

# Oath, The Older, Game of Thrones-ish Cousin of Arcs



## Oath <--> Arcs

Game <--> Chapter

Era <--> Game

Oaths & Visions <--> Ambitions

Legacies <--> Leaders & Lore

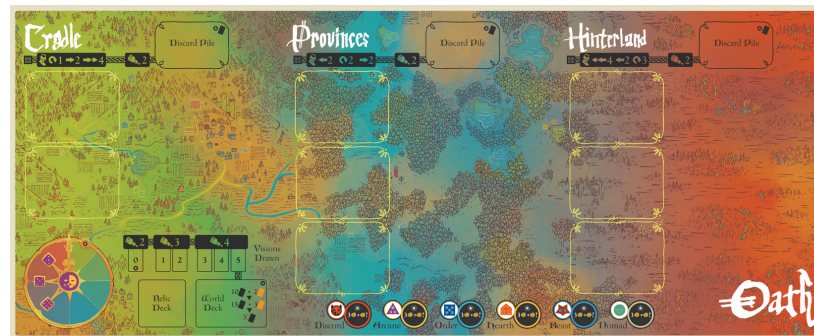
Denizens <--> Guilds & Unions

Advisors <--> Advisors

Favor & Secrets <--> Resources

Insane Dice <--> Insane Dice

Name a Constellation <--> Battle Amongst The Stars

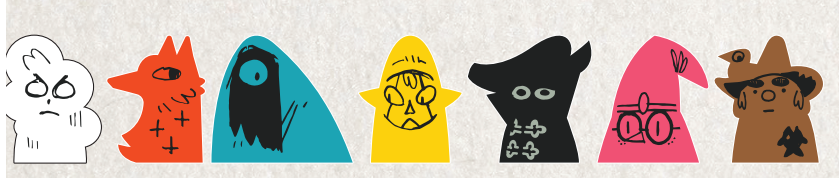


# Oath



You want to be this guy (The Chancellor)...

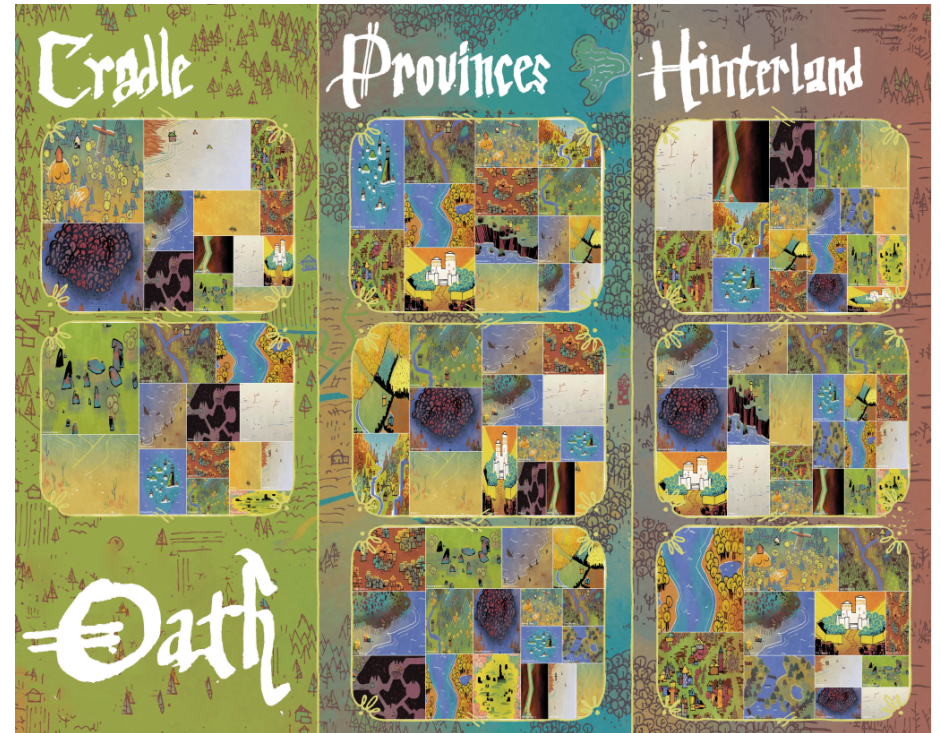
...But you start out as one of these schmucks:



**Introduction** - "Oath is a game about history. It's about what gets forgotten, who gets left behind, and how power moves from one part of society to another. In each game, players will steer the fate of the land, affecting all the games to come. Like history, a campaign of Oath has no end."

Establish your reign by ruling the lands. Keep your reign by keeping your Oath. Overthrow the Chancellor by becoming the Usurper, by fulfilling a Vision or Succession. Dominate an Era.

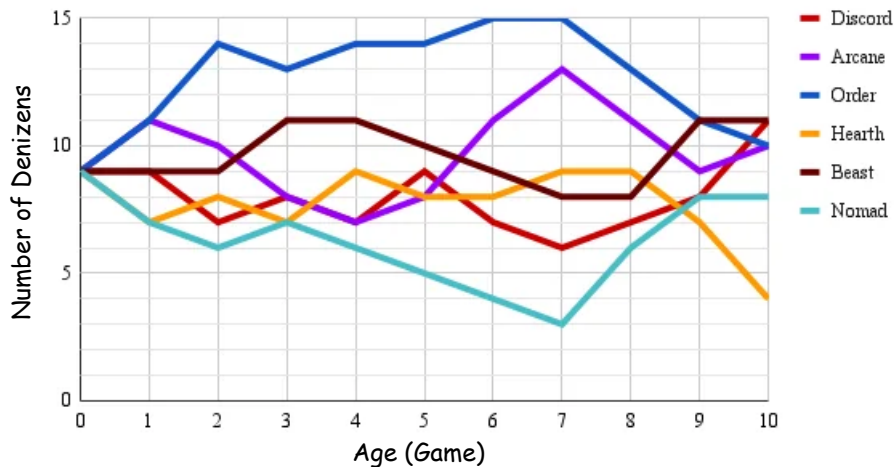
## The Changing World



## Denizens of The World...



...Ebb & Flow Across Time



## Win a Game...

- Chancellor - Honor Your Oath
- Citizen - Meet the Successor Goal
- Exile - Fulfill a Vision or Become The Usurper

## Win an Era?

## The Chronicle

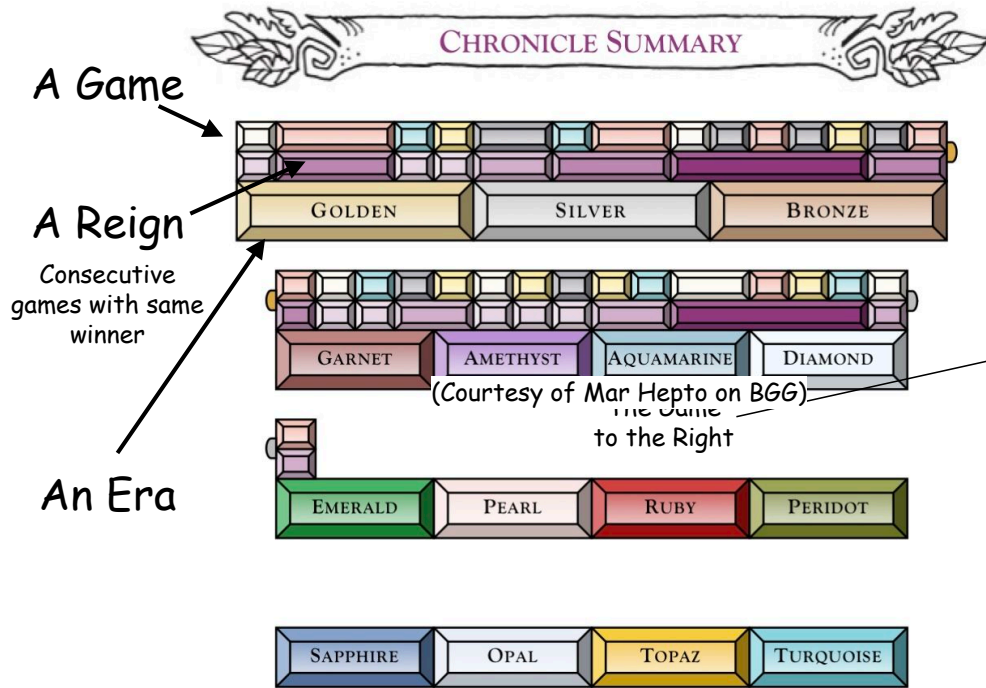
End of A Game Is Just The Beginning  
Rule The Arc of History...

The Throne - New Chancellor, Sets the Lands, A New Oath, New Edifices

The People's Favor - Welcomes New Denizens

The Darkest Secret - Banishes Denizens To The Dispossessed

# History...



Lineages	Game				
	1	2	3	4	5

Era: \_\_\_\_\_

(Courtesy of Mar Hepto on BGG)

# A Game

**CHANCELLOR'S CURSE REVERSED** GEN 29

**AQUAMARINE AGE**  
01/23/24

**STEVE I THE DEIFIED** — Stockpiled holy relics. Called Exiles to the River for baptisms by fire. A cult of devoted warbands extended his new dynasty. Wow!

**RYAN ON THE LEVEL** — Founded a prestigious Wizard School at the Tribunal, thereby revealing his dark schemes. Preferred secrets over advisers. Honest.

**DAVID THE PEEP** — Chirped a Birdsong to win the People's Favor. Then won at the Gambling Hall only to raze it. Tossed a coin to determine two fates.

**OHSLUND THE CIVIC** — Flipped sites and sides after losing the Grand Mask and seizing the Bandit Crown. Sadly, awarded the Key to the City too late.

**MARJORIE THE ROTATOR** — Cycled through the Hinterland, destroying everything in her orbit. Received a Field Promotion, but fielded no visions.

**WHISTLE BECKONS**  
Never a foot too far, even!

**Record of Victory**

**Herald True Names**

Book of Records • Whistle  
Grand Mask • Ring of Devotion  
The Grand Scepter

# How Do You Win A Game?

When you win a game, and become Chancellor, you declare an Oath. You win the next game, by honoring that Oath....

Unless a Citizen meets the Successor Goal...

(Note, for Citizen to win, the Chancellor has to honor their Oath, and Citizen has to meet the Successor goal)

When you are an Exile, you can win by becoming the Usurper.

- Meet the Oath...and hold onto it (Good Luck!).

Or by revealing a Vision, and fulfilling it by the start of your turn.

(Note, 3 of the 4 Visions have to do be drawn in order to win. If you win with a Vision, it becomes your Oath for the next game.)

The first game, either win by Oath of Supremacy or Fulfill a Vision



If the Chancellor meets their Oath (and wins), they must chose another Oath for next game.



	<p><b>Vision of Conquest</b></p> <p><i>If drawn from world deck, increase Visions Drawn. Exiles can play this faceup on their Revealed Vision space.</i></p> <p><b>WAKE:</b> You win if you rule the most sites and at least three Visions have been drawn from the world deck.</p>
	<p><b>Vision of Sanctuary</b></p> <p><i>If drawn from world deck, increase Visions Drawn. Exiles can play this faceup on their Revealed Vision space.</i></p> <p><b>WAKE:</b> You win if you hold the most relics and at least three Visions have been drawn from the world deck.</p>
	<p><b>Vision of Rebellion</b></p> <p><i>If drawn from world deck, increase Visions Drawn. Exiles can play this faceup on their Revealed Vision space.</i></p> <p><b>WAKE:</b> You win if you hold the People's Favor and at least three Visions have been drawn from the world deck.</p>
	<p><b>Vision of Faith</b></p> <p><i>If drawn from world deck, increase Visions Drawn. Exiles can play this faceup on their Revealed Vision space.</i></p> <p><b>WAKE:</b> You win if you hold the Darkest Secret and at least three Visions have been drawn from the world deck.</p>

<p><b>OATHKEEPER OF SUPREMACY</b></p> <p>RULES THE MOST SITES</p>	<p><b>OATHKEEPER OF PROTECTION</b></p> <p>HOLDS THE MOST RELICS</p>
<p><b>SUCCESSOR TO THE CHANCELLOR</b></p> <p>HOLDS MORE RELICS</p>	<p><b>SUCCESSOR TO THE CHANCELLOR</b></p> <p>HOLDS THE PEOPLE'S FAVOR</p>
<p><b>OATHKEEPER OF DEVOTION</b></p> <p>HOLDS THE DARKEST SECRET</p>	<p><b>OATHKEEPER OF THE PEOPLE</b></p> <p>HOLDS THE PEOPLE'S FAVOR</p>
<p><b>SUCCESSOR TO THE CHANCELLOR</b></p> <p>HOLDS THE GRAND SCEPTER</p>	<p><b>SUCCESSOR TO THE CHANCELLOR</b></p> <p>HOLDS THE DARKEST SECRET</p>

# How Do You Win An Era?

An Era spans either:

- A certain number of games (I'm thinking we select this option first). Most points win!
- Or reach a predetermined number of points (which could have interesting variations)

Each game, the Winner (the Chancellor) gains 3 points...Plus

Each legacy scores 1 point per matching card at sites you rule. Do not include advisers.

The winner can also give Legacy points (2 to 1) to another player(s). (Note, losers do not score any points, unless given to them by the winner)

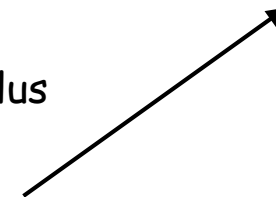
At the end of an Era....reset the scores....but nothing else changes. If you are Chancellor at the end, you are still Chancellor at the beginning of the new era. If you are at the bottom at the end, you are at the bottom at the new beginning.

(Era definitions are a man made construct over the flow of time....)

Yellow wins. They score 7 points: 3 for winning, 1 for The Needle and 3 for Matchmaker.

They give 2 points to Blue for helping them, costing 4 points.

Ultimately, Yellow scores 3 points, and Blue scores 2.



Lineages	Game				
	1	2	3	4	5

Era:

# Legacies

					
Hold the Grand Scepter.	Rule the most sites.	Hold the Darkest Secret.	Hold the People's Favor.	Rule the most cards of this suit (even advisers).	Hold the relic of the highest value (see below).

At the beginning of each game. Players draw 2 legacy cards, and keep one facedown in their play area, and returns the other to the box.

...


At the end of the game, players flip their dormant legacies whose goals they meet to active, and they discard their dormant legacies whose goals they don't meet.

Then, Exiles flip their active legacies whose goals they do not meet to dormant. Imperial players don't do this, and do not discard them.

Finally, if any players have more than 3 active legacies, they discard excess active legacies in turn order. Shuffle all discarded legacies back into the legacy deck.

**GOAL.** Gain this legacy if you end the game with the relic of the highest value.


**BONUS POINTS.** If you win, you gain 1 more lineage point for each Hearth card at a site you rule.




### Oaths of Loyalty

Whenever you would gain a starting adviser, bury it instead.


**CHRONICLE (WORLD):** In Gather Denizens, keep your advisers. You start with them facedown in the next game.






### Circle of Swords

**SETUP:** You gain eight starting warbands (instead of three). If you're Imperial and other Imperials would gain fewer than three, you gain less.






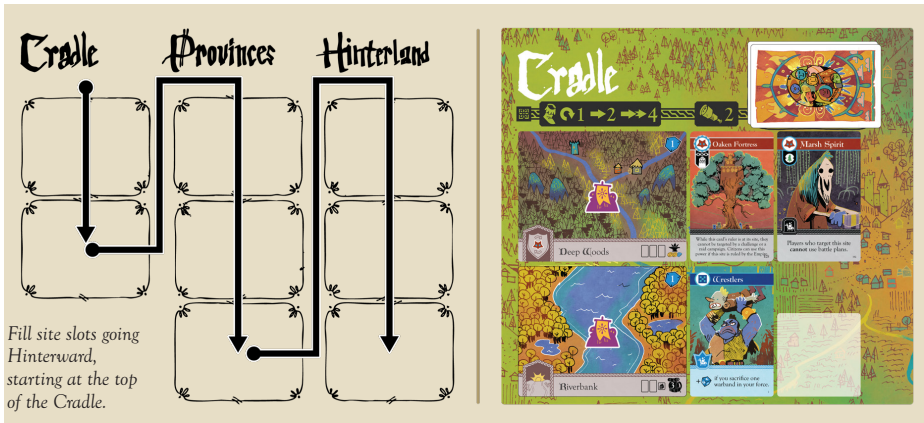
### Gatekeeper

Set Foundation III to Public Ambitions.

**CHRONICLE (SUN):** Before players resolve legacies, you may take one active legacy from an enemy if you meet its goal.



# The World

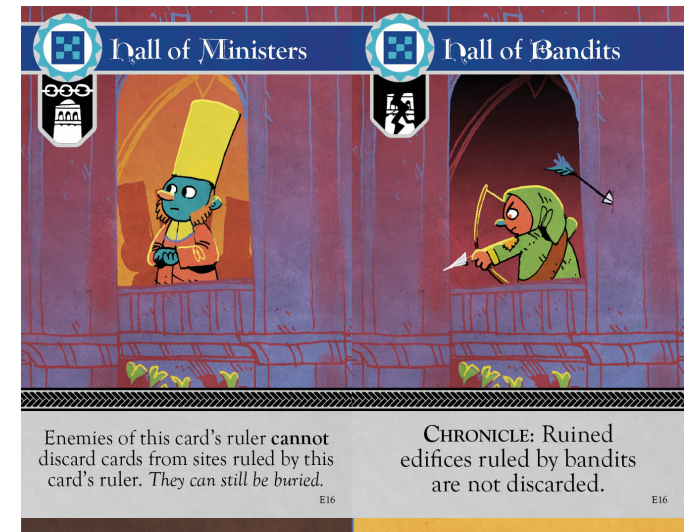


Sites have the following elements.

- 1. Starting Resources:** Favor or secrets placed on the site in setup. (With the *Wide Horizons* foundation, it is placed when the site is *Explored*.) During your Wake Phase, you may take one favor or secret on your site if no enemy pawns are there.
- 2. Defense Dice:** The number of defense dice it adds when targeted in a Campaign.
- 3. Capacity:** The number of denizens and edifices that the site can hold—it cannot hold these cards beyond its capacity in any way. After any action, if a site has no warbands on it, immediately place bandit warbands on it equal to its capacity.
- 4. Relic Slots:** The number of relics the site can hold.
- 5. Site Power:** See the list of powers below.



If You Are The Chancellor,  
Build An Edifice, A  
Monument To Your Rule  
(which may help your  
future generations hold on  
to it)



# Suits - Denizens Make The World Go 'Round

...The People, Places & Things of the Lands...

**Order** - The warband economy and other military powers. Order has more battle plans than any other suit, which tend to give you very straightforward +/- effects or perks (Longbows, Outriders, Code of Honor.) Some Order cards also reward you for ruling a lot of sites (Toll Roads, Curfew), meaning a large Empire often benefits from them the most. An Exile who's leaning towards Order generally needs to stack their defenses on a single site, making it borderline impenetrable (The Keep, Tome Guardians.) But using those battle plans and building a huge army will cost you a lot of favor, which is why they're weak to...

**Hearth** - The favor economy and the People's Favor. Hearth has a ton of powers that let you control the flow of favor, either by moving it to and from the Hearth bank (Welcoming Party, Memory of Home) or by draining it from other places (Saddle Makers, Salad Days, Charming Friend.) They'll make your trades more efficient (Marriage) and enemy campaigns more inefficient (Vow of Peace, Hearts and Minds.) But this is all assuming your enemies need favor in the first place, which is why they're weak to...

**Beast** - The supply economy and messing with all the other economies. Many beast cards grow more versatile as a function of the number of beast cards at sites. Their powers generally give you greater flexibility; they'll allow you to shift cards (Roving Terror, Bracken), travel (Forest Paths), muster (Animal Playmates, Vow of Beastkin, Animal Host), and trade (Birdsong) without spending supply and/or favor, and they'll even let you act halfway across the map without moving at all (Small Friends, Wild Allies). Their battle powers are primarily defensive and make you annoying to target (Insect Swarm, Giant Python, Marsh Spirit). But they can easily be unsettled by a mobile opponent launching quick, brutal attacks, which is why they're weak to...

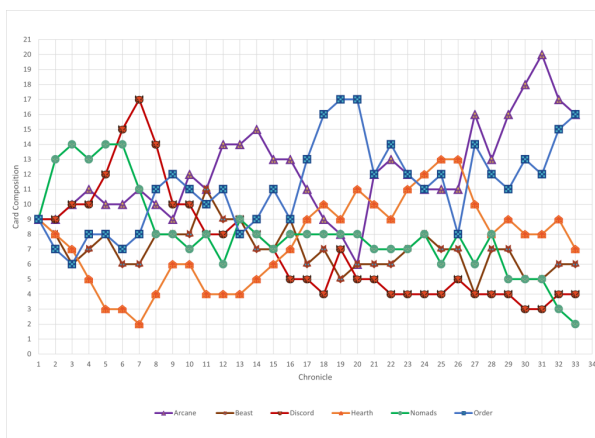


**Nomad** - The travel/site economy and exploiting rule. Many nomad cards grow more powerful if only a single person rules the suit (Lost Tongue, Great Crusade, Vow of Kinship). They also let you travel across the map more easily, as their name might indicate (A Fast Steed, Waystation, Tents). They have the second-highest number of battle plans, most of which cost no resources but must be discarded after use (Horse Archers, Storm Caller). As such, their help will either be temporary, or you'll have to spend time following them around the discard piles. Their machine is powerful but delicate and vulnerable to disruptions, which is why they're weak to...

**Discord** - Drama, chaos, confusion and madness. Discord has more When-Played cards than any other suit - I call them the "plot twist" cards. They cause huge shakeups in the game (Dissent, Salt the Earth, Key to the City) and can be catastrophic (or delightfully evil!) if played at the right time. It also has the most locked advisor cards, which are mostly "deal with the devil" style effects that give great powers at great costs (Insomnia, Assassin, A Small Favor). Their battle plans are extremely powerful in very specific circumstances (Disgraced Captain, Cracked Sage, Book Burning.) But their abilities are typically unpredictable and don't help you build a long-term economy, which is why they're weak to...

**Arcane** - The secret economy and the Darkest Secret. Arcane cards either generate secrets (Wizard School, Blood Pact) or cost secrets; the latter are expensive to use but also very, very consistent. A few good arcane cards in a player's advisors early on can swing the game (Alchemist, Spirit Snare, Cracking Ground) as long as they can afford to use them. Several of their powers reward you for holding the Darkest Secret (Fire Talkers, Terror Spells, Rusting Ray). But those squishy mages won't help you wield an army without a lot of prior buildup, which is why they're weak to...

**Order!** And so on. (Courtesy of Mar Hepto on BGG)



# Suits - Denizens Make The World Go 'Round

**Keep**

If defeated in a raid, after the attacker takes what they targeted, place your pawn at this site and end the action. *Do not burn favor, move pawn, etc.*

**Ballot Box**

ACTION: If you have an adviser matching a card at this site, replace all warbands on this site with your warbands. Remove any that can't be replaced.

**Giant Python**

ACTION: If you hold the Darkest Secret, move Giant Python to another site, and you may discard a card there first.

Other cards at this site **cannot** be used for non-persistent powers or placing.

**Moving Market**

After trading with Moving Market, you may move this card to any site with capacity. If you do, gain from the bank.

**Book Burning**

If you're victorious in a raid, burn all on the defender's board except their last.

**Quick Exit**

ACTION: Place an enemy pawn at your site onto any other site.

**Honor Guard**

ACTION: Choose a player with no advisers whose pawn is at your site. Bury a faceup adviser they have.

**Village Idiot**

After mustering with this card, gain from the bank.

**Bog**

ACTION: Discard a relic you hold to gain from the bank.

**Royal Stables**

Travel costs one less Supply (minimum 1).

**Riots**

WHEN PLAYED, discard all denizens at sites in this region. Burn the same number of from the People's Favor.

**Golem Legions**

You may muster by placing on Golem Legions. *It counts itself as a matching adviser.*

- Place one favor on the card.
- Burn one favor, returning it to the shared bank.
- Place a faceup secret on the card.
- Burn a faceup secret, returning it to the shared bank.

Some denizens have restrictions on where and how they can be played.

Site      Adviser      Locked Adviser

Examples of action modifiers.

There are 3 types of battle plans: red are used by attackers, blue by defenders, and gradient by either.

Persistent Power

# The Political Spectrum



## Chancellor

### Privileges and Imperial Laws

Steward of Imperial Domains. You rule Imperial sites on your turn and Exiles' turns. You defend Imperial sites in campaigns, and you are the only Imperial who can hold the Oathkeeper of Supremacy title.

Refreshing Supply. Your Citizens refresh their Supply to match yours during their Rest Phase.

Warband Transfers. As a minor action, you may give or receive Imperial warbands from Imperials at your site who consent.

Imperial Tactics. You may use all battle plans at Imperial sites.

You may use battle plans in Imperials' play areas with their consent.

Any Imperials may pay their costs and meet their requirements.

Imperial Infighting. You may raid other Imperials.



## Citizen

### Laws and Restrictions of Citizenship

Seal of the Empire. You rule Imperial sites on your turn.

Chancellor's Eye. You need the Chancellor's consent to take warbands from sites.

Warband Transfers. As a minor action, you may give or receive Imperial warbands from Imperials at your site who consent.

Imperial Tactics. You may use battle plans in Imperials' play areas with their consent. You may use battle plans at Imperial sites with the Chancellor's consent. Any Imperials may pay their costs and meet their requirements.

Imperial Infighting. You may campaign against other Imperials.

Self-Exile. As a minor action, you may give favor to the Chancellor equal to your warbands on here (min 3): replace them with warbands of your color, flip your board, refresh Supply to full, and end your Act Phase.



## Exile

You are a step above a bandit....



# The Economy



**36 FAVOR TOKENS**

*Favor represents your influence with the various denizens of this land.*



**20 SECRET TOKENS**

*Secrets represent your knowledge of ancient truths or well-cloaked lies.*

# Relics – Pieces That Give You Power & Extra Abilities

<p><b>Sticky Fire</b> <span style="float: right;">3</span></p> <p>If you're victorious, you may kill all the warbands in your enemy's force. If you do, you <b>must</b> give them  if able. <span style="float: right;">R01</span></p>	<p><b>Cursed Cauldron</b> <span style="float: right;">2</span></p> <p>If you're victorious, gain 1 warband per enemy warband killed in this campaign. <span style="float: right;">R02</span></p>	<p><b>Brass Horse</b> <span style="float: right;">2</span></p> <p><b>ACTION:</b> Reveal the top card of your region's discard pile. Place your pawn at a different site with a matching card. If you cannot, place it at any site. <span style="float: right;">R03</span></p>
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# Foundations – Change The Game Setup To Your Benefit

## Foundation III: Quiet Ambitions

Each player draws 2 legacy cards, keeps one facedown in their play area, and returns the other to the box.

## Altered Foundation III: Public Ambitions

Deal 4 legacy cards to a faceup row near the map. In the Chronicle Phase, any players can activate these legacies by meeting their goals. *The outgoing Chancellor still breaks ties among all players.* Return any legacies that are not activated to the box.

# The Banners



## BANNER OF THE DARKEST SECRET (DOUBLE-SIDED)

*This banner represents your mysterious aura that intrigues and seduces everyone.*



## BANNER OF THE PEOPLE'S FAVOR (DOUBLE-SIDED)

*This banner represents the support for your mission from all around the land.*

# The Chronicle - The End Is Just The Beginning

## 1. The Sun

### Resolve Legacies

Reveal all facedown relics held by players. Then, check legacies.

Dormant legacies become active if their goal is met. If not, discard them.

Active legacies of Exiles become dormant if their goal is not met.

Players discard down to 3 active legacies. Shuffle discarded legacies into their deck.

- If there is no Chancellor, the winner meets the goal of Hold the Grand Scepter legacies.
- All Imperial players rule Imperial sites for meeting legacy goals.
- The Chancellor or first player breaks goal ties.

### Crown Chancellor


The winner becomes the Chancellor and takes the Grand Scepter.


**If an Exile won**, their dormant legacies become active. Old Imperials, even in the box, become Exiles. Discard the Reliquary.


**If a Citizen won**, the former Chancellor becomes a Citizen.

NOW, FLIP THIS CARD OVER

### Assign Tasks

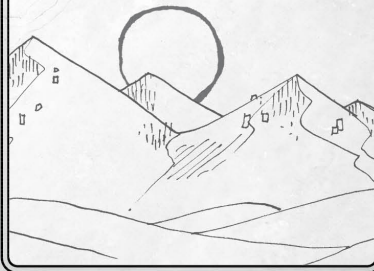
 The winner takes the Throne task card.

 The player with the People's Favor takes the World task card.

 The player with the Darkest Secret takes the Beacon task card.

**If no one holds a banner**, the winner may give its task to anyone.

**If a player holds both the Beacon and the World tasks**, they must give away one of them.



## 3. The World

### Separate Visions

Set aside all 5 Vision cards.

### Gather Denizens

Shuffle together all denizens from the discard piles and players' advisers.

Return all but 9 denizens of these to the world deck. Don't look at the cards yet.

Split these 9 denizens into three stacks of 3 denizens each. Flip two of these stacks faceup.

### Protect and Dispossess

Choose one faceup denizen stack to protect: Secretly choose 1 denizen as a facedown starting adviser you keep for the next game, and add the other 2 denizens facedown to the world deck.

Place the other two stacks, 6 denizens in total, behind the Dispossessed divider in the box.

# The Chronicle

## End of A Game Is Just The Beginning

### Rule The Arc of History....

The Throne - New Chancellor, Sets the Lands, A New Oath, New Edifices

The People's Favor - The World, Welcomes New Denizens

The Darkest Secret - The Beacon, Banishes Denizens To The Dispossessed

(The last two are how the denizen mix changes....)

## 2. The Throne

### Offer Citizenship

You may offer Citizenship to any players.

Their board flips and you gain rule of their sites. Their dormant legacies become active.

### Shape Empire

You may remove warbands from sites you rule, except the last. If you rule none, replace the warbands on your site with one of yours.

Then, discard all denizens **you don't rule**. Discarded ruined edifices go back in the box.

### Build Edifice

You may **bury** a denizen at a site you rule to replace it with a **matching** edifice you choose from the Edifices box section.

Burying ignores the locked restriction. Buried denizens go to the bottom of the world deck. Buried edifices go back in the box.

### Stock Reliquary

Add all your relic cards to the Reliquary facedown. Discard relics in excess of five.

NOW, FLIP THIS CARD OVER

### Scatter Relics

Set aside the Grand Scepter and Reliquary.

Shuffle together discarded relics and all relics held by players.

Deal relics from this shuffled pile to fill empty relic slots at sites, going Hinterward.

### Score Lineage Points

The winner scores 3 points + extra points for their legacies: each legacy scores 1 point per matching card at each site they rule.

Then, they may give points to other players, spending 2 points for each point given.

Finally, record scores, circle the Chancellor's score, and underline each Citizen's score.

### Swear an Oath

If a Vision won, set the Oathkeeper goal to match that Vision.

Otherwise, choose an Oathkeeper goal that is different from the current Oath.



## 4. The Beacon

### Introduce Newcomers

Choose 3 different suits. Draw 3 of the first, then 2 of the second, and then 1 of the third from the Archive.

### Welcome a Stranger

Examine the drawn cards.

Keep one as a facedown starting adviser for the next game, and add the other five to the world deck.

### Shape Foundation

You may flip one altered foundation to its normal side unless an active legacy is altering it.

## 5. The Stars

### Write in the Stars

The winner draws and names a constellation on the back of the era scorepad.

### Archive Rival Sites

At each site **not ruled by the winner**, remove any pieces and stack any cards at the site on top of the site card.

Stack these sites with their cards, one by one, going Hinterward. Place them on the Recent Sites side of the Atlas box, and place the Empire divider in front of them.

### Clean Up

Return all pieces to their banks.

### Play Again?

















**If playing again**, unify the Empire going Cradleward and set up the next game.

Otherwise, store the rest of the sites in the same way as rival sites, slip on the Atlas box cover so the Recent Sites side is on the same side as the Cradlemost site, and return the other pieces to the box.

# How A Turn Rolls.....

Wake Phase - Check for a win (Usurper, Visionary). Use Wake Powers - Take Wealth, take one favor or secret if no enemy pawns are preset at your site.


## Action Phase:


	<b>SEARCH:</b> Draw three cards, discard two, and play one.	+	
	<b>TRAVEL:</b> Move your pawn to a different site.		
	<b>CAMPAIGN:</b> Attack an enemy's sites or their pawn.		
	<b>MUSTER:</b> Gain warbands from a card at your site.	+	
	<b>TRADE:</b> Gain favor or secrets from a card at your site.	+	
	<b>FORGE:</b> Draw a relic by spending favor and secrets.	+	
	<b>RECOVER:</b> Try to take a relic at your site by rolling dice.	+	
	<b>CHALLENGE:</b> Take a banner from an enemy or the bank.	+	


Rest Phase: Use Rest Powers, Clean Up Favor & Secrets, Refresh Supply


# Player Aid - Stuff You Can Do


## Action Reference

 **Search** 2-4 SUPPLY  
Draw 3 cards from deck or region's discard. Play 1 to advisers, or play 1 to your site and gain 🗳️ from matching bank. Discard the rest.

 **Travel** ? SUPPLY  
Move your pawn to a different site. Supply cost is shown on your pawn's region.


 **Campaign** 2 SUPPLY  
Conquest against sites, or raid an enemy pawn at your site along with their relics and banners. (See next page.)


 **Muster** 1 SUPPLY  
Place 🗳️ on an empty denizen at your site. Gain 1 warband + 1 per matching adviser.


 **Trade** 1 SUPPLY  
Place 🗳️ on an empty denizen at your site. Gain 🗳️ + 🗳️ per matching adviser.

OR

Burn 🗳️ and place 🗳️ on an empty denizen at your site. Gain 🗳️ per matching adviser.

 **Forge** 1 SUPPLY  
If you rule your site, place the 🗳️/🗳️ its Forge shows on 3 empty denizens there to draw a relic.

 **Recover** 1+ SUPPLY  
Try to take a relic from your site by rolling 🗳️. (See next page.)

 **Challenge** 1 SUPPLY  
Take a banner by placing more 🗳️/🗳️ on it than it had. If an enemy holds it, your pawn must be at their pawn's site. (See next page.)

## Campaign Summary

Type	Defense Force	Targets / Defense Dice
Conquest	Targeted sites	🗳️ Sites
Raid	Defender's board	🗳️ + 🗳️ Relics Banners

**Defeat Kills:** Kill half of the defeated warband force, rounding down (*to kill less*). Return the rest to the defeated player's board.

**Raid Victory:** Discard all of the defender's facedown advisers (*including Visions*) and facedown relics. Burn half their favor 🗳️, rounding down (*to burn less*). The attacker places the defender's pawn on a different site.

**Empire Rules:** Citizens rule Imperial sites on their turn. Chancellor defends Imperial sites. Imperials may use other Imperials' battle plans with consent, and the Chancellor gives consent for those at Imperial sites. Imperials may campaign against each other.

## Recover

Roll 2🗳️. If you roll 🗳️ equal to or greater than your site's Recover difficulty, peek at its relics and take one.

After seeing the roll, you may spend 1 Supply again to roll +2🗳️ and add them to your total. You may repeat this as much as you want, as long as you spend Supply.

## Challenge

Take a banner you don't hold. If a player holds it, your pawn must be at the same site as their pawn.

Adjust the banner's 🗳️/🗳️ following the left ribbon from top to bottom (*rulebook page 32*). "Half" rounds down (*to lose or burn less*).

You **must** place more 🗳️/🗳️ on it than it had before!

# Player Aid

## Minor Actions

0 SUPPLY

PLAY or discard facedown adviser. USE ACTION on card. PEEK at relics at your site. REVEAL relics you have. MOVE warbands between your board and your site if you rule it. NEGOTIATE with pawns at your site to exchange favor and relics.

## Card Reference

### Card Restrictions

These apply only when cards are faceup.



This card can only be played to your **site**.



This card can only be played to your **advisers**.



This card cannot be discarded. *But it can be buried!*

### Card Powers

**To use a power, you must have access to the card.**

You can access faceup cards you rule and ones at your site (*except for battle plans*). You rule cards in your play area (*such as your advisers*) and at sites you rule.

Card powers often have **costs** on their braid:



Place 1 favor on this card.



Place 1 faceup secret on this card.



Place 1 favor in the shared bank. *Not a favor bank!*



Place 1 faceup secret in the shared bank.

You can only place / onto cards with no / on them (*except when using battle plans in campaigns*).

## Site Reference



### Plains

This site has no power.



### Coast

Traveling from here to a Coast/Island costs only 1 Supply and ignores other Travel modifiers.



### Island

This site is a Coast. Also, traveling to here costs +2 Supply unless you're traveling from a Coast.



### River

**WAKE:** You may place your pawn on another River. *This is not a Travel action.*



### Mountain

Traveling to this site costs +1 Supply.



### Pass

If your pawn is outside this region, you **cannot** travel to other sites in this region or target other sites in this region during campaigns.

**Ignore this power if you rule the Pass.**



### Enduring

Cards are not discarded from this site in the Chronicle Phase during the Shape Empire step.



### Homeland

When playing a card to this site matching its Homeland suit, you may discard a card here first.



### Dual Powers

Sites can have multiple powers.

## And Some Other Stuff...



### COMPONENT LIMITS AND CAPACITY

Oath is component-limited except for favor, secrets, and dice. If you are prompted to gain or take components, but the source of that component does not have enough, gain or take as many as possible.

Banks and boards can hold any number of a given component unless prompted otherwise.

### PUBLIC AND PRIVATE INFORMATION

In play, the following information is private: the card fronts of cards in all discard piles, the card backs of cards in the world deck beyond the first, and the card fronts of any facedown cards outside of your player area. **All** other information in play is public. *This includes the card backs and number of cards in discard piles, and the numbers of favor, secrets, and warbands on boards. No, you cannot switch facedown advisers under the table or otherwise mix up which is which.*

In the Atlas box, all information is private except the first site on the Recent Sites side and any denizens and edifices stored with it.



Players may discuss and lie about private information.


## Weird Things About Oath

These rules are important but can lead to some confusions.

### DRAWING, PLAYING, AND DISCARDING CARDS

**Draw three cards, unless...** Whether you're drawing from your region's discard pile or the world deck, draw three cards. Stop drawing if you draw a Vision from the deck or if there are no cards left to draw, but don't stop drawing if you draw a Vision from a discard pile!

**When you play a card, pay attention to its restrictions.** If it shows a tree  under its suit, it can only be played to your site. If it shows a person , it can only be played to your advisers. Only Exiles can play the true Visions faceup, but anyone can play the Conspiracy.

**You can always play a card as a facedown adviser.** Doesn't matter whether it has a tree . Doesn't matter whether it's a Vision and you're the Chancellor. You can always play it facedown!

**Discard cards facedown.** Even though most games have faceup discard piles, *Oath* doesn't.

**Discard to the next region out.** Cards from the Cradle always discard to the top of the Provinces discard pile. Cards from the Provinces discard to the Hinterland. Cards from the Hinterland discard to the Cradle. Don't discard a card to the same region it came from!

### USING CARDS

**You can use the powers of cards at your pawn's site and all cards you rule,** whether they're in your advisers or at remote sites. This is different from the Trade and Muster actions, which say "your site," meaning the site where your pawn is, not other sites you rule. Basically, if you're taking the actions on your board, you're doing stuff at the site where your pawn is.

**You can't pay for a card power if the card already has favor or secrets on it.** Likewise, you can't trade or muster on a card that has favor or secrets on it.

**Battle plans break these rules.** You can *only* use a battle plan if you rule it, not simply by having your pawn at its site. Also, you *can* put favor or secrets on a battle plan to pay its cost even if it already has favor or secrets on it—you still can't trade or muster on it, though!

### YOUR ADVISERS

**You don't keep a hand of cards.** Instead, you can hold up to three cards in your advisers. If it helps, think of your facedown advisers as a sort of hand. When you reveal a facedown adviser, it's exactly like finishing a Search action—you can play it faceup or even discard it.

**You can't discard faceup advisers unless you are forced to.** Once you've played an adviser faceup, you cannot get rid of it just because you want to—you'll only discard an adviser when you already have three and you want to play another, or when the game otherwise tells you to.

# Some Strategy Discussions....

@Boi10217

Jan 16 (found on BGG)

Congratulations! You've robbed, brawled, cajoled, pillaged (and plundered), threatened, cowed and dominated, and now you receive your just reward: the funny stick and the funny hat (+ robes). You scored three points, and every other lineage is an exile gunning for you as your heir carries your rule into the next game. Your kingdom is a hamlet, your reign a warlord's coup. You can only hope the stars remember you, because history likely won't.

...

Don't mistake playing for the era as not trying to win the individual game. The goal each game is to prevent any other lineage from accruing too large a point lead. The most effective way for you to do this is simply by scoring yourself. However, Oath is a deeply political game, which means you will sometimes (maybe even often!) find yourself playing from behind, unable to conclusively clinch a victory. In such situations (and this is important), it is better to ally with another lineage in exchange for a split of their points, rather than continue desperately trying to stay in the victory race yourself.

You always have to be spinning multiple plates in Oath. Here's the first pair. You want to be vying for whatever path to victory you've stumbled upon, while also considering the other players at the table and how they are trying to win. How can you aid those players, and which ones seem most likely to win because of your help? If one player seems likely to succeed without your help, try and help the player in "second place", because they might be more willing to share points. Always set yourself up for a win, but never waste an opportunity to negotiate for points.

Kingmaking someone in exchange for points is valuable not only because it gets you points despite not winning, it also means they get fewer points. Whenever you are not winning (and even sometimes when you do), you want to keep the point differentials as low as possible. Effectively taking away two points from someone is far more valuable than the one point you receive in exchange. Sometimes it's worth pushing for the winner to share points with someone other than you, just so the winner scores less.

Now that we've talked about scoring dynamics, let's touch on how to accrue some extra leverage when negotiating with lineage points. Legacies are absolutely crucial to building a strong scoring position. While it's true that you must win to score them, just having legacies is important because they are the multiplier that allows you to negotiate lucrative point deals in exchange for help winning. As such, you want to earn and maintain three legacies as soon and as often as possible in pursuit of maximizing your potential scoring. Not only does the extra scoring from legacies increase your own gains, it also gives you far more leverage when vying for kingmaking alliances. Being able to offer two or three points in exchange for the win is a strong lever to apply pressure with.

...

Earning and maintaining three legacies can be quite challenging, so let's talk about the last of our strategic considerations for era play: becoming an imperial stooge. The fact that imperial players maintain their legacies automatically is enormously valuable to our goal of maximizing our scoring potential. You want to get into the empire and then stay there no matter who assumes the throne. Remember those plates you were spinning? Add two more, because while you really want the chancellor to win (or for you to succeed them), if an exile is going to win, well in that case you really want to get invited to their new empire.

# Another Strategy Discussion (From Reddit)....

## Best Sites and Denizens for a lasting Empire?

What are your guys' favorite locations, denizens, oaths, and suits (adding for the chronicle) to use for the maintaining a powerful empire? Best combinations of site and denizens? Denizens and Oaths? Good suits that benefit the chancellor? Etc.?

### **GroverSB2000**

I think suit had to be order. So many oppressive cards. Even just the base game edifice is better site defense. Mountain ad a site has a long history of staying in the empire for long stretches of time because of that one less attack die. But my table always fights to keep negotiation sites and denizens on the Empire to ensure we can trade.

### **ProfN42**

Narrow Pass is insanely powerful for defending, especially when the Oath isn't Supremacy. If you can't find the Pass, and Island/Coastal transport system can help to bottleneck attackers. The Grand Canal can serve to implement this function if you don't want to dig for new Sites.

I would avoid retaining the Nomad and Discord Homelands as they aren't very conducive to Empire stability.

For Denizens/Edifices, Order is a good suit to load up on as others have said. Beast, Arcane, and Hearth also have good offerings. Beast's Fortress can be a great way to hide and turtle up, Arcane offers the Clock which can allow you to roll the end dice much sooner shutting off Exiles' chance of an upset, and Hearth offers some great ways to enrich the economy to make staying in the Empire appealing (ie stability). Arcane also offers the Stone Portal, a phenomenal transportation mechanism in Imperial hands. School of Vines is perfect for policing Exiles who attempt to seize Banners, as they won't have anywhere to hide from Imperial challenge. Obviously Hall of Debate / Tome Guardians keep the Banners on lockdown. Amber/Lost Doors should be avoided altogether IMO as they make it too easy for people to "fish" for Legacies which might help them disrupt your empire.

A few key Legacies to get into Imperial hands are Keeper of Order, Arbiter, The Ear, The Seer, Golden Key, and Ancestral Lands. (Note how many of these are Darkest Secret based.) Legacies to keep out of play include Chronicler and Steadfast (because they remove the motive to join/stay in the Empire). Legacies to specifically keep out of the hands of Exiles include Peacemaker, World Crafter, Revolutionary, Rival, the Bright Beacon, Secret Society, Ruthless/Reformer, Pathfinder, and of course, the Iron Hand!

### **Snoo51659**

I think there are some relics and denizens that are just too powerful. But it's also okay if you think long-term.

On our last game, I was the Chancellor trying to keep the Oath of Devotion. The Exile immediately to my left of course spent secrets to steal, and I stole it back, but then they got the Storyteller advisor. This allowed them the ability to pump an extra secret onto it every turn, and nobody else could keep up the pace. And we were chasing around the map trying to get to places where we could steal then protect, but it never worked out. The Conspiracy could have ended this, but I finally got it too late. The game ended on turn 5 with this Exile as Usurper.

It helps to be aware that Oath is not much about the single game you're playing. It's not really about winning. It's about telling a story that unfolds over many chapters, and the Storyteller turned out to be way too good at it.

# My Thoughts....

- How to remain in power, or close to it?
- Balance, or maybe interaction is the better word, between Legacies and Denizens. If you can get them in sync, it gives you the ability to score more points, and overall be more powerful on the board.
- Chancellor
  - How do I maintain power?
  - Legacies
  - Edifices - Add to the board to give me even more power
  - Who to grant Citizenship and who to Exile?
- Citizen
  - Do I even accept Citizenship?
    - Is it worth it to keep my Legacies? (Play the long game)
  - Can I meet the Successor Goal (and would need to help the Chancellor maintain their Oath).
  - If it is not working, do I exile myself?
- Exile
  - How to I get into power
  - Usurper - Target on my back
  - Vision - Have to get 3 of the 4 out, and then a target (a smaller one than the Usurper) on my back.
  - Citizen route. Bargain for legacy points and still keep my Legacies
  - Ally with an other Exile, or the Chancellor...or a Citizen?
    - Take the Dune approach and make an alliance with someone. Switch between the Chancellor and Citizen. Of course 3 Exiles might have something to say about that.....