforehand.** To do so, each Vagrant will place their relevant Coin (A for choice A, etc.) face down next to the In-Between card.

Once all Vagrants have made their decisions, flip the In-Between card over. Each Vagrant then resolves the effects of their decision individually. Once the In-Between card has been resolved, place it in the box, not back into the In-Between deck. This concludes the Camp Phase.

The In-Between deck is in numerical order right out of the box and should not be shuffled. They are drawn and read in order (written at the top of the card). If they are ever unintentionally shuffled, put them back in numerical order.

In-Between Effects

Some choices will provide the Vagrant with a special type of Haint Effect during the next Scenario. These In-Between Effects remain on the Vagrant during the next Scenario and are not removed until the beginning of the next Camp Phase, or until the effect text states when it is removed.



In-Between Card

This is the first In-Between card that players will read after completing the first Scenario. A player will read the card out loud and then everyone will individually (and anonymously) choose A, B, or C by placing their chosen Coin face down near the In-Between card.

When everyone has made a decision, flip over the In-Between card to find out what happens next!



5. START NEXT SCENARIO

Vagrants should progress to the next Scenario, as indicated by the Victory or Defeat text or In-Between cards.

Remember: If the In-Between card drawn previously has any lasting effects for the next Scenario, these will carry over and must be applied. Also, if Vagrants performed a Séance during the Camp Phase, they receive the Séance benefits for the next Scenario they undertake.



That's It!

That's the end of this Rule Book! You have now learned just about everything you need to know.

The next section in this Rule Book is the Moments section, which you will only need when instructed to read a specific Moment. But otherwise, don't read them!

If you gain a Mile Post, go to page 41.

Moments

Spoiler Warning!

Do not continue to read this page unless you were instructed to read a specific Moment. This is spoiler territory!

Additionally, Moments unrelated to the Vagrantsong Demo have been removed to avoid spoilers.

Moment 28

After a moment, standing in silence, they each relax their shoulders and let out a sigh of relief. One by one, the Turned Faces begin to slowly vanish out of sight. You can feel the burdens lift from their shoulders, but yours are only beginning.

If all 3 Rituals were completed and there were no Vagrants who became Westbound during the Scenario, gain the **Cold Shoulder** Mile Post.

After the Camp Phase, continue to the next Scenario on page 5 of the Scenario Book.

Moment 29

Each of them shakes their head in unison, knowing the hardships you will endure before you are able to escape, just as they once tried. Their failures trapped them here, but failure is not the end.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 5 of the Scenario Book.

Moment 30

His limbs violently flail and lash out, unready to let go. The blue flames pouring from his eyes extinguish, and he vanishes from sight like a windswept balloon. For a brief but welcome moment, all is quiet.

If all 3 Rituals were completed and there were no Vagrants who became Westbound during the Scenario, gain the **Fiddle Skin** Mile Post.

Continue with the Camp Phase and the In-Between to find where the journey takes you next.

Moment 31

He looms over you like a storm cloud, ready to swallow you whole. A door in the distance peels from the dark, and a finely dressed figure enters. The sight alone of this shadow is enough for the man of skin to run like the wind.

Read **Moment 13**. You may continue with the Camp Phase and the In-Between to find where the journey takes you next.

Moment 13

Death is not the end. Or, at least it doesn't have to be.

The man made of darkness and shadow stands before you, smiling. At least you think he's smiling. As soon as you look away from his face, you completely forget what he looks like.

But no matter how hard you try, you'll never forget the way he smells. Ashes. Like a building or forest that's been burned down... It's smothering, overwhelming.

"I know you don't want to be here," his words slither out like cigarette smoke, and just as poisonous. "Frankly, neither do I. But like you, I don't have much of a say in the matter. An old debt must be paid. And I'm here to collect."

His eyes, or where his eyes might be, flash a fiery blue. "Don't worry your pretty little faces. I'm not here for you, at least not yet. I'm here for *him*. And that fancy fiddle of his..." He stops himself, smoldering.

"For now, you and I are on the same side of the tracks. So, let's make a deal. You scratch my back, and I'll scratch yours."

He lays it all out on the table, but nothin' here makes a lick of sense. Three chances are all you've got before you have to face the music. Whatever that means...

MAKING A DEAL

If **all** Vagrants in play became Westbound during a Scenario, they are offered an opportunity to return to the living.

Go to the Mile Post page on 41 and check off the topmost Revive box, then read the associated Moment on this page.

If there was a box to check off, then all Westbound Vagrants flip their Vagrant card over to the normal side, then flip over all their Wounded Skills to heal them.

Vagrants may spend their Coins as normal during the Camp Phase. Any Coins gained from Rituals are kept for the Camp Phase.

Moment 13.a

"It happens to the best of us. Consider this one just a slip up. An oopsie-daisy," he says through words of billowing smoke. "I'd offer this one on the house, but you know how things are these days."

Do you? Come to think of it, what *is* today? How long have you been on this thing?

"This train won't take you yet, if that's your concern. You still have your part, just like I've got mine."

You can't help but notice that the walls of the train car have all turned black, like fresh charcoal.

He pulls out a piece of paper. It's the only thing in this place that isn't - or wasn't - set on fire at some point. It looks like a plain contract.

"I'm going to need for all of you to sign. Formalities. Tracking. These resurrections don't grow on trees. The higher-ups..." You couldn't help but notice that he pointed downward. "...they like that joke more."

If you haven't already, flip all of your Wounded Skills over so that they are healed, as well as your Westbound Vagrant cards.

If you don't already have it, gain the **Signed & Sealed** Mile Post.

Mile Posts

General

- Cold Shoulder
- Fiddle Skin
- Mr. Briefcase
- Signed & Sealed
- The Night Away
- See the Light
- Reunited

Tunnel Vision

- Headstrong
- Candle in the Wind
- To Be Free
- Going Down?
- Safe at Last
- Dream On

Snowblind

- Float On
- Stay Frosty
- By the Sun
- Clean Plates
- Full but Empty
- Fireworks

Bone Orchard

- Six Feet Under
- Breathe in the Air
- Craggy Aggie
- Wrecking Ball
- Broken Bells
- Into the Hollow

Progress Trackers

Total Mile Posts

Read Moment 72

Read Moment 73

Read Moment 74

Progress tracker for Total Mile Posts. A row of 20 squares with markers for Read Moments 72, 73, and 74. The squares for Read Moments 72, 73, and 74 are highlighted in gold.

Banked Coins

Read Moment 84

Read Moment 83

Progress tracker for Banked Coins. A row of 20 squares with markers for Read Moments 71, 84, and 83. The squares for Read Moments 84 and 83 are highlighted in gold.

Doors

- A
- B
- C

Bells

- Bell 1
- Bell 2
- Bell 3

Revives

- Moment 13.a
- Moment 13.b
- Moment 13.c
- Moment 70



You can find a printable version of this page (and more Vagrantsong resources) at wyrd-games.net/vagrantsong

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