



FALL DOWN

The Rulebook

**"Mother keep the faith,
feed the fire until dawn,
it's hard to find the way
in the hollow in the fog."**



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Fall Dawn, a Dungeon-Crawling Card Game.

<https://dustinygames.com>

Introduction

Fall Dawn is a competitive dungeon-crawler card game featuring exploration, combat, character building, and a strong focus on strategy and bluffing.

Players take on the role of *Erranti*, wanderers fleeing from a mysterious cataclysm rising from the East: the **Dawn**, a force that erases reality itself and threatens to consume the world of Narwar.

Your goal is to escape the Dawn and seek refuge in one of the surviving realms.

Access to these fortress-cities can only be gained through **Alaxite**, a precious mineral harvested from the eerie creatures that appeared with the coming of the Dawn.

Main Deck Components

A complete main deck of Fall Dawn includes:

- 4 **Errante** Cards
- 16 **Choice** Cards
- 1 **Camp** Card
- 45 **Path** Cards
- 12 **Camp Resource** Cards
- 45 **Valuable Resource** Cards
- 20 **Rare Resource** Cards
- 15 **Event** Cards
- 4 **Quick Reference** Cards
- 1 **Rules** Card (QR Code)
- 1 **First Player Card**

Deck Card Types



A

Erranti



B

Choice



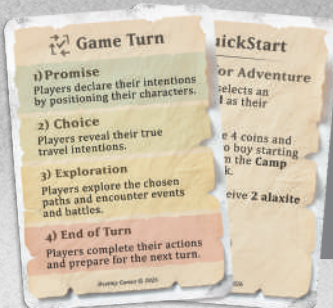
E

Camp Resources



F

Valuable Resources



I

Quick Reference

This card is not used during gameplay.

It provides players with a quick reference to the setup rules and turn structure.



C

Camp



D

Paths



G

Rare Resources



H

Event Cards



J

QR Code Card

This card is not used during gameplay.

It serves as an access point to the online resources page, including the Game Rules and the digital counter.

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Preparing for the Adventure

I. Set Up the Camp and Decks

- Place the **Camp** card (C) on the table.
- Shuffle and place the **Paths** deck (D), **Valuable Resources** deck (F), and **Rare Resources** deck (G).

Important: Path cards will be revealed to the right of the Path deck. Make sure all decks are positioned on the **left side** of the table, leaving enough space on the right for the unfolding Paths (see figure on the next page).

2. Prepare the Event Deck

The **Event** cards (H) are divided into three chapters (see the back of the Event cards).

1. Separate the cards into three stacks of five cards each—Chapter I, Chapter II, Chapter III.
2. Shuffle each stack individually.
3. Assemble the Event deck by placing:
 - **Chapter III** at the bottom,
 - **Chapter II** on top of it,
 - **Chapter I** on top.

This creates a narrative progression throughout the game.

3. Choose Your Errante

1. Each player chooses an **Errante card** (A), which represents their character for the game.
2. Each player receives the **4 Choice cards** (B) matching the color of their Errante. These represent the four cardinal directions: North, South, East, and West.

4. Starting Resources

Depending on your edition:

- **Pocket Edition**

Scan the QR Code card to access the digital score tracker.

- **Gear & Prestige Editions**

Use the included Gold and Alaxite tokens.

All Erranti begin the game with:

- 2 Alaxite crystals
- 5 Gold coins

5. Determine the First Player

The first player is the one who most recently returned from a long journey. Turn order proceeds clockwise from them.

Give the **First Player Card** to this player. This card acts as a marker, making it clear who begins the turn and who is first in turn order.



Initial Equipment Phase

6. Available Camp Resources

Place all **Camp Resource** cards (E) face up in the center of the table as shown in the reference layout (next page).

Purchasing Equipment

- By paying the Gold cost shown on a card (upper right), the first player may purchase one item and add it to their **hand**.
- A **player's hand** consists of the cards they keep hidden; it may contain up to 6 cards.
- After the first player purchases (or passes), the next player may buy one item, and so on.
- Players may also choose to pass without buying.

Equipping Items

To equip an item, place it face up in front of you.
An Errante may equip:

- 1 Helmet
- 1 Armor
- 2 One-handed items (e.g., sword and shield, axe and sword)
- or 1 Two-handed item (e.g., warhammer)

When all Erranti have completed their initial equipment, any unpurchased Camp Resources are placed **under the Camp card** (this will be the Camp Resources **discard pile**).



Camp Resources — Ready for the Equipment Phase

7. Set Up Your Player Mat

Once players have finished spending gold and/or declared their initial equipment complete, each player prepares their **Player Mat**.

The Player Mat refers to the space in front of each player where they place:

- Equipped items
- Up to 4 **Special** cards (see the **Resource Cards** chapter)
- **Choice** cards
- Their Errante card

In the **Gear Edition** and in the **Prestige Edition**, a physical fabric player mat is included, featuring dedicated zones for all these components (see figure on the next page).



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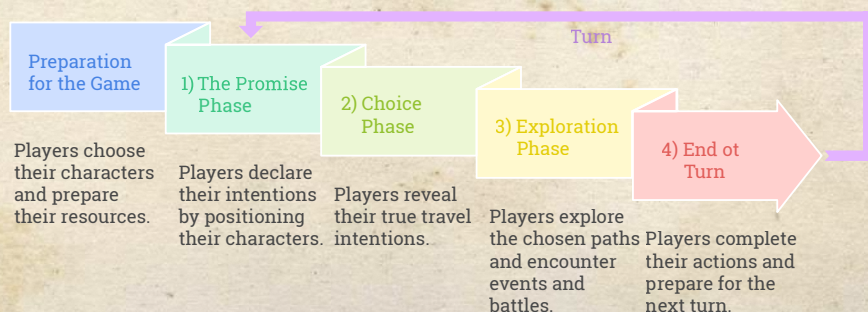


Gameplay Phases

A game of Fall Dawn unfolds over a series of turns. Each turn is divided into four phases:

1. **Promise** Phase
2. **Choice** Phase
3. **Exploration** Phase
4. **End of Turn**

Below is the full breakdown.



1) Promise Phase

Reveal the Paths

Draw **three Path cards** and place them randomly, face up, in the positions corresponding to the cardinal directions North, South, and West shown on the Path card backs.

The Camp always occupies the East position (see figure on the next page).



The first three Paths are in place.

Path Mulligan

If the very first set of three **Path** cards creates an **unreasonably disadvantageous start** for the group; for example:

- multiple excessively strong enemies,
- merchants that players cannot interact with due to lack of resources,

the players **may agree to perform a Mulligan**.

- All players discuss the situation.
- If the majority agrees, shuffle the three revealed Path cards back into the deck and reveal **three new ones**.

Reveal the Event

Draw **one Event card**, read its effect aloud, and place it next to the Event deck.

Event cards define **special conditions for the current turn**.

They may grant bonuses, impose penalties, alter the **Camp**, or modify how certain encounters are resolved.

Declare Your Intentions (Promises)

Starting with the first player and proceeding clockwise, each one places their Errante card on one of the **available Paths** or on the **Camp**.

This declaration is a promise:

"I intend to travel this way."

—or—

"I will remain at the Camp."

Once all players have placed their Errante cards, the **Promise Phase** ends.

Note: Staying at the **Camp** grants **2 Gold**.

Erranti there may buy **Camp Resources** or sell cards for half value (rounded down, min. 1 Gold); sold cards are placed in their deck's discard pile.

2) Choice Phase

They are called *Promises* because they can be broken.

Here players reveal their **true intentions**.

All players now simultaneously reveal one **Choice** card, which indicates their true destination: a Path or the Camp.

Players may:

- Honor their promise, or
- Betray it, choosing a different direction. The Errante card is then moved from the position it occupied during the Promise Phase to the position declared in the Choice Phase.

Strategic Importance

The timing between the **Promise Phase** and the **Choice Phase** is crucial: many spells and other single-use resources can be played during this window.

These effects may:

- Restrict an Errante's options,
- Force an Errante to keep their promise,
- Influence other players' decisions,
- Or manipulate expectations and bluffing dynamics.

Much of **Fall Dawn**'s strategic depth is found in interpreting promises, reading opponents' intentions, and crafting misleading plays.



3) Exploration Phase

Players now explore the **Path** they actually selected.

On a Path, players may encounter:

- **Enemies**
- **Villages**
- **Taverns**
- **Merchants**
- **Hostile locations**

Erranti will face and resolve Path events **alone or alongside other Erranti**.

The resolution of hostile locations and combat differs depending on the number of Erranti involved.

The Party

A **Party** consists of **two or more Erranti** exploring the same Path.

Because the **Choice Phase** often splits players across different locations, the group will resolve each Path one at a time, in any order the players choose.

The resolution of confrontations, hostile locations, and rewards varies depending on whether:

- the Errante is alone, or
- is part of a Party.



4) End of Turn

At the end of each **Path** resolution, perform the following:

Combat or Path Resolution

- If the Errante (or Party) is victorious—or if the **Path** provides rewards without combat—players collect the appropriate rewards.

Defeat

If an Errante or party is defeated, each involved Errante loses **2 Alaxite** points.

Alaxite cannot be reduced below 0.

Special cases:

- An Errante with 1 Alaxite loses only 1.
- An Errante with 0 Alaxite cannot lose more.

Hand Limit

If a player has more than **6 cards in hand**, they must discard down to 6, placing any excess cards in the appropriate discard pile.

Commerce

Players may buy or sell resources with other Erranti on the same **Path** or with a Merchant (see the **Trading** section).

The turn ends once **all players** have completed these steps.

Defeated Creatures

Important: Path cards associated with defeated creatures are not removed from the table. They remain in place and continue to be part of the active Path.

Starting a New Turn

1. Pass the **First Player Card** clockwise; that player becomes the new first player.
2. Reveal 3 new **Path** cards, placing them on top of the existing Paths, and reveal a new **Event** card.
3. Begin again with the **Promise Phase**.

Timing & Priority

Timing Rule

Instant effects are resolved immediately. Priority is given to the player who plays the card or activates the effect first.

If two or more players act simultaneously, priority is determined by turn order: the player closest to the First Player in clockwise order resolves their effect first.

Phase Closure

A phase is considered closed only after all actions belonging to that phase have been completed and every player declares that they do not wish to play additional cards or activate further effects. Once all players have passed, the phase officially ends and the game proceeds to the next phase.

End of the Game

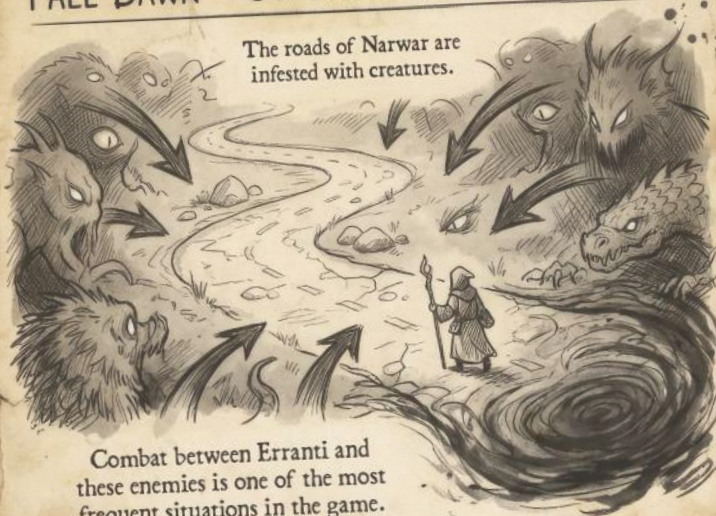
The game ends when the **Path** deck is **exhausted**.

When the final turn is completed, players count the amount of Alaxite they possess.

- The player with the **highest Alaxite total** wins the game.
- In case of a tie, compare the players' **gold** totals.
- If still tied, compare the **total gold value of the equipped items and cards in hand**.

FALL DAWN – COMBAT & PATH MECHANICS

The roads of Narwar are infested with creatures.



Combat between Erranti and these enemies is one of the most frequent situations in the game.



When multiple Erranti explore the same Path, they form a Party.



Beware of the Unexpected!

Combat System

The roads of Narwar are infested with creatures. Combat between Erranti and these enemies is one of the most frequent situations in the game.

Each **Path** card shows, at the top, the name of the location being explored.

If creatures inhabit that Path, the card also displays their name, **Attack** value, and **Defense** value.

Combat is resolved by comparing the Attack and Defense values of the Errante or Party with those of the creature.

Party Combat Values

If multiple Erranti are exploring the same Path, they form a Party.

The Party's Attack and Defense values are calculated by adding together the Attack and Defense (including all bonuses from magic and equipment) of each Errante in the party.

Ranged Attack

Some weapons and spells include the keyword "**Ranged Attack**". Ranged damage is resolved **before** the creature deals damage.

This means that if:

- an Errante's Ranged Attack, or
- the total Ranged Attack of all Erranti in a Party

is **equal to or greater** than the creature's **Defense**, the Erranti win the combat immediately, regardless of the creature's Attack value.

If the Ranged Attack is **not sufficient**, combat proceeds normally, ignoring the Ranged keyword from that point onward.

Important:

Erranti have a **minimum Attack value of 1** even without equipment. Equipping a weapon with Ranged Attack converts that Attack value into Ranged Attack as well.



+



In this case (Crossbow):

The Errante's Attack value (1) is converted to Ranged Attack. With the Crossbow's +1 bonus, the total Ranged Attack is 2.

Winning a Combat

Erranti win the encounter if both of the following are true:

1. The Errante's (or Party's) Attack is equal to or higher than the creature's Defense, and
2. The Errante's (or Party's) Defense is higher than the creature's Attack.

Rewards - Victory

When victorious, Erranti collect the rewards indicated on the **Reward Grid** printed on the Path card.

- If only one Errante collects the reward, use the leftmost column.
- If the Party consists of two Erranti, use the second column, and so on.

	REW				
Alaxite ▶ 		3	2	1	0
Gold ▶ 		4	3	2	1
Valuable resources ▶ 		0	0	0	0
Rare resources ▶ 		1	0	0	0

The Reward Grid.

Unresolved Combat

If, after comparing Attack and Defense values:

- The Party cannot defeat the creature and
- The creature cannot defeat the Party

...the combat is considered unresolved.

No rewards are granted, and no **Alaxite** is lost.

Mutual Defeat

If both conditions occur simultaneously:

- The Party's Attack $\geq$ creature's Defense
- The creature's Attack $\geq$ Party's Defense

...then both sides are considered defeated.

In this case, each Errante in the Party **loses 2 Alaxite** during the **End of Turn** phase, and **no rewards are granted**.

Defeat

If an Errante or party is defeated, **all involved players lose 2 Alaxite**.

Special cases:

- An Errante with 1 Alaxite loses only 1.
- An Errante with 0 Alaxite cannot lose additional Alaxite.

Reward Cards

Winning combats, overcoming hostile Paths, and purchasing items all allow players to draw **Resource cards**.

Reward cards are **drawn in player order**. If the Reward deck runs out, no further Reward cards can be drawn.

Unused Resource cards remain in a player's hand.

Hand limit reminder:

- Players may hold up to **6 cards**.
- If a player ever exceeds this number, they must discard down to 6 before the end of the phase.

Discarded cards are placed in their appropriate Resource **discard pile** (Camp, Valuable, or Rare).

Resource Card Types

Resource cards (Valuable or Rare) fall into four categories:

1. Equipment

Items that can be equipped on the **Player Mat**.

2. Spells

Single-use effects, usually played between **Promise** and **Choice** phases or during **Exploration**.

3. Conditions

Ongoing effects that modify gameplay states.

4. Allies

Cards that provide bonuses or temporary assistance.

✕ Special Resource Cards

Cards showing the **symbol** ✕ provide a **permanent effect** when placed on the **Player Mat**.

Rules for permanents:

- Each Errante may have up to **4 ✕-cards** on their **Player Mat**.
- Condition cards with the ✕ symbol placed on the **Player Mat** **cannot be discarded or sold** unless stated otherwise.

⚡ Instant Resource Cards

Cards showing the **symbol ⚡** are played **directly from the hand**.

- Their effects **apply immediately**,
- Then they are discarded to the proper Resource **discard pile**.

These cards are mostly **Spells**, but some **Conditions** and **Allies** also behave this way.

Their effects range from increasing Attack or Defense during combat to forcing an Errante to keep their word during the Promise Phase.

Using Spells and Single-Use Resources

To cast Spells and other single-use Resources correctly, apply the following rules:

- To cast any **Spell**, an Errante must have **at least 2 Alaxite points**.
- The text line directly beneath the illustration indicates when that card may be played. For example:
 "Promise" means the card may only be played during the **Promise** phase. The same applies to the **"Choice," "Exploration,"** and **"End of Turn"** phases.
 "Promise · Choice" means the card may only be played after all players have declared their **Promise** and just before they reveal their **Choice**.
- During **Exploration**, you may only target:
 - the creatures you are currently fighting, or
 - the Erranti in your own party, unless the card text specifies otherwise.
- At the **End of the Turn**, unless otherwise indicated on the card, any Spell or single-use Resource is discarded.

Resolving Effects

Whenever possible, the effects of cards and Spells are resolved simultaneously.

If simultaneous resolution is not possible (for example, due to conflicting or dependent effects), resolve them in turn order, following the player order for that turn, starting with the first player.

Permanent Cards with Instant Effects

Some permanent cards allow you to trigger **instant effects**.

To use these effects, simply follow the activation instructions shown on the card. These specify:

- in which phase of the game the effect may be activated
- any costs required
- the bonus or effect obtained



Trading

Throughout Narwar, Erranti may buy and sell equipment or resources, either in the **Camp**, on specific Paths, or through interactions with **Merchants**.

All transactions are performed using Gold, unless stated otherwise.

Buying and Selling Resources

Purchasing

Every resource card available for purchase shows its Gold cost in the top-right corner.

To buy an item:

1. Pay the cost in Gold.
2. Place the card in your hand (or equip it, if applicable).

Selling

Any resource may be sold for half of its listed price, rounded down.

Example:

A card costing 5 Gold may be sold for 2 Gold.



Visiting Shops

When a party visits a shop:

1. Reveal a number of **Valuable** or **Rare** Resource cards as indicated on the active Path card.
2. Players may then acquire cards through:
 - Direct purchase, or
 - **Auction**, if multiple Erranti want the same item (see below).

At the **End of the Turn**:

- Any unpurchased shop cards are shuffled back into their respective decks.

Buying From Other Erranti

Erranti may also purchase equipment or resources from other players, using the same rules as Merchant purchases:

- Transactions must occur at **half the card's value** (rounded down) , with a **minimum cost of 1 Gold**.
- Trading is allowed:
- During the **Promise Phase**,
- During the **Choice Phase**,
- And after resolving all encounters during the Exploration Phase,
- But only among Erranti on the same Path or at the Camp.

Important Rule: No Bartering

In Narwar, barter does not exist.

Erranti cannot negotiate alternative deals or exchange items outside the fixed buy/sell rule. Cards cannot be given away for free, and players may not use threats or blackmail to force a trade.

*"Here, the only things traded freely are punches.
Everything else is sold by weight in Gold."*

Buying / Selling Alaxite

At any Shop and at the Camp, players may buy or sell Alaxite at the exchange rate printed on the card.



Lost – Dispersed

If, during the turn, conditions imposed by cards in play force you into actions that are incompatible, impossible to perform, or would require moving East after the Camp has been consumed by the Dawn, you are considered Lost. You automatically lose the turn.

Auctions

Sometimes multiple Erranti desire the same card, or a Party must make a collective decision but cannot reach agreement.

In these cases, resolve the dispute using an auction.

Auction for Items

- The starting price is the card's listed Gold value.
- Erranti bid by offering increasing amounts of Gold.
- The highest bidder pays the amount and takes the item.

Auction for Decisions

When the Party must make a shared decision, such as determining the destination of a Portal, and no agreement is found:

- An Alaxite auction is held instead of a Gold one.
- The starting bid is 1 Alaxite.
- The Errante willing to sacrifice the most Alaxite wins the right to decide and immediately discards the spent Alaxite.

Special Case: No Agreement & No Bids

If the Party:

- Cannot reach an agreement and

- No one is willing to spend even 1 Alaxite to win the auction

...then the entire party's turn ends immediately, without resolving the Exploration Phase.

This applies, for example, to special Path effects such as **Grey Canyon** or **Surrounding Horizon** portals.

Note about portals: When returning to a previously visited Path, its effects are resolved again: any creature must be faced anew, and any rewards are gained again, regardless of whether they were already defeated or claimed in earlier turns.

Random Path Selection

Certain effects, for example the spell **Rift**, require selecting a **random Path**.

To do this:

1. Shuffle the **Choice** Cards.
2. Draw one at random.
3. The revealed cardinal direction determines the Path.

If only certain Paths are eligible:

- Use only the subset of Choice Cards corresponding to the available options.



Two-Player Mode

Fall Dawn can also be played with **two players**, although the game's strategic depth and bluffing elements truly shine with **three or, preferably, four players**.

For a two-player game, apply the following changes:

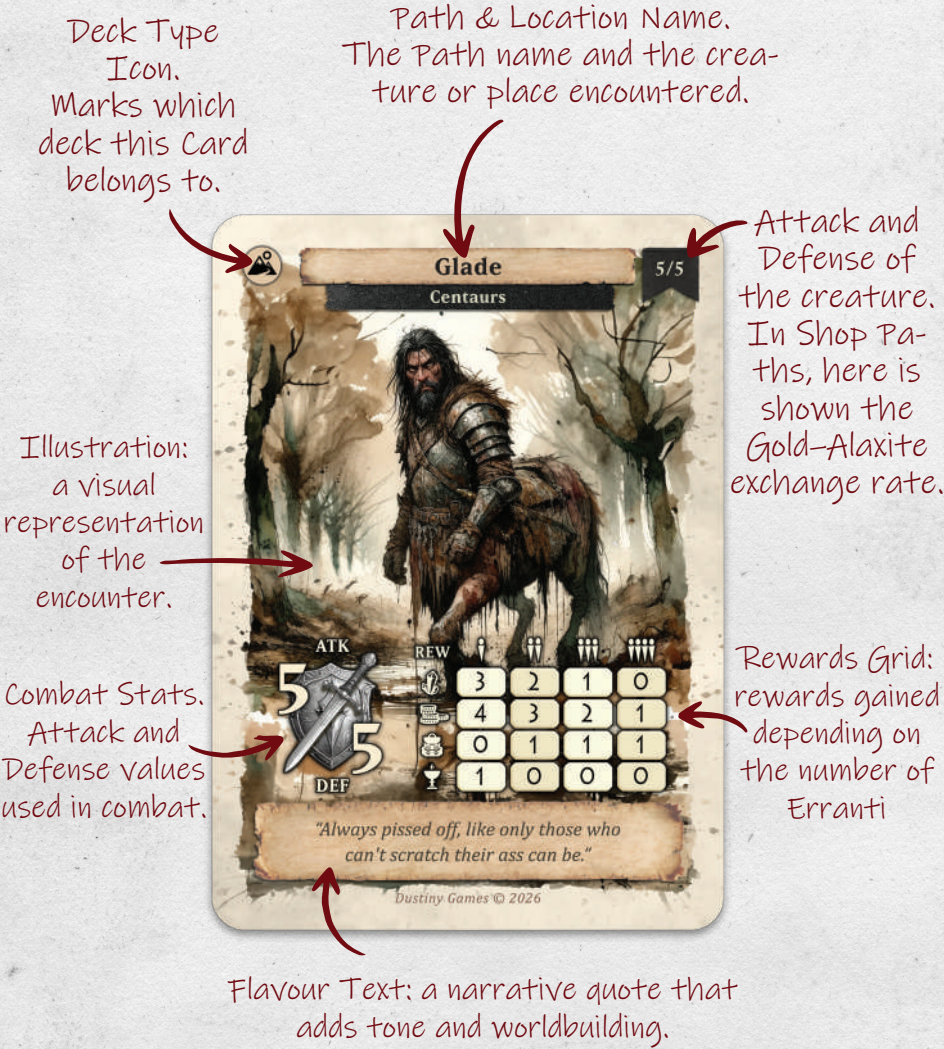
- Each Errante begins with **6 gold coins instead of 5**.
- Remove the cards **Banner of the Sole Survivor** and **Debt of Honor** from the Rare Resources deck.
- Remove **2 Event cards from each chapter**, chosen randomly and without revealing them.
- The final turn of the game occurs when the **last Event card** is drawn.



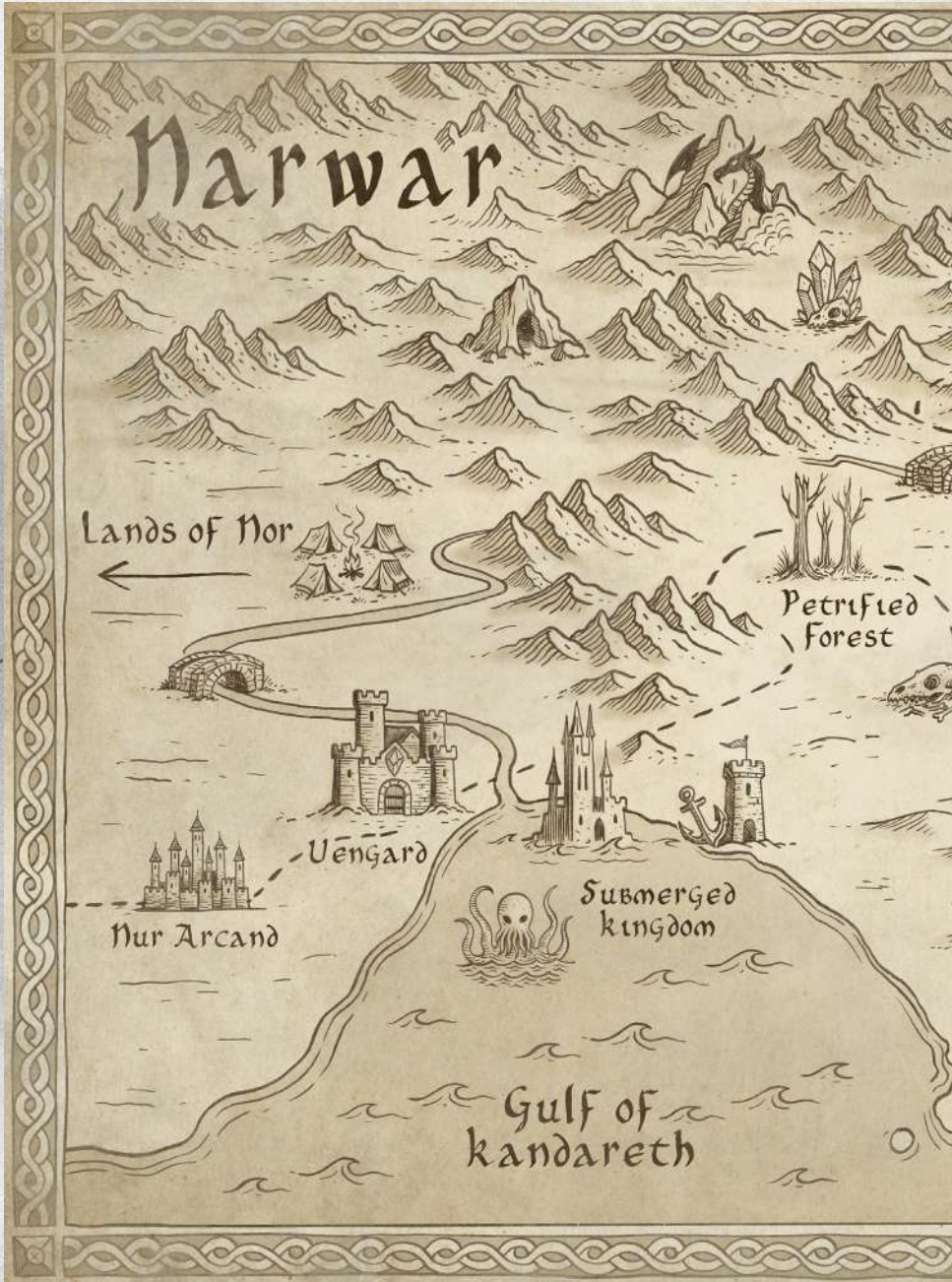
Resource Card Anatomy



Path Card Anatomy



Map of Narwar







Nostalgic for the old days?

Some paths are better traced by hand.

The manual score tracker
is provided on the facing page.

A printable version is also
available on our website:

<https://dustinygames.com/downloads/>



ERRANTE: _____ - SCORE SHEET



ATTACK



DEFENSE

 **GOLD TOKENS**

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 **ALAXITE TOKENS**

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FALL
DOWN

ERRANTE: _____ - SCORE SHEET



ATTACK



DEFENSE



GOLD TOKENS

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ALAXITE TOKENS

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FALL
DOWN

ERRANTE: _____ - SCORE SHEET



ATTACK



DEFENSE

 **GOLD TOKENS**

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 **ALAXITE TOKENS**

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FALL
DOWN

ERRANTE: _____

- SCORE SHEET



ATTACK



DEFENSE



GOLD TOKENS

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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ALAXITE TOKENS

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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FALL
DOWN

