



Guilds of Thokaia

Pest Expansion Rulebook



The lands lay desolate. All across Thokaia: horses, carts, hearses, brick, mortar, lumber, molded food bitten all across, scents and stench stuck to the walls of half-crumbled homes, and bodies – the bodies of the sick and unfortunate strewn all around each road, forever stamped to the soul of each street to remind, and never forget: Death found us, and it took no mercy.

But that was some time ago, and the lands have not since stayed stagnant. Where pestilence slowed, we hastened. Out of the rubble, Thokaia will slowly rebuild. A great many minds have gathered, slow-stepped forward with a reformed faith, and now thrust into the new world, ready to remake, redo, and retry their hand at stability and prosperity.

*Welcome to the **Guilds of Thokaia**. With the help of the five guilds, all new guild cards, and a strain of disease previously unseen in its ferocious spread, get ready to show the world that you can not only survive the onslaught of Pest, but thrive in it.*

OVERVIEW

*The **Guilds of Thokaia** Pest Expansion includes two separate modules: the **Guildhall** module and the **Mutagens** module. Both of these broaden Pest, both mechanically and narratively, as you enter a whole new age and way of approaching the all-encompassing pestilence. With the Guildhall, prepare to prove your worth in the Thokaian Guilds through a whole new separate board, and in that play with a whole new deck of abilities and rewards to enhance your already-familiar Pest gameplay. On the other hand, with the Mutagens, prepare to endure an onslaught of sickness, and to give yourself to the research necessary to study and cure and endure the strain of disease.*

GUILDHALL

INTRODUCTION

Welcome, envoys galore, to the Guildhall. Following a turbulent period in the lives and countless deaths of Thokaia's contemporary history, we have finally entered a state of peace and tranquility. And what better time could there be than now to restore some order? Enter: the five guilds: **Inventors, Healers, Diplomats, Craftsmen, and Architects**. Send over your brightest envoys: the time for prosperity is here.

COMPONENTS

- **45 Guild Cards** (9 cards per Guild)
- **1 Guildhall Board**
- **5 Envoys** (1 per player color)
- **75 Seat Tokens** (10x1, 5x3 per each guild)



SETUP

Place the Guildhall Board near the map board. Place one of your envoys On each space containing the number '0'. You should have a total of five Envoys on the board, one for each guild.

Shuffle and place the deck of Guild Cards near the Guildhall board. You are now ready to begin.

CONCEPTS

Guildhall

The Guildhall represents the gathering place for the five major guilds of Thokaia. Here, guild representatives conduct meetings where they coordinate, discuss, and concur upon the ever-evolving state of the world, and what piece of it may be ample for their upcoming ventures.

In addition to the Capital City, you can assign Healthy people in the Guildhall. It is divided into five segments, each of which represent the five guilds - **Inventors, Healers, Diplomats, Craftsmen**, and





Architects.

Within these segments, there's a hierarchy of power, displayed and divided into four tiers: **Tier 0**,

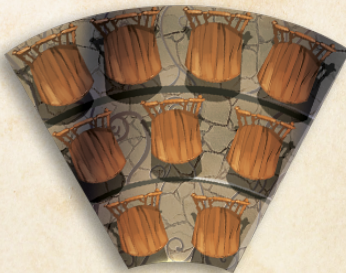
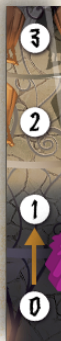
Tier 1, **Tier 2**, and **Tier 3**. With the exception of Tier 0, each tier has a fixed number of seats reserved for their representatives:

four seats in Tier 1, three seats in Tier 2, and two seats in Tier 3. Finally, there is one seating, termed the **Guild Master** seating, which is reserved for one singular **Player Envoy**.

Players start with one **Envoy** for each guild, placed in the **Tier 0** slot on the **Guild Tier Track** (this is the track of numbers, going from 0 to 3.) These envoys act as your agents in the Guildhall. They are your main method of progressing through the guilds' ranking.

Moving your Envoy

During your turn, you can spend 3 Influence to move your Envoy to the next tier. Doing so grants you a seat token from that guild and improves your guild standing, which unlocks new available seats and improves your end game scoring.



Assigning People to the Guildhall

When you play the Assign action, you may assign Healthy People to the Stands (tier 0) or to an Empty Seat (tiers 1-3) within the Tier level of your Envoy. You can only assign one Healthy Person to each Guild per turn. For each Healthy Person a player assigns to the Guildhall, they gain 1 Influence and draw a card from the Guild Deck.



Seats

Each Guild has a reserved and exclusive number of seats. When you assign a Healthy Person to an empty seat (tiers 1-3), gain one of that Guild's Seat Tokens. These seat tokens are the requirements needed to play Guild Cards.

Guild Cards

The Guild Cards are the main focus of the module. There are a total of 45 Guild Cards in this module – 9 for each Guild, with some requiring Seat Tokens



card. This number represents the number of Seat Tokens in a given Guildhall you need to have gathered in order to play the card.

PLAYING A GUILD CARD

During your turn, If you have gathered the appropriate number of tokens, you may play a Guild card as a Free Action. Resolve the card immediately, and place it near your player board. That card is now inactive and cannot be played again (they are kept for potential end game scoring.) You may play as many Guild Cards as you want, as long as you have the required number of seat tokens.

Additionally, as a free action, you may discard 2 Guild Cards to draw another card from the Guild Deck. At the end of your turn, you must discard Guild Cards until you have no more than 3 in your hand.

Note: When you play a Guild card, the Seat Tokens required by that card are not discarded. Instead, the tokens remain next to your player board as your permanent Token Pool. You can use these tokens to play other Guild Cards on your future turns.

Guild cards are always primarily affiliated with one guild; they have their affiliation depicted on the back of each card. Although sometimes cards may require additional Seat Tokens from other guilds, each card always has a primary Guild affiliation.

Guild Master

If you have reached the third tier of a Guild with your envoy, you may advance your Envoy to the guild's final Guild Track space. This makes you a Guild Master of that Guild and awards you Renown for your dedication to the Guild at the End Game Scoring. Only one player can have their envoy claim the Guild Master space of each Guild.



End Game Scoring

At the end of Era III, score as follows:

1. Gain 1 Renown for each seat token you own and additional Renown for each of your Envoys on the Guildhall Tracks (you gain 1 Renown for each Envoy on Tier 1, 3 Renown for each Envoy on Tier 2, and 5 Renown for each Envoy on Tier 3).
2. If you have reached the position of Guild Master, gain Renown for each Guild Card associated with that guild that you own.

MUTAGENS

Components

1 Cluster Board

1 Active Strain Marker

10 City Tiles

3 Green Strain Cluster Tokens

3 Yellow Strain Cluster Tokens

3 Blue Strain Cluster Tokens

2 Capital City Cluster Tokens

INTRODUCTION

Where were you when the pestilence evolved? Were you resting comfortably in your home? Were you having supper? With your family? Loved ones? How many did you lose? How many remained? How many stayed? Tell me: did you think the worst was over? Well, let this be a reminder, so that you may never forget again: the worst is yet to come.

The disease has spread. Through the vice of mingle and impulse, the sickness has spread, grown, multiplied, evolved. Villages are ravaged. Towns panic in fear and uncertainty. And the world's cities: they are at the heart of the disease. On the brink of devastation, the Houses send their entrusted Plague Doctors, frenzied and frantic, to cure and contain and see, in some hopeful glint, an end to decay and desperation.

But know it, and know it well: the Infected Heart has no remedy.

We wish you way more than luck.



Cluster Board



Green Strain Cluster Tokens



Red Strain Cluster Tokens



Grey Strain Cluster Tokens



Capital City Cluster Tokens



Active Strain Marker



City Tiles

SETUP

Place the Cluster Board near the map board. Set the Green Strain Cluster tokens, Yellow Strain Cluster tokens, and Green Strain Cluster tokens on the Cluster Board's in their respective strain columns. Place the 2 Capital City Cluster tokens near the Cluster Board. Additionally, set the Active Strain marker on the green(left-most) column. Shuffle the city tiles and place them face-down near the Cluster Board



CONCEPTS

Clusters

Clusters represent concentrated nodes of infection that appear in highly populated areas, namely cities. Due to the increasing number of Sick People in one place, an allocation of clusters causes the disease to spread at a rapid rate, increasing the number of Sick People in neighboring settlements.



These clusters are represented in three different kinds of strains, as seen on the Cluster Board.

The Cluster Board represents three different kinds of strains, contains the Cities affected by these clusters, and determines which strain will activate next [1].

During the first Pest Phase, at the start of Year One, draw 3 Cluster City Tiles and place them on the top row of the Cluster Board face up, starting from the left and going to the right. Starting from Year 2, during each subsequent Pest Phase, draw and add 2 Cluster City Tiles to



the next row. When drawing new Cluster City tiles, you always place the Tiles from left to right, continuing to the next row in this way until all spaces are filled. Each time a Cluster City Tile is revealed and placed on a space on the Cluster Board, take the Strain Cluster Token that was on that space: place the Cluster City Tile on that space and place the Strain Cluster Token on the corresponding City location on the map board. This is done throughout the game until all spaces on the Cluster board have been filled with Cluster city tokens [2].

Cluster Phase

At the beginning of each round, before the first player takes their turn, the clusters from the currently active cluster (as indicated by the Active Strain Marker) trigger on the map board. On each cluster from the active strain, place one Sick Person on its corresponding city, as well as on all locations adjacent to it. Afterward, move the Active Strain Marker to the next strain (one space to the right) [3].

Note: If the Active Strain Marker is on the third and final Cluster column, it moves back to the first column cluster after triggering.

Contain, Eradicate, and Shift

Contain a Cluster: If you place your **Containment Camp** on a location with a cluster, this cluster is temporarily inactive, and does not spread Sick People.

Eradicate a cluster: If you take the **Research Action** while your Plague Doctor is on the same location as a cluster, you can spend 2 **Research Tokens** in order to eradicate it, removing it from the map and placing it near your board.

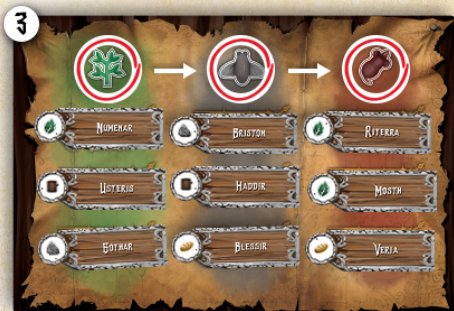
Note: You cannot eradicate a cluster and obtain a Technology Card as part of the same **Research Action**.

At the end of the game, you will gain **Renown** based on the number of clusters you have eradicated.

Shift the Strains: As a **Free Action**, you may spend 1 **Research Token** in order to **shift** the **Active Strain Marker** (moving it to the subsequent strain / one space to the right.)

Eradicating a Cluster with Two Plague Doctors (Variant)

If your Plague Doctor and another player's Plague Doctor are at a location containing a Cluster token, you may both agree to **eradicate** the cluster together. Doing so grants each player 3 Influence.



THE FINAL CLUSTER

By the end of Era II, all 9 spaces on the Cluster Board will be filled up. Starting with Era III, during the Pest Phase, a Capital City Cluster Token is placed in the Capital City at the start of Year 4 and Year 5 [4] [5].

These clusters have no strain affiliation and trigger at the beginning of each round. They trigger in addition to the remaining Cluster Board clusters, and spread a Sick Person to all locations adjacent to the Capital City. During Year 5, the Capital City contains 1 cluster, and therefore 1 Sick Person spreads to all adjacent locations. Likewise, during year 6, the Capital City contains 2 clusters, and therefore 2 Sick People spread to all adjacent locations.

These Clusters cannot be eradicated.



END GAME SCORING

At the end of the game, count the number of clusters you have eradicated and gathered. For each one, gain the following amount of **Renown**:

Now, as the landscape lays ravaged and desolate, a wasteland of body and hearse, may it be a constant reminder: death and decay and spread and the slow burn of pestilence are one strain away from completely engulfing the ground – village upon village, town upon town, city upon city. So, renowned Plague Doctors, cure and contain as much as you can: the future lies in your more than capable hands.

<u>1</u> <u>Cluster</u>	<u>2</u> <u>Cluster</u>	<u>3</u> <u>Cluster</u>	<u>4</u> <u>Cluster</u>	<u>5</u> <u>Cluster</u>	<u>6</u> <u>Cluster</u>	<u>7</u> <u>Cluster</u>	<u>8</u> <u>Cluster</u>	<u>9</u> <u>Cluster</u>
<u>3</u> <u>Renown</u>	<u>6</u> <u>Renown</u>	<u>10</u> <u>Renown</u>	<u>15</u> <u>Renown</u>	<u>21</u> <u>Renown</u>	<u>28</u> <u>Renown</u>	<u>36</u> <u>Renown</u>	<u>45</u> <u>Renown</u>	<u>55</u> <u>Renown</u>