

JOHANNES GOUPY & CORENTIN LEBRAT • MAXIME MORIN



BEYOND THE VEIL

*Your travels through Alula have sharpened your senses.
You are more attuned to the Spirits—those who,
immersed in their millennia-long slumber,
watch over the world of the living.
Aware of their presence, you strive to reestablish the
connection so that you may live in harmony with them.*

COMPONENTS

13 Spirit cards.



SETUP

After setting up the game as usual, shuffle the 13 Spirit cards and make a **face up draw deck** nearby.

Take the **2 top cards** and **place them within reach of everyone**. These are the **available Spirits**.

CHANGES IN PHASE 3:

END OF THE EXPLORATION

After choosing a Region card from the center of the table (and possibly choosing a Sanctuary), check to see if you can take a Spirit car.

NOTE: the top card of the deck is for consultation only, and is not yet available to take.

If you satisfy the Acquisition Conditions of one of the available Spirit cards, **you can take it:**

Slide the Spirit under the Region card played at the beginning of this turn in **PHASE 1**.

Place the Spirit under the Region card so that the top and bottom of its card are visible.



SPIRIT ACQUISITION CONDITIONS

Take into account all Region AND Sanctuary cards when veri



Have at least 3 (yellow) Town cards.



Have at least 4 Clues.



Have at least 3 Region cards
whose Exploration durations
are less than 20.



Have at least 4 Stones.



Have at least 4 cards with
no resources on them.

fying the Acquisition Conditions of a Spirit.

If you satisfy the Acquisition Conditions for both available Spirits, **you can only take 1 of the 2.**

If you have already satisfied the conditions of a Spirit card when it comes into play, you cannot immediately take it.

To take it, **you must play at least 1 Region or Sanctuary card** that are part of the Spirit's conditions.

Spirit cards are not connected to any of the biomes. Their colour is purely aesthetic and is not counted during scoring.

EXAMPLE



Max plays Region card 32 and takes the top Sanctuary card of the deck.

He has now satisfied the conditions of the 2 available divinities, but he can only choose 1 of them. He chooses the Bat, which requires 3 red cards.

He will have to place one more Chimera into his tableau to take the Snake, even though he already satisfies its requirements.

END OF TURN

Once everyone has taken their turn:

if there are less than 2 cards available, place new ones, starting with the one that is already visible.

There must be 2 Spirits available at the beginning of each new turn.

If the deck is empty, continue playing as normal.



END OF GAME

When a Spirit card is placed under a Region card, this is considered one card.

When you turn your cards face down, also flip the Spirit cards attached to any of your Region cards.

Score points for your Region cards as usual, and add any points granted by Spirit cards.

Resources and Icons on a Spirit card are valid once the Spirit card is turned face up with its accompanying Region.

CRÉDITS

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SCORING DETAILS



Score **6 points**,
plus **2 points** per thistle
visible on your cards.



Score **3 points** for each
of your **visible Region**
and **Sanctuary** cards with
no resources on them.



Score **3 points** for each
of your visible **Spirit cards**.

Some cards in this expansion refer to a grey biome, the *Mystical Havens* .

This is a fifth colour, independent of the others.



Already present on some Sanctuary cards in the base game, these Mystical Havens first appeared in *Faraway: People From Below*, the game's first expansion, which allows up to 7 players.

In *Faraway: Under Starry Skies*, you will find new Region cards showing streaking meteorites.

These cards are left face up during scoring, greatly expanding the strategic possibilities.

