CROMLECH

Stones crack. Mages fall. Kingdoms are lost .... and won.

A GAME OF STONES, DRUIDS, AND MAGIC

WAR AMONG THE DRUIDS

The Kingdom of Draig lies in ruins: King Alwan is dead and his dragon-knights have gone to war over the throne. The mystical forces that give dragons flight and infuse power into magical weapons play a key role in these battles, and foolish is the army that goes to war without a cabal of druids wielding the elements for their cause.

But four days each year—when the seasons are in flux—the world's magic surges, crackling in the air with deadly potential. On these days, druids don the mantle of war, conjuring torrents of wind and rain, igniting firestorms that scorch the land, and shaking the earth itself. Stones crack. Mages fall. Kingdoms are lost... and won.

In Cromlech, you and your friends become druids in the Kingdom of Draig, fighting for your faction's glory. You build stone circles, then roll elemental dice to defend those circles and attack other players. At the end of 12 turns, the player who has done the most damage wins.

A game of Cromlech accommodates 2-4 players, and takes 20-30 minutes per player. When you're new to the game, it can be a bit longer, so we recommend playing only the first two years on your first game.

LEARNING CROMLECH

As you review this rulebook, pay close attention to the "Understanding" sections -- these explain key concepts that make it easier to visualize how to play. We've included a quick reference at the back of this rulebook, and on four cards in the game.

Learn the game a different way!

Check out our how-to-play video:

rattleboxgames.com/cromlech

CONTENTS

Earth   Fire

Air   Water

COMPONENTS:

16 Element Dice (four of each element/color)
32 Trilithon cards (eight of each element)
32 Sarsen cards (eight of each element)
16 Druid cards (four for each player)
30 Lintel cards (five of each type)
12 Wound tokens (red)
12 Defense tokens (blue)
4 Heal tokens (green)
4 Player reference cards

GLOSSARY: This game's key terms are detailed on page 21 of this rulebook.

SETUP:

Prepare card decks: Shuffle the Trilithon, Sarsen, and lintel decks separately. Place the Trilithon cards in the center of the table and set the Sarsen cards aside. Place the lintel cards where all players can reach them, and place the top card, face up, next to the deck (see the Year 2 graphic on page 10).

Get druid cards: Each player starts with a set of four different druids, each of whom specializes in a different element. The druid cards can be sorted into sets by the shape of the yellow border around the element icons. The four druids with diamond icons make up one faction, and so on. (See "Understanding Your Druid," page 7)

Score pile: You should also leave a space to keep your score pile in front of you, visible to the other players. Scores are public, so if someone asks your score, you must tell them.

QUICK GAMEPLAY SUMMARY:

In Cromlech, you and each of your opponents build individual stone circles (**cromlechs**), then attack by rolling dice determined by the elements on the stones. Each turn represents a battle being held on a solstice or an equinox, the days when magical energy surges in the Kingdom of Draig. Thus, Cromlech takes place over three **years**, each of which takes four **seasons**, in which each player takes one turn. The beginning of each year is a **building phase**, followed by four seasons, each with a **battle phase**.

4   FIRST GAME: We recommend you only play Year 1 and Year 2 in your first game.

How Battle Works:

During each of your battle phases you will activate stones to the right and/or left of your druid and roll dice that match the elements on some of those stones. You get three rolls to try for the results you want, then you apply the attacking results to your opponents and the defensive results to yourself.

Building your Cromlech:

Each year starts with a building phase in which you select stone cards and place them in a pattern around your druid. These cards provide the magic your druid will need to do battle, but are also the targets your enemies will aim for.

Actions each year:

  Building Phase (1 per year):
    1. Determine first player by demonstrating your divination skills.
    2. Build or add to your circle (this process differs slightly each year).
    3. Then select your druid and place it in the middle of your cromlech.

  Battle phase (1 per season, 4 per year):
    1. Players turn druids clockwise 90 degrees to the next season.
    2. Take turns selecting and rolling element dice.
        a. In year one, use one hand and one stone (from the corresponding side) to roll two dice; in years two and three, use both hands and two stones from each side (one from each ring) to roll six dice. The number of dice you roll can increase due to benefits from lintels, or decrease if stones are lost in attacks.
        b. Resolve results - ATTACK, HEAL, and DEFEND require 1 die; BUILD and REND require 2 dice.

Winning the game:

After three years, total up the points in your score pile. Each lintel is worth 1 point, each stone is worth 2 points, and each druid is worth 3 points.

THREE KEY CONCEPTS:

1. Stone circle (Understanding Seasons):
- Your cromlech is oriented by cardinal directions, with the table center (the top of each player's circle) being North.
- The stones by your druid's head are the **current season**, which may be attacked or built upon.
- The stones by your druid's hands are the **power stones**, which provide the elemental magic you use to attack.
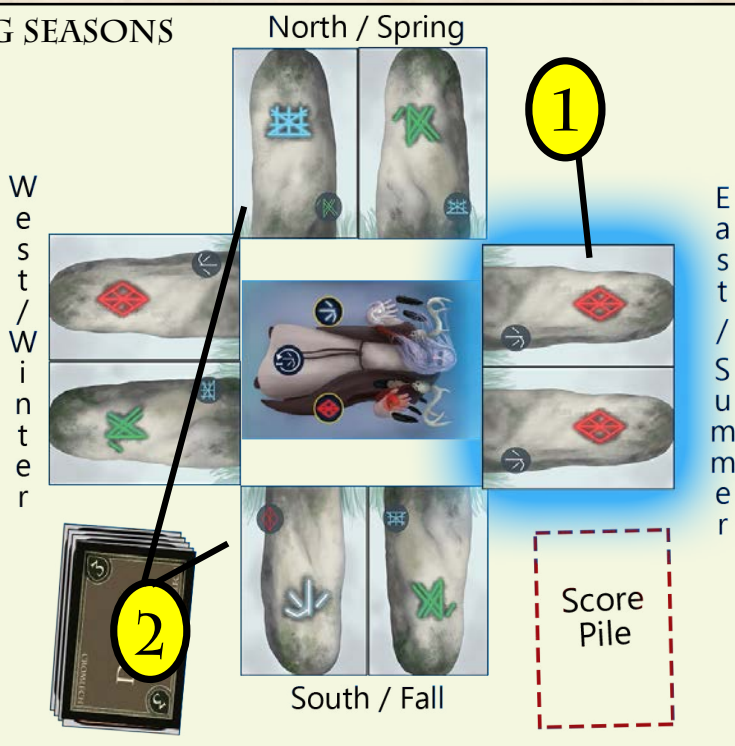
UNDERSTANDING SEASONS

1. CURRENT SEASON
   Stones in front of the druid (East) are the current season, and are the only stones eligible to attack or build upon.

2. POWER STONES
   To the druid's left and right (North, South) are the current power stones, which contribute element dice to the player's roll. (details - pg 12-13)

North / Spring

West / Winter

East / Summer

South / Fall

Score Pile

2. Druid cards (Understanding Your Druid):

- Your druid specializes in two of the four elements, as illustrated by the color of the magic it wields, and the icons on the right and left of the card. These elements denote your druid's **alignment**.
- The magic on your druid's right side is its major power, also indicated by the icon at the bottom of the card. You may re-roll one die of this element one extra time each battle phase. (Declare aloud when you do so.)
- The shape of the element icons indicate your druid's faction. Factions are useful for sorting the druid cards.

UNDERSTANDING YOUR DRUID

1. The elements your druid can summon are indicated by the color of magic on each side, and by the icons near its hands. Druids are more effective against (and vulnerable to) opposed druids.

2. The re-roll icon at the bottom of the card matches the druid's major power, as shown here (for Water). Its major power indicates if the druid is more aggressive or defensive.

3. Each druid has one of four different "faction" markings, indicated by the shape of the element icons.

THREE KEY CONCEPTS (CONTINUED):

3. Elemental alignment (Understanding Elements)
- Elements are indicated on druid cards, and on stone cards.
- Elements align in two opposing pairs: Earth/Water and Fire/Air. **Druids may only be harmed by opposed elements, and only benefit from aligned elements.**
- Each alignment has one aggressive (Fire, Earth) and one defensive (Air, Water) element.

Alignment affects gameplay as follows:
- ATTACK adds wounds to opposing druids (Fire ATTACK can't harm a Fire/Air druid).
- HEAL removes wounds from aligned druids (Water HEAL can't heal Fire/Air druids).
- DEFEND adds defense tokens to aligned druids
      (Earth DEFEND can't add defense tokens to a Fire/Air druid).
- REND (pair) destroys a stone that opposes at least one die, or that's the same element as both dice (Two Fire RENDs can destroy any stone except Air). See chart on page 17.
- BUILD (pair) is not affected by alignment.

Only when the flames have stripped your flesh like carrion birds and your army lies smoking in ruins will you understand the extent of my power.

Despair for your kingdom, and pray that your soul cannot burn.
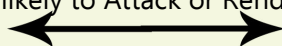
8

UNDERSTANDING ELEMENTS

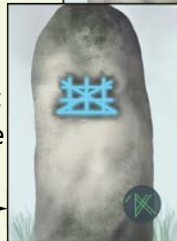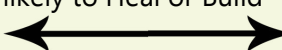Fire & Air   oppose   Earth & Water

Aggressive Elements:
Fire and Earth are more likely to Attack or Rend

Defensive Elements:
Air and Water are more likely to Heal or Build

THE BUILDING PHASE IN DETAIL

The Building Phase occurs at the start of each year.

1. DIVINATION (Determine first player)

Taking turns starting with the eldest, each player predicts a result aloud and then rolls a single die. The first to correctly divine their roll becomes first player for the year.
(Say "rune" to indicate the unique side for each die.)

> **Divination taking too long?**
> Have all players predict the results of a single roll. Or get more prescient friends.

2. LEPIDEMANCY (Building your circle)

In years one and two, you build your cromlech by drafting cards. Turn two cards face up on the table. Players take turns selecting one card to add to their cromlech, then replacing it with a new card from the deck. **At the end of the process, each player will have their own cromlech.**

Year 1 - Each player builds their inner ring of stones

- Place the Trilithon deck within reach of all players.
- As first player, turn two cards face up. Select one and place it at your North position.
- The second player draws one stone card and places it face up next to the card already on the table. Then, they select one of these two and place it at their North position. Play passes to the next player, and so on around the table.
- On the second round, place one stone at the East position, then the South, and so on.
- Drafting continues until all players have placed eight stones in their cromlechs, two at each compass position. Each pair of stones forms a **gariadon** (see placement example on page 10).
- **Four battle phases now occur before the next build phase.**

Year 2 - Each player builds their outer ring of stones

Place stones from the Sarsen deck in a second, outer ring using the same rules as in year one (see placement example on page 10).

> **FIRST GAME:** We recommend you only play years 1 and 2 in your first game.

Year 3 - Replace stones

For each stone missing from your circle, you may take stones from your score pile to create full gariadons. (Note: you will not score these stones at the end of the game.)

Year 1 Stone Placement Cycle

This diagram depicts Otto's choices during Stone placement in Year 1. Note that he often mixed aggressive elements with defensive ones. This maximizes the chance that he will have the dice he wants, whether he is trying to be aggressive or defensive.

Year 2 Stone Placement Done

In the above diagram, Avery has set up the potential for a very aggressive turn in Spring Year 2. To use this strategy, she would select the following dice:
- Hands - 1 Fire, 1 Air
- West - 1 Earth, 1 Fire
- East - 1 Fire, 1 Fire

Because Fire and Earth dice are aggressive, this combination has the potential to yield many REND and ATTACK results.

The heart of the Earth beats angrily below my feet. It takes all I have to bend it to my will. As our enemies plummet into chasms I open on the battlefield, my Liege regards me with a mix of fear and admiration.

THE BUILDING PHASE IN DETAIL (CONTINUED)

3. SELECT YOUR DRUID

In year one, you select and place one druid, revealing your choice at the same time that the other players reveal theirs. (In a two-player game, we recommend that you select and reveal your druids in turn order).

In years two or three, you may replace one druid with another. This is decided and revealed in turn order. To replace a druid, remove the current druid's wound and defense tokens, turn it face down, then place the new druid face up on top of it. For more details about this process, see "Replacing Druids" on page 20.

> **Reminder:**
> The building phase is played once per Year. Between each building phase are FOUR battle phases.

THE BATTLE PHASE IN DETAIL

1. NEW SEASON (Turn Druids to New Season)

All players rotate their druids 90 degrees clockwise. The stones nearest the top of each druid card are now in the **current season**, and can be attacked using REND, or gain a lintel using BUILD. The stones to the right and left of each druid are its **power stones**, and provide the druid's magic during battle.

2. SUMMONING (Select, Roll, & Resolve Element Dice)

On your turn, select which dice to use, then roll those dice to attack other druids and cromlechs, or defend your own.

Selecting stones

As you determine which dice to use, place those dice on the druid, or on the stone that activates them. This ensures that everyone understands why you are rolling the dice you've selected (do this with tokens for lintels too). **Resolve any lintels that add or remove tokens before you roll.**

In year one, your druid is inexperienced, and your cromlech has only one ring. Your druid summons magic with one hand, and uses one stone from the same side as the hand you select. **This usually gives you two dice to roll** (see example below).

Year One Summoning

It is Summer (season 1) of year one, and Finn wants to build up his defenses. His Air/Fire druid has the major power Air. Finn decides to use the druid's Air hand. He may then activate one of the two stones to the druid's North. Finn selects the Water stone. This gives him one air die and one water die to roll, and good odds of getting a pair of BUILD results. Remember that he gets three rolls, plus one more air die re-roll because of his major power.
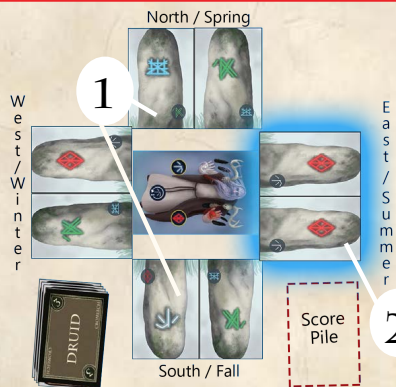
In years two and three, the druids are more powerful, and the cromlechs are complete. Your druid now summons magic with BOTH HANDS, and can use two power stones from each side, one from each ring. **This usually gives you six dice to roll.** See the example on the right.

In all years, when a druid uses a stone under a lintel, that lintel also provides a bonus effect.

A limited number of dice:
You may only roll dice you have. In other words, you may not select more dice of a particular element than are included in the game. If you don't have it, you can't roll it.

Now roll your dice. Shout "CROMLECH!" if you like.

1. Power stones: provide the druid's magic during battle.

2. Current season: stones that can be attacked, and are eligible to build lintels on.

In diagram to the right, Elanor selects her Element dice for Year 3, Winter:
- Hands - 1 Fire, 1 Air
- South - 1 Air, 1 Fire
- North - 1 Earth, 1 Air

Her three Lintels add:
- Heal - Take 1 wound off any druid
- Harm - Put 1 wound on any druid
- Defense - Put 1 defense token on a druid.

These selections give an even chance for BUILD and REND results. Because most of the dice are aligned with her druid, Elanor will get to use any DEFEND results she rolls. If her opponents have Water/Earth druids, her ATTACK results will work too.

Year Two Summoning

NORTH

+1 Defense to Any Druid

+1 Wound to Any Druid

WEST NOT SHOWN

EAST NOT SHOWN

Remove one wound from Any Druid

SOUTH

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I conjure a wall of wind to sweep their infantry from the field, and call forth flames to consume their siegeworks. This is my city--they will not step foot inside it.

Dice Symbols

Defend	Heal	Attack	Build	Rend	Rend & Attack	Build & Heal

Affect Druids

Affect Stones
(2 needed)

Lintel Symbols

Lintels provide bonuses when you activate a stone underneath them. We include the symbols here for your convenience (details, page 18).

Defend	Heal	Re-Roll	Attack	Add a die	Join

ROLLING ELEMENT DICE

Druids have a brief window in which to manipulate elemental magic before they release it against their enemies. Cromlech represents this by giving you multiple rolls to try for the result you want.

Apply lintel effects first:

Before you roll your dice, apply the effects caused by any lintels you activated. When you're finished rolling, you can apply your dice results in whichever order you prefer.

Note: When you kill a druid with a lintel effect, the druid is not replaced until after you finish your turn.

Three rolls per turn:

You make take up to three rolls before you begin applying results. On each roll, you may keep or pick up as many of your dice as you like. This allows you to save some good results, and reroll others.

Rerolls:

You may also get a number of individual die rerolls. If any of your dice match the major power on your druid (see "Understanding Your Druid" on page 6), you may reroll one of these dice one additional time. The reroll lintel also gives you another single die reroll. Each time you use one of these rerolls, you must declare aloud which reroll you are using.

Elanor's dice, selected on the page 13

Roll 1

FIRE AIR AIR FIRE EARTH AIR

She keeps 2 Air (Build/Heal), 1 Rend, 1 Attack. She re-rolls the Fire Build and Fire Defend.

Roll 2

FIRE AIR AIR FIRE EARTH AIR

She is happy with the new Rend, but tries again with the Fire Heal.

Roll 3

FIRE AIR AIR FIRE EARTH AIR

Still not happy with the first Fire die, she uses her Major Power to get one last roll.

Major Power re-roll

FIRE AIR AIR FIRE EARTH AIR

Result: 1 Build with no pair can't be used
2 Air (Build/Heal): Heal 2 wounds, Build 1 lintel
2 Rend: break a stone or lintel
1 Attack: give 1 wound to an enemy

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RESOLVING ELEMENT DICE

As you apply your final results, declare each effect aloud (including dice you can't use), and return those dice to the main dice pool. This ensures that you don't accidentally use any dice more than once, and it helps new players learn the game more quickly. Remember to apply lintel effects BEFORE you roll dice.

Single die results:

Effects that require only 1 die, and are affected by alignment.

WOUND - Place a wound token on an opponent's druid whose alignment opposes this die. The opponent must remove one defense token instead, if possible. If this is the fourth wound on the druid, it dies & you add it to your score pile. Your opponent replaces it with a new druid immediately after your turn ends.

DEFEND - Place a defense token on any druid whose alignment matches this die. This defense token cannot be used to remove wounds already sustained by the druid.

HEAL - Remove a wound token from any druid whose alignment matches this die. This cannot affect druids with no wound tokens.

Paired dice results:

Effects that require a pair of results (alignment effect varies).

BUILD - Draw a lintel card and play it over a gariadon (pair of stones) in your current season, if possible. Otherwise, you may either replace a lintel in your current season (and place the old lintel in your score pile) or place the new lintel directly into your score pile. BUILD is not affected by alignment.

REND - Destroy an eligible stone or lintel in an opponent's current season, if possible. A stone is eligible to be destroyed if it opposes one of the dice in the result OR if it is the same element as both dice rolled. If an eligible stone is under a lintel, the stone may NOT be destroyed, but the lintel may be destroyed instead. Place the destroyed stone or lintel in your score pile. (Examples and table on the next page)

Double result:

The element rune symbols count as though you had rolled two other results.

BUILD / HEAL - (Air & Water) These dice serve as half of a BUILD pair AND they remove one wound token from a druid whose alignment matches them.

REND / WOUND - (Fire & Earth) These dice serve as half of a REND pair AND they add one wound token to a druid whose alignment opposes them.

Once you've resolved all the dice you rolled, the next player selects and rolls their element dice. After all players have had a turn rolling dice, the next season starts. After the fourth season, move onto the next year. **The game ends after year three.**

Two Key Rules for Resolving Element Rolls:

1. Druids are helped by aligned elements, and harmed by opposed elements.
2. Stones and lintels take two dice to affect. Builds and rends must be in pairs.

REND table
Dice pairs and Stones they destroy

Die	AIR	EARTH	FIRE	WATER
AIR	AIR EARTH WATER	ANY	EARTH WATER	ANY
EARTH	ANY	EARTH FIRE AIR	ANY	FIRE AIR
FIRE	EARTH WATER	ANY	FIRE EARTH WATER	ANY
WATER	ANY	FIRE AIR	ANY	WATER FIRE AIR

REND example rolls

FIRE **EARTH** 1 Fire, 1 Earth - one of these will oppose any stone, so this result can destroy any stone.

FIRE **AIR** 1 Fire, 1 Air - This pair can destroy Earth or Water stones.

AIR **AIR** 2 Air - This pair can destroy Earth or Water or Air stones.

LINTELS

The stone (cards) sitting across the top of garaidons are called **lintels**. These stones augment and amplify the magic circles. Lintels are added by pairs of BUILD results (see pg 16).

You may activate lintel powers each time you use either of the stones beneath the lintel. During dice selection, add wound, defense or health tokens, or an extra die to remind you that you are using these lintels. Lintels activate after you have selected which elements you will use but before you roll. Details about lintel powers are below.

HEAL - Remove one wound token from any druid. This cannot affect druids with no wounds.

DEFEND - Place a defense token on any druid, ignoring alignment, to a maximum of three.

JOIN - When one stone under this lintel is activated, so is the other one. Roll dice for both.

RE-ROLL - Allows one extra re-roll of one die. You must declare it before you use this re-roll.

ADD DIE - Select any one additional element die and add it to the dice to be rolled this turn.

ATTACK - Place a wound token on any druid, ignoring alignment. The target may sacrifice a defense token instead of adding a wound.

UNDERSTANDING LINTELS

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No room for lintels:

If your current season has no empty or complete garaidons for your new lintel, you may place it directly in your score pile, or you may swap it with a lintel already in place in the current season and place the old one in your score pile.

Note: if you CAN place a lintel on an empty gariadon, you must do so.

1. The lintel is activated when you use one of the stones beneath it. The bonus applies before you roll your dice, if possible. (Add a die to your roll, in this example).

2. The lintel also protects the gariadon (pair of stones) that support it. Other players may not target stones if they have a lintel over them. The lintel can be targeted, however.

3. If you roll a pair of BUILD results and there are no garaidons without lintels, you may put a lintel directly into your score pile. You may also replace an existing lintel with a new one, then score the one you replaced.

The tremulous kiss of the sea on the shore belies the deep, ancient power of earth and water. Fear me, mine enemies.

REPLACING DRUIDS

During the battle phase, collect any druids you kill into your score pile. The player who lost the druid replaces it with an eligible druid immediately after your current attack ends. This means that if a player's druid is killed, the replacement cannot be harmed by any other results this turn.

When you replace a druid during the building phase, turn the active druid face down to indicate it has been used already. You may not re-use any inactive druids unless all your other druids have been used or killed.

If you find yourself required to place a druid (after one is killed) but you have no unused druids left, select one from your inactive pile to use. The others remain in the inactive pile.

All Druids Lost:
If all of your druids are killed, you may not summon any more elements, **NOR MAY YOUR CROMLECH BE ATTACKED** (without a druid drawing magic from your cromlech, the other druids cannot "see" it). Have heart, though. You may still have won the battle for your faction. There will certainly be a great feast in your honor.

In a two-player game, if one player's druids are all killed, review the score piles immediately. If the player with surviving druids has more points, the game ends. If the surviving player has fewer points than the player who has been knocked out of the game, the surviving player may play out the remaining seasons to build lintels to raise his/her score.

> Edge case - Killed Without Dice: If your druid is killed by an effect outside of dice rolls, such as through a wound inflicted by a lintel, you do not replace the druid until after the active player's turn is finished.

TALLY FINAL SCORES

The game ends after all players have had a turn during Spring of year three. Each player earns points for cards in their score pile as listed on the card backs:

- 1 point for each lintel
- 2 points for each Trilithon or Sarsen stone
- 3 points for each druid

If there is a tie, the player with the most intact lintels wins, followed by the player with the most intact gariadons, then the most standing stones, and finally the most druids.

GLOSSARY

Alignment / Aligned - Paired elements: Earth/Water and Fire/Air. (pg 5)

Cromlech - The ring of stones you build and battle for.

Current Season - The stones the druids are currently facing. (pg 6)

Dice Pool - Collection of all the dice available in the game.

Druid - Figure at the center of each player's circle. (pg 7)

Element - One of the four "powers" on the stones.

Gariadon - A pair of stones standing together. (pg 8)

Lepidemancy - Stone placement step, building phase. (stone-magic)

Lintel - A stone card placed across the top of a gariadon. (pg 18)

Opposed / Oppose - Elements in the opposite alignment pair. (pg 5)

Power stones - Stones from which the druid selects dice. (pg 6)

Sarsen - The stones placed in the outer ring during the second year.

Score Pile - Player's collection of scored stones, lintels, and druids.

Season - One turn, also the stones druids face during that turn. (pg 6)

Stone - One sarsen or trilithon card, half of a gariadon.

Target - Stones in the current season.

Trilithon - The first round of stones placed in the inner ring.

Year - One building phase and four battle phase seasons.

STRATEGY HINTS

Help one opponent to hinder another - You are allowed to HEAL druids belonging to opposing players. There may be moments when an opponent is poised to lose a druid to another opponent, and you have a spare HEAL result. It may be helpful to HEAL that opponent.

Fewer dice vs. fewer lintels - When deciding which of your opponent's stones to destroy, consider the alignment of those stones, and whether they are aggressive or defensive. You may also need to decide between taking out an entire row of a particular season (thus reducing your opponent's dice pool when they call on that season), or preventing your opponent from building lintels (by taking one stone from each row of a given season).

Rebuild with caution - Year three provides a tempting opportunity to rebuild garaidons, but keep in mind that you're sacrificing two points for every stone you take from your score pile. Be sure it's worth it!
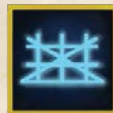
Practice druid conservation - Do not be too eager to replace your druids during the building phase. If one gets killed, you may find yourself using a druid you would rather not use.

ERRATA AND FAQ

If you have additional questions, please reach out to us. We're compiling a Frequently-Asked Questions file on our website:
rattleboxgames.com/cromlech

CROMLECH

A GAME OF STONES, DRUIDS, AND MAGIC

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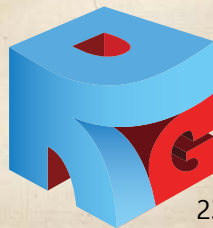
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Players & Age by Daniel Solis (danielsolis.com)
Hourglass by Lorc (http://lorcblog.blogspot.com/)

QUICK REFERENCE

DICE SYMBOLS

Defend	Heal	Build	Rend	Attack	Fire/Earth Rend & Attack	Air/Water Build & Heal
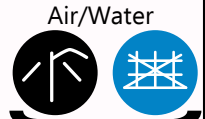
GAME PHASES (3 Years, 4 Seasons per Year)

BUILDING: (one per year) Players build or add to their stone circle.
Divination - The first player determined by predicting a die roll.
Lepidemancy - Each player erects their own ring of stones.
Place or change druid - Players place druids facing North.

BATTLE: (four per Year) Players use their circles to battle one another
New season - All players rotate druids 90 degrees clockwise.
Activate circles - Each player wages battle in turn, selecting stones
& lintels to activate, then rolling & resolving dice.

REND TABLE

Die ⇨ ⇩	AIR	EARTH	FIRE	WATER
AIR	AIR EARTH WATER	ANY	EARTH WATER	ANY
EARTH	ANY	EARTH FIRE AIR	ANY	FIRE AIR
FIRE	EARTH WATER	ANY	FIRE EARTH WATER	ANY
WATER	ANY	FIRE AIR	ANY	WATER FIRE AIR

ALIGNMENT

Water / Earth

Healed by · Harmed by

HOW ELEMENT DICE AFFECT DRUIDS

Harmed by · Healed by

Fire / Air