

Nobles of Evergreen

The Chronicle Quick Reference — a turn, the rules that matter, and every term in plain English.

A turn, in order

1. Journey — Roll one die and move that many spaces clockwise.
2. Path — Draw the card for the space you landed on and resolve it.
3. Duty — Do exactly one thing: Save, Give, Invest or Wait.
4. End turn — Pass play to the noble on your left.

The year in sixty seconds

- You are a Noble of Evergreen, responsible for a House and the people who depend on it.
- Over four seasons you travel the kingdom and meet opportunities, hardships and decisions about how to use what you have.
- On your turn you Journey (roll and move), resolve what you meet on the Path (a card), then perform one Duty: Save, Give, Invest or Wait.
- Crowns help you navigate life in Evergreen — but having the most money does not make you the winner.
- At the Evergreen Gala, victory is measured by the House Gems you gave away and the Vault Tokens you set aside.

Quick answers

How do I win?

At the Evergreen Gala your score is House Gems Given + Vault Tokens Held. Crowns are worth nothing. Ties go to the most gems, then the victory is shared.

What if I cannot pay an Ordeal?

Your Virtue applies first. If you still cannot pay the remainder in full, the Ordeal is failed and you surrender your next turn — no Journey, Path or Duty. Your Virtue keeps working, and there is no debt or elimination.

Can I do two Duties?

No. Exactly one Duty per turn, every turn.

Can I spend a Vault Token whenever I like?

No. Only when an effect requires a payment, and only one token per required payment, worth 500 Crowns.

The Evergreen glossary

Evergreen

The kingdom the game takes place in — a green, medieval-inspired realm of forests, rivers, market towns and noble estates.

When you meet it: From the moment you sit down at the table.

What you do: Pick a Noble House to represent and take care of your corner of the kingdom for one year.

Noble

The character you play: a lord or lady responsible for the people and lands of one House.

When you meet it: You choose your Noble before the game starts.

What you do: Choose the Noble whose Virtue matches how you want to play, then keep that Noble all game.

Active Noble

Whoever's turn it is right now.

When you meet it: Every single turn.

What you do: When it is your turn, take your Journey, your Path and your Duty, then pass play to the left.

House

A noble family, named after a tree — Evergreen, Oak, Birch, Cedar, Palm, Elm, Willow, Maple, Apple.

When you meet it: At setup, and every time your pieces appear on the board.

What you do: Pick the House you like. The only mechanical difference is the Noble's printed Virtue.

Season

One quarter of the year: Spring, Summer, Autumn and Winter, played in that order.

When you meet it: Continuously — the season advances as the table completes turns.

What you do: Play your turns. The season changes on its own; watch for new Market goods as it does.

Rotation (round)

One complete pass around the table, so every noble has had a turn.

When you meet it: Whenever play returns to the noble who started.

What you do: Nothing special — just be aware that nobody gets an extra turn.

Journey

The first part of your turn: you roll one die and travel.

When you meet it: At the very start of your turn, unless you are surrendering it.

What you do: Roll the die, reroll once only if something you own or your Virtue allows it, then move that many spaces clockwise.

Reroll

Rolling the die a second time instead of keeping the first result.

When you meet it: Immediately after your Journey roll, before you move.

What you do: Take at most ONE reroll per turn. You may not reroll a reroll, and two reroll sources never stack.

Path

The second part of your turn: you face whatever the space you landed on brings.

When you meet it: Right after you finish moving.

What you do: Draw the matching card, read it all the way through, and carry out what it says.

Board space

One stop on the looping road around the kingdom.

When you meet it: Every time you finish moving.

What you do: Look at the space's type and draw that kind of card.

Proving

A personal test: a moment where you, and only you, decide what to do with what you have.

When you meet it: When you land on a Proving space.

What you do: Read both choices, check you can pay the full amount of the one you want, and choose. You cannot part-pay or borrow.

Ordeal

A hardship that strikes the whole kingdom at once.

When you meet it: When any noble lands on an Ordeal space.

What you do: Apply your Virtue, then pay the remaining amount in full. The Active Noble resolves first, then play continues clockwise.

Personal Ordeal

An Ordeal that strikes only one noble instead of the whole realm.

When you meet it: Only when a card tells you to draw a Personal Ordeal.

What you do: Draw it, apply your Virtue, and pay the remainder in full yourself.

Decree

Royal guidance or favour announced to the whole kingdom.

When you meet it: When any noble lands on a Decree space.

What you do: Read the Decree and apply it to every noble, Active Noble first and then clockwise. Some last a single rotation.

Duty

The last part of your turn: exactly one deliberate choice about your wealth.

When you meet it: After you have finished resolving your card.

What you do: Choose one of Save, Give, Invest or Wait, then end your turn.

Save

Putting 500 Crowns into your vault.

When you meet it: As your Duty, if you hold at least 500 Crowns.

What you do: Pay 500 Crowns and take 1 Vault Token.

Give

Donating 500 Crowns to charity.

When you meet it: As your Duty, if you can pay the cost.

What you do: Pay 500 Crowns — less if your Virtue reduces it — and place 1 House Gem in your chest, face down.

Invest

Buying one useful thing from the Market.

When you meet it: As your Duty, when a good you can fully afford is available this season.

What you do: Pay the price in full — one discount at most may apply — and take the item. It is public from then on.

Wait

Deliberately doing nothing and keeping your Crowns.

When you meet it: As your Duty, any turn.

What you do: Confirm Wait. Your Crowns stay exactly where they are.

Crowns

The kingdom's money. Everyone can see how many you hold.

When you meet it: Constantly.

What you do: Spend, save and give thoughtfully. Holding the biggest pile of Crowns does not win the game.

Vault Token

Proof of 500 Crowns you set aside. Public, and worth one point.

When you meet it: Whenever you Save, and whenever an effect demands a payment you cannot otherwise cover.

What you do: Convert a token only when an effect **REQUIRES** a payment, and only one token per required payment, worth 500 Crowns.

House Gem

A gemstone in your House colour, placed in a covered chest each time you give to charity.

When you meet it: Every time you choose Give.

What you do: Place the gem in your own chest. Only you may look inside; other players never learn the number.

Income

Crowns the year brings you at set points during the game.

When you meet it: At the scheduled income moments during the year.

What you do: Collect it and plan. Some Virtues add extra Crowns to every income.

Royal Treasury

The Crown's own coffers — where paid costs go and gifts come from.

When you meet it: Whenever a card names the Treasury.

What you do: Pay or receive as the card instructs.

Market

The kingdom's shops, where you may buy one useful thing on a turn.

When you meet it: When you choose Invest as your Duty.

What you do: Look at what is available this season and buy one item you can pay for in full.

Market item

Something you own for the rest of the game, like a ledger or a strong vault door.

When you meet it: From the moment you buy it until the year ends.

What you do: Use it whenever its condition comes up. Owned items are public knowledge.

Discount

A reduction in what you pay for a Market purchase.

When you meet it: At the moment you buy.

What you do: Apply at most ONE discount, then pay the rest in full.

Full payment (affordability)

You may only choose something you can pay for completely.

When you meet it: Every Proving choice, every Ordeal, every purchase.

What you do: Check the total first. If you cannot cover it, choose something else — or, for an Ordeal, it becomes a failed Ordeal.

Failed Ordeal

What happens when you simply cannot pay what an Ordeal demands.

When you meet it: During an Ordeal you cannot cover in full after your Virtue applies.

What you do: Declare the Ordeal failed and surrender your NEXT turn. Your Virtue keeps working the whole time.

Surrendered turn

A turn you sit out entirely.

When you meet it: The turn immediately after a failed Ordeal.

What you do: Pass. You still receive anything that affects all nobles, and your Virtue still applies.

Virtue

Your Noble's permanent strength of character.

When you meet it: Any time the Virtue's condition happens — on your turn or anyone else's.

What you do: Apply your Virtue first, then whatever the card says, then the general rule.

Active-first, then clockwise

The order everyone resolves a shared card in.

When you meet it: Every Ordeal and every Decree.

What you do: The Active Noble finishes completely, then the next noble to the left, and so on around the table.

Public vs hidden

Some of what you own is on show; one thing is private.

When you meet it: Throughout the game.

What you do: Leave your Crowns, Vault Tokens and Market items in plain view; keep your House Gems covered until the Gala.

Castle Keep

Your own screen of the game: your vault, your covered chest and your study.

When you meet it: Any time during play.

What you do: Open your Keep to review your Crowns, Vault Tokens and items — and only you may open your own charity chest.

Evergreen Gala

The candlelit ceremony that ends the year.

When you meet it: After the final turn of the final season, once all nobles have played equally.

What you do: Reveal your House Gems and add them to your Vault Tokens. Highest total wins.

Paragon of Evergreen

The title given to the winner.

When you meet it: At the Gala.

What you do: Count House Gems Given + Vault Tokens Held. Tied? Most gems wins. Still tied? The victory is shared.

Endurance — Prince of Evergreen

Hardship still reaches your House, but the bill never does — you weather the storms other nobles pay for.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Foresight — Princess of Evergreen

You get to look ahead and pick the lesser of two futures instead of taking whatever comes.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Generosity — Duke of Oakgrove

Giving simply costs you less, so you can be charitable more often than anyone else.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Favor — Duchess of Birchgrove

The court likes you. Whenever the Crown speaks, you are richer for it.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Wisdom — Count of Cedargrove

Careful preparation softens every blow, and it stacks with the household staff you can hire.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Faithfulness — Countess of Palmgrove

You recover quickly: after trouble passes you are a little richer and a little better placed to buy.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Integrity — Viscount of Elmgrove

You may shoulder half of another noble's hardship — and your charity chest grows for the kindness.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Opportunity — Viscountess of Willowgrove

You can roll again and then choose how far to travel, so you steer where you land.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Prosperity — Baron of Maplegrove

Your lands simply yield more. Every income is larger than everyone else's.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Ingenuity — Baroness of Applegrove

You find a better price on everything, from Market goods to the costs a Proving asks of you.

When you meet it: Whenever its condition occurs, on your turn or another noble's.

What you do: Apply it before card effects and before general rules. There is nothing to spend and nothing to recharge.

Scoring at the Evergreen Gala: House Gems Given + Vault Tokens Held. Crowns score nothing. Ties go to the most gems; still tied, the victory is shared.