

VAGRANTSONG

Rule Book

VERSION 1.1

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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. Whenever players find themselves in a situation where they must make a choice and the game assumes there is only a single option, but there are actually multiple valid options, the players must choose the outcome that is the worst for the Vagrants. For examples on these types of situations (and situations where players have a choice), see question 13 at the top of page 34 in this Rule Book's Frequently Asked and Advanced Questions section.
3. If players cannot decide how to break a tie, who goes first, or have a disagreement, they are encouraged to roll Bones (pg. 12) 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.

For a video guide on how to play Vagrantsong, visit: www.wyrd-games.net/vagrantsong

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 called the *Silver Ferryman*. 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.

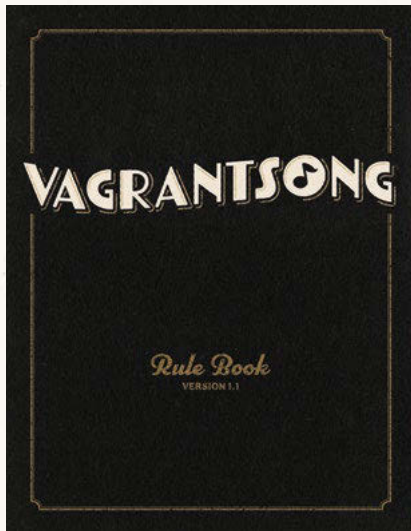
Victory Conditions

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.

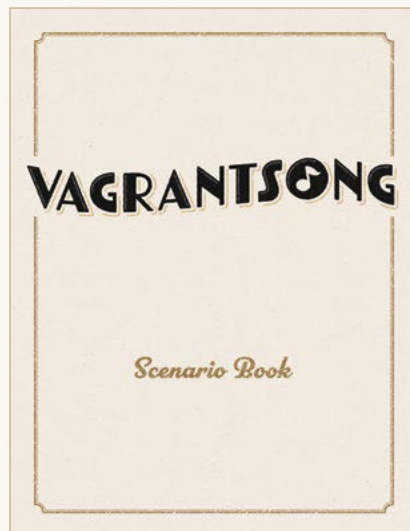
DEFEAT

Some Scenarios will also have a Defeat Condition. Normally, when all Vagrants become Westbound (pg. 15), 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



20 Haint Standees



7 Vagrant Standees



20 Haint Bases



7 Vagrant Bases



Train Board



6 Bones (d6)



Bindle



6 Vagrant Cards



85 Skill Cards



32 Junk Cards



66 Ritual Cards



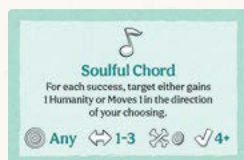
19 Cadence Cards



1 Séance Card



1 Pup Card



6 Westbound Cards



3 Malady 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



Humanity Threshold



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



1 Malady Token



0-9

10 Event Tokens



In-Between (4)



Black (4)



White (4)

12 Haint Effect Tokens



4 Quick Reference Cards



20 In-Between Cards

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, are not edge spaces themselves, and are not considered adjacent to any edge. Use this to your advantage in some Scenarios!



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. When Round 6 is complete, move the Marker back around to Round 1 and keep going!

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 24.

Sides and Edges

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

EDGES

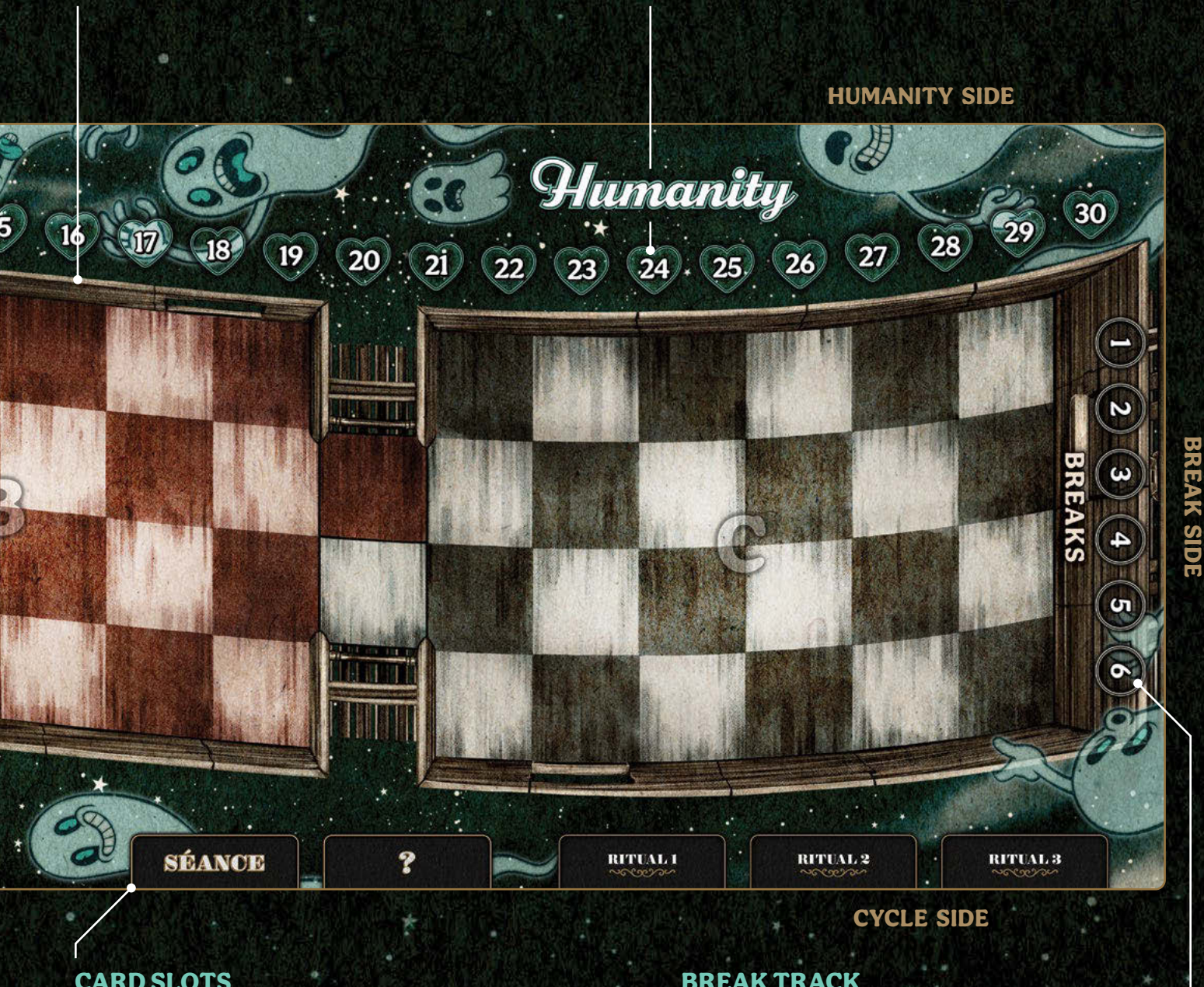
Along the outside of train cars are wooden borders called edges. Some effects will refer to these edges. Usually, these effects will ask Vagrants to Move toward or away from the edges, or the effect may do something to the Vagrant if they are in a space adjacent to an edge.

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.

PASSIVES

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

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.

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.

GENERAL ACTIONS

- Move (pg. 16)
- Rummage (pg. 17)
- Bust (pg. 19)
- Investigate (pg. 18)
- Patch Up (pg. 19)

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 13.

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 14.

If a Vagrant would gain a Skill or Junk during a Scenario, they may immediately add it to their Vagrant card, replacing any Skill that is not Wounded (or a Junk card that is not Broken). The replaced Skill (or Junk) is then placed in the Belongings (pg. 30).

Anatomy of a Scenario

Each Scenario in Vagrantsong poses its own unique puzzles and challenges. Be sure to read the rules of each Scenario carefully, as they are all a bit different! Below you will find a breakdown of the sections found in a Scenario.

TRAIN BOARD

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

SCENARIO NAME

Shelter from the Storm



Hurtin' Since Hagleyhurst

You're just one from a handful of the shoppers 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 sneers 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 town - places you've never even heard of.

After a few typhoid shakes 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.



HAINT 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

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

Special Rules

There are no Special Rules for this Scenario.

Remember: "Losing Humanity" is different for both Haints and Vagrants (pg. 14).

Terrain Effects

There are no special Terrain Effects for this Scenario. Remember that Haints may Move onto Terrain, but Vagrants may not (pg. 14).

Haint Effects

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

Spooked (C): 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. 24).

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 until they have no more Breaks.

HAINT 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 1.

Cycle Effect
There are no Cycle Effects for this Mood. Cycle normally follow 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. 4) 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.

Turned Faces But Not Alone

Special
Vagrants in Range 2 of the Turned Faces cannot remove Spooked (C).

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 (C).

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

Haunted Effect
Goosebumped: Lose 1 Humanity.

Findin' Car 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

Wanderin' Willies

Moves toward Break side. Target Vagrant loses 3 Humanity and gains The Shakes (●).

2 6

Pull It Together

Moves toward Break side. Vagrants in Range Move 2 toward Break side and lose 2 Humanity.

2 6

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

Shoe Fly Shakedown

Vagrants in the same train car gain The Shakes (●). Vagrants adjacent to an edge of Terrain in any train car lose 2 Humanity.

1

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.

TERRAIN EFFECTS

Many Scenarios have special rules for terrain. For example, in some Scenarios, Blood Pools may represent hot coals! Be sure to read this section carefully.

HAINT EFFECTS

Haint Effects are (usually) injuries or curses that a Haint may place on Vagrants during a Scenario, hindering a Vagrant in some way until the Haint Effect is removed. Haint Effects are represented by either a black or white token. **Note:** Haint Effects are not Haunted Effects, but some Haunted Effects may give out Haint Effects.

SPECIAL HAINT MOOD RULES

Most Scenarios have rules for each Haint Mood. These rules are only considered active when the Haint is in the associated Mood.

HAUNTED EFFECT

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

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.

HAINT 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.

Setup

Before you play, you will need to set up the train board!

Pack The Bindle

When setting the game up for the first time, place the 27 Rummage Tokens that come in the Vagrantsong Box into the Bindle. This is the default setup, and unless instructed otherwise you will return it to this state after every game.

Many effects throughout a campaign modify this default setup. The most common reason to make temporary changes is when starting a new Scenario; sometimes a Scenario's setup instructions ask players to add Event Tokens to the Bindle. Follow these instructions then give the Bindle a good shake before the first turn.

After your game, return the Bindle to its starting state. Keep in mind any permanent changes the game has asked you to make!



Create The Junk Deck

Find the Junk cards labeled Tier 1 on the back and shuffle them. This is your starting Junk deck. Set it aside for use between Scenarios, during the Camp Phase. You may be asked to add or remove cards from the deck, but it does not change unless otherwise stated. Special Junk are only acquired through playing Scenarios, and are never shuffled into the Junk deck.

The four different types of Junk cards: Tier 1, Tier 2, Tier 3, and Special



Setup According to the Scenario

Each Scenario has its own setup and rules in the Scenario Book. These 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 (pg. 25) and place them with the Ritual's name face up near the train board.

For a description of all of the effects, objects, and other curiosities required to set up a Scenario in Vagrantsong, see the Anatomy of a Scenario section on the previous page.

For the first Scenario (called Shelter from the Storm), turn to page 1 in the Scenario Book and follow the setup instructions there.

When the setup instructions state to place a Haint (such as the Turned Faces during the first Scenario), that Haint's art can often be found on the bottom-left of that Scenario's first page.

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

Scenario Book Page 1

Shelter from the Storm

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

Hurtin' Since Hazelhurst

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 way 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.

Setup

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

Special Rules

There are no Special Rules for this Scenario.

Remember: "Losing Humanity" is different for both Haints and Vagrants (pg. 14).

Terrain Effects

There are no special Terrain Effects for this Scenario. Remember that Haints may Move onto Terrain, but Vagrants may not (pg. 14).

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. 24).

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 until they have no more Breaks.

1

Turned Faces

Scenario
Instructions

Definitions

Below are some definitions that will be helpful to you as you set up the game and play.

Terrain

These pieces are added to the train board and may have a number of different appearances. Coffins, Boxes, Blood Pools, Holes, Rubble, Snow, and Swarms and Leaf Piles (if playing Vagrantsong: Encore) are all considered Terrain.

By default, a Vagrant can never enter a space with a piece of Terrain in it (but Haints can!). However, many Scenarios may have special rules that give Terrain new and exciting properties, so make sure you always check to make sure you're playing the Terrain how it's meant to be played! More information about Terrain can be found in the Targeting and Range section on page 14.

Box/Debris (6)



Coffin/Snow (6)



Hole/Blood Pool (6)



Haints

These are the ghostly characters you are facing on the Silver Ferryman. Each one matches the artwork on the Scenario page and should be placed on a Haint-blue base so it stands out during gameplay. They have a variety of special Actions, determined by drawing Rummage Tokens, and usually pose a threat to Vagrants (even Haunting (pg. 24) a Vagrant if they are ever in the same space!). Effects that specify a "Haint" refer to these characters.



Event Tokens

Numbered 0-9, these Tokens are often placed on the train board, on its many Tracks, or even on Vagrant cards. They typically trigger when Investigated, or when another tracker (like the Break Track's Marker) is placed onto the spot the Event Token is currently occupying. Once an Event Token is triggered, read the appropriate Event to figure out how to proceed! After an Event is resolved, it is discarded and removed from the game, unless the Event's text states to place or keep it somewhere, like the train board.



Lost Souls

Lost Souls are the nameless Haints that were passengers when the various disasters hit. Represent them on the board with one of these two standees. Lost Souls will not appear in every Scenario, and their rules will vary each time. Be sure to read their rules in each specific Scenario carefully!



Rituals

Ritual cards represent objectives the Vagrants may attempt in order to help save the Haint or unlock a Scenario's mysteries. Once a Ritual is complete, flip it over and gain its Reward, but don't peek at the back of the card before then!



It is not always obvious how to complete a Ritual at first, but as you play, it will become more obvious. In this way, Scenarios can present puzzles and mysteries to solve!

Playing Vagrantsong (The Scenario Phase)

A Scenario is played over a series of consecutive rounds, each consisting of multiple alternating 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

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. Vagrants may alter the order of their turns from round to 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 special effects during the Scenario Phase for the Vagrant to which they belong. Some Passives provide a benefit that is always in effect for that Vagrant while others require a condition to be met (such as rolling a Booming Boxcar). When the Passive's condition is met, its effect automatically occurs.

Coins cannot be placed on most Passives (the Runaway's Pup is the exception).

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.

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.

CHOOSING ACTIONS

When choosing Actions to perform, 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).

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).

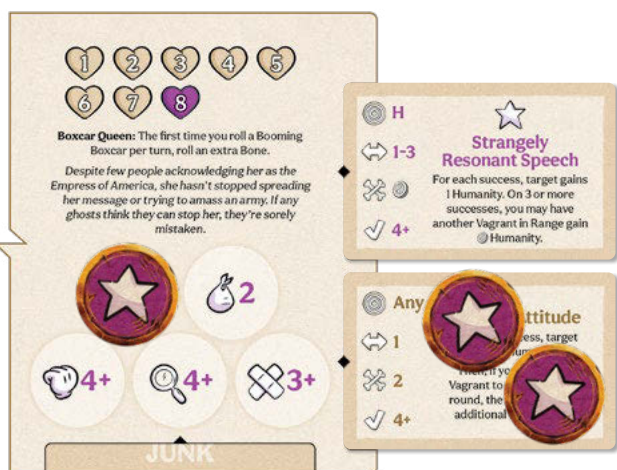
Actions

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. Many Actions require Bones to be rolled and for successes to be met for their effect to be resolved.

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!



Any

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 1 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 previously saved Souls on the train board to assist Vagrants called Summons. They may not be placed on Terrain. Vagrants may Move through the Summons (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.

If a Summon is on the train board while that Skill becomes Wounded, the Summon stays on the train board and its effects remain active until it becomes Haunted.

For more information about Summons, see question 23 in the FAQ on page 35.

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.

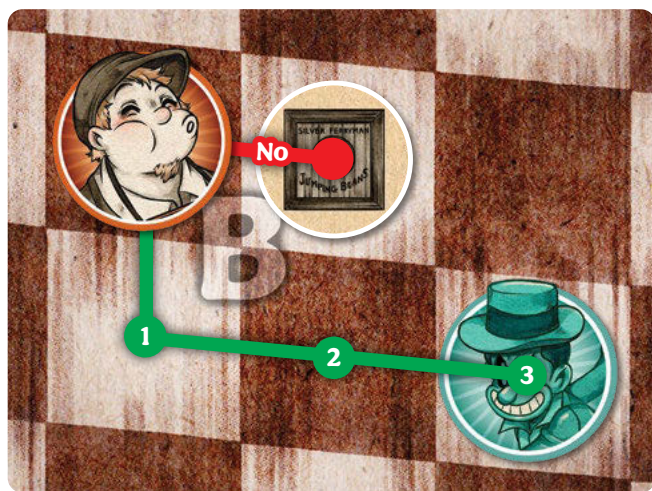
Sometimes there is additional targeting information in an Action’s text, such as “You may target an additional character for each success after the first,” so make sure to keep an eye on the Action text as much as the Target icon: ☉

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 target characters in the same space as Terrain, but cannot draw range past that 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.

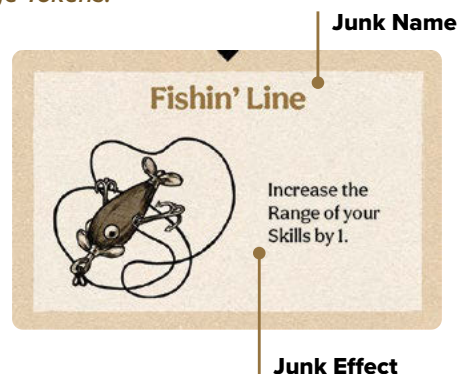
Like Common Skills, Junk cards can also be traded during the Camp Phase. As such, multiple Vagrants can use the same piece of Junk throughout the campaign.

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 Haints and 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 20.

Vagrant Humanity

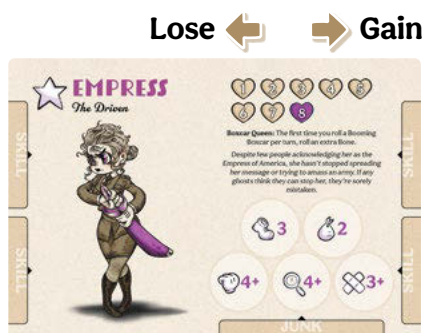
The horrors of the train will slowly take a toll on Vagrants, draining away their Humanity. Appropriately, Humanity is tracked by the Humanity Track on a Vagrant's card.

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. If the Skill the Westbound Action is placed over had Coins on it, return those Coins to the Vagrant. That Westbound Action may be freely used on their next turn. 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, use Rummage Tokens, and use their Westbound Action. Additionally, each Westbound Vagrant has different Passives!

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.

Unless otherwise stated by the Scenario, 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 like performing a General Action. The Westbound Action is **not** a Skill, and may be used multiple turns in a row like General Actions.

GHOST SICKNESS

If a Westbound Vagrant loses Humanity (and their Humanity is greater than 1), the closest other Vagrant (who is not Westbound) may choose to 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. 28).



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.

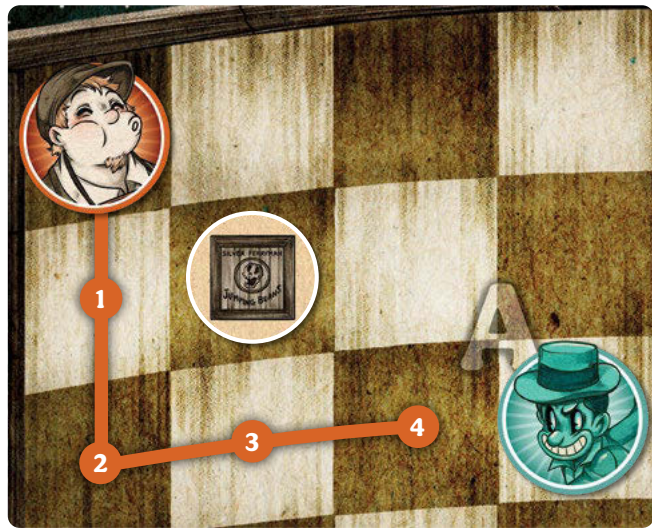


Vagrants may only Move through open spaces or spaces occupied by a Haint, Vagrant, or Token, but may not end their Move on a space occupied by a Haint or another Vagrant. They may end their Move on a space occupied by a Token (such as an Event or Rummage Token). Vagrants may not Move into spaces occupied 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. If two objects, such as a character and an Event Token, are in the same space, they are considered adjacent to each other.

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.

When subject to such an effect, Vagrants will always Move the maximum distance, moving around Terrain and edges of the train so long as the effect doesn't say that the Movement is ended by Terrain, edges, etc...

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 and never Move further from the point of reference (from the perspective of the Vagrant) at any point during the Move.

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 and never Move closer to the point of reference at any point during the Move.

If a Vagrant is forced to complete a Move toward a Haint that would result in them stopping on the Haint's space, the Vagrant instead stops adjacent to the Haint, does not perform any additional Movement, and becomes Haunted. This "extra" space of Move into the Haint's space is lost.

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 (any Token the Vagrant does not keep is placed back into the Bindle). 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.

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.

Using Rummage Tokens

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.

The Vagrant who gave away the Rummage Token is the one considered to have used a Rummage Token; if two Vagrants trade Rummage Tokens, both Vagrants are considered to have used a Rummage Token.

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 (pg. 21). 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.

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.

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. Discarding a Rummage Token does not count as using a Rummage Token.

Out of Rummage Tokens?

If a character is directed to draw a Rummage Token and none are available in the Bindle, immediately Cycle the Rummage Tokens exactly as if a limit on the Cycle Track had been reached and then draw the necessary Rummage Token.

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 is gained.

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. 21).

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.

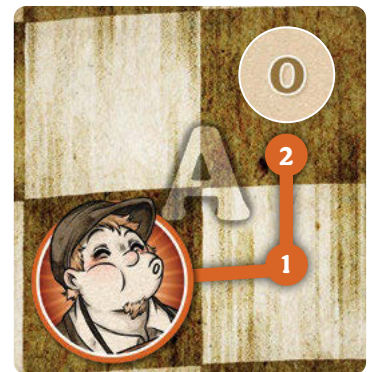
He Moves 2 spaces so that he is in the same space as an Event Token.

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.



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!



5. BUST

Sometimes it's the simplest things that can bust a Haint out of a bad mood; the Songsmith might whistle a jaunty tune, while the Empress might smack it upside the head! Whatever the means, Bust represents a simple Action that brings a Haint back to its senses. 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.



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.



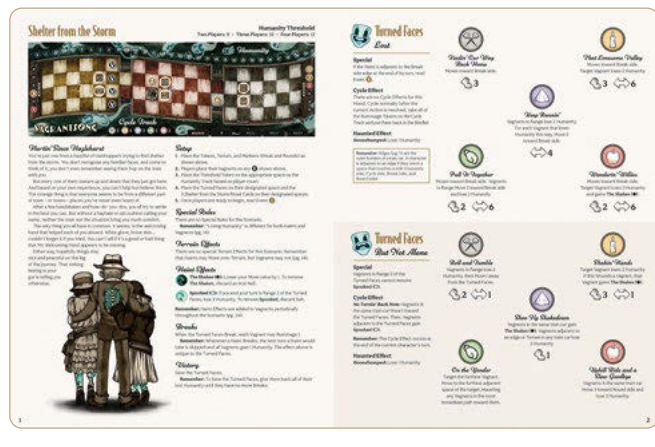
The Haint's Turn

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 or effects resolved, 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 HAINT 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. 17).

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.

Special Target Priority

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 qualify for an option, use the next option to pick between those qualifying targets.

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 HAIN

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 spaces occupied by Terrain and Vagrants. If a Haint Moves through or ends on a space occupied by a Vagrant, that Vagrant is Haunted (pg. 24). 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 (including the target). If a Haint can Haunt their target and end Movement in Range of their target, they will.

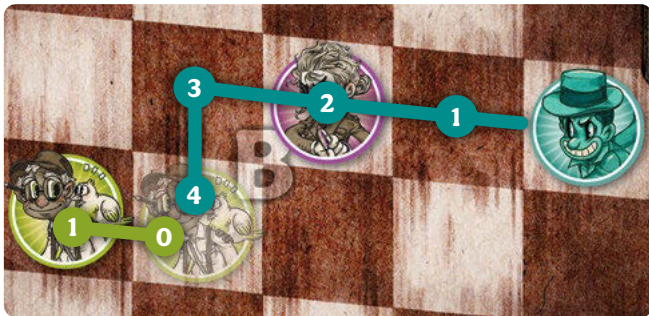
Haint Move Example 1 Standard Movement

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

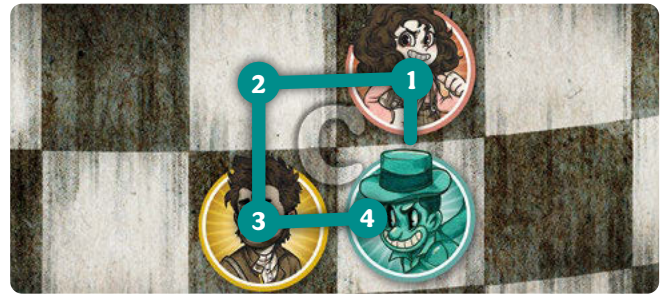
If a Haint would Move but is already in Range of the target, the Haint instead Moves so that it Haunts as many Vagrants as possible while ending its Move so that it remains in Range of the target for the Action.

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 Runaway 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

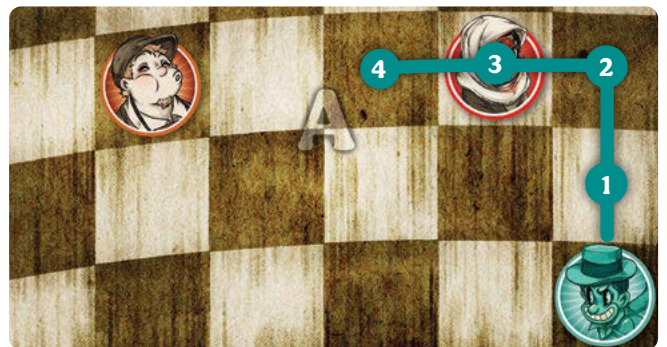
If the target priority is not in Range of the Haint Action and won't be after Moving, the Haint still Moves toward the target priority, Haunting Vagrants along the way.

Note: During the Resolve the Action step (pg. 23), 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!).

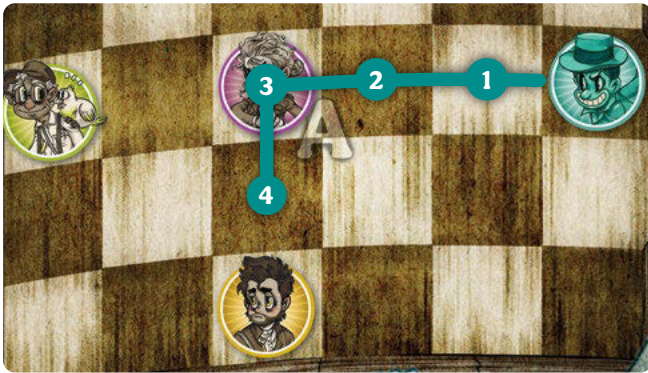
Haint Move Example 4 Multiple Move Options

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.



Still got questions? For a video guide on how to play Vagrantsong, visit: www.wyrd-games.net/vagrantsong

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.

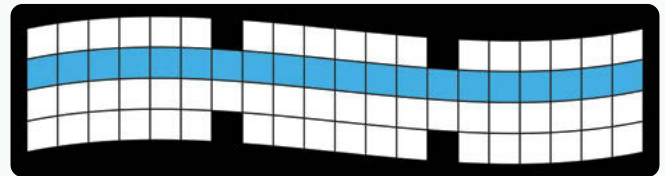


Area of Effect Actions

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 (24).

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 by each Haint 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 in 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 page 18.



Black



White

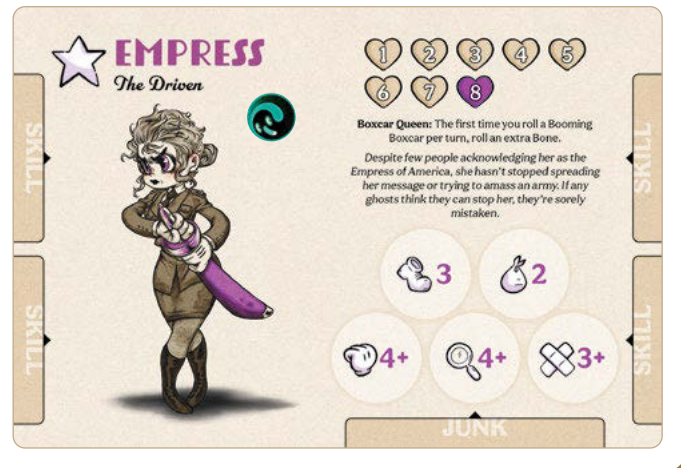
Example

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 HAINT

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. 15), 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 at the very bottom of 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 48 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.

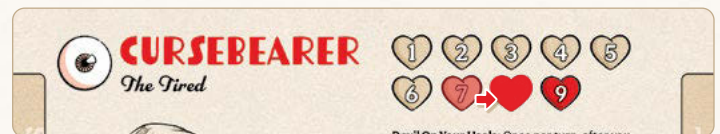
Both the **Revivalist** and **Cursebearer** discuss who would like to go first. The **Cursebearer** says she'd like to take the first turn - she hopes to Investigate a nearby Event.



With only a single Coin (②) 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 ① 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.

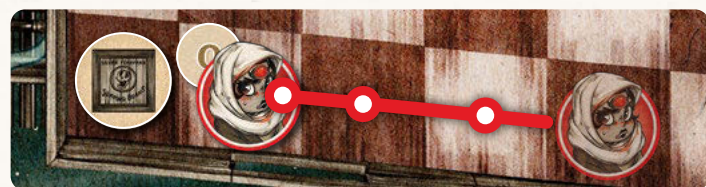


2. Vagrant Turn - Cursebearer

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 (②) into different General Actions: **Move**, **Investigate**, and **Rummage**.



Starting with **Move** (👣), 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.



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

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

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



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

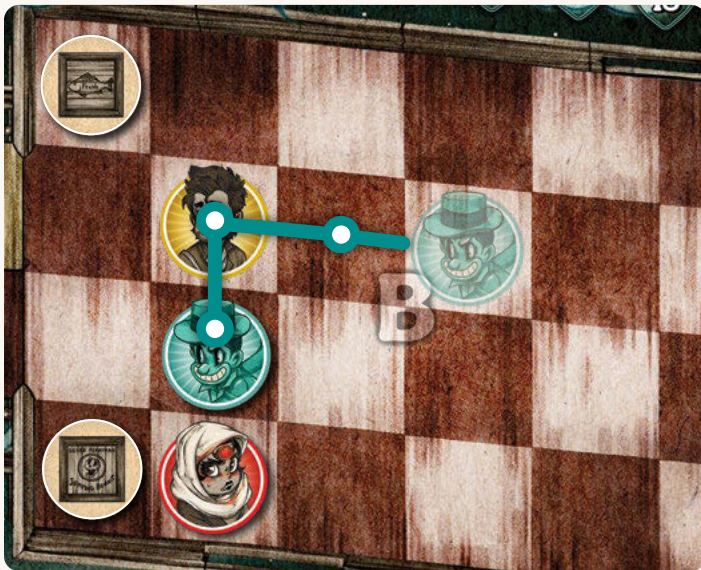
3. The First Haint Turn

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 (🔪), resulting in the **A Need for Speed** Action.



For this Action, the **Lost Soul** simply Moves 3 spaces toward 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. 24), 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. 12), 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 Bindle 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**.

CAMP PHASE PAGE

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



BUILD UP

Build Up, starting with Spend Coins on the unique Skills that can be acquired, based on the previous Scenario (pg. 29).

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. To start, players must determine how many Coins they have to spend! Each Vagrant who played in the previous Scenario adds their Coins to the pool (usually 3 per Vagrant). Then, players should look at the Rituals they completed to see if any of the Rewards grant Coins. If so, add a Coin from an unplayed Vagrant to the pool for each Coin gained from a Ritual. Lastly, if any other sources granted Coins to be used during the Camp Phase, add those to the pool as well.

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.

Now it's time to spend the Coins! Players must make choices communally, and everyone should have a say in the decision. Any Coin in the pool can be used to pay for an effect, even if it has a different Vagrant's symbol on it.

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

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. 30).

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 Wounded Skills or Broken Junk on any Vagrant at the Cost of 1 Coin per Wound (or Broken Junk). Be aware that there are drawbacks to leaving cards damaged! Wounded or Broken cards may not be traded with others, or swapped with other cards in the Belongings.

Rummage

For 1 Coin, the players may Rummage 1. For each additional Coin spent, Rummage 1 again. These Rummage Tokens may be given to any Vagrant in play and they carry over to the next Scenario.

Acquire Junk

At the start of the Camp Phase, shuffle the Junk deck, draw the top card, 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 what to do with newly acquired Junk. If it is given to a Vagrant that already has Junk, they may place the old Junk in the 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.

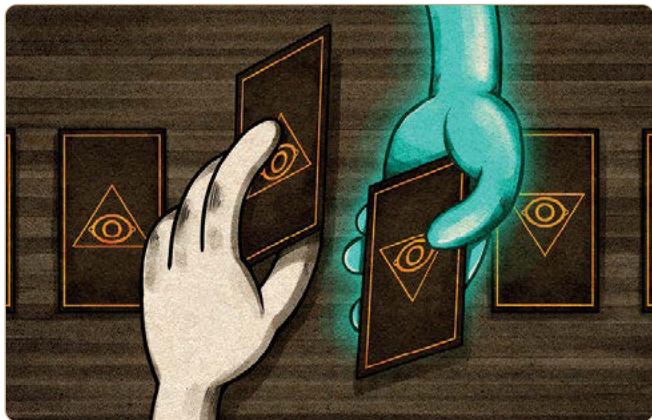
Perform a Séance

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 this or any future Camp Phase.

If they do, go to the Mile Post page (pg. 48) 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 (and Broken Junk) 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 that can be held 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 **so long as those cards are not Wounded or Broken.**

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!

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 faint melody reaches out. A fiddle player, faster than lightning...

A

The cold minty smell coming from the pines, normally invigorating, 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.

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.



Timing Charts

Below are two charts to help with timing during a round of play and the Camp Phase.

Round & Turn Order Timing Chart

1. **Round begins! Move the Round Marker up one and any Events (or Tokens) on that space on the Round Track trigger. Then any “beginning of round” special rules trigger.**
2. **Vagrants decide together which Vagrant should perform their turn first.**
 - That Vagrant resolves any “beginning of turn” effects.
 - That Vagrant makes note of any Skills (or Junk) that have Coins on them, and then picks up their Coins.
 - That Vagrant decides what they want to do on their turn, and places Coins on the Skills, General Actions, and Junk they wish to perform or activate. **Remember:** Skills used last turn cannot be used this turn!
 - That Vagrant resolves the Actions and effects with Coins on them in any order. See page 12 for more detail on using Coins.
 - Resolve any “end of turn” effects.
 - Check for Cycle and resolve it if applicable.
 - That Vagrant cannot take another turn until the start of the next round.
3. **The Haint takes a turn.**
 - Resolve any “beginning of turn” effects for the Haint.
 - The Vagrant who took the most recent turn draws a Rummage Token for the Haint.
 - *If an Event Token is drawn, resolve it and redraw.*
 - Resolve that Rummage Token's effect based on the Haint's Mood.
 - Place that token on the Cycle Track.
 - Resolve any “end of turn” effects.
 - Check for Cycle and resolve it if applicable.
4. **Vagrants then choose another Vagrant to take a turn. Repeat steps 2 and 3 until all Vagrants have taken a turn, with the Haint taking the last turn during the round.**
5. **End of round effects activate.**
6. **Return to the top of the chart and go again!**

Camp Phase Timing Chart

1. **Read and resolve the Victory or Defeat Moment, based on the previous Scenario's outcome.**
2. **Tear Down the just completed Scenario.**
 - Each Vagrant restores their full Humanity (leave Wounded Skills and Broken Junk alone for now).
 - Clean up the previous Scenario.
 - *Put away game components.*
 - *Discard any Haint Effects or Rummage Tokens on Vagrants.*
 - *Restore the Bindle to the default starting state (pg. 10). **Remember:** Some Moments change this default state.*
 - *If the Séance is unused, discard it.*
3. **Build Up: Pool your Coins together to use as a collective resource and prepare for the next Scenario.**
 - Each Vagrant who played in the previous Scenario adds their Coins to the pool.
 - Check completed Rituals from the previous Scenario and add any Coins given by them.
 - Vagrants may sell Broken Junk to DC for 1 Coin each.
 - Shuffle the Junk deck and reveal the top card.
4. **Choose as a group how to spend these Coins. See pages 29-30 for details of these Actions.**
 - Acquire new Skills (2 Coins each, unless the Camp Phase page says otherwise). Newly bought Skills go to the Belongings, but a Vagrant may choose to add it to their Vagrant card if a Skill slot is available (and other Vagrants agree that they should have the Skill).
 - Heal a Wound or Fix Broken Junk (1 Coin each).
 - Rummage (1 Coin each). These Rummage Tokens carry over to the next Scenario.
 - Vagrants may buy one Junk per Camp Phase (3 Coins).
 - Reveal new Junk (1 Coin).
 - Perform a Séance (1 Coin per Vagrant). **Example:** In a 3-player game, performing a Séance requires 3 Coins.
 - Bank Coins with DC (1 Coin, repeatable).
5. **Save Game.**
6. **Manage Vagrants (pg. 30).**
 - Players decide if they want to change the Vagrant they are playing. This is when new players are able to join the game.
 - *Skills and Junk on Vagrants not being played in the next Scenario go back in the Belongings.*
 - *New Vagrants being added get their starting Skills and Junk and are free to take additional Skills and Junk from the Belongings.*
 - All Vagrants may trade Skills or Junk for any in the Belongings or that other players want to trade.
7. **Witness the In-Between (pg. 31).**
8. **Start Next Scenario: This is usually determined by the previous Scenario played, but some In-Between cards specify a different Scenario to play next.**

Frequently Asked and Advanced Questions

Here you can find answers to some corner-case issues that you may run across while playing Vagrantsong.

General

1. I'm missing a standee and/or component in my new copy of Vagrantsong. What should I do?

Contact us using the Damaged/Misplaced Product section on the Contact page of our website: www.wyrd-games.net/contact.

2. The blue Haint bases only came with protective film on one side – is this correct?

Yes, the blue Haint bases only come with protective film on one side. The transparent bases have film on each side.

3. Why are there so many Humanity Tokens (the hearts) for Vagrants?

You only need 1 Humanity Token per Vagrant. The rest are extra in case you lose them during the chaos of the Scenarios (or in your carpet). You can use the extra Humanity Tokens to track other aspects of the game, such as Ritual progress.

4. The Junk deck: do all the Junk cards get added to the Junk deck at the start of the game? And if not, how do you create the Junk deck?

During the first Camp Phase, only add the Tier 1 Junk cards to the Junk deck (pg. 10). Tier 2 and Tier 3 Junk cards will be added later to the Junk deck. Special Junk cards are never added to the Junk deck.

5. What do I do with the Cadence cards?

Until you are instructed to do something with those cards, just ignore them. They come up later in the game.

6. If an effect (such as using a Rummage Token) causes a Haint to Break and completes a Ritual, what is resolved first?

The Break is resolved first (including any potential Events tied to the Break), then the Ritual is completed. For example, if a Vagrant used an Iron Nail to have a Haint gain 2 Humanity, which Breaks them, all Vagrants would gain 1 Humanity and the next Haint turn will be skipped (as per the Break rules). Then, if there was an Event on the Break Track that would be read, it is resolved immediately. Finally, the associated Ritual is completed, and its Rewards are resolved.

7. Can Broken Junk go in the Belongings?

Yes, but the Junk remains Broken until it is fixed during the Camp Phase. Wounded Skills, however, cannot go into the Belongings. Broken Junk can also be sold to DC for Coins to use during the Camp Phase (pg. 28).

8. When a Malady Token is drawn, is it removed after being resolved?

No. Malady Tokens remain on the Round Track once drawn.

9. Do I need to pay 1 Coin to Bank Coins during the Camp Phase?

No. All Coins you decide to spend on the Bank Coins Action are put toward the tracker; there is no “tax” required to take the Action.

10. If multiple things happen at the same time, what resolves first?

Effects are always resolved in the order that they happen. However, multiple things might trigger at the same time, like Breaks, Events, and Cycling. In those cases, consult the following list to determine what order they are resolved in each time you resolve the Action. Remember, always fully resolve the current Action before starting another one:

- a. **Select Target:** Most Actions have a target, which is identified using the Target Priority Step found under the Haint's Actions (pg. 21). If an Action has no target, this step can be skipped.
- b. **Humanity Loss/Gain.**
- c. **Action Effects:** Resolve things like Moving Vagrants and removing Terrain.
- d. **Use Rummage Tokens:** Vagrants may use Rummage Tokens at this time.
- e. **Break Effects.**
- f. **Event:** Read and/or resolve any Events that trigger from the Action.
- g. **Cycling:** Cycle the Bindle, and resolve any appropriate Cycle Effects.
- h. **Switch Moods:** If the Action generated an effect that switches Moods, do so now.
- i. **Vagrant Change:** This includes all changes that affect Vagrants, like completing Devious Deeds and going Westbound.
- j. **Token Removal:** Remove any Tokens that were discarded or are no longer in use.

11. Does Risky Business stack with any Coins placed in the General Action I decide to take?

No. Risky Business states you may take a General Action as if you had 2 Coins in it. This is considered a separate Action and cannot be influenced by any additional Coins. For example, selecting the Bust Action for Risky Business while you have 3 Coins in Bust would mean you generate two separate Bust Actions: one with 2 Coins, and one with 3 Coins.

12. The Skill Two Step Shuffle states: “Target gains 2 Humanity. For each success, you may Move 1 away from the target.”

Do I need to have a success for the target to gain 2 Humanity?

Yes. You must have at least one success to for any portion of the Skill to happen, you will just gain additional effects with more successes. This generally applies to all Skills.

13. The second rule in the Hobo Code confuses me. Can you provide some examples when players need to choose the worst possible option and when players can choose any option?

We sure can!

- **“Place an Event Token in an open space in Train Car A.”** In this instance, the player who is instructed to do this may place the Event Token in any open space in that train car; **they get to choose the open space**. This is because “an open space” suggests that there are multiple options to choose from.
- **“Place an Event Token in an open space adjacent to the closest Snow.”** In this instance, the player who is instructed to do this must place the Event Token adjacent to a specific terrain. They do not get to choose which Snow, but can freely choose which specific open space adjacent to that Snow to place the Event. If the Vagrant is equidistant to 2 different Snow Terrain, then the players must choose the outcome that is worst for the Vagrants.
- **“Choose to do A or B.”** In any instances where a choice like this is given, players do not have to choose the worst option. The only instance where choice is removed from these types of prompts is when a player already has one of the options, such as a Haint Effect, and must choose the other option instead because they cannot gain 2 Haint Effects of a single type at a time.
- **A Haint Action states “Move 4. Haunt as many Vagrants as possible.”** In this example, there are 3 Vagrants in Range, but due to the number of spaces the Haint can Move, only 2 of the 3 may be Haunted. In this instance, players must choose which 2 Vagrants will be Haunted such that the worst outcome for the Vagrants is achieved. One of the Vagrants may have less overall Humanity than the others, or maybe they do not have the Haint Effect that would be gained from being Haunted but the other Vagrants do.

Vagrants and Vagrant Actions

1. Where do I place my Vagrant’s Humanity Token at the start of a Scenario?

On the highest number of your Vagrant’s Humanity (unless your Humanity has been adjusted due to an outside effect, such as an In-Between card).

2. Can I perform the same Action multiple times during a turn? For example, if I put 3 Coins in Investigate, can I Investigate 3 separate times, rolling a bone each time?

No, you place all your Coins at once, then resolve the Actions in the order of your choosing. Multiple Coins on the same Action improve it in specific ways, but do not allow you to perform that Action multiple times during your turn (pg. 12).

3. Is there a way that I can track who has taken their turns each round?

We suggest flipping over your Coins to track that you have taken your turn. The Séance Scenario and Vagrantsong: Encore expansions also include turn trackers.

4. When can I use a Rabbit’s Foot?

At the same time when you would use a Coin (pg. 17).

5. Rummage Tokens: if I already have the maximum number of Rummage Tokens my Vagrant can hold at a time, can I still Rummage? What happens when I do?

Yes, you may still Rummage as normal. After choosing which Rummage Token to keep, you must put Rummage Tokens back into the Bindle until you have a number equal to your Rummage value.

6. Can I use a Rummage Token before placing Coins on my turn?

Yes, so long as that Rummage Token can be used at that time, like an Iron Nail or a Candle. The default effects for Salt or a Rabbit’s Foot cannot be used during this specific time.

7. Skill Card #22 (Spoilers). For Survival Skills, if a Vagrant succeeds multiple times, how many Rummage Tokens do they get to keep while Rummaging?

One. This Skill’s effects are cumulative. If a Vagrant has 3 successes, they would be able to Move 3, Rummage 3, and Investigate 3. As a reminder, when a Vagrant Rummages 3, they draw 3 Rummage Tokens from the Bindle and keep only 1.

8. Skill Card #26 (Spoilers). The Skill card, Wandering Willow, says to place the Willow in Range. Is this meant to use the Whispering Willow standee?

Yes. The Willow in this instance is referring to the Whispering Willow standee. The Wandering Willow is a Summon (pg. 13).

9. If I used a Skill one turn, and it becomes Wounded and healed before my next turn, can I use that Skill during my next turn?

No, if you use a Skill during a turn, you cannot use that same Skill during your next turn, regardless of whether it became Wounded (pg. 15).

10. What happens if a Haint Moves onto a Vagrant’s space but there are no open spaces adjacent to the Haint for the Vagrant to Move onto?

If a space adjacent to the Haint is occupied by a Rummage Token, Event, or Terrain that has Scenario-specific rules that allow the Vagrant to Move onto (and end their turn) on that space, then that Vagrant must Move there. Otherwise, the Vagrant would Move to the closest open space available (unless specified otherwise in the rules of a Scenario (pg. 20)).

11. For Skills that Summon, if the Skill used to Summon the Haint is flipped to its Wounded side, is the Summoned Haint removed from play?

No, the Summoned Haint stays in play (and its effects are still active) until it is Haunted (pg. 13).

12. Can a Westbound Action be used on consecutive rounds?

Yes, a Westbound Vagrant can use their Westbound Action from round to round.

13. Can a Vagrant use a Rummage Token between drawing Rummage Tokens and discarding down to their limit?

No, Vagrants must first add the Rummage Token to their total, then they must put Rummage Tokens back into the Bindle until they have a number equal to their Rummage value, and then they may use the Rummage Token drawn.

14. What effects affect both the Runaway and the Pup?

The Runaway shares everything with the Pup, including General Action values and Haint Effects. Anything that affects her will also affect the Pup*. Remember, the Runaway and Pup can only be affected once by a single effect, even if it would harm or affect both the Pup and the Runaway. This includes losing Humanity, being forced to Move, and being targeted by area effects.

*The Pup cannot be Haunted, so any Haint Effects, Humanity loss, or other effects a Haunted Effect would have are negated if the Pup would be Haunted.

15. Does the Runaway suffer from Haint Effects based off the Pup's positioning? Would the Runaway lose 2 Humanity if she has Spooked (●) and the Pup ends a turn within Range 2 of the Turned Faces?

Yes, the Runaway always considers the Pup's position when resolving "you" effects. Since "you" (referring to the Runaway or the Pup) ended within Range 2 of the Turned Faces, the Humanity loss from **Spooked (●)** would trigger.

16. Can the Pup discard Rummage Tokens?

No, the Pup cannot discard Rummage Tokens; the Runaway must be the one to discard them. Any Rummage Tokens the Pup has must still be traded or given to another Vagrant before they can be used.

17. Does the Pup count as a Vagrant for effects that rely on Vagrant numbers (like seeing how many Vagrants are in the same train car or having all Vagrants reach a certain location to win)?

No. In circumstances that specifically denote Vagrants, only the Runaway is considered the "Vagrant"; the Pup is not.

18. Does the Pup benefit from any Junk the Runaway has that offers passive benefits, like the Twirling Compass or Fishing Line?

Yes, the Pup receives these benefits as well.

19. Can a Vagrant be Haunted by a single Haint more than once per turn?

No, a Vagrant can only be Haunted by each individual Haint once per turn. However, if there are multiple Haints, a Vagrant may be Haunted by each of them once per turn as usual.

20. If a Vagrant is told to Move toward or away a number of spaces, but Terrain is in the way, what happens?

The Vagrant should keep moving in the direction mentioned in the effect (around the terrain if necessary). However: some Events and effects will specify otherwise. For example, if an effect states "Target Vagrant Moves 3 toward Round side. If their Move would end due to an edge of Terrain, that Vagrant stops their Movement", then they would not continue Moving as normal and instead end their Movement as soon as they would have to change directions due to the edge or Terrain (pgs. 22-23).

21. Can Vagrants heal more than their maximum Humanity? If I am the Revivalist at maximum Humanity and I heal myself, can I use my Passive?

No. Vagrants cannot "overheal", and do not count as healing if they are at maximum Humanity.

22. What part of a Haint's Action can Salt cancel?

When Salt is used, the Vagrant may ignore the effects of the next Haint Action that targets the Vagrant. Salt does not nullify a Haint's Move generated from the Action, Haunted Effects incurred from the Action, or effects generated from another Vagrant who did not use Salt (like an effect that targets all Vagrants in area). It **does** nullify things like Humanity loss, forcing the Vagrant to Move, gaining Haint Effects, reductions of Action values, and losing Coins/Rummage Tokens.

If a Haint's Action targets or affects multiple Vagrants, only the Vagrant using the Salt ignores the effects.

23. Can we get some more clarity about how Summons work?

Certainly!

- Most importantly, Summons do not take turns, nor do they Move or interact with a Scenario in any way other than that listed on the Skill card that Summons them.
- Summons are also not considered characters; they will not be targeted by Haints (but can still be affected by Haints, like being Haunted if Moved through), and cannot be targeted by Skills other than the one that Summoned them, unless otherwise specified.
- Lastly, a Vagrant may use Summon Skills when the relevant Summon is already on the train board. If successful, the Summon is removed from the train board before being placed as the Skill instructs.
- If a Vagrant Moves through a Summon, it does not Haunt that Vagrant.

24. The Fishing Line Junk card says to "increase Range by +1". Does this only refer to a Skill's maximum Range?

Fishing Line will increase a Skill's maximum Range. For example, a Skill with Range 1-2 would increase its Range to 1-3 if the Vagrant has the Fishing Line.

Haints, Haint Effects, and Haint Actions

1. Haint Actions: what's the difference between "target furthest Vagrant" and "target furthest Vagrant in Range"?

"Target furthest Vagrant" would target the furthest Vagrant regardless of Range because the Range is the entire train board, whereas "target furthest Vagrant in Range" targets the furthest Vagrant within the Range value of the Haint Action (pgs. 21-22).

2. Haint Effects: if a Haint Effect states to discard a Rummage Token (specific or general), do I have to use that Rummage Token in order to remove the effect?

No. You would place the Rummage Token on the Cycle Track to discard it, then the Haint Effect is removed. You do not gain the benefit of using the Rummage Token when it is discarded this way (pg. 18).

3. If a Haint Action says to do X or Y, but I can't choose one of those options, do I have to choose the other option?

Yes. For example, if a Haint Action states for you to gain Burning or lose 2 Humanity, but you already have Burning, then you must lose 2 Humanity instead.

4. Does a Haint "lock on" to a target before Moving or if the Move takes the Haint into Range of a higher priority target, will the target change?

After Step 2 of The Haint's Action "Determine The Target Priority", the Target Priority will not change for the remainder of the Action. Note that there is one exception, during step 4 "Resolve The Action" that if the character with Target Priority is out of Range, a new Target Priority is then established.

5. If a Haint such as the Blackbird draws the Candle or Iron Nail Rummage Token, thereby targeting the furthest away Vagrant, would the Blackbird attempt to walk away from that target to Haunt a different Vagrant if it cannot reach its initial target?

No.

Flayed Man (Under My Skin)

1. Flayed Man's Super Elastic Action: it doesn't list a Range. How does it work?

There is an error in how the Action is written. The Action should read as "Target furthest Vagrant in Range." The Flayed Man should target the furthest Vagrant in Range 4. Then continue with the rest of the Action, as normal.

2. Event 7 & the Pup (Spoilers!). If the Pup would gain this Event Token and become Special Target Priority, does the Pup become the Target Priority or does the Runaway?

If the Pup has the Event Token, then they would gain Special Target Priority, as per page 7 ("The Pup is considered a Vagrant for targeting purposes..."). Remember that the Pup and Runaway still share Humanity!

3. If I draw Event 7 in Under My Skin while I have my maximum number of Rummage Tokens, can that be the one I choose to put back in the Bindle?

No. You must choose another Rummage Token to place back into the Bindle.

Lady in White (So Far Away)

1. Lady in White's I Appear Missing Action: How Does It Work?

I Appear Missing works differently than most Haint Actions because the Haint's Movement is part of the Action's resolution (Step 4), whereas most Haint Movement happens in Step 3. Here's how I Appear Missing works:

- First, the Lady in White will try to target an appropriate Vagrant in Range 3.
- If there is no target in Range, the Lady in White does not Move and instead loses 1 Humanity (remember, not gains!), then the Action ends.
- If there is an available target, the Lady in White Moves 6 spaces in the immediate direction of the furthest train car. Then the targeted Vagrant loses Humanity and is placed in an adjacent space to the Lady in White.

The Visitor (The Stillness & the Quiet)

1. The Visitor's Peeling Shadow Action: How Does It Work?

The Visitor targets the closest Vagrant (regardless of Range). Then the Visitor Moves 3 toward the target, Haunting any Vagrants along the way, so long as the target remains the closest Vagrant at the end of the Visitor's Movement. If the target has Paralyzed, then they lose 5 Humanity. If they don't have Paralyzed, then the target loses only 3 Humanity.

The Skelly Man (Face the Music)

1. Event 8 (Spoilers!). Event 8 states to both discard the Event Token and add it back to the Bindle when I'm done. What do I do?

Add Event Token 8 back into the Bindle after the Event is resolved. Please ignore the sentence "Then discard this Event Token."

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 48.

If you're looking for the Index, go to page 49.



Moments

Spoiler Warning!

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

Moment 1

There won't be any songs to sing about what you've seen in the dark. It's changed you. Somethin' about bein' in that pitch black made it feel like all the music in the world was gone.

Choose One:

- To have a little hope: Draw Skill Card #37.
- To make something from the dark: Draw Skill Card #38.

Moment 2

Lots of tortured souls down there. Makes your heart ache. These days, don't it all. It'd hurt a lot more if it wasn't for your Pup to cheer you up.

Choose One:

- Scratch behind your Pup's ear: Draw Skill Card #45.
- Teach 'im to have a little bite: Draw Skill Card #46.

Moment 3

How are you supposed to lead an army when you can't even find your way in the dark? How are you supposed to do anything when you can't shake the feelin' of what's to come?

Choose One:

- Take a look around and learn from those who trust you: Draw Skill Card #53.
- Maybe the end isn't something to fear: Draw Skill Card #54.

Moment 4

You've crossed mountains and oceans... Seems like there's no escapin' the dark, no matter how far you've gone.

Choose One:

- Remind yourself to keep runnin': Draw Skill Card #69.
- Embrace the darkness, even just a little: Draw Skill Card #70.

Moment 5

There's so much that you still don't understand. In a world so dark, it can be hard to see the light.

Choose One:

- Hope. Hope will be the star in a black sky: Draw Skill Card #61.
- Focus on the moment, the here and now: Draw Skill Card #62.

Moment 6

Well, if anythin', you've sure got some yarns to spin after everythin' you've run into down here.

Choose One:

- Jot the tale down for another time: Draw Skill Card #77.
- Maybe it's best to keep this one for yourself: Draw Skill Card #78.

Moment 7

The shadows on the walls darken just a little bit more. What have you done? Any 1 Vagrant becomes Westbound. Any other Vagrant gains Skill #83. Gain the **Signed & Sealed** Mile Post. All other Vagrants gain 2 Humanity.

Moment 8

The songs that come to mind aren't the ones you're used to singin'. They're more complex than a love or union song. The trouble is... where to start?

Choose One:

- Time to start learnin' how the rest of the instruments work: Draw Skill Card #39.
- Time to stretch those vocal chords a bit: Draw Skill Card #40.

Moment 9

The measures some will take to survive... if anything, you realize that you've got plenty of learnin' to do before this is all up and done.

Choose One:

- Teach an old dog a defensive new trick: Draw Skill Card #47.
- When all else fails, unleash the hound: Draw Skill Card #48.

Moment 10

Despite escaping the icy grip, it looks like you still managed to find a way to track some snow behind you. Add 1 Snow Terrain piece into each train car.

If the 13th of Leeds Moves onto Snow, they end any remaining Movement. Then Move the 13th of Leeds 3 spaces in any direction. Then remove the Snow.

Moment 11

Doesn't matter how far you went to climb out of that pit; the blood followed you along the way. Add 1 Blood Pool Terrain piece into each train car.

If the 13th of Leeds Moves onto a Blood Pool, skip the 13th of Leeds' next turn. Then remove the Blood Pool.

Moment 12

Looks like all that dirt from 'round those graves found its way back. Add 1 Debris Terrain piece into each train car.

If the 13th of Leeds Moves onto Debris, they gain 3 Humanity. Then remove the Debris.

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 48 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.

Moment 13.b

You hear those familiar footsteps walkin' out from a dark corner of the car. He sighs, and the place fills with a low and heavy haze.

"Didn't expect to see you so soon." He sounds disappointed, like some big cheese reprimandin' you before your final paycheck.

"I'm going to ask you this once. These empty souls that I keep refilling... what're they worth to you?"

The wind howls. The train stinks of smoke and screams in silence.

"Probably best you didn't answer." He paces, and paces, and paces... "Look, I'm not throwing you to the wolves. Not just yet. I still have faith in you to deliver. And once you do, all your worries, your fears of this place, of where you might end up if you don't find a way out... And quick?" He gestures with his hand and ash falls to the floor like from a lit cigar. "Poof. Like a bad dream. Gone."

You've pinched yourself plenty of times already. This place is no dream.

That fiddle player kicks in right at the wrong moment. The man stands still, wincing at the distant melody.

"I think I can spare something a little extra this time. But don't waste it now, you hear?" He sounds... desperate? "A lot's on the line, for you and me both."

If you haven't already, flip all of your Wounded Skills over so that they are healed, as well as your Westbound Vagrant cards. Then draw Skill Card #84.

When you acquire it, place it on (or near) the "?" space on the train board. It is treated as a Séance card, but instead of discarding it at the end of a Scenario, it is kept throughout the campaign until it is used. When it is used, it is permanently discarded and placed back into the box. Players may use this card in addition to the main Séance card during the same Scenario to trigger the Séance effect a second time.

Moment 13.c

You open your eyes and expect to see a dark room filled with smoke. You anticipate a lecture by some creepy silhouette. Doom and gloom, hellfire and brimstone.

Instead, moonlight pierces through the wooden planks that make up the train car walls, and no one's there to shake their head in disappointment. No one's there at all.

There's a table in front of you, with an intricately folded piece of paper lyin' on top.

You open it. Because of course you do.

The words are burned into the paper and smudge as you run your thumb across them.

"Last one. Enjoy the ride."

The fiddle player hits a high note and hangs there. Unending.

If you haven't already, flip all of your Wounded Skills over so that they are healed, as well as your Westbound Vagrant cards. Then draw Skill Card #85.

When you acquire it, place it on (or near) the "?" space on the train board. When a Vagrant would become Westbound, they may use this card to instead have that Vagrant heal all their Wounded Skills and fix their Broken Junk. That Vagrant also places their Humanity Token onto their maximum Humanity. When it is used, it is permanently discarded and placed back into the box.

Moment 14

You've experienced enough loss and pain in the last few days to linger for a lifetime. But with every dark moment, there's an opportunity to brighten up the place.

Choose One:

- You can start by makin' sure those around you stay safe and sane: Draw Skill Card #63.
- To look toward the future, keep track of your past: Draw Skill Card #64.

Moment 15

Seems like you're not the only one on this train tryin' to run from or change the past. Didn't seem to work out for any of these poor folks...

Choose One:

- But scars teach, and you've got plenty to learn from: Draw Skill Card #71.
- But where they failed, you'll overcome: Draw Skill Card #72.

Moment 16

Seems like everyone's got a story to tell. Plenty might feel that they're at their story's end, but it's often just the beginning.

Choose One:

- Keep this warm story for a cold night: Draw Skill Card #79.
- Who doesn't like a little fixer upper fable?: Draw Skill Card #80.

Moment 17

Like walking on air, that mischievous demon cat peels out of the infinite black and onto the remains of the train just as leisurely as you'd expect. His eyes, as piercingly blue as you remember, light up the Skelly Man's bones like little torches. Strangely, the Skelly Man doesn't acknowledge him, as though he doesn't realize the cat with horns is there at all.

He rubs up against a femur, completely ignoring the fiddler it's attached to and instead addresses you all. "Ya know," DC begins, "I didn't have high hopes when ya'll came aboard, all soppin' wet from head to toe, thanks to that storm. Plenty have done exactly the same, but here they stayed, dancin' like fools in the dark."

He stops, sits, and starts licking the top of his paw. "But I'll be damned. Ahem, again." DC pauses like a comedian in front of a dead audience. "Who woulda thought? Ya really did it. Had a bet goin' with the boss. Turns out he was right. As usual... Luckily, ya'll gave me enough coins to pay that little wager off and get off this train, so I guess it's a win-win for us both."

DC begins to stretch his front legs, closing his eyes and ridding the place of any light, if just for a moment. "Well, like ya'll, I guess I'll be on my way. Don't be a stranger now, ya hear?"

And with that, the little black cat began to walk away, fading into the night as though he was a part of it all along.

Now continue reading the previous **Moment (85 or 86)**.

Moment 18

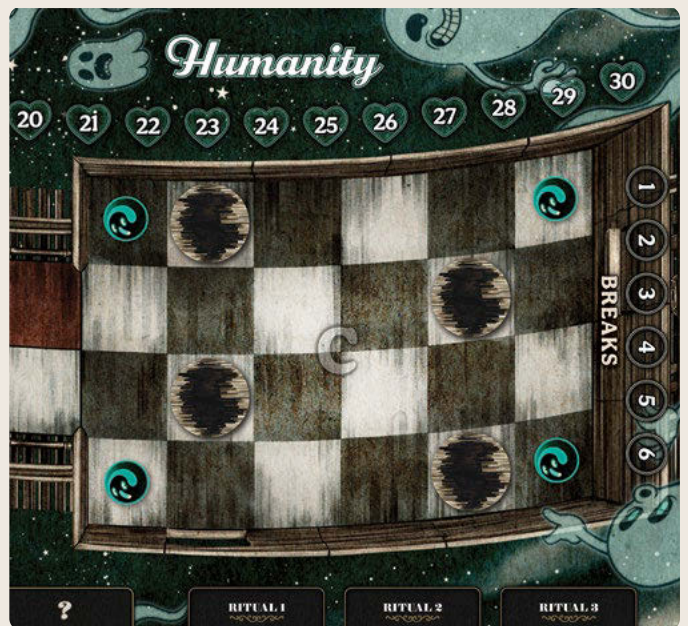
You place the Light Map on the glass slab, and the symbol of an anchor made of light shines through.



If the Light Tokens are in the correct positions (as shown above) at any point during the Scenario, destroy the lighthouse in the glass box.

Moment 19

You place the Dark Map on the black metal sheet, and a symbol of what looks like the four corners of the world seeps through in deep, dark ink.



If the Dark Tokens are in the correct positions (as shown above) at any point during the Scenario, destroy the lighthouse in the metal cage.

Moment 20

You wake up in the dark. It's even harder to breathe than before... Bangin' and scratchin' the wood, screamin' out loud - it doesn't do you any good.

Secretly write down an Event that has not yet been successfully Investigated. When the Event is successfully Investigated, place your Vagrant adjacent to that Coffin (or Box), in addition to any other effects from the Event. You have returned from the dead. You may speak again. The next unlucky Vagrant will not share the same fate.

Moment 21

They say strength is found at the end of each trial. But after seeing what some are willing to do to keep others alive, and still fail... what lesson does that teach?

Choose One:

- Shake those worried thoughts away and start being that beacon of light: Draw Skill Card #55.
- They gave it all they got. Time to do the same and more: Draw Skill Card #56.

Moment 22

It's hard to find the right words or the right rhythm. Nothin' quite feels right, like you lost your tempo. But if you're not gonna sing a song about these poor folks, then who will?

Choose One:

- There's one way you know that'll shake you outta that funk - go big, and go loud: Draw Skill Card #41.
- If there's one advantage to this place, it's the acoustics. Can hear yourself for miles. Make use of that somehow: Draw Skill Card #42.

Moment 23

Even though you don't know a ton of folks who have passed, you're still plenty familiar with the pain.

Choose One:

- At least you've got your Pup here with you, through thick and thin: Draw Skill Card #49.
- Maybe it's time to distract yourself by teachin' him a trick: Draw Skill Card #50.

Moment 24

There's not much that could have prepared you for all of that. The only way through this nonsense is with resolve. Do you have any left to muster?

Choose One:

- The only way to find out is to raise that trusty sword and give it a shot: Draw Skill Card #57.
- Maybe these fine folks around you will give you a helpin' hand: Draw Skill Card #58.

Moment 25

Is there no place on this earth that's considered safe from evil? Seems to be following you wherever you go.

Choose One:

- Just gotta remind yourself that nothin' can touch you as long as you keep a distance: Draw Skill Card #73.
- Maybe it's time to turn and face it head on: Draw Skill Card #74.

Moment 26

If only you knew their stories, their pasts. Maybe then you could help guide them along to whatever the future brings.

Choose One:

- Maybe there's a way to talk to them after all: Draw Skill Card #65.
- You could start off by trying to cleanse the place: Draw Skill Card #66.

Moment 27

There's still plenty to learn from and grow in times of loss, but at a scale this large, it's hard to find the hope.

Choose One:

- Maybe try through melody, like that banjo player friend of yours: Draw Skill Card #81.
- Even if it might feel like it doesn't matter right now, tellin' these stories will help others heal, starting with yourself: Draw Skill Card #82.

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 32

The train slows, but never stops. The headless man shimmers a faint blue, and his body becomes formless and transparent. His lantern fades, and in its place is his weary head, once gone but now found. He smiles and nods in approval, until he drifts away into the night.

If Maco Joe was not in the Bitin' Headache Mood and not within Range 3 of Event 3 at the end of the Scenario, gain the **Headstrong** Mile Post.

After the Camp Phase, continue to the next Scenario on page 15 of the Scenario Book.

Moment 33

In the chaos and fire, his head rolls to the other side of the train car, smacking into the wall. His eyes glow and widen, staring at his own stumbling body, until another figure made of shadow takes shape.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 15 of the Scenario Book.

Moment 34

For a moment, the ceiling refuses to collapse. With ever-widened eyes, the Tommyknocker stares up at you, then tilts his head in curiosity. The candle's blue flame shakes and grows, and as you stare into it, he and his giant ears begin to fade. The flickering fire is the last to go, but something tells you that it won't be the last time it lights your way.

If there are less Stolen Possessions than twice the number of Vagrants at the end of the Scenario, gain the **Candle in the Wind** Mile Post.

After the Camp Phase, continue to the next Scenario on page 19 of the Scenario Book.

Moment 35

The rest of the stones from above make way to the ground, leaving you surrounded in darkness and dust. But a finely dressed man, his shape somehow blacker than the night, reaches out to you from the dark.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 19 of the Scenario Book.

Moment 36

She claws into the train car wall and tears it open like a soup can. Unwilling to let go, she takes to the dark sky, vanishing into the beyond. Can't help but shake the feeling that she was looking for someone.

If all 3 Rituals were completed, gain the **To Be Free** Mile Post. After the Camp Phase, continue to the next Scenario on page 23 of the Scenario Book.

Moment 37

Her wings spread wide, blotting out any remaining light left. Out from the stretching feathers of infinite blackness, the form of a finely dressed man takes shape and begins to walk toward you... with purpose.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 23 of the Scenario Book.

Moment 38

The blood from below begins to drain, but the constant pull remains. Your feet give way, and you fall into the hole, but the sensation of your own mortality coming to an end never overtakes you. Instead, you feel prepared for what's to come.

Gain the **Going Down?** Mile Post.

After the Camp Phase, continue to the next Scenario on page 27 of the Scenario Book.

Moment 39

The bloody pool from below begins to bubble and boil. Out from its depths reach out arms and teeth, dragging and pulling you under. You open your eyes, anticipating your final moments, but are instead welcomed by the silhouette of a man in a suit and tie.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 27 of the Scenario Book.

Moment 40

Like cracks of lightning darting through open windows, light pierces through the darkness, guiding you. As soon as you're able to get a grip of your surroundings, the gurgling whispers from the Visitor fade away. You're back on the train, and it's hard to come to terms with whether or not that's a good thing.

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

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

Moment 41

Hrrrrrrrrrk. Do you hear it? The music? It sings to me. Cl-click-click-click. Come, join me in the dark. Hrrrrrrrrrk. Cl-click-click-click. And we will dance in the rain. Like dreamers do.

Another voice, deeper and clearer, chimes in. "Might I cut in?"

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

Moment 42

The Lady in White rushes to the closest window and lets out an ear-curdling shriek loud enough to raise the dead. After looking around and making sure that didn't happen, you turn back to where she once floated. But she's gone. Something tells you that she's not gone forever.

If Vagrants have both the Black Feather and the Silver Ring at the end of the Scenario, gain the **Float On** Mile Post. After the Camp Phase, continue to the next Scenario on page 41 of the Scenario Book.

Moment 43

The train grows a little colder, a little darker. She has not found who or what she was looking for, and now... neither have you. A window opens, and like a sheet hanging up to dry in a storm, she vanishes. A man wreathed in shadow takes her place and leans down to pick you up.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 41 of the Scenario Book.

Moment 44

A door up ahead appears out of the blue and immediately swings open. Just in time. Whatever lies beyond is better than being overtaken by this frigid storm. Time to get out of here.

If there were no Vagrants who became Westbound during the Scenario, gain the **Stay Frosty** Mile Post.

After the Camp Phase, continue to the next Scenario on page 45 of the Scenario Book.

Moment 45

With every step, you feel a little slower. The snow and ice gather on your shoulders and clothes... your feet feel heavier... your eyes start to close... and... and...

When you open your eyes again, you're elsewhere. The cold is gone and replaced with only darkness. You hear a deep voice in the corner of the room, gently asking you to not be afraid.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 45 of the Scenario Book.

Moment 46

Crystals of ice fall from their clothes and onto the floor. Their shocked and frozen expressions seem to melt away into warm sighs of relief. Each one of them closes their eyes, and in a gust of snow-filled wind, they disappear.

If the Frozen Faces and both Lost Souls are in the same train car at the end of the Scenario, all 3 Rituals were completed, and there were no Vagrants who became Westbound during the Scenario, gain the **By the Sun** Mile Post.

After the Camp Phase, continue to the next Scenario on page 49 of the Scenario Book.

Moment 47

They hover over you, mouths agape, groaning and chattering something incomprehensible. There's something in their eyes, an expression of guilt, sadness, or fatigue... like they're looking into you and seeing themselves, or at the very least, what they've become. A shadowy hand reaches out and touches one of their shoulders, and then one touches yours...

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 49 of the Scenario Book.

Moment 48

The beast stops, disgusted by his own actions. The feverish look in his eyes fades to regret. He looks down at his blood-soaked hands, then back toward you.

"What have I become?" he mouths silently to himself before falling to his knees. The brutal visage of fur and bone crumbles from his form to the ground, leaving a tiny, desperate, but ultimately thankful man in its place. Soon, even he's gone.

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

After the Camp Phase, continue to the next Scenario on page 53 of the Scenario Book.

Moment 49

The beast looms over you, drooling spit and blood. The train car dims. The silhouette of a man appears behind the Wendigo, leaning against the wall. He holds up a fork and knife in one hand, waving a napkin like a white flag in the other.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 53 of the Scenario Book.

Moment 50

The burning fire at their core grows cold. Their sludgy, putty-like skin drips down to the floor like melting candlewax. For a moment, their eyes all widen in the realization of where – and who – they are, and they look to you as though you’ve succeeded where they have failed. Soon, there is nothing left of them but sludge and steel.

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

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

Moment 51

The vents peel out chutes of fire as the walls begin to melt. The Boilermen tap and sing, smiling, dancing, until everything is swallowed by flame. In between the fiery teeth, a silhouette of a man in a finely tailored suit walks toward you, untouched and uncaring of the surroundings.

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

Moment 52

As soon as you leave the Flayed Man behind, you’re greeted by the silhouette of a man holding a briefcase. It shakes violently, and thin, spindly fingers jut out from inside it, desperately trying to escape. “Thank you for helping him fulfill an old debt. Now to find his... friend. The fiddle player.”

Gain the **Mr. Briefcase** Mile Post.

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

Moment 53

This time, he’s got you. His lower lip slinks and descends, stretching like the unhinged jaw of a snake. “Ah, ah, ah,” a deep voice interrupts from behind you, and a man in a fine suit peels from the wall. “Business before pleasure.” The holes where the Flayed Man’s eyes once were widen. “I’ll deal with you later,” says the man, before turning back to you. “Now, what shall we do with you?”

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

Moment 54

The moonlight enters the train cars once more, and the surrounding ugliness transitions back to the plain wood of the empty train cars. The 13th smiles in a way that is both genuine and terrifying, as though he is grateful for what you have achieved and anxious for you to see your end. He bows gracefully, and then vanishes.

If all 3 Rituals were completed and no Vagrant has more than 2 Wounds (each) at the end of the Scenario, gain **The Night Away** Mile Post.

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

Moment 55

A man made of darkness walks onto the dancing floor, his fine two-toned shoes clicking and clacking against the bones. The 13th of Leeds bows low, nervous. “Horns, hooves... a devil after mine own heart.” He takes you by the hand, the music kicks in, and the dancing begins once more.

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

Moment 56

It takes a second or two, but you realize somethin’s happenin’ as soon as the floorboards start shakin’ again. That old tree’s lookin’ real sick all of a sudden, shrivelin’ up like a raisin in the sun. Watchin’ over yonder is that old man. Nearly smiles when the tree turns to dust.

If all 3 Rituals were completed during the Scenario, gain the **Six Feet Under** Mile Post.

After the Camp Phase, continue to the next Scenario on page 67 of the Scenario Book.

Moment 57

A cool breeze drifts through the train, and the walls start closing in. Before you can shake a tail feather, clumps of dirt start hitting your face, until there’s nothing left to see. In the dark, a man dressed in black brushes dirt off his shoulder and offers you a hand.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 67 of the Scenario Book.

Moment 58

Things lost and things forgotten... all found by those who felt it necessary to start looking. Somebody has to make sure these stories get told. You take a big gulp of fresh air, and it feels so good to breathe again.

Gain the **Breathe in the Air** Mile Post.

After the Camp Phase, continue to the next Scenario on page 71.

Moment 59

Can't help but hear those damn bells ringing. Sounds a lot more muffled this time around. Someone's crying out. You can hear their heaving breath. Wait... that's coming from you, and nobody else. You stumble in the dark, and a man in black catches you.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 71.

Moment 60

A kind act in a cruel world makes all the difference. The statue pauses, taking in her surroundings. She takes one slow step forward, and another, and another. Chunks of stone fall off until there's only a glowing spirit left, and soon even that disappears as hundreds of flower petals.

If all 3 Rituals were completed during the Scenario and no Vagrants in play have **Luck o' the Lady**, gain the **Craggy Aggie** Mile Post.

After the Camp Phase, continue to the next Scenario on page 75 of the Scenario Book.

Moment 61

It's all falling apart around you, and there's nothing you can do about it. Huge chunks of plaster and stone fall away from the statue, hurling to each corner of the train. A figure emerges from the dust... a man in a tailored suit, holding a dead rose in his hand.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 75 of the Scenario Book.

Moment 62

Finally, the ringing of the bells stops. The crooked expression of the Bell Witch softens to a warm smile. She doesn't say a word - she doesn't need to - and instead enjoys the silence. She closes her eyes and vanishes into mist.

Gain the **Broken Bells** Mile Post and 3 Coins during this Camp Phase.

After the Camp Phase, continue to the next Scenario on page 79 of the Scenario Book.

Moment 63

"Oh my, what wonderful little helpers you are. All my tasks are done. Now what will this old lady do with her time?" She fades away in the sound of ringing bells and laughter.

After the Camp Phase, continue to the next Scenario on page 79 of the Scenario Book.

Moment 64

Those bells keep rattling around inside your skull, and they won't stop. You close your eyes tight, trying to block out the constant ringing, but they flare up in waves of white. And in that whiteness... a dark figure.

Read **Moment 13**. After the Camp Phase, you may continue to the next Scenario on page 79 of the Scenario Book.

Moment 65

If guilt pushes at the seams long enough, something's bound to split eventually. All those limbs turn to jelly. You've seen that type of desperation before. Like pulling a thread from cheesecloth, he starts unraveling, stolen souls whooping as they escape that fleshy prison. Pretty soon, there's nothing left but a musty old cloak.

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

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

Moment 66

A shadow looms over you, and a voice as deep as the ocean bellows out from it. "A contract was signed, and you must deliver. You might have taken him away from me, but a soul must be given."

He takes you by the hand, and together, you drift into the dark. Nothing but your shadow remains, and even that soon fades away. Those still there look around, unsure of what to do. Unsure of what to say. Your story ends here, but you won't be forgotten.

Moment 67

Enough is never enough for a creature like this. Those long spaghetti arms are everywhere... bursting out of every crack in the floorboards, ferrying you like a boat on a river of limbs. His cloak opens, and that's the last thing you see. But one of those limbs looks different. A tailored black sleeve...

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

Moment 68

For just a moment, everything slows down to a crawl. The ocean's waves rumble on forever. Droplets of water and sweat hit the floorboards in sluggish bursts. The lighthouse in the distance goes dim.

If there were no Vagrants who became Westbound during the Scenario, gain the **See the Light** Mile Post.

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

Moment 69

They always say the seas are shining, no matter the coast, but this is something else. The light's all wrong, twisting at funny angles. The dark, too... Tentacles loom over you, twitching, vanishing, and reappearing... A shadow peels out from the contorting light. "Not quite what you had in mind for beachfront vacation, is it?"

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

Moment 70

You find yourself in a boxcar as plain as can be - there's not one thing recognizable or memorable about the place. Wooden walls and bare, empty floors... and yet, somehow, a shadow forms. From within it, a familiar but not so welcoming shape peels away. The man in black.

"I gave you every opportunity, but now I've got no choice but to use your souls as bait to lure out the big bad wolf."

The fiddle in the distance no longer sounds so distant. Each note booms so loud that the sound of the train is drowned out.

"And if you can't beat him, you'll be joining him."

Continue with the Camp Phase, but instead of reading the In-Between card or moving on to the next Scenario, turn to page 97 in the Scenario Book.

Moment 71

"Well, look at you. That's quite a lot of doubloons you're willin' to part with. All right, you've paid a proper price. I'll give you a hand with these wanderin' ghosts."

Draw and place Junk card #32 (DC's Favor card) onto the train board in (or below) the "?" slot near Ritual cards. For the rest of the game, at the start of each Scenario, draw a random Junk card of your highest Tier and place it on DC's Favor card. All Vagrants gain the effects of this Junk during the Scenario. At the end of the Scenario, shuffle the drawn Junk back into the Junk deck. This Junk is not owned by any Vagrant and cannot be Broken when a Vagrant's Humanity reaches 0.

Moment 72

A foul air... it makes your stomach curl.

Draw and place Malady Card 1 onto the train board in the "?" slot near the Ritual cards. Then add the Malady Token to the Bindle. From now until the end of the game, the Malady Token will be placed back into the Bindle at the start of each Scenario. The Malady effect is permanent and continues from Scenario to Scenario.

When the Malady Token is drawn, treat it as an Event Token (both Vagrants and Haints draw another Rummage Token after the Malady Token is drawn) and place it on the next round. At the start of that round, the Haint takes the first turn that round, then the turn order continues as normal. The Malady Token stays on that round for the rest of the Scenario, then gets added back to the Bindle at the end of the Scenario.

Moment 73

You can't help but feel that something horrible is just around the bend.

Draw and place Malady Card 2 onto the train board in the "?" slot near the Ritual cards. It replaces Malady Card 1 (which goes back into the box). The effect written on this Malady card stays in effect until the end of the game. This effect is in addition to the previous Malady card, not in replacement of. The Malady Effect is permanent and continues from Scenario to Scenario.

From now until the end of the game, when the Haint Cycles, all Vagrants lose 1 Humanity in addition to the Cycle Effect. This additional Humanity loss happens at the start of the Cycle Effect.

Moment 74

You feel weak, like your bones are made of glass and the air you're breathing is impossible to take in.

Draw and place Malady Card 3 onto the train board in the "?" slot near the Ritual cards. It replaces Malady Card 2 (which can go back into the box). The effect written on this Malady card stays in effect until the end of the game. This effect is in addition to the previous Malady card, not in replacement of.

The Malady Effect is permanent and continues from Scenario to Scenario.

From now until the end of the game, if a Vagrant is Wounded, all other Vagrants lose 1 Humanity.

Moment 75

Flashes of blue light escape and dart away from the train, hurtling out into the unknown... a tempest of souls dissipating into the dark. But they're free, no longer held, contained, or trapped by this place or his song. And not long after, the coffins that littered the cars float from the ground and begin to break apart.

The Flayed Man doesn't meet the same fate. He reaches out to the Skelly Man as his skin is completely torn apart, lost forever.

Without his infinite audience of captured souls, the song he plays sounds a lot emptier.

No one's dancin'.

No more runnin'.

Once the Camp Phase is complete, turn to page 97 of the Scenario Book to continue to the next and final Scenario.

Moment 76

The rhythm of the music overtakes you. Time feels like it's fallin' apart and stretchin' thin. No longer feels like you have much control over your own movement. You can't stop dancin' to the beat.

The train lets out a whistle loud enough to topple mountains. In its echo, everything around you fades to black.

You wake up and the world around you is a shade of blue. A voice beckons out like lyrics to a song.

"We're heading west, forever and always!"

The game is over, and you've lost. You have been forever trapped on the ghost train, and the Skelly Man's kept your souls for all of eternity. You are now stuck in a place between worlds, existing only to ensure the existence of someone else.

Moment 77

Riddled with Iron Nails, the Flayed Man jiggles and expands in violent retaliation. The puncture wounds become temporary cannons as each Iron Nail projects outward into every direction. Any Enveloped Vagrants are no longer Enveloped and are placed in open adjacent space(s) to the Flayed Man.

Then all Vagrants each roll 1 Bone and resolve the effect based on the number rolled:

1-2: Lose 3 Humanity

3-4: Lose 2 Humanity

5-6: Lose 1 Humanity

Moment 78

The Lost Soul smiles nice and wide. His icy blue face turns rosy red. "Did you find my brothers? Kurt and Oscar? Haven't seen either of them since that avalanche came toppin' down... Kurt's Scarf should be around here somewhere..."

Remove the Lost Soul that received the Mittens from the train board. The Vagrant who performed the Ritual heals a Wound and loses **Frostbitten** if they currently have the Haint Effect.

Moment 79

He wraps the scarf tightly around his face, covering everything but his joyful eyes. "Those poor Boilermen did everything they could when the avalanche hit, but... there was no food, no escape. For days. Did you find my brothers, Oscar and Bernie? Bernie's Mittens should be around here somewhere..."

The Vagrant who performed the Ritual heals a Wound and loses **Frostbitten** if they currently have the Haint Effect.

Moment 80

Out from the infinite beyond, red snowflakes fall. It sticks to the train like molasses. In the piling crimson powder, two sets of footprints appear - one a set of old boots, and the other a set of high heels. They both lead into the next car independent of one another, and when you follow them, two drifting spirits form from beneath the snowfall, crossing paths but never meeting.

Do not read the next In-Between card. Instead, after spending Coins and Managing Vagrants during the Camp Phase, immediately turn to page 87 and begin that Scenario.

Moment 81

Both Haints slowly drift and fall to the ground, their feet touching the floor for the first time. The Blackbird's feathers fade away, revealing the person she once was, and the Lady in White's dress calms. Their hands meet as they begin to step off the train, but before they do, they turn back to offer their gratitude.

Gain the **Reunited** Mile Post.

Then choose one:

- A thank you letter from the fast flying Blackbird: Draw Skill #33.
- The Lady in White shows her humanity, and a little appreciation: Draw Skill #34.

Continue with the Camp Phase, resolving the In-Between card, as normal. After the Camp Phase, the next Scenario depends on the Scenario played previous to this one.

- If Black & Blue, continue to page 23 of the Scenario Book.
- If So Far Away, continue to page 41 of the Scenario Book.

Moment 82

Their hands reach out toward one another, but a black void between them begins to spread and widen until their fingers can no longer touch. The darkness continues to expand, and with it so does the barrier between them both. They drift away in opposite directions, unable to meet again. Out from the void, the man made of shadow appears.

"Grief weighing you down?" He looks to each drifting spirit, then shakes his head. "Don't let it become a prison."

Read **Moment 13**. Then continue with the Camp Phase, resolving the In-Between card, as normal. After the Camp Phase, the next Scenario depends on the Scenario played previous to this one.

- If Black & Blue, continue to page 23 of the Scenario Book.
- If So Far Away, continue to page 41 of the Scenario Book.

Moment 83

"Thanks to you, maybe I'll have the chance to buy a ticket off this train, after all. Here's a token for my appreciation."

Search the Junk deck and remove any number of Tier 1 or Tier 2 Junk cards from the Junk deck. These cards are placed back into the box and cannot be acquired for the rest of the game. Then, shuffle the Junk deck, draw the top card, and add it to your Belongings.

Moment 84

The black cat makes eye contact with you as he pushes the stack of coins off the side of the train, slipping away like gold dust in the wind. "Time to break out the good stuff."

Search the Junk deck and remove any number of Tier 1 cards from the Junk deck. These cards are placed back into the box and cannot be acquired for the rest of the game. Then, shuffle the Junk deck, draw the top card, and add it to your Belongings.

Moment 85

If you have 25 Banked Coins, read **Moment 17** now.

"It wasn't enough to become the greatest," the Skelly Man admits. "I had to be remembered. As long as there were folks to hear my songs, I could cling to this place. Suppose I thought stayin' alive forever was the only way to keep people thinkin' about me. Didn't matter how many poor souls I dragged along for the ride."

"Easy to lose sight of what's important," he continues. "Dreams can blind you. If you're not careful, the people you love become the people you hurt. Even more so if you're willing to make a deal..." He stares off into the darkness, like he's looking for someone. The train shakes and rattles, and so does the Skelly Man as he walks toward a door that appears nearby.

He turns to you, his bones turning to muscle, his muscle turning to flesh, and his frown turning to a smile... lessons learned and all that. Then he gives you a wink.

"Next stop's all yours," he says without rhythm or rhyme. "Don't stay on too long after that. And when you leave, take it from me: don't make any deals that you might regret."

And just like that, he's gone. All stories, good and bad, must come to an end. As the Skelly Man steps off the train and fades into the fog, you can't help but think that his songs will be remembered after all, even if he may not. Gone but not forgotten.

In the silence, you and your friends look at each other, tongue-tied, unsure of what to do or say after finally being freed.

If you have the **Signed & Sealed** Mile Post, a deal has been made. One Vagrant must choose to honor their side of the bargain and read **Moment 66**.

Each of the Vagrants in play reads their section below:

Songsmith: The roaring crowds ring a little hollow. Maybe it's all about playin' on the old roads and holes in the wall for folks who appreciate the vagrant's song. From time to time, you even play a tune that sounds mighty familiar.

Runaway: You learned that the world's a lot bigger than your backyard. All sorts of people and places to visit, and you're just getting started. But there's really no place like home, and you know that now, better than ever.

Empress: You realized that you don't need an army after all, but just a few close friends. Your sword remains sheathed most days, but it still comes in handy every now and then, especially when someone needs convincing to sign a decree.

Cursebearer: The second you stepped off the train, a dark weight was lifted. The curse was gone, or least left behind. You no longer have to run. For once in your life, you're able to stop and smell the roses.

Revivalist: You went back home and realized you weren't as much of a failure as you thought. Relying on other people taught you a valuable lesson. Armed with this new outlook, you're realizing there are lots of folks out there that you can help. Better get to it.

Wayfarer: It turns out you're never too old to wrap yourself up in another yarn. Now you've got time to look over your scribbled notes and submit 'em to a magazine. Your stories and legends are about to spread all across the countryside.

Moment 86

If you have 25 Banked Coins, read **Moment 17** now.

There's not much of a train left. It's just you, the Skelly Man, and whatever lies beyond.

In this darkness, this void, this place between the living and the dead, a voice beckons out.

"Been a long time, Johnny. Too long by my count." It's all around you, echoing like you're in some vast cave.

The Skelly Man doesn't say a word to the man cloaked in darkness. Instead he turns to you, disappointed and desperate.

The only thing left shining around here is that golden fiddle, and when that disappears, it feels like the sun was swallowed up. All of a sudden, the man in black is holding a violin case at his side, with that awful smell of brimstone.

"Wait now just a second. One more wager, one more bet. One last dance. What do you say?" The Skelly Man pleads, but it's as though his microphone was turned off, and you're all the way on the other side of the stage.

"It's the end of the line, kid. This is the last song you'll ever sing." The man in black begins to whistle the Skelly Man's song.

If you have the **Signed & Sealed** Mile Post: read **Moment 86.a**.

Otherwise: read **Moment 86.b**.

Moment 86.a

"You made the wrong deal."

Maybe you did, maybe you didn't. At this point, the only thing that matters is getting off this train and going back home. No matter the cost. No matter the contract.

Without a whimper, the Skelly Man's bones crumble to dust and wash away into obscurity.

There's nothing left but you and the darkness, and the man that likes to stay shrouded in shadow.

"You did good. I knew this would all work out. Now off you go. And if you ever find yourself in harm's way, you know where to find me. Just remember to bring a pen."

The train stops, or at least whatever's left of it.

As each one of you steps off, finally rid of this burden, you can't help but wonder the cost, or if you're free from this place after all.

Moment 86.b

Without a whimper, the Skelly Man's bones crumble to dust.

The man shrouded in darkness kneels down and grabs a handful of bone dust, then lets it loose in the wind. "This is a mighty fine and unexpected gift. You have my thanks." He flicks a coin in your direction. "Consider this me paying it forward. If you ever need my help, just give it a flip."

Except for a deep scratch on one side, the coin appears relatively plain. But by the time you're done investigating it, the man in black is gone. And with that revelation, the train stops, or at least whatever's left of it.

As each one of you steps off, finally rid of this burden, you can't help but wonder what's next, or what you had to do to get here. But at least you're free.

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

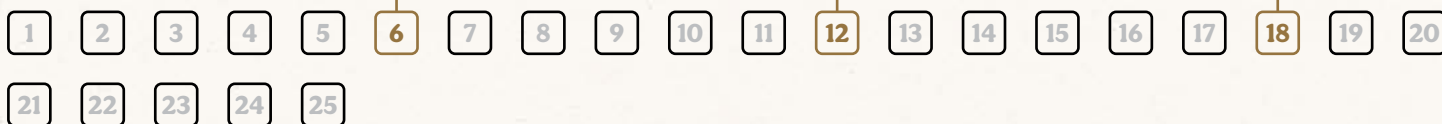
Progress Trackers

Total Mile Posts

Read Moment 72

Read Moment 73

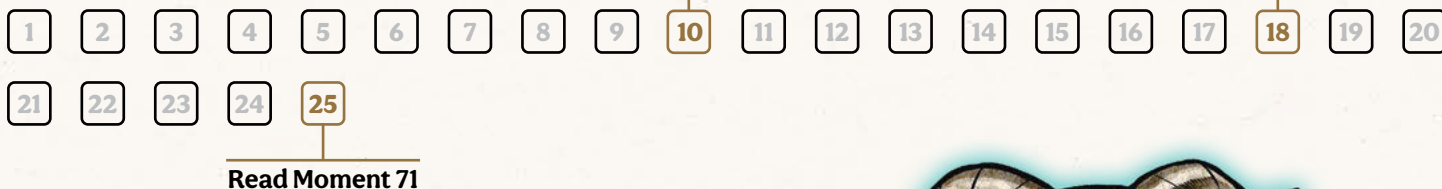
Read Moment 74



Banked Coins

Read Moment 84

Read Moment 83



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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Quick Guide

ROUNDS AND TURNS

A round is the complete rotation of Vagrant and Haint turns. Players may choose the order in which Vagrants take turns; this order may be changed from round to round. At the start of the round, first resolve any Events or Tokens on the current round. Vagrants and Haints then alternate taking turns, beginning with the Vagrants. After every Vagrant has taken a turn and the Haint's last turn has been resolved the round is over.

Remember: At the start of a new Round, move the Round Marker numerically up a space (or to 1 if on 6).

VAGRANT TURN

At the start of a Vagrant's turn, first, return any of their Coins that were placed on Skills, General Actions, or onto the train board. Then, resolve any "beginning of turn" effects.

1. **Choose Actions:** Place all Coins on Skills, General Actions, and/or Junk.

Remember: Coins cannot be placed on Skills/Junk that had any Coins the previous turn.

2. **Resolve Actions:** Vagrants may resolve their Actions in any order.

3. **Resolve "end of turn" Effects.**

4. **Resolve the Cycle (if applicable).**

GENERAL ACTIONS

Move: For each Coin, Move up to that many spaces based on your Move value. You may not Move diagonally. This Movement can be split up and used before and after other Actions.

- All characters can Move through Vagrants, Haints, and Tokens.
- Vagrants cannot end Movement in a space occupied by another Vagrant or Haint.
- Vagrants cannot Move onto Terrain unless specified. Haints can Move onto Terrain and end their turn there.
Remember: Moving onto or through a Haint Haunts you. If a Haint ends in the same space as a Vagrant, the Vagrant must Move to an adjacent open space.

Rummage: For each Coin, draw a Rummage Token. Keep only one and return the rest to the Bindle.

Remember: The Rummage value is how many Rummage Tokens a Vagrant can have at one time. Extra Rummage Tokens are placed back in the Bindle.

Bust: For each Coin, roll a Bone. An adjacent Haint gains 1 Humanity for each success based on your Bust value.

Investigate: If in the same space as an Event Token, read its initial text. Then, for each Coin, roll a Bone if applicable. Count the number of successes, then read and resolve that Event's text.

Patch Up: For each Coin, roll a Bone. Gain 1 Humanity for each success.

Turn Order Example (3 players)

ROUND BEGINS

First Vagrant Turn

▼
Haint Turn

▼
Second Vagrant Turn

▼
Haint Turn

▼
Third Vagrant Turn

▼
Haint Turn

ROUND OVER

HAINT TURN

First, resolve any "beginning of turn" effects.

1. **Determine Mood:** Check to see if conditions for switching the Haint's Mood are met.
2. **Determine Action by drawing a Rummage Token:** If an Event Token is drawn, resolve it and redraw.
3. **Determine Target**
 1. Special Priority Token (in any train car)
 2. Target specified in Action's text
 3. Closest Candle in the same train car (only if the Haint Action includes any Move value)
 4. Vagrant with the most Humanity lost in the same train car, ignoring Wounds
 5. Vagrant closest to Haint in the same train car, ignoring Westbound Vagrants
 6. Westbound Vagrant (in any train car)
 7. Vagrant who took the most recent turn (in any train car).**Remember:** Westbound Vagrants are not considered for targeting until step 6.

4. **Move (if applicable):** Move the Haint up to a number of spaces toward the target.

Remember: Always Haunt as many Vagrants as possible while Moving, so long as the target is still in Range of the Haint Action to be resolved. For a complete breakdown, go to pages 22-23.

5. **Resolve Action:** Complete the remainder of the Action text. If the original target is not in range, another target in Range is chosen, using the priority list in the Determine Target section above.

6. **Add the Haint Action's Rummage Token to Cycle Track.**

7. **Resolve "end of turn" effects.**

8. **Resolve the Cycle (if applicable).**

RANGE AND TARGETING

Remember these important rules when selecting a target. Vagrants can only take an Action if it has a legal target!

- Range **can** be drawn through Vagrants and Haints.
- Vagrants **cannot** draw Range through Terrain, but can target characters on Terrain.
- Haints **can** draw range through Terrain.