TAINTED GRAIL — KINGS OF RUIN

Official FAQ / Known Issues List
v. 1.0 (07.05.2024)

General Rules:

When describing Hidden Content on page 12, the Rulebook reads "Reading these sections is only possible after you find the appropriate plastic color reveal Filter." Does it mean there is a point in the game that tells you that you have found the color filter or you have to physically find them in the box?

The game will tell you that you have found the color filter. Please, don't use it before that.

If I am in an Exploration and there is a choice that would gain Health or lose Terror, can I split it between Characters?

You are only allowed to split it between the Party members – which means all Characters that are currently in this Action together.

Draw and resolve a blue Encounter.

How to resolve this type of instant effect on a Location?

Immediately after entering Location, if there are no Time tokens on the Location, you resolve the Action by drawing a blue Encounter. Then, you put two Time Tokens on the Location. After removing the last Time Token, the Encounter may trigger again upon entering the Location.

It will not trigger if the last Time Token is removed while your Character is in this Location.

Can I have more Energy than the starting value?

Yes, for example at the End of the Day, after Rest (if you are not Exhausted), if you decide to pay 1 Food to Recover you will gain the Energy that will be marked as "Bonus".

When you add Secret cards to the Encounter deck or Random Events deck, do those cards stay in those decks for the remainder of the Campaign, or do you pull them out when you start the next Chapter?

They stay in till the instructions tell you to remove them. Moreover, at the beginning of the Chapter you have to update the Encounter decks according to the Setup card.

If I am in a Party, and either a Location or an Exploration Journal Action requires a specific amount of an Attribute, am I allowed to add the attributes of each Party member together?

You always check who has the highest value in the Party. You never add them together unless specified otherwise.

Do Guardians stay on Locations in between Chapters, until they are defeated or the map changes?

The only things that change between Chapters are the ones specifically called out in the event cards or in the Journal.

Otherwise, nothing should change – the day does not end, guardians stay on the map, Characters are left as they were.

BoS Verse 314 instructed me to place a Sercret card with a new Random Event (216) on top of the Random Event deck. Immediately after, I resolve Chapter 2: Part 1 card that tells me to place 5 Random Events (-1 per Character) on top of the Event deck. Should the new Secret Random Event be at the top or the bottom of these cards?

Since you take the top 5 (-1 per Character) Random Events and move them to your Event deck without changing their order, card 216 will now be on top of your Event deck.

Combat and Diplomacy:

If a card with a 🟥 in a Free Key was played after a card with a 0x Key, would it count as a connected Bonus for other card effects, even though it has no effect?

Connected means "physically touching", so if a card asks you to count the number of connected keys, one with 0x would count.

If a card asks you for a number of gained Bonuses, one with a 🟥 and 0x wouldn't count, as you didn't gain a 🟥 Bonus.

The *Fiery Smash* Elgan Combat card reads that it does a various amount of damage, depending on the number of Characters in play.

Does that mean Party members in that particular Combat or number of Characters in the game?

When the effect is regarding "Characters in play" it means the actual number of Characters in the game, not only in the Party.

When counting how many cards are in a Combat/Diplomacy sequence does the Encounter card itself count?

No, the Encounter card doesn't count.

Is it mandatory to resolve an On Placement Ability of Combat or Diplomacy cards?

The placement effect of any card is mandatory, unless it specifically says that "you may" do so.

What do I do when I have all my cards in a Sequence and I'm down to 0 cards left in my hand?

The lack of cards in the Encounter doesn't force the Player to do anything. The decision between continuing to fight or Escaping is always the Player's responsibility.
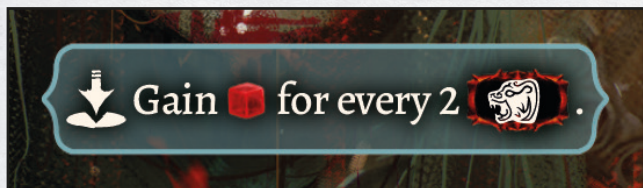
How to resolve this type of effect, does the number of icons in a Key matter?

The number of icons in a Key doesn't matter for this effect. You only count the number of Connected Keys.

Stretch Goals:

Where is the Stretch Goals box?

All Stretch Goals come inside the core game box. Their components are either listed in the main Component list found in the Rulebook or the Stretch Goals component list in the Stretch Goals Exploration Journal.

Where are the Into the Mist Rules?

In the Stretch Goal Exploration Journal.

Known Issues – Exploration Journal

Please note that the following amendments contain spoilers. We suggest not to read them in full until you reach the amended Verse, especially since you may never see these Verses in your playthrough.

To easily remember that these Verses have an errata, you may mark them in your Exploration Journal before starting the campaign.

- **Location 106, Verse 2**

  The order of instructions is wrong. The correct one should read:

  "If there is a ⧗ on this Location, the hermit won't talk to you now – Exploration ends. If you have the "Notable Deeds" part 1 status, go to Verse 16.

  Go to Verse 18 of this Location."

- **Location 106, Verse 19**

  This Verse has an incorrect direction:

  "A couple of days ago, a group of weird men went past our home, heading up the old path into the mountains, east of here." It should read "west of here" instead.

- **Location 124, Verse 9**

  This Verse lacks a Status check at the beginning of the Verse. It should have this instruction:

  "If you have the "Builders of Sorlois" part 3 status and don't have the "Builders if Sorlois" part 4 status, go to Verse 19."

- **Book of Secrets, Verses 280, 287**

These Verses lack the ending instruction. They should end with: "Then, Exploration ends."

- **Book of Secrets, Verse 287**

This Verse is lacking an instruction at the very end, it should end with:

"Then, Exploration ends."

- **Book of Secrets, Verse 383**

The Status check has a wrong part number, it should read instead:

"If you have the "Family Secrets" part 2 status, read:.."

- **Book of Secrets, Verse 690**

This Verse has an incorrect instruction:

"Regardless of the result, count the number of 🎲 placed across all Party members' trays, discard them and check the final result:"

It should read instead:

"Regardless of the result, place Nonus, Bishop of the Deep in the highest-numbered Location with a 📜. Then, count the number of 🎲 placed across all Party members' trays, discard them, and check the final result:"

Cards

- **Event Chapter 7A Setup (Front)**

Instruction in this Event directs you to find all Parts of Chapter 7, which is incorrect and should read instead:

Find all Parts of Chapter 7A and stack them face down from 3 (bottom) to 1 (top).

- **Secret 32 *Nonus's Treasure***

Instruction on the card isn't precise enough and should read instead:

Discard a ⚜ from yours or a connected Location (once per Day).

- **Secret 233, Combat Encounter *Amberwitch***

Reference to the 11-14 damage range is lacking an icon and should read:

11-14 > 3 🏹 , lose 🎲 , 🩸

Rulebook

- **Page 25**

> **5 and 6.** If the Enemy Attack has more than one of the same effect as the 💀 effect, add the effect value to each instance of that effect.
>
> *In this case, the last card in the Sequence has the 💀+1 🏹 effect. During the Enemy Attack, the last Active Character receives 2 🏹, 1 ⚔ then each Party member receives 2 🏹 and finally the last Active Character gains 3 👥.*

The Example contains a typo. It should read instead:

(…) and finally the last Active Character gains 2 👥.